

OBSIDIAN DPS

Basic Rules

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Introduction

Thank you for your interest in Obsidian DPS. This product is a quick reference guide to teach you and others how to play Obsidian DPS. Contained in this section are the basics needed to play including rules for building dice pools and making checks, creating a character, and even information on progress, skills, psionics and alchemy. This guide concludes with an adventure created for you to use with your friends.

This Basic Rules Guide includes.

- **Dice Pool**
- **Character Creation**
- **8 Character Archetypes**
- **Attribute-Skill Improvement**
- **Skills**
- **Combat**
- **Conditions**
- **Equipment**
- **Alchemy**
- **Psionics**
- **Spellcraft**
- **The Forgotten Citadel Adventure**

Dice Pool

Whenever you make a check to attack an enemy, use a skill or make a save, you create a dice pool to make the check. The dice pool is created using a combination of attribute scores, skill rank and items you may be wearing or wielding.

Building a Dice Pool

Start by creating a pool of at least fifteen dice. All skills describe what the dice you contribute to the dice pool check. You add the skills check to the attribute score it is associated with.

For example, The Melee Weapon Skill offers a **+1 Dice +1** to melee weapon attacks at **Rank One** and uses the Strength or **STR** score. If you have a five for your **STR** score, then your Dice Pool total is **+6 Dice +1**. If you are using a weapon that offers **+2 Dice** to your Dice Pool, the Dice Pool increases to **+8 Dice+1**!

Character Creation

Select your Archetype

You can choose from our list of sample Archetypes. Each starts with eleven skills selected to define the character along with a list of alternative skills to swap for the optimal build.

Select your Additional Starting Skills

In addition to the starting skills, players will get to select additional skills to train based on **INT + WIS**. For instance, if your character's **INT** is three and their **WIS** is four, they can select seven additional skills. All chosen skills are trained at **Rank One**.

Select your Species

Choose your species to define your character's fundamental traits and background. This selection shapes their abilities, appearance, cultural influences, and more.

High Fantasy/Modern Species	Futuristic Species
Elves	Ebens
Dwarves	Tall Whites
Orcs	Ciakahrr
Humans	

Select your Core Attributes

Your core attributes determine your secondary attributes and influence all the skills your character uses. There are two ways to determine attributes, point buy and dice roll.

Point Buy

You have twenty-five points to spend on your attributes. These points will be spread across Core Attributes. You must have at least two points in each score. (**5, 4, 4, 3, 3, 3**) is one way you could spread your points. (**4, 4, 4, 4, 3, 3**) is another option if you are looking for a balanced character. **Per GM discretion**, a cap of six points under each core attribute at character creation.

Dice Roll

You will roll seven six sided dice, remove the lowest die rolls and add up the successes. ones, twos and threes are failures while fours, fives and sixes are successes. Repeat this dice roll six more times (a total of seven rolls) and assign the results to your scores. **Critical Success** and **Critical Fail** rules **do not apply** to these dice rolls.

Attribute	Short	Description
Strength	STR	Represents a character's physical power, encompassing their ability to perform feats of strength, overpower opponents, and accomplish physically demanding tasks.
Dexterity	DEX	Represents a character's nimbleness, reflexes, agility, and coordination, showcasing their ability to react swiftly to changing situations.
Constitution	CON	Represents a character's stamina, resilience, overall health, endurance, and ability to withstand both physical and environmental challenges.
Power	POW	Represents a character's mental strength, willpower, and connection to supernatural forces, enabling them to shape reality and tap into extraordinary abilities.
Intellect	INT	Represents a character's problem-solving abilities, memory, depth of knowledge, and intellectual prowess.
Wisdom	WIS	Represents a character's awareness, intuition, perception, and ability to notice details in their environment and understand people and situations.
Charisma	CHA	Represents a character's force of personality, magnetism, charm, and ability to influence others through their sheer force of personality.

Note: These scores can be further improved through advancement, items and spells.

Secondary Attributes

Your Secondary Attributes are your **Mind Score**, your **Body Score**, your saves (**Fortitude**, **Reflex**, and **Will**), your carrying Capacity, and your **Armor AC**. Below are the calculations for your secondary attributes.

Body: CON times 5 (if CON is 4 then your **Body Score** is 20)

Mind: WIS times INT (Is WIS is 3 and INT is 4, then your **MIND** is 12)

Capacity: (STR time DEX) times 5 (STR 4 times DEX 3 equals 12.

Example, $12 \times 5 = 60$.

Armor AC: Base 2 + Skill + Armor Modifier + Misc.

Saves

There are three types of saving throw, **Fortitude**, **Reflex** and **Will**. Players will select one of these **Saves** to roll at **Advantage** and select a second **Save** to roll at **Disadvantage**.

For example, If the player chooses to have Advantage on **Reflex Saves**. They then choose to have Disadvantage on **Will Saves**. They will roll their dice pool twice each time they make any Reflex or Will saves and take the higher result with **Advantage** roles and the lower result with **Disadvantage** roles.

See **Section 5: Adventuring:** Saving Throws for more information on making a saving throw.

Speed

In combat, a character's speed is **30** feet per round.

Initiative

At the beginning of every combat encounter, initiative is used to determine the order of combat. The Initiative score is determined using the following formula.

Initiative = DEX / Two, (rounded down.) + 3D6

For example. If Alexia has an Initiative score of two and rolls **Three Dice** and roll (**3, 2, 5**), the total for the initiative roll is four.

Armor (AC)

Armor has a base value of two for all characters. Armor and items may add to AC if trained in their skill use. **Armor AC** establishes a success threshold that attackers must surpass to land a hit. The formula for calculating AC could be:

Armor Bonus

AC = 2 + **Armor Bonuses**

This formula combines the character's **Base Armor Score** with any additional bonuses from the worn armor. The resulting **Armor Class** indicates how many successes are needed for an attack to be successful.

For example, if a character is wearing armor with a **+2** bonus AND is skilled with wearing that armor, their **Armor AC** would be:

AC = 4 (2+2)

In this case, an attacker would need to achieve at least five successes to overcome the character's **Armor Class** and successfully land an attack with one point of damage. Adjust the specific values based on the balance and mechanics of your system. If the attack is successful, any successes over the threshold are deducted from **Body Score**. If the attack matches the threshold but does not exceed, it counts as a Miss unless you have the Glance Archetype feature.

Critical Success Dice

When you roll your dice pool, you add up all your successes (four's, fives, and sixes). Failures are dice rolls that result in one, two or three.

Any time you make an attack roll, skill check or saving throw if any of those dice in the dice pool roll get a result of six, these dice are called critical success dice. Each critical success dice counts as two successes when adding up the dice pool results.

Critical Successes

Critical Successes are when a player rolls all sixes on their dice pool roll. Critical success always succeeds, even if it is not high enough to overcome the targets **Armor AC**.

Critical Failure

A Critical Failure occurs when a player rolls all ones on their dice pool roll. When a critical failure occurs, the primary skill being used in the check becomes Skill Locked.

See **Skill Locking** in **Section 4: Skills** for more information on Skill Locking.

Character Archetypes

A character archetype is a template for building your character from. They are separated into four pillars. Tank, DPS, Control and Support. Below are samples taken from the core system from each pillar.

Tank Starting Equipment

Armor: Leather Cuirass (Light), OR Chain Mail (medium).
Weapons: Bastard Sword OR Falchion OR Poleaxe OR Hammer.
Tools: Adventuring Kit or Dungeoneer Kit.
Wealth: +3 Dice +2 x 10 Gp

Tank Archetype Bonus

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

Once Per Day: You can increase your Armor AC for one Minute by a number equal to five times the Rank of your lowest Core Skill. If the lowest rank is **Rank One**, then the boost to **Armor AC** is +5. If the Lowest is **Rank Five**, then the boost to **Armor AC** is +25.

The Core Barbarian (Tank)

The Core Barbarian is a tank that uses the Core Tank Sub Archetype. This is an example that can be used for gameplay.

Core Skills

Battle Rage
Extra Attack
Indomitable
Intimidation
Damage Specialist
Heavy Weapon
Melee Weapon
Investigation
Second Wind
Stabilize
Warrior's Defense

Additional Skills

Mastery
Opportunity Attack
Taunt

The Psionic Fighter (Tank)

The Psionic Fighter is a tank that uses the Psionic Tank Sub Archetype. This is an example that can be used for gameplay.

Core Skills

Action Surge
Elemental Mastery
Fearless Aura
Intimidation
Insight
Melee Weapon
Opportunity Attack
Psionics*
Second Wind
Stabilize
Taunt

Additional Skills

Brawl
Extra Attack
Investigation

Psionic Abilities

Rank One: *Psionic Pulse*
Rank Two: *Heroism*
Rank Three: *Psionic Blast*

The Spellcraft Paladin (Tank)

The Spellcraft Paladin is a tank that uses the Spellcraft Tank Sub Archetype. This is an example that can be used for gameplay.

Core Skills

Arcane Resilience
Elemental Mastery
Infuse Magic
Intimidation
Insight
Melee Weapon
Opportunity Attack
Second Wind
Spellcraft*
Smite
Taunt

Additional Skills

Celestial Strike
Investigation
Stabilize

Spellcraft Abilities

Zero Level Spells: *Chill Touch*
Level One Spells: *Haste*
Level Two Spells: *Death Ward*
Level Three Spells: *Enlarge/Reduce*

DPS Starting Equipment

Armor: Leather Cuirass (Light), OR Studded Leather Cuirass (medium).
Weapons: Short Sword AND Dagger.
Tools: Adventuring Kit or Dungeoneer Kit.
Wealth: +3 Dice +2 x 10 Gp

DPS Archetype Bonus

Nic: If you hit the targets **Armor AC** number but do not exceed it, you can do one point of damage and force them to make a **Moderate Reflex Save** by reducing their **Armor AC** by -1 on a failed save. **DPS** can trade **DEX** for **STR** in Melee attacks.

Once Per Day: You gain the benefits of the **Haste** spell for One Minute. **While under this effect**, you can move into and out of Melee Range with enemies without provoking any **Opportunity Attacks**. **When the minute ends**, you do not suffer a level of **Exhaustion** from this effect.

The Core Rogue (DPS)

The Rogue is skilled at making attacks from stealth, opening locked doors and sneaking past enemies. The Core Rogue uses the Core Melee DPS Sub Archetype. This is an example that can be used for gameplay.

Core Skills

Acrobatics
Damage Specialist
Disable Device
Escape Artist
Expertise
Investigation
Mastery
Melee Weapon
Sleight of Hand
Sneak Attack
Stealth

Additional Skills

Disguise
Extra Attack
Fortuitous
Open Lock

The Alchemist (DPS)

The Alchemist is a ranged class that leverages the items they craft to rain fire and explosions across the battlefield from afar. This was created using the Alchemist Ranged DPS Sub Archetype. This is an example build that can be used for gameplay.

Core Skills

Alchemy
Cognatogen
Elemental Mastery
Expertise
Extra Attack
Infuse Magic
Fine Manipulation
Homunculus Craft
Investigation
Melee Weapon
Ranged Weapon

Additional Skills

Damage Specialist
Hex
Use Device

Alchemist Abilities

Rank One: *Alchemist's Fire, Flash Bang, Thunderstone*
Rank Two: *Fire Orb, Lightning Orb*
Rank Three: *Tornado Orb*

The Wizard (DPS)

The Wizard is a variant class that uses Spellcraft to enhance their combat abilities. This sub archetype was created using the Spellcraft DPS Sub Archetype. This is an example build that can be used for gameplay.

Core Skills

Ancestral Wisdom
Arcane Resilience
Damage Specialist
Elemental Mastery
Extra Attack
Hex
Infuse Magic
Insight
Ranged Weapon
Spellcraft
Stabilize

Additional Skills

Dodge
Melee Weapon
Stealth

Spellcraft Abilities

Zero Level: *Chill Touch, Muffle, Stone Dart*
Level One: *Magic Missile, Stone Barrage*
Level Two: *Gravitic Pulse*
Level Three: *Lightning Cascade*

Controller Starting Equipment

Armor: Leather Cuirass (Light), OR Studded Leather Cuirass (medium).
Weapons: Short Sword OR Hammer AND Dagger.
Tools: Adventuring Kit or Dungeoneer Kit.
Wealth: +3 Dice +2 x 10 Gp

Controller Archetype Bonus

Mark: You can target One Creature. All your allies get Advantage on their attack roles against that creature. You can use a bonus action to move the Mark to another Creature. The mark lasts until dismissed, changes to another creature or the creature dies.

Once Per Day: You can create a flash of light in the eyes of up to Five Creatures you can see within Fifty Feet of you. Each creature must make a **Difficult Reflex Save**. **On a failed save**, they have **Disadvantage** on all **Dice Pool Checks** and **automatically fail any Reflex Saving Throws**. Duration ends after one minute.

The Spellcraft Shaman (Control)

The Spellcraft Shaman that uses Spellcraft to enhance their tactical abilities. This was created using the Spellcraft Controller Sub Archetype. This is an example build that can be used for gameplay.

Core Skills

Ancestral Wisdom
Curse
Elemental Mastery
Hex
Infuse Magic
Jack of All Trades
Insight
Magical Secrets
Ranged Weapon
Remote View
Spellcraft

Additional Skills

Religion
Spiritual Connection
Use Device

Spellcraft Abilities

Zero Level: *Prestidigitation*
Level One: *Suggestion*
Level Two: *Enfeeble*
Level Three: *Sleep*

Support Starting Equipment

Armor: Leather Cuirass (Light), OR Studded Leather Cuirass (medium).
Weapons: Morningstar OR Warhammer AND Dagger.
Tools: Adventuring Kit or Dungeoneer Kit.
Wealth: +3 Dice +2 x 10 Gp

Support Archetype Bonus

Link: You can target one ally that is currently taking damage and a second creature you can see (can be an enemy or an ally such as your Tank). All damage received by the first target is inflicted upon the target. For Duration, you would use the second targets **Armor AC, Body Score** and **Mind Score** for attack and damage purposes. Duration lasts one minute.

Once Per Day: You raise your hands and flood the battleground with veins of radiant light. This light snakes to all your allies within line of sight giving each ally **+10 Dice +20 temporary Hit Points**. These temporary hit points can be used before you take any further **Body Score** or **Mind Score** damage. The points last until used or until you take a long rest.

The Psionic Cleric (Support)

The Psionic Cleric is a variant class that uses Psionics to support and aid their allies. This sub archetype was created using the Psionic Support Sub Archetype. This is an example build that can be used for gameplay.

Core Skills

Arcane Resilience
Divine Awareness
Elemental Mastery
Guardian Aura
Healing Touch
Infuse Magic
Intuit Direction
Jack of All Trades
Psionics
Religion
Scribe Scroll

Additional Skills

Insight
Melee Weapon
Use Device

Psionic Abilities

Rank One: *Levitation*
Rank Two: *Psionic Healing*
Rank Three: *Far Sight*

Attribute-Skill Improvement

As you have noticed you do not gain experience or levels in Obsidian DPS. Instead, you gain marks on **Attributes** and **Skills** while you play. Once enough marks are earned the **Attributes** or **Skills** increase in rank by one.

Skills need three marks to improve in rank and **Attributes** need five marks to improve in rank.

Whenever you achieve a mark towards a skill rank increase, you also get a mark towards attribute increase. Each Primary Attribute has its own mark pool. Once a Primary Attribute accumulates five marks, its value increases by **+1**.

Five over Threshold

Any time you make a Dice Pool check, if you roll five or more **Successes** above the Target threshold, you earn a mark towards improving the **Skill** and **Attribute** involved with that dice pool check.

For example, when facing a zombie with an **Armor AC** of **two**, rolling seven successes along with one failure reduces the Successes to four successes over the Target **Armor AC**. If there were no Failures in this scenario then you would have five Successes over the target **Armor AC** which qualifies for a **Skill Mark** and an **Attribute Mark**.

Initiative

The Initiative score is determined using the following formula.

Initiative Bonus = **DEX** Score **divided by two**, (rounded down.) + **3D6**

For example. If Alexia has an Initiative score of two and rolls (3, 2, 5), the total for their initiative roll is four.

Death and Dying

When a player's Mind or Body score falls to zero, the character becomes unconscious and initiates the process of making Death Saving Throws.

Death Saving Throws

The player rolls a single six-sided die 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 character. Three failures results in the characters death.

Rolling two or three results in a failure, each failure is recorded, each one inching closer to the character's death.

Rolling a one on the die counts as two failures. Rolling a six stabilizes the character, restoring one Body or Mind (depending on which Score hit zero).

Skills

Training New Skills

You must meet the skill prerequisites to training a new skill. To use an untrained skill you would only use the attribute for that skill. *For Example*, if the skill has **STR** as the attribute and your **STR** is four then you would roll **+4 Dice**. If you earn three marks in the skill, it becomes trained at Rank One.

Skill Difficulty

Easy checks require two or more successes. Moderate Checks require four or more successes difficult successes require six or more successes.

Skill Synergy

Skill Synergy is the ability to stack two skills to combine their benefits. When you use skill synergy, you must declare one the primary skill and the other a secondary skill. By using skills with synergy, you gain **+2 Dice +1** toward the check for that action the two skills are used together.

Making a Skill Check

Regardless of Skill, all Skills use the following formula to determine the dice pool.

Dice Pool = **Item Bonus** + **Rank Bonus** + **Attribute** + **Secondary Skill Rank Bonus** + **Misc Bonus**

Acrobatics

Acrobatics include dives, flips, jumps and rolls. You are also skilled at feats of balance, being better at walking on uneven surfaces.

Attribute: **STR**
Skill Prerequisites: **STR+3**
Save: **None N/A**

Untrained: **No Bonus**
Rank 1: **+1 Dice +1 to Checks** **Rank 3:** **+2 Dice +2 to Checks**
Rank 2: **+2 Dice +1 to Checks**

Action Surge

Action Surge enables characters to exceed their usual limits, granting you a bonus action for a single attack with your melee or ranged weapon.

Attribute: **STR**
Skill Prerequisites: **STR +4, Melee Weapon Rank 2**
Save: **None N/A**

Untrained: **No Bonus**
Rank 1: **+1 Dice +1 to Checks** **Rank 3:** **+2 Dice +2 to Checks**
Rank 2: **+2 Dice +1 to Checks**

Alchemy

The Alchemy skill enables the crafting of alchemical items.

Attribute: INT

Skill Prerequisites: INT +4, WIS 3, POW +3

Save: None N/A

Untrained: No Bonus

Rank 1: +1 Dice +1 to Checks

Rank 3: +2 Dice +2 to Checks

Rank 2: +2 Dice +1 to Checks

Ancestral Wisdom

You have learned how to contact your ancestors for guidance. With this skill you can recover lost knowledge about artifacts, locations, and people.

Attribute: WIS

Skill Prerequisites: WIS +4

Save: None N/A

Untrained: No Bonus

Rank 1: +1 Dice +1 to Checks

Rank 3: +2 Dice +2 to Checks

Rank 2: +2 Dice +1 to Checks

Arcane Resilience

Arcane Resilience temporarily enhances resistance to magical attacks and effects. Duration is five minutes + two minutes per rank above first.

Attribute: POW

Skill Prerequisites: POW +4, Spellcraft Rank 1

Save: None N/A

Untrained: No Bonus

Rank 1: +1 to Armor vs Magic

Rank 3: +3 to Armor vs Magic

Rank 2: +2 to Armor vs Magic

Battle Rage

Channel your inner fury, entering a heightened state of combat readiness. For the next ten Minutes, your armor and attack bonus increase.

Attribute: STR

Skill Prerequisites: STR +5

Save: None N/A

Untrained: No Bonus

Rank 1: +2 Armor, +2 Dice +1 to Attack (Body)

Rank 3: +4 Armor, +4 Dice +3 to Attack (Body)

Rank 2: +3 Armor, +3 Dice +2 to Attack (Body)

Brawl

You are known for your skill in the bars when the fights break out. You can add your **Unarmed Strike** bonus to your Brawl dice pool while not using a weapon. You can also add your **Melee Weapon** bonus dice while wielding an improvised weapon.

Attribute: STR

Skill Prerequisites: STR +3

Save: None N/A

Untrained: No Bonus

Rank 1: +2 Dice +1 to Attack (Body), +1 Dice +1 to Dodge

Rank 3: +3 Dice +2 to Attack (Body), +2 Dice +2 to Dodge

Rank 2: +2 Dice +2 to Attack (Body), +2 Dice +1 to Dodge

Celestial Strike

You can channel Radiant energy into your Melee and Ranged attacks. If you are fighting undead or demonic creatures, the attack increases by +1 Dice +1 per Rank.

Attribute: POW

Skill Prerequisites: POW +3

Save: None N/A

Untrained: No Bonus

Rank 1: +1 Dice +1 to Attacks (Body)

Rank 3: +2 Dice +2 to Attacks (Body)

Rank 2: +2 Dice +1 to Attacks (Body)

Cognatogen

You have learned to create special herbal tinctures. These tinctures can temporarily boost your Mind Score. The effects of the tincture are based on the Rank used to create the Tincture. Requires an Empty Bottle and stopper to create.

Attribute: INT

Skill Prerequisites: Alchemy Rank 1, INT +4

Save: None N/A

Untrained: No Bonus

Rank 1: 1 Tincture; +2 to Mind Score for 1 hour, +2 Dice +1 to your next Skill Check.

Rank 3: 1 Tincture; +4 to Mind Score for 1 hour, +4 Dice +3 to your next Skill Check.

Rank 2: 1 Tincture; +3 to Mind Score for 1 hour, +3 Dice +2 to your next Skill Check.

Curse

You can place a curse upon a single target that hinders their abilities by inflicting misfortune and harm. The target creature must make a **Moderate Will Save**. On a failed save, you select **One** of their scores to impose a penalty on. Curse lasts until removed by the caster or by a **Remove Curse** spell of appropriate level. On a successful save, the creature is not cursed and cannot be cursed again for 24 hours.

Attribute: CHA

Skill Prerequisites: CHA +4

Save: Will Save

Untrained: No Bonus

Rank 1: Curse Reduces target score by -1. **Moderate Will Save**.

Rank 3: Curse Reduces target score by -3. **Disadvantage** on 1 Saving throw of your choice for duration. **Moderate Will Save**.

Rank 2: Curse Reduces target score by -2. **Disadvantage** on 1 Saving throw of your choice for duration.

Moderate Will Save.

Damage Specialist

When using weapons that deal your chosen damage type, you calculate your attack dice pool differently from standard attacks.

Melee Attack Formula

Dice Pool = STR + Skill + Weapon Modifier + Misc Modifier

Ranged Attack Formula

Dice Pool = DEX + Skill + Weapon Modifier + Misc Modifier

Specialization Attributes

Slashing Specialist

If your attack kills a target and there are remaining damage points, you may deal the leftover damage to another creature within range.

Bludgeoning Specialist

When your attack strikes an enemy, the impact causes them to suffer **Disadvantage** on their next action until the start of your next turn.

Piercing Specialist

If your attack hits, you can ignore the amount of the target's armor equal to your total number of successes. The remaining **Armor AC** is then applied as usual to the damage calculation.

Disable Device

You use your knowledge of mechanical devices to disable, disarm, or unlock a mechanical device that can include doors, traps, vehicles and more.

Attribute: INT

Skill Prerequisites: INT +3

Save: None N/A

Untrained: No Bonus

Rank 1: +1 Dice +1 to Checks

Rank 3: +2 Dice +2 to Checks

Rank 2: +2 Dice +1 to Checks

Disguise

You are a master of the art of disguise. You can use clothing, makeup and disguise kits to great effect at blending into a party, infiltrating an organization or lurking unnoticed in an enemy stronghold.

Attribute: CHA

Skill Prerequisites: CHA +3

Save: None N/A

Untrained: No Bonus

Rank 1: +1 Dice +1 to Checks

Rank 3: +2 Dice +2 to Checks

Rank 2: +2 Dice +1 to Checks

Divine Awareness

Your connection to the divine allows you to sense the presence of celestial, fiendish, or undead entities within proximity.

Attribute: POW

Skill Prerequisites: POW +4

Save: None N/A

Untrained: No Bonus

Rank 1: +1 Dice +1 to Checks

Rank 3: +2 Dice +2 to Checks

Rank 2: +2 Dice +1 to Checks

Dodge

You can use Dodge as a reaction to an incoming attack. You are equally adept at dodging melee attacks as you are ranged attacks. The total from the Dodge check is added to your armor to avoid a hit.

Attribute: DEX

Skill Prerequisites: None

Save: None N/A

Untrained: No Bonus

Rank 1: +1 Dice +1 to Checks

Rank 3: +2 Dice +2 to Checks

Rank 2: +2 Dice +1 to Checks

Elemental Mastery

You can use the power of the elements to enhance your combat abilities. When you use this skill, you can select one element to enhance your attack or gain resistance against. Duration is one minute

Attribute: POW

Skill Prerequisites: POW +4, Spellcraft Rank 1

Save: None N/A

Untrained: No Bonus

Rank 1: +1 Armor or +1 Dice +1 to Attack (Body)

Rank 3: +3 Armor or +2 Dice +2 to Attack (Body)

Rank 2: +2 Armor or +2 Dice +1 to Attack (Body)

Escape Artist

You are good at attempts to escape from ropes, locked cages, tight spaces, or other confinements.

Attribute: DEX

Skill Prerequisites: DEX +4

Save: None N/A

Untrained: No Bonus

Rank 1: +1 Dice +1 to Checks

Rank 3: +2 Dice +2 to Checks

Rank 2: +2 Dice +1 to Checks

Expertise

You gain expertise in one Skill of your choice. With expertise you can apply the bonus of your rank to any check you are doing even if it is untrained. The number of times you can use your expertise is equal to once per day per rank.

Attribute: CHA

Skill Prerequisites: CHA +4

Save: None N/A

Untrained: No Bonus

Rank 1: +1 Dice +1 to Expertise in (skill of choice)

Rank 2: +2 Dice +1 to Expertise in (skill of choice)

Rank 3: +2 Dice +2 to Expertise in (skill of choice)

Extra Attack

You gain one additional **Attack** action each round. You can choose to use this attack for a Ranged or Melee attack. This skill is always a secondary skill used with Melee Weapon or Ranged Weapon.

Attribute: STR

Skill Prerequisites: STR +4, Melee Weapon Rank 2

Save: None N/A

Untrained: No Bonus

Trained: You gain an extra attack

Fearless Aura

You produce an aura that inspires fearlessness. Any of your allies within your effective range are resistant to fear inducing effects. This aura gives you resistance and **Advantage** on any saving throw made to resist or end Fear conditions.

Attribute: POW

Skill Prerequisites: POW +4

Save: None N/A

Untrained: No Bonus

Rank 1: **Advantage** on **Easy Saving Throws, Range 10 feet.**

Rank 2: **Advantage** on **Easy and Moderate Saving Throws, Range 15 feet.**

Rank 3: **Advantage** on **Moderate and Difficult Saving Throws, Range 20 feet. Auto Succeed** on **Easy Saving Throws.**

Fine Manipulation

You are skilled at tasks that require a stable hand. You can use this skill as **Primary** or **Secondary** with **Repair, Technical Skill, Trade Tools** or any other crafting skill check. You can add this skill to any other skill that handles delicate tasks.

Attribute: DEX

Skill Prerequisites: DEX +3

Save: None N/A

Untrained: No Bonus

Rank 1: +1 Dice +1 to Checks

Rank 2: +2 Dice +1 to Checks

Rank 3: +2 Dice +2 to Checks

Fortuitous

Through misfortune, you gain versatility in your dice pools allowing you to reroll failed dice once a round.

Attribute: CHA

Skill Prerequisites: You roll a dice pool check with 5 or more dice that totals to zero.

Save: None N/A

Untrained: No Bonus

Trained: Once per **Round**, you can reroll any failed dice from an **Attack** roll, **Skill** check or **Saving throw**.

Great Weapon Fighting

You can use heavy weapons, a class of weapons that is restricted to the strongest adventurers.

Attribute: STR

Skill Prerequisites: STR +4, Heavy Weapon Rank 2

Save: None N/A

Untrained: No Bonus

Rank 1: +1 Dice +1 to Checks

Rank 2: +2 Dice +1 to Checks

Rank 3: +2 Dice +2 to Checks

Rank 4: +3 Dice +2 to Checks

Rank 5: +4 Dice +3 to Checks

Guardian Aura

For one minute, you radiate an empowering aura, providing allies around you with a increased **Body** or **Mind Scores** (player choice) and provide **Advantage** on **Saving Throws**.

Attribute: POW

Skill Prerequisites: POW +4

Save: None N/A

Untrained: No Bonus

Rank 1: **Advantage** on **All Saving Throws, Range 10 feet, +2 Body or Mind Score**

Rank 2: **Advantage** on **All Saving Throws, Range 15 feet, +4 Body or Mind Score**

Rank 3: **Advantage** on **All Saving Throws, Range 20 feet, +6 Body or Mind Score**

Healing Touch

You have a subtle connection to healing magic. You can restore **Body Score** or **Mind Score** points.

Attribute: POW

Skill Prerequisites: POW +5

Save: None N/A

Untrained: No Bonus

Rank 1: +4 Dice +3 to **Heal (Body or Mind)**

Rank 2: +5 Dice +4 to **Heal (Body or Mind)**

Rank 3: +6 Dice +5 to **Heal (Body or Mind)**

Heavy Weapon

You can use heavy weapons, a class of weapons that require training and strength to wield.

Attribute: STR

Skill Prerequisites: STR + 4, Melee Weapon Rank 3

Save: None N/A

Untrained: No Bonus

Rank 1: +1 Dice +1 to **Attacks (Body)**

Rank 2: +2 Dice +1 to **Attacks (Body)**

Rank 3: +2 Dice +2 to **Attacks (Body)**

Hex

You hex one creature you can see. The target creature must make a **Will Save**. The Hex causes the creature to have a penalty on attack rolls, saving throws or ability checks, your choice. **On a successful save**, the Hex ends.

Attribute: CHA

Skill Prerequisites: CHA +4

Save: Will Save

Untrained: No Bonus

Rank 1: +2 Dice +1 to Attack (Body or Mind) for 3 Rounds, 1 Attribute Hexed.

Rank 2: +2 Dice +2 to Attack (Body or Mind) for 4 Rounds, 1 Attribute Hexed.

Rank 3: +3 Dice +2 to Attack (Body or Mind) for 5 Rounds, 2 Attribute Hexed.

Rank 2: +2 Dice +1 to Checks

Infuse Magic

You can infuse elemental damage and a minor magical effect into one. Each infusion lasts one hour. Magical effects are cosmetic but can help with **Skill Checks** and **Saving Throws**.

Attribute: INT

Skill Prerequisites: INT +4, POW +4, Craft Rank 2, Spellcraft Rank 1

Save: None N/A

Untrained: No Bonus

Rank 1: +1 Dice +1 Elemental Damage, 1 Infusion per day, 1 Magical Effect.

Rank 2: +2 Dice +1 Elemental Damage, 1 Infusion per day, 1 Magical Effects.

Rank 3: +2 Dice +2 Elemental Damage, 2 Infusions per day, 2 Magical Effects.

Intimidation

You can attempt to intimidate another person, creature, or monster. You can choose whether the intimidation is subtle, or not.

Attribute: CHA

Skill Prerequisites: None N/A

Save: None N/A

Untrained: No Bonus

Rank 1: +1 Dice +1 to Checks

Rank 2: +2 Dice +1 to Checks

Rank 3: +2 Dice +2 to Checks

Intuit Direction

You intuitively know which way you need to go at any time. If you become lost, you can make **Survival** Skill checks with **Advantage** to find the right direction.

Attribute: WIS

Skill Prerequisites: None N/A

Save: None N/A

Untrained: No Bonus

Rank 1: +1 Dice +1 to Checks

Rank 2: +2 Dice +1 to Checks

Rank 3: +2 Dice +2 to Checks

Investigation

You are trained in investigation. Finding clues and discovering secrets. You can use this skill as **Primary** or **Secondary** with **Perception**, **Search** and **Spot**.

Attribute: INT

Skill Prerequisites: None N/A

Save: None N/A

Untrained: No Bonus

Rank 1: +1 Dice +1 to Checks

Rank 2: +2 Dice +1 to Checks

Rank 3: +2 Dice +2 to Checks

Jack of All Trades

You can use Jack of all Trades to replace the **+2** you get on checks to learn new skills.

Homunculus Craft

Creating a Homunculus is a rare skill. A Homunculus is a construct that is strong, obedient, and loyal to its creator.

Attribute: POW

Skill Prerequisites: POW +4

Save: None N/A

Untrained: No Bonus

Rank 1: Size: Tiny, STR 4, DEX 4, CON 2, POW 3, INT 5, WIS 3, CHA 1. 10 Body Score, 10 Mind Score, 6 Armor AC, +7 Dice +2 to Attack. Skills: Blind Fighting Rank 1, Unarmed Strike (Slam) Rank 1, Perception Rank 1. Cost: 100 Gp.

Rank 2:

Attributes: STR 4, DEX 4, CON 3, POW 3, INT 5, WIS 3, CHA 2.

Health: 15 Body Score, 10 Mind Score.

Armor: 8 Armor AC.

Attack: +8 Dice +4 (Slam).

Skills: Blind Fighting Rank 2, Unarmed Strike (Slam) Rank 2,

Perception Rank 2.

Size: Tiny

Cost: 200 Gp.

Rank 3:

Attributes: STR 5, DEX 4, CON 4, POW 3, INT 5, WIS 3, CHA 3.

Health: 20 Body Score, 10 Mind Score.

Armor: 10 Armor AC.

Attack: +10 Dice +4 (Slam).

Skills: Blind Fighting Rank 3, Unarmed Strike (Slam) Rank 3,

Perception Rank 3.

Size: Small

Cost: 500 Gp.

Indomitable

You are Indomitable. You can reroll a failed **Skill Saving Throws**.

Attribute: CON

Skill Prerequisites: CON +4

Save: None N/A

Untrained: No Bonus

Rank 1: Reroll One Saving Throw once per day.

Rank 2: Reroll up to Two Saving Throw once per day.

Rank 3: Reroll up to Two Saving Throw once per day.

Insight

You are better at perceiving and understanding the true intentions, motives, or emotions of others.

Attribute: WIS

Skill Prerequisites: WIS +3

Save: None N/A

Untrained: No Bonus

Rank 1: +1 Dice +1 to Checks

Rank 3: +2 Dice +2 to Checks

Attribute: CHA
Skill Prerequisites: CHA +4
Save: None N/A

Untrained: No Bonus
Rank 1: +1 Dice +1 to Untrained Skill Checks.
Rank 2: +2 Dice +1 to Untrained Skill Checks.
Rank 3: +2 Dice +2 to Untrained Skill Checks.

Magical Secrets

You are a scholar of Magical Secrets. You have learned secrets that enable you to expand your Spellcraft list. These spells are cast using a Bonus action even if they are not a Bonus Action Spell.

Attribute: INT
Skill Prerequisites: Spellcraft Rank 5
Save: None N/A

Untrained: No Bonus
Trained: You gain **1 additional Cantrip** and **1 Spell** of **Third Level** or lower that you can cast without using a spell slot.

Mastery

Mastery is a passive skill that increases the dice pool of any one Skill selected when you take Mastery by **+2 Dice +2**. Mastery can be applied to any skill that makes a check or has a potential for failure.

For example, you could take Melee Weapon Mastery and apply it to Swords. This gives you **+3 Dice +3** additional dice to attack with a sword if Melee Weapon is **Rank One**. At **Rank Five**, the increase will be **+7 Dice +7** additional dice to the attack dice pool.

You can take this skill more than once.

Attribute: DEX
Skill Prerequisites: None
Save: None N/A

Melee Weapon

You can use melee weapons in combat. You may be able to combine this skill with others to increase the size of the dice pool and damage spread.

Attribute: STR
Skill Prerequisites: None N/A
Save: None N/A

Untrained: No Bonus
Rank 1: +1 Dice +1 to Attacks (Body)
Rank 2: +2 Dice +1 to Attacks (Body)
Rank 3: +2 Dice +2 to Attacks (Body)

Open Lock

You are trained or have learned how to open locks without the key. You can use this skill to open simple locks, complex locks, digital locks or magical locks. If you are using **Lock Pick Tools**, you can add **+2 Dice +2** to the check.

Attribute: DEX
Skill Prerequisites: DEX +4
Save: None N/A

Untrained: No Bonus
Rank 1: +1 Dice +1 to Checks
Rank 2: +2 Dice +1 to Checks
Rank 3: +2 Dice +2 to Checks

Opportunity Attack

You can use your reaction to make one Melee attack against One target within range that passes within Five feet of your position.

Attribute: STR
Skill Prerequisites: Melee Weapon Rank 1
Save: None N/A

Untrained: You can attack an enemy that **passes within 5** feet of you with **Disadvantage**.
Trained: You can attack an enemy that **passes within 5** feet of you.

Psionics

You can use psionic powers. Psionics grants you access to many powers. Psionics is broken into five Ranks. Increasing your rank give you access to new Psionic Abilities. Some examples of such powers include reading minds, moving objects with your mind, seeing the future and much more.

Attribute: INT
Skill Prerequisites: INT +4, POW +4
Save: None N/A

Untrained: No Bonus
Rank 1: Rank One Psionics
Rank 2: Rank Two Psionics
Rank 3: Rank Three Psionics

Ranged Weapon

You can use ranged weapons in combat. This skill increases the range of your shots. You may be able to combine this skill with other applicable skills to increase the size of the dice pool and damage spread.

Attribute: DEX
Skill Prerequisites: None N/A
Save: None N/A

Untrained: No Bonus
Rank 1: +1 Dice +1 vs Body, Range +5 feet.
Rank 2: +2 Dice +1 vs Body, Range +15 feet.
Rank 3: +2 Dice +2 vs Body, Range +25 feet.

Religion

You are a member of a faith or educated in the traditions of religions. You can use this skill to determine the purpose of religious ceremonies, items to identify religious items and symbols and to understand religious texts.

Attribute: INT
Skill Prerequisites: None N/A
Save: None N/A

Untrained: No Bonus
Rank 1: +1 Dice +1 to Checks
Rank 2: +2 Dice +1 to Checks
Rank 3: +2 Dice +2 to Checks

Remote View

You can project your mind to glean useful intelligence about a remote target. You can do so with little to no actionable information about the target. There is no limit on the range. If you are trained in **Psionics**, you can make Remote Viewing checks with **Advantage**.

Attribute: INT
Skill Prerequisites: INT +4
Save: None N/A

Untrained: No Bonus
Rank 1: +1 Dice +1 to Checks, 1 Minor Detail.
Rank 2: +2 Dice +1 to Checks, 2 Minor Details.
Rank 3: +2 Dice +2 to Checks, 3 Minor Details, 1 Major Detail.

Scribe Scroll

You can inscribe magic into a scroll. The spell used must be one you know. Time needed to inscribe a scroll is equal thirty minutes + thirty minutes per spell level. You can add the rank bonus of this skill to the spell casting check of the spell you are using or in place if the spell does not have a spell attack. You can add your **Spell Attack Bonus** to the check.
To use a scroll, you read the scroll. The **Spell Save DC** and **Spell Attack Bonus** is equal to the casters at the time of creation. Once the scroll is used, it loses its magic disintegrates to dust.

Attribute: INT
Skill Prerequisites: INT +4, Spellcraft Rank 1
Save: None N/A

Untrained: No Bonus
Rank 1: +1 Dice +1 to Checks, 1 Spell Scroll of First or Second Spell Level.
Rank 2: +2 Dice +1 to Checks, 1 Spell Scroll of Third or Fourth Spell Level.
Rank 3: +2 Dice +2 to Checks, 1 Spell Scroll of Fifth or Sixth Spell Level.
Rank 4: +3 Dice +2 to Checks, 1 Spell Scroll of Seventh or Eighth Spell Level.
Rank 5: +4 Dice +3 to Checks, 1 Spell Scroll of Ninth or Tenth Spell Level.

Second Wind

You can make use your second wind in combat to recover **Body Score** or **Mind Score** You gain a bonus pool equal to your **CON Score**. The number of times your Second Wind per day can be used is equal to your current rank.

Attribute: CON
Skill Prerequisites: CON +4
Save: None N/A

Untrained: No Bonus
Rank 1: +1 Dice +1 + Con Score Healing
Rank 2: +2 Dice +1 + Con Score Healing
Rank 3: +2 Dice +2 + Con Score Healing

Sleight of Hand

You can make sleight hand checks to perform minor tricks to dazzle crowds, attempting to misdirect someone or remove something without drawing attention. Depending on how you use

sleight of hand other skills may be able to provide Secondary Skill benefits (per DM Discretion). If you have the **Stealth** skill trained, you can make Sleight of Hand skill checks with **Advantage**.

Attribute: DEX
Skill Prerequisites: DEX +4
Save: None N/A

Untrained: No Bonus
Rank 1: +1 Dice +1 to Checks
Rank 2: +2 Dice +1 to Checks
Rank 3: +2 Dice +2 to Checks

Sneak Attack

You can make a Sneak Attack in the following situations. When your target is flanked and you are within range, when you are hidden from your enemy and within range, or when you have **Advantage** on your attack.

Your sneak attack can be added to **Melee Weapon** and **Ranged Weapon** skill checks. You can also add sneak attacks to **Psionic**, **Alchemy** and **Magic** attacks. **Sneak Attack** is always the **Primary** when **Making attack rolls**.

Attribute: DEX
Skill Prerequisites: Dex 4, Stealth Rank 3
Save: None N/A

Untrained: No Bonus
Rank 1: +1 Dice +1 to Attacks (Body)
Rank 2: +2 Dice +1 to Attacks (Body)
Rank 3: +2 Dice +2 to Attacks (Body)

Smite

You can channel the radiant energy into your attacks. You can use Smite as a **Primary** or **Secondary Skill** to **Melee Weapon** and **Ranged Weapon** skills. Smite can target **Body Score** or **Mind Score** (your choice).
When you Smite, **Dice pool results of Three and Higher** are counted as **Successes** and **Ones** are treated as **normal failures**. If you are attacking **Demons** or **Undead**, the **Damage** dealt from your Smite attack is doubled.

Attribute: POW
Skill Prerequisites: POW +5
Save: None N/A

Untrained: No Bonus
Rank 1: +1 Dice +1 to Attacks (Body or Mind)
Rank 2: +2 Dice +1 to Attacks (Body or Mind)
Rank 3: +2 Dice +2 to Attacks (Body or Mind)

Spellcraft

You are trained in Spellcraft. You can weave the elements into spells. Spells are broken separated into levels from **Zero Level** Spells through **Tenth Level** Spells.

Attribute: POW
Skill Prerequisites: INT +4, POW +3
Save: None N/A

Untrained: No Bonus
Rank 1: Zero Level Spells, First Level Spells
Rank 2: Second Level Spells,
Rank 3: Third Level Spells

Stabilize

You have become adept at stabilizing yourself while making **Death Saves**. Stabilize is triggered by a character falling to zero **Body Score** or **Mind Score**. Successfully stabilized characters reawaken and can reenter combat on their next turn.

Attribute: DEX

Skill Prerequisites: 3 Successful Death Saves

Save: None N/A

Untrained: No Bonus

Trained: If your **first Death Save** is a **failure**, you can make it a **Success instead**. If your **first Death Save** is a **Success** or you make **2 Successful Death Saves** you become **stable with one point** in the **score (Body or Mind)** that caused you to fall into **death saves**.

Stealth

You can use Stealth to sneak past guards or carry out actions without drawing attention. You can use stealth with **Sleight of Hand** skill checks.

Attribute: DEX

Skill Prerequisites: DEX +4

Save: None N/A

Untrained: No Bonus

Rank 1: +1 Dice +1 to Checks

Rank 3: +2 Dice +2 to Checks

Rank 2: +2 Dice +1 to Checks

Spiritual Connection

You are sensitive to the spiritual world. You can speak with ghosts, specters and the undead. You can use this skill as **Primary** or **Secondary** information gathering skills to gather information from the dead. You can use this skill to negotiate with or thwart attacks from the undead.

Attribute: WIS

Skill Prerequisites: WIS +4, Nature Rank 3

Save: None N/A

Untrained: No Bonus

Rank 1: +1 Dice +1 to Checks

Rank 3: +2 Dice +2 to Checks

Rank 2: +2 Dice +1 to Checks

Taunt

You can provoke enemies into attacking you instead of your allies. You can use this skill as **Primary** or **Secondary** with **Intimidate** or other related Skill Checks. When you make a taunt check. The result equals how many rounds you can maintain the attention of your enemies before they go after your allies. Enemies Taunted can make a **Moderate Will Save**, **breaking your Taunt on a successful save**.

Attribute: CHA

Skill Prerequisites: None N/A

Save: None N/A

Untrained: No Bonus

Rank 1: +1 Dice +1 to Checks

Rank 3: +2 Dice +2 to Checks

Rank 2: +2 Dice +1 to Checks

Use Device

You can use this skill to learn how to use an unknown device. This check can be made **Primary** or **Secondary** with **Arcane Knowledge** to use magical devices.

Attribute: INT

Skill Prerequisites: INT +4

Save: None N/A

Untrained: No Bonus

Rank 1: +1 Dice +1 to Checks

Rank 3: +2 Dice +2 to Checks

Rank 2: +2 Dice +1 to Checks

Warrior's Defense

You have trained to hone your defenses. You gain **Parry Dice** and additional **Armor AC**. This check can be made **Primary** or **Secondary** with **Parry** to block incoming attacks.

Attribute: STR

Skill Prerequisites: STR +4, Melee Weapon Rank 1

Save: None N/A

Untrained: No Bonus

Rank 1: +1 Dice +1 to Parry, +1 to Armor AC

Rank 3: +2 Dice +2 to Parry, +3 to Armor AC

Rank 2: +2 Dice +1 to Parry, +2 to Armor AC

Combat

Rounds

Combat is broken up into rounds. Each round takes six seconds to complete. Within that round each player gets an **Action**, a **Move**, a **Reaction** and a **Free action**. Let's dive into these in more detail.

Action

You can use your action to make an attack, cast a spell, throw or use an object, conduct a search or any other activity that would take one **Action** to complete.

Move

Move allows you to use your Movement to reposition yourself around the battlefield. You can also use half your movement to get up from the **Prone** condition.

Reaction

Reactions are events that occur outside your turn but before your next turn. You can dodge or parry an attack, provide help to an ally, take an opportunity attack or Brace for an incoming attack. There are some skills that can also be used as a reaction.

Free Action

Free actions are events that take virtually no time. These could include issuing a command, making a hand signal, using a small item or taunting an enemy.

Actions

Actions allow players to do a Melee Attack, Ranged Attack, cast a Spell, or use an ability. You can use your action to change out weapons, set up or use an item or some other action that is more complicated than a free action. For this section, we will focus on combat actions.

Attack Bonuses

Whether you make an attack, you have an attack bonus. For Melee attacks it is your **Strength Score**, for Ranged Attacks it is your **Dexterity Score**, for Spellcraft it is your **Power Score**. Regardless of the attack type, this attack bonus can be added to either side of the attack equation. You can add Attack Bonus points to the Dice Pool or the auto successes or split it in between the two!

Melee Attack

When you physically attack an enemy that is within range of a handheld weapon, you are making a melee attack. Your dice pool will be built by adding your **Strength** to the **Melee Weapon** skill and any additional dice granted by the weapon. Below is the formula for making a melee attack.

Melee Attack Dice Pool = **Attack Bonus** + **Skill** + **Weapon Modifier** + **Misc**.

Melee Attack Bonus = **STR** x 1.5

Ranged Attack

When you shoot at an enemy, you are making a range attack. Your dice pool will be built by adding your **Dexterity** to the **Ranged Weapon** skill and any additional dice granted by the weapon. Below is the formula for a ranged attack.

Ranged Attack Dice Pool = **Attack Bonus** + **Skill** + **Weapon Modifier** + **Misc**.

Ranged Attack Bonus = **DEX** x 1.5

Surprise

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

Cast a Spell or use an Ability

You can use **Spellcraft**, use **Psionic** abilities. Below is the formula for Casting a Spell. This same formula is used for **Psionic** abilities that generate an attack.

Spell Attack Dice Pool = **Ability Attack Bonus** + **Skill** + **Misc**

Hide

You can take the Hide action, attempting to conceal yourself from opponents. You can make a Stealth skill check 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. That 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. You push the enemy with your attack. When you declare the knockback action and succeed on your attack, 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**, by making a Successful **Unarmed Strike**.

Shield Bash

If you are using a shield, you can use your shield to bash another creature, knocking them prone on a successful hit. Your attack will be treated as a melee weapon attack with the shield providing +2 **Dice** to the dice pool.

Bonus Actions

Characters may take one bonus action each round if they have a skill that allows them to take a bonus action or an extra action.

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 from adversaries. This applies even if the opponent has the opportunity attack skill.

Move

Characters can move up to thirty feet before or after taking an action. You can even split your movement, getting close to an enemy for an attack, disengage and move away to create distance.

Retreat

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

A retreat attempts to move away from enemies towards the nearest safe exit.

Reactions

Reactions are actions that occur outside your turn of combat and during someone else's turn.

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 check they are trying to attempt.

Opportunity

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.

Conditions

Blinded

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. They 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. Creatures afflicted by confusion 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**. A cowering creature 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**. A dazzled creature must make a **Moderate Will** Save to end the condition or until they are attacked.

Deafened

The deafened condition impedes the ability to hear sounds. You automatically fail any skill checks or save based on sound.

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.

Entangled

A creature that has been entangled is ensnared by vines, ropes or some similar obstruction. Their movement is reduced to five feet while entangled, you become prone vs ranged attacks. They must make a **Moderate Reflex** Save to unentangle yourself.

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 you have **Disadvantage** on any check not related to the focus of your fascination. They 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. A frightened creature must make a **Moderate Will** Save to end the condition.

Grappled

Grappled creatures can only attack the creature grappling with them. The creature's **Speed** is reduced to zero while it is grappled. A grappled creature 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. All attacks against helpless creatures are at **Advantage**. A helpless creature 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. Each time you smell something you must make an **Easy Fortitude** save, losing your **Reaction** action on a **failed save**. A nauseated creature 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 turn to stone. You can reverse the petrification by succeeding on a **Moderate Fortitude** Save. If you fail the save 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 are at **Disadvantage** and all attacks against you are at **Disadvantage**. Additional effects may apply depending on the poison used. The save needed to end the condition is dependent upon the poison used.

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 which takes a full round action. You can end the condition by standing up.

Restrained

While restrained, your mobility is restricted due to your hands or feet being bound by rope, chains or similar restraints. While restrained, you cannot carry out any actions that require hands. A

restrained creature must make a **Moderate Reflex** Save to end the condition.

Sickened

When sickened, you cannot use **Bonus Actions** and are limited to one attack per round. A sickened creature must make a **Difficult Fortitude** Save to end the condition.

Unconscious

While unconscious, such as when you are asleep, you cannot speak, hold an item or react to an attack. Any action that causes harm or makes you move will wake you from your unconscious state.

Saving throws

Some attacks, effects or circumstances trigger a Saving Throw. You make a Saving Throw by rolling **Ten Dice**.

Easy Saves: Characters only need **Two Successes** to pass an Easy saving throw.

Moderate Saves: Characters only need **Four Successes** to pass a Moderate saving throw.

Difficult Saves: Characters only need **Six Successes** to pass a Difficult saving throw.

Deadly Saves: Characters only need **Ten Successes** to pass a Deadly saving throw.

Death Saving Throws

When a player's Mind or Body score falls to zero, the character becomes unconscious and initiates the process of making Death Saving Throws.

The player rolls a single d6 to determine the fate of their character. A roll of Four, Five, or Six constitutes a successful save. Three successful saves are needed to stabilize where Three failure saves results in the characters death.

Equipment

The equipment found in this section can be (with a few additions) found in the Archetypes section above.

Bastard Sword

A versatile and balanced weapon, the bastard sword is versatile in that it can be wielded with one or two hands.

Damage: +3 Dice vs Body +4

Type: Slashing

Reach: 5 Feet

Range: None NA

Special: Versatile - Can be used **one-handed** or **two-handed** for **1 Dice +1** additional damage.

Handed: 1H/2H

Skill: Great Weapon Fighting

Size: Medium (6)

Cost: 110 Gp

Buckler

A compact shield crafted from wood.

Damage Blocked: Body
Armor Bonus: +1
Slot: Offhand
Special: +1 **Perry** checks, +1 to **Shield Bash**.

Type: Shield
Size: Medium (4)
Cost: 125 Gp

Chainmail

Interlocking metal rings provide balanced defense and mobility on the battlefield.

Damage Blocked: Body
Armor Bonus: +2
Slot: Chest
Special: +2 vs **Slashing** and **Bludgeoning** damage, +2 vs **Acrobatics** skill checks.

Type: Medium Armor
Size: Medium (6)
Cost: 250 Gp

Dagger

A versatile and compact blade, the dagger is favored for its ease of concealment and quick, precise strikes.

Damage: +1 Dice vs Body
Type: Piercing or Slashing
Reach: 5 Feet
Range: 30 Feet (Throw)
Special: **Quick Draw** - Can be drawn and used in the same round without penalty.

Handed: 1H
Skill: Melee Weapon
Size: Small (2)
Cost: 85 Gp

Falchion

With a distinct curved blade, the falchion is used to deliver slashing attacks.

Damage: +3 Dice vs Body
Type: Slashing
Reach: 5 Feet
Range: None NA
Special: **Savage Attack** - +1 Dice vs Body on **Critical Hits**.

Handed: 2H
Skill: Melee Weapon
Size: Medium (4)
Cost: 135 Gp

Large Steel Shield

A large shield made from Steel.

Damage Blocked: Body
Armor Bonus: +3
Slot: Offhand
Special: +2 **AC** vs **Bludgeoning** and **Piercing** damage, +2 to **Shield Bash**.

Type: Shield
Size: Medium (6)
Cost: Thirty 0 Gp

Leather Boots

Boots are made from leather. Designed for silent movement and quick steps.

Damage Blocked: Body
Armor Bonus: +1
Slot: Feet
Special: +4 **Stealth** skill checks, +1 to **Dodge** skill checks.

Type: Light Armor
Size: Medium (4)
Cost: 50 Gp

Leather Cuirass

A Cuirass made from layered leather plates.

Damage Blocked: Body
Armor Bonus: +1
Slot: Chest
Special: +1 to **Acrobatics** skill checks.

Type: Light Armor
Size: Medium (6)
Cost: 140 Gp

Morningstar

A spiked and lethal Morningstar combines the features of a mace and a flail, Its spiked head delivers a unique blend of destructive power.

Damage: +4 Dice vs Body
Type: Bludgeoning or Piercing
Reach: 5 Feet
Range: None NA
Special: **Crushing Blow** - +2 Dice vs Body damage against heavily armored targets.

Handed: 1H
Skill: Melee Weapon
Size: Medium (4)
Cost: 40 Gp

Poleaxe

The poleaxe features an axe blade, hammer head, and spike.

Damage: +4 Dice vs Body
Type: Slashing, Bludgeoning or Piercing
Reach: 10 Feet
Range: Melee
Special: You can use your attack to **Strike** an enemy, **Disarm** an enemy, or **Trip** an enemy. You can choose before attacking if you want to deliver **Bludgeoning**, **Piercing** or **Slashing** damage.

Handed: 2H
Skill: Heavy Weapon
Size: Large (8)
Cost: 160 Gp

Rifle

A versatile long-range firearm with greater accuracy and power.

Damage: +8 Dice +5 vs Body
Type: Piercing
Reach: None NA
Range: 80 Yards
Capacity: 5 Rounds
Special: You gain **Advantage** on your attack if you have a **Spotter**. Reload on a **Full Round Action**.

Handed: 2H
Skill: Ranged Weapons
Size: Medium (6)
Cost: 1500 Gp

Shortbow

Compact and easily maneuverable, the Shortbow offers a balanced option for archers who prioritize agility and speed in ranged combat.

Damage: +2 Dice vs Body
Type: Piercing
Reach: None NA
Range: 50 Yards
Capacity: None NA
Special: You have **Advantage** attacking enemies that are not behind **Cover**. You can fire this weapon while moving **without any Penalties to your attack**.

Handed: 2H
Skill: Ranged Weapon
Size: Medium (4)
Cost: 20 Gp

Short Sword

Compact and versatile, the short sword is designed for close-quarters combat.

Damage: +2 Dice +1 vs Body
Type: Slashing
Reach: 5 Feet
Range: None NA
Special: Nimble - +1 Dice vs Body to defense rolls when dual-wielded.

Handed: 1H
Skill: Melee Weapon
Size: Medium (3)
Cost: 110 Gp

Steel Boots

Steel Boots are crafted from steel.

Damage Blocked: Body
Armor Bonus: +2
Slot: Feet
Special: -10 feet to knockback effects.

Type: Heavy Armor
Size: Medium (4)
Cost: 140 Gp

Studded Leather Cuirass

A sturdy leather Cuirass reinforced with metal studs

Damage Blocked: Body
Armor Bonus: +2
Slot: Chest
Special: + 1 Armor AC vs Slashing damage.

Type: Medium Armor
Size: Medium (6)
Cost: 260 Gp

Warhammer

The warhammer is a blunt weapon designed to deliver powerful, crushing blows. Its heavy head can dent or break through armor, making it a favored weapon in close combat.

Damage: +3 Dice vs Body
Type: Bludgeoning or Piercing
Reach: 5 Feet
Range: None NA
Special: Crushing Blow - +2 Dice vs Body damage against heavily armored targets.

Handed: 1H
Skill: Melee Weapon
Size: Medium (4)
Cost: 150 Gp

Adventuring Kit

A kit designed for those who venture into the unknown, this set includes a Backpack with 1 week's rations, a waterskin, 10 Torches, a Dagger, a Mess kit, a Flint and Steel, a Bed Roll and 50' rope.

Size: Medium (6)
Quantity: One Kit
Function: Survival and Exploration
Related Crafts: Survival
Era: High Fantasy, Modern Era, Futuristic

Uses Per Day: Until consumed
Cost: 50 Gp

Dungeoneer Kit

An essential kit for exploring dark and dangerous dungeons, this set includes a Backpack with 1 weeks Rations, 10 Torches, 10 Pitons, a Hammer, a Crowbar, a Tinderbox, a waterskin, and 50' rope.

Size: Twelve Pounds
Quantity: One Kit
Function: Dungeon Exploration and Navigation
Related Skill: Survival
Era: High Fantasy, Modern Era, Futuristic

Uses Per Day: Until consumed
Cost: 50 Gp

Alchemy

Alchemy is the art of transmutation. Alchemy allows you to make items to aid you in battle and to support your friends.

Basic Alchemy

Once you take the **Alchemy** skill, you will be able to make up to three **Alchemy Checks** to create alchemical items of 1st rank. You will choose these three items and add them to your **Formula Book**. If you find any additional recipes, you can add them to your **Formula Book**.

You will also gain access to the **Alchemy Boon: Improved Fortitude** mentioned below.

Philosophers Stone

The **Philosophers Stone** allows an alchemist to craft alchemical items at ranks above 1st rank.

Visually, the **Philosophers Stone** is a reddish black sphere 2 inches across. It is always warm to the touch but not hot. It never cools even in extreme cold weather; always staying the same temperature regardless of the environment outside.

Once you have created your **Philosophers Stone**, you will unlock Alchemy ranks two through five. You will also gain access to the **Alchemy Boon: Quick Alchemy** mentioned below.

Even with a **Philosophers Stone**, you cannot use recipes in ranks above your **Alchemy Skill** max rank. If your **Alchemy Skill** max rank is Rank Three and you find a Rank four recipe, you can add it to your **Formula Book**, but you cannot use the recipe until you attain **Alchemy Rank Four**.

Formula Book

An alchemist can use a notebook, journal or spell book to create their **Formula Book**. The book should have sufficient pages for all your notes and recipes. Even an unused Spellbook will suffice as a **Formula Book**.

You can copy your **Formula book** if you have another suitable book and one full day to copy the notes and recipients per rank of Alchemy you are skilled in. Many Alchemists have copies of their **Formula Book** they update periodically as a backup in the event their primary book is destroyed.

Alchemy Boons

The Alchemy Skill gives you a few boons. Improved Fortitude and Quick Alchemy.

Improved Fortitude

Your time working with Alchemical ingredients has made you resilient. You have **Advantage** on all **Fortitude Saving Throws**. Further, you can add +2 Bonus Dice to the result for determining if you succeed in the **Fortitude Save**.

Quick Alchemy

Using a bonus action, you can create one known Rank one **Elixir**, **Concoction**, **Bomb** or **Transmutation** during combat. Quick

Alchemy can be used as many times as the alchemists' maximum Alchemy Rank up to a maximum of five times per day at Rank Five.

At Rank Three
Once per day, you can make one **Elixir**, **Concoction**, **Bomb** or **Transmutation** with no material cost.

Crafting Time

It takes time to craft an **Elixir**, brew a **Concoction**, craft a **Bomb** or **Transmute** materials. Reference the table below for the times involved.

Rank 1	15 Minutes	Rank 3	45 Minutes
Rank 2	30 Minutes		

Alchemy Check

To create an item, you must make an Alchemy Check. The check determines whether the attempt is successful. To make the check you would use your **INT** * 1.5 (rounded up) + Rank Bonus to make the check.

Alchemy check = **INT** x 1.5 (rounded up) + **Rank Bonus**

If for example, you have an **INT** of four and a Rank of five, you will have an **Alchemy Check** Dice Pool of fourteen (**4 + 2 + 8 = 14**).

Alchemy Up Crafting

Up Crafting a way to improve your chances of success with an **Alchemy Check**.

For example, if you are trying to craft a rank one **Elixir of Healing** at rank three, you would use three of your daily Alchemy uses and make the check at third rank. **If the check is successful**, you create the item.

Rank One

Alchemist's Fire (Explosives)

Alchemist's Fire is a gelatinous incendiary contained in a vial that is thrown. Upon impact Alchemists fire splashes on all objects and creatures within range. Alchemists fire produces intense heat that burns everything flammable.

Rank One Effects: Alchemists Fire: +8 Dice +6 Fire damage vs **Body** Score each round to all creatures within five feet of impact. **Moderate Fortitude** save for half damage.

Rank Two Effects: Greater Alchemists Fire: +10 Dice +8 Fire damage vs **Body** Score each round to all creatures within five feet of impact and half damages for creatures within ten feet. **Moderate Fortitude** save for half damage.

Rank Three Effects: Supreme Alchemists Fire: +12 Dice +10 Fire damage vs **Body** Score each round to all creatures within ten feet of impact and half damages for creatures within fifteen feet. **Difficult Fortitude** save for half damage.

Duration: Four Rounds plus two rounds per rank after 1st rank.

Key Ingredient: Pulverized Coal

Flashbang (Explosives)

The Flashbang is a small spherical explosive that, when thrown, produces a non-lethal, blinding flash along with a deafening noise that stuns enemies or disrupts concentration.

Rank One Effects: Flashbang: All creatures within ten feet must make a **Moderate Reflex** save. Within five feet, creatures must make a **Difficult Reflex** save. Creatures become **Blinded** and **Deafened on a failed save**.

Rank Two Effects: Greater Flashbang: All creatures within twenty feet must make a **Moderate Reflex** save. Within ten feet, creatures must make a **Difficult Reflex** save. Creatures become **Blinded** and **Deafened on a failed save**.

Rank Three Effects: Supreme Flashbang: All creatures within thirty feet must make a **Moderate Reflex** save. Within twenty feet, creatures must make a **Difficult Reflex** save. Creatures become **Blinded** and **Deafened on a failed save**.

Duration: 1 Round

Key Ingredient: Pine Needles

Thunderstone (Explosives)

Thunderstones are small Spherical stones that contain the essence of thunder and lightning. The essence is released on impact when thrown. The Thunderstone produces **Sonic** and **Electric** damage.

Rank One Effects: Thunderstone: +3 Dice +2 Sonic Damage plus **+2 Dice +1 Electric** Damage vs **Body** Score to all creatures within ten feet of impact. Half Damage to creatures within twenty feet. **Moderate Fortitude** Save. Creatures fall **Prone** and become **Deafened on a failed save**.

Rank Two Effects: Greater Thunderstone: +5 Dice +3 Sonic Damage plus **+6 Dice +2 Electric** Damage vs **Body** Score to all creatures within ten feet of impact. Half Damage to creatures within twenty feet. **Moderate Fortitude** Save. Creatures fall **Prone** and become **Deafened on a failed save**.

Rank Three Effects: Thunderstone: +7 Dice +5 Sonic Damage plus **+6 Dice +3 Electric** Damage vs **Body** Score to all creatures within ten feet of impact. Half Damage to creatures within twenty feet. **Moderate Fortitude** Save. Creatures fall **Prone** and become **Deafened on a failed save**.

Duration: 1 Round

Key Ingredient: a shard of Obsidian Glass

Elixir of Healing (Elixir)

The Elixir of Healing Heals **Body** Score and **Mind** Score damage caused by combat, injuries, disease and poisons.

Rank One Effects: Heals **+6 Dice +4 Body Score** and **Mind Score** points.

Rank Two Effects: Heals **+8 Dice +6 Body Score** and **Mind Score** points.

Rank Three Effects: Heals **+10 Dice +8 Body Score** and **Mind Score** points.

Duration: 1 Round

Key Ingredient: Preserved Dandelion

Illusion Powder (Concoction)

Illusion powder is a powder used by adventurers and performers to create visual illusions.

Rank One Effects: Easy Will save to see through illusion. Five-foot cube.

Rank Two Effects: Moderate Will save to see through illusion. Ten-foot cube.

Rank Three Effects: Difficult Will save to see through illusion. Twenty-foot cube.

Duration: One Minute +30 seconds per rank above 1st rank.

Key Ingredient: A Sapphire

Rank Two

Elixir of Combat Prowess (Elixir)

The Elixir of Combat Prowess increases melee weapon skill and dodge skill.

Rank Two Effects: +2 to **Melee Weapon** damage, +2 to **Dodge** skill checks.

Rank Three Effects: +4 to **Melee Weapon** damage, +3 to **Dodge** skill checks.

Duration: One Minute +30 seconds per rank above 2nd rank.

Key Ingredient: Bloodthorn Extract

Glue (Concoction)

Glues are powerful adhesives capable of gluing paper, wood, foam and porous materials together. Water Soluble until set.

Rank Two Effects: **White Glue**, One Ounce. Runny, can glue paper, foam, and similar porous materials. poor bond to wood. Bond strength **500 lbs. per square inch**. Twenty-Four-hour Cure.

Rank Three Effects: **Tacky Glue**, One Ounce. Thick, can glue paper, foam, wood and similar porous materials. good bond to wood. Bond strength **1000 lbs. per square inch**. Forty-Eight-hour Cure.

Duration: Permanent once cured

Key Ingredient: Quartz Crystal

Fire Orb (Explosives)

Fire Orbs are Glass Spheres that contain a suspended explosion that expands on impact when thrown. The Fire Orb produces **Fire** and **Force** damage.

Rank Two Effects: +4 Dice +3 **Fire** Damage plus +3 Dice +2 **Force** Damage vs **Body** Score to all creatures within ten feet of impact. Half Damage to creatures within twenty feet.

Rank Three Effects: +6 Dice +4 **Fire** Damage plus +5 Dice +4 **Force** Damage vs **Body** Score to all creatures within ten feet of impact. Half Damage to creatures within twenty feet.

Duration: 1 Round

Key Ingredient: one Shard of Obsidian

Lightning Orb (Explosives)

Lightning Orbs are Glass Spheres that contain a suspended Lightning that expands on impact when thrown. The Fire Orb produces **Electric** and **Force** damage.

Rank Two Effects: +4 Dice +3 **Electric** Damage plus +3 Dice +2 **Force** Damage vs **Body** Score to all creatures within ten feet of impact. Half Damage to creatures within twenty feet. **Moderate Reflex** Save. Creatures fall prone and have the **Dazed** condition **on a failed save**.

Rank Three Effects: +6 Dice +4 **Electric** Damage plus +5 Dice +4 **Force** Damage vs **Body** Score to all creatures within ten feet of impact. Half Damage to creatures within twenty feet. **Moderate Reflex** Save. Creatures fall prone and have the **Dazed** condition **on a failed save**.

Duration: 1 Round

Key Ingredient: a short copper wire

Rank Three

Elixir of Heroism

The Elixir of Heroism grants your character a boost to your **Body Score** and **Mind Score**. You also gain **Advantage** to one or more skills of choice.

Rank Three Effects: +5 **Body Score**, +5 **Mind Score**, **Advantage** on **One** skill you have earned ranks in.

Key Ingredient: Crushed Razorvine

Night Vision Eye Drops

Night Vision Eye Drops are formulated to give you night vision. The drops create a dark coating over your eyes, so they appear black to outside observers. You can see dim light as daylight and darkness as dim light. One Ounce is fifty drops.

Rank Three Effects: One Ounce. Your vision in dim light and darkness is sixty feet. The effect lasts one hour.

Duration: Until Consumed

Key Ingredient: Carrot Juice

Tornado Orb

Tornado Orbs are Glass Spheres that contain a suspended Tornado that expands on impact when thrown. The Tornado Orb produces **Air** and **Force** damage.

Rank Three Effects: +5 Dice +4 **Air** Damage plus +4 Dice +3 **Force** Damage vs **Body** Score to all creatures within ten feet of impact. Half Damage to creatures within twenty feet. **Moderate Reflex** Save. Creatures fall **Prone** conditions **on a failed save**.

Duration: Three Rounds plus one round per rank past 3rd rank.

Key Ingredient: a piece of straw

Psionics

Psionics use the power of the mind to change the world.

Psionic Slots per Day

Use of Psionics causes psychological strain on the users' mind. To mitigate this strain, there are safe limits that determine how often you can use your Psionic Powers. To determine how many Psionic Slots you can use, follow the formula below.

Uses Per Day = POW + ½ INT – Rank

Starting Psionic Powers

Once you attain your first Rank in Psionics, the number of **Rank One** Psionic powers is determined using the formula below.

Psionic Powers = INT – Rank

Using Psionics at Higher Ranks

You can use a known Psionic power at higher ranks to increase damage, range or functionality. Each ability can be raised up to two ranks above the base Rank.

Using Multiple Psionic Slots

As with higher ranks, you can use multiple Psionic Slots to use your ability. If you use two or more Psionic Slots of the same rank of the Psionic power being used, you gain **+2 dice +1 damage, +10% range** (rounded up) and the difficulty of the save increases by one for every two slots used.

Range

Some Psionic powers have an effective range. This range cannot be reduced by obstacles or status effects and is not blocked by cover, line of sight, wind speed or physical barriers that would limit magic or mundane ranged attacks. If a Psionic power has an effective range, it will be displayed as follows.

Duration

Duration is how long it takes to invoke or use a Psionic power. Typical values are **Instantaneous** or **Concentration** with a time limit typically in rounds or minutes. Here is an example of a duration with **Concentration**.

Target

Each Psionic power indicates what target or targets you can use it on. Typical values included, self, one creature/object, or all creatures/objects within range. Here is an example of the target for a Psionic power.

Psionic Saving Throws

Some Psionic powers require the target creature to make a Will save. These saves can be **Easy**, **Moderate**, **Difficult**, or **Impossible**. Refer to the below formula that shows how the save is written out in stat blocks. Refer to **Saving Throws in Section 5: Adventuring** for more information on making Saving Throws.

Psionic Attack Bonus

You have a Psionic Attack Bonus that is added to the attack roll. This bonus is applied after the dice pool is ran and added up.

Determine the Psionic Attack Bonus using the formula below.

Psionic Attack Bonus = POW + ½ INT

Rank One

Cat Fall

When you are falling or are about to take a leap from a great height. You can use your psionics to slow your descent regardless of height, so you always land on your feet and take no damage.

Dice: None N/A

Save: None N/A

Range: Self or Touch

Duration: Concentration

Target: Yourself or one creature.

Effects on higher Ranks

Rank Two Effects: You can increase the number of creatures you can target to 3.

Rank Three Effects: You can increase the number of creatures you can target to 5.

Empathy

You are attuned to the emotions of others. Your Psionic power extends this empathy allowing you to gain greater insight into the emotions of others.

Dice: None N/A

Save: Moderate Will Save

Range: 10 Feet

Duration: Concentration

Target: 1 Creature

Effects on Higher Ranks

Rank Two Effects: **Range:** fifteen feet, **Target:** Two Creatures.

Rank Three Effects: **Range:** twenty feet, **Target:** Three Creatures.

Levitation

You can levitate into the air, cause another creature to levitate or levitate one object that weighs no more than one hundred pounds.

Dice: None N/A

Save: Moderate Reflex Save

Range: Height 100 feet, **Speed:** 60 feet per round

Duration: Concentration

Target: Touch

Effects on Higher Ranks

Rank Two Effects: **Range:** 120 feet per round, **Speed:** 70 feet per round. **Moderate Reflex Save.**

Rank Three Effects: **Range:** 140 feet per round, **Speed:** 80 feet per round. **Moderate Reflex Save.**

Psionic Pulse

You can unleash a powerful Psionic Surge that radiates outward in a thirty-foot cone. Anyone caught in the blast radius Must make a **Moderate Will** save, becoming **Confused**, and **Dazzled**, on a failed save.

Dice: +3 Dice +1 Damage vs Mind

Save: Moderate Will Save

Range: 30 foot, Cone

Duration: 1 Round

Target: All Creatures in Range

Effects on higher Ranks

Rank Two Effects: +4 Dice +2 Psionic Damage, **Difficult Reflex Save.** Half Damage on a **Successful save.** Creatures are **Confused** and **Dazzled** on a failed save. **Moderate Reflex Save.**

Rank Three Effects: +5 Dice +3 Psionic Damage, **Difficult Reflex Save.** Half Damage on a **Successful save.** Creatures are **Confused** and **Dazzled** on a failed save. **Moderate Reflex Save.**

Telekinesis

You can move creatures or objects with your mind. You can target one creature or object and move them away or toward you. You can also choose to lift the creature object up to five feet into the

air and hold it there. You can choose whether your telekinesis harms the target object or creature. Creatures can make a **Reflex Save** to resist the effect.

Dice: +2 Dice +1 to Damage vs Body **Save:** *Moderate Reflex* Save
Range: 30 feet **Duration:** Concentration
Target: 1 Object or Creature weighing no more than 100 pounds.

Effects on Higher Ranks

Rank Two Effects: +4 Dice +2 Psionic Damage, Half damage on a **Successful Save**. 1 Object or Creature weighing no more than 150 pounds, **Range:** Thirty-five feet. *Moderate Reflex* Save.

Rank Three Effects: +6 Dice +3 Psionic Damage, Half damage on a **Successful Save**. 1 Object or Creature weighing no more than 200 pounds, **Range:** Forty feet. *Moderate Reflex* Save.

Rank Two

Heroism

You trigger Heroism from deep within the mind of your allies. For duration, the creatures **Body Score** and **Mind Score** increase by ten and they gain resistance to the **Frightened** Condition.

Dice: None N/A **Save:** *Moderate Will* Save
Range: 50 feet **Duration:** 5 minutes
Target: One ally within range

Effects on Higher Ranks

Rank Three Effects: **Body** and **Mind** Score gain +12 points. **Range:** 60 feet. **Target:** 2 allies within range. **Duration:** Seven minutes. Resistance to **Frightened** Condition. *Moderate Will* Save.

Psionic Healing

You channel your psionic energy to heal minor injuries, stop bleeding and restore consciousness to another creature.

Dice: +4 dice +2 to Heal Body or Mind **Save:** None N/A
Range: Touch **Duration:** 1 Round
Target: 1 Creature

Effects on Higher Ranks

Rank Three Effects: +6 Dice +3 to Heal vs Body or Mind.

Psionic Dagger

You forge psionic energy into a dagger. This dagger can be held and used the same way as a normal dagger. It can be thrown and will reappear in your hand after each attack if you desire. The dagger can be dismissed as a bonus action or a reaction.

Dice: +3 Dice +2 to Attack vs Body (Piercing/Psionic) **Save:** None N/A
Range: 30 feet **Duration:** 1 hour
Target: None N/A

Effects on Higher Ranks

Rank Three Effects: +6 Dice +3 to Attack vs Body (Piercing/Psionic)

Teleportation

You can teleport a short distance. You disappear at your original point and appear at the destination point. Teleportation does not provoke attacks of opportunity.

Dice: None N/A **Save:** None N/A
Range: 20 feet **Duration:** Instantaneous
Target: Self

Effects on Higher Ranks

Rank Three Effects: **Range:** 25 feet.

Rank Three

Ensuna

You can target one creature you can see and remove all status conditions and effects affecting them.

Dice: None N/A **Save:** None N/A
Range: Line of Sight **Duration:** Instantaneous
Target: 1 Creature

Far Sight

You can see distant objects or creatures with your mind. You can determine its status, current activities and mind state (if viewing a creature). These creatures or objects do not need to be in line of sight but do have to be in range. **If a creature can sense Far Sight**, they can make a **Will** Save to hide from your sight on a **successful save**.

Dice: None N/A **Save:** *Moderate Will* Save
Range: 1 mile **Duration:** Concentration
Target: 1 Object or Creature

Effects on Higher Ranks

Rank Three Effects: **Range:** 10 miles, **Target:** 2 Objects or Creatures, *Moderate Will* Save.

Psionic Blast

You unleash a powerful Psionic Blast at your enemies. Psionic Blast spreads out in a cone. Knocking creatures **Prone on a failed Will** save.

Dice: +4 Dice +3 to Attack vs Body or Mind **Save:** *Moderate Will* Save
Range: 40-foot Cone **Duration:** Instantaneous
Target: All Creatures in Range

Effects on Higher Ranks

Rank Three Effects: +7 Dice +4 to Attack vs Body or Mind, **Range:** Forty-five-foot Cone. Creature gains the **Dazzled** Condition on a **failed Will** Save.

Spellcraft

Spellcraft allows you to use magic to make fantastic things or devastate your enemies.

Known Spells

The number of spells you know is determined with the equation **INT + WIS – Spell Level** (Minimum of 1 spell).

For example, with an **INT** of 4 and a **WIS** of 4, you know seven **First Level Spells** and six **Second Level Spells**.

Spells Per Day

The number of spells you can cast per day is found below. This limit is a **minimum** of one and a **maximum** of five. Fractions are rounded up.

POW minus **Rank**

Spell Attack Bonus

Your discipline in **Spellcraft** provides you with a **Spell Attack Bonus**. This bonus is added to the attack roll of the spell when it is cast. You calculate your Spell Attack Bonus with the following formula.

Spell Attack = **POW** x **1.5** (rounded up)

Schools of Magic

Magic is broken down into Schools. These schools of magic describe examples of the type of spells within that school. There are twelve schools of magic. The table below highlights each school and a description of that magic school.

School	Description
Abjuration	Abjuration Spells create wards, protect allies, or block attacks.
Conjuration	Conjuration spells summon or teleport creatures or objects.
Divination	Divination spells reveal hidden information or locate secrets.
Enchantment	Enchantment spells imbue creatures or objects with magic.
Evocation	Evocation spells manipulate or create energy.
Illusion	Illusion spells deceive the senses with powerful illusions.
Necromancy	Necromancy spells heal wounds, raise the dead, and create undead.
Transmutation	Transmutation spells transform matter or polymorph creatures. of a Creature.
Radiomancy	Radiomancy spells control density and radioactive decay.
Gravitrurgy	Gravitrurgy spells bend the forces of gravity and time.
Voidweaving	Voidweaving spells manipulate the forces of space and vacuum.
Psionics	Psionics manipulate the power of the mind.

Types of Spell Damage

Magic can further be broken down into damage types. There are twenty-one types of damage in this system. The table below breaks these damage types down.

Damage Types	Related School	Description
Fire	Evocation	Fire in its purest form destroys and renews. Burns creatures and objects.
Air	Evocation	Air can suffocate or knock back creatures
Water	Conjuration	Water can drown or incapacitate creatures
Earth	Evocation	Earth can stabilize or destabilize the ground and bury creatures or objects.

Electric	Evocation	Electricity shocks and stuns creatures and powers electronics.
Cold	Evocation	Cold chills and freezes creatures and can preserve food.
Magnetic	Evocation	Magnetics can control metals and alter the flow of Electricity
Force	Evocation	Force is a concussive force that affects creatures and objects
Sonic	Evocation	Sound energy can deafen creatures and shatter objects.
Necrotic	Necromancy	Necrotic manipulates life to heal, harm and restore life.
Radiant	Abjuration	Light burns undead and illuminates the dark.
Void	Voidweaving	Strips life from all, Mind and Body damage
Gravity	Gravitrurgy	Gravity holds matter together and can crush creatures and objects.
Corewill	Radiomancy	Corewill represents the Strong force and can affect the density of creatures and objects.
Wither	Radiomancy	Wither represents the weak force and controls radioactive decay within creatures and objects.
Eldritch	Abjuration	Eldritch is a corrupting power that taints any creature or object.
Psionic	Psionics	Psionics can read thoughts, move objects or attack creatures
Disease	Evocation	Disease affects or creates disease within a creature.
Poison	Evocation	Poison affects or creates poison within a creature.
Life	Conjuration	Life affects life and undeath in creatures.

Zero Level Spells

The following spells are Zero Level Spells. **These spells do not use spell slots.** The number of Zero Level Spells you can know is equal to three.

Chill Touch

Conjuration

You conjure a cold envelope around your hand that chills any creature it touches. The creature must make an **Easy Will Save**. **On a Successful Save**, the creature takes half damage. **On a failed save**, the creature is chilled and cannot take their **Reaction** until the start of their next turn.

Action: 1 Action

Casting Time:
Instantaneous
Duration: 1 Round

Damage: +1 Dice Cold Damage vs
Body
Range: Touch
Target: 1 Creature

Save: Easy Will Save

Effects on Higher Levels

Chill Touch damage increases **+1 Dice +1** when characters unlock the **Third Spellcraft** Skill Rank.

Light

Abjuration

You create a point source of light that brightly illuminates a spherical area and dimly lights another ten feet per twenty-foot radius of the bright light.

Action: 1 Action

Casting Time:
Concentration
Duration: 15 minutes
Save: None N/A

Damage: None N/A
Range: 30 feet, 20-foot Sphere
Target: 1 Object or point you can see in range.

Muffle

Abjuration

You create a sphere at a point within reach that dampens all sound. All spellcasting fails within the muffled sphere.

Action: 1 Action
Casting Time: Instantaneous
Damage: None N/A
Range: Fifty feet, Ten-foot Radius Sphere
Target: All sounds within the sphere.
Duration: Up to 1 minute
Save: None N/A

Prestidigitation

Illusions

You can use Prestidigitation to create up to five detailed illusions. These illusions can be medium size or smaller. A successful **Investigation Skill** check against the **Casters Spell Save** check can reveal the true nature of the illusions.

Action: 1 Action
Casting Time: Instantaneous
Damage: None N/A
Range: Twenty feet, Ten-foot Sphere
Target: One point in range.
Duration: 1 Round
Save: None N/A

Stone Dart

Evocation

You create a stone dart from rock and throw it at one creature in range. The creature must make a **Easy Reflex Save**. **On a successful save**, the creature takes half damage. **On a failed Save**, the creature is knocked **Prone** until the start of their next turn.

Action: 1 Action
Casting Time: Instantaneous
Damage: +1 Dice Earth Damage vs Body
Range: 5 feet
Target: 1 Creature
Duration: 1 Round
Save: *Easy Reflex Save*

Level One Spells

Cure Wounds

Necromancy

Cure Wounds enable the caster to touch and heal a wounded ally, healing an amount equal to their **Spell Attack Bonus +3** to the **Body** or **Mind** scores.

Action: 1 Action
Damage: +2 Dice +1 to Heal vs Body
Range: Touch
Target: 1 Creature
Casting Time: Instantaneous
Duration: 1 Round
Save: None N/A

Effects on Higher Levels

Cure Wounds healing increases **+1 Dice +1** every **Spell Level** above **First Spell Level**.

Haste

Transmutation

Haste quickens your speed. The recipient can take the **Dash** action for their standard move action. They also **gain one extra Attack Action**. If they do not move on their turn, they can add **+2 Dice +1** to each attack action that round. **When the duration ends**, the recipient takes **one level of Exhaustion**.

Action: 1 Action
Damage: None N/A
Casting Time: Instantaneous
Duration: Up to 1 Minute

Range: Touch or Self
Target: 1 Creature
Save: None N/A

Magic Missile

Evocation

Magic Missile Bolts always hits their target and can target creatures or objects, dealing with force damage. **Unless otherwise noted, Magic Missile bypasses all armor**. You can send all the Bolts at one target or spread them out as you wish across your enemies.

Action: 1 Action
Damage: 3 bolts, +1 Dice +1 Force
Damage vs Body
Range: 100 feet
Target: Up to One Creature per Bolt
Casting Time: Instantaneous
Duration: 1 Round
Save: None N/A

Effects on Higher Levels

Magic Missile increases by **One Bolt** every **Spell Level** above **First Spell Level**.

Rock Barrage

Transmutation

Loose stones rise from the ground and begin to fly outward in a cone. All creatures in range must make a **Moderate Reflex Save**. **On a successful save**, the creatures take half damage. **On a failed save**, the creatures are knocked **Prone**.

Action: 1 Action
Damage: +1 Dice +1 Earth Damage vs Body
Range: 50-foot Cone
Target: All Creatures in Range
Casting Time: Instantaneous
Duration: 1 Round
Save: *Moderate Reflex Save*

Effects on Higher Levels

Rock Barrage damage increases **+1 Dice +1** every **Spell Level** above **First Spell Level**.

Suggestion

Enchantment

You give a creature a Suggestion. The creature must make a **Moderate Will Save**. **On a successful save**, the creature ignores the suggestion and cannot be given another suggestion for 24 hours. **On a failed save**, the creature must follow your suggestion to the best of their ability. The affected creature will not put itself in immediate danger or take obviously self-destructive actions.

Action: 1 Action
Damage: None N/A
Range: Touch
Target: 1 Creature
Casting Time: Instantaneous
Duration: Up to Eight Hours
Save: *Moderate Will Save*

Level Two Spells

Death Ward

Abjuration

You create a ward that protects one creature from dying. If the target of this spell takes damage that reduces their **Body** or **Mind** Scores to zero or lower, the affected score remains at one point, ending the ward's effect. This spell protects against effects capable of instantly killing the character.

Action: 1 Action
Damage: None N/A
Range: Touch
Target: Self or 1 Creature

Casting Time: Instantaneous
Duration: Up to 8 hours
Save: None N/A

Enfeeble

Radiomancy

You inflict **Enfeeblement** on one creature you can see in range. This creature must make a **Moderate Will** Save. **On a successful save**, the creature takes half damage and resists the condition. **On a failed save**, the creature becomes **Enfeebled** and does not get **Reactions** or **Bonus Actions** and are restricted to a single attack per round. Their **STR** score is reduced to **One**. They fail all **Intimidation** checks and speak incoherently. They can repeat the save each round to end the effects.

Action: 1 Action
Damage: None N/A
Range: Touch
Target: 1 Creature

Casting Time: Instantaneous
Duration: Until Save is made
Save: *Moderate Will* Save

Gravitic Pulse

Gravimancy

You create a gravitational pulse in a cone. Each affected creature can make a **Moderate Reflex** Save. **On a Successful Save**, they take half damage and resist the effects of the pulse. **On a failed Save**, they are pushed back fifteen feet and are knocked Prone.

Action: 1 Action
Damage: +3 Dice +1 Gravity Damage
vs Body
Range: 60-foot Cone
Target: All Creatures in Range

Casting Time: Instantaneous
Duration: 1 Round
Save: *Moderate Reflex* Save

Effects on Higher Levels

Gravitic Pulse increases +1 Dice +1 every **Spell Level** above **Second Spell Level**.

Mage Hand

Evocation

You conjure a spectral hand that can manipulate or carry small objects or creatures weighing no more than five pounds within the range of the caster. The hand can be visible or invisible. The hand cannot attack or cause any damage to another creature or object.

Action: 1 Action
Damage: None N/A
Range: Fifty-foot Radius Sphere
Target: All Creatures in Range

Casting Time: Concentration
Duration: Up to 1 Minute
Save: None N/A

Level Three Spells

Enlarge/Reduce

Transmutation

You alter the size of a creature or object you can see within range, Enlarging or Reducing them.

Enlarge: The target gains a +3 bonus to their **Strength** Attribute. They also have **Advantage** on all **Strength Skill** checks, and disadvantage on

Dexterity Skill checks. The target also doubles in size, and their weight is multiplied by eight.

Reduce: The target gains a +3 bonus to their **Dexterity** Attribute. They also have **Advantage** on all their **Dexterity Skill** checks, and **Disadvantage** on **Strength Skill** checks. The target's size is halved, and their weight is divided by eight.

Action: 1 Action
Damage: None N/A
Range: Touch
Target: 1 Creature or Object or Self

Casting Time: Instantaneous
Duration: Up to 1 Minute
Save: None N/A

Lightning Cascade

Evocation

You create a line of crackling lightning that stretches out one hundred feet. All creatures within five feet of the line must make a **Reflex Save**. Lightning shocks all creatures in range. **On a successful save**, the creature takes half damage. **On a failed save**, creatures are shocked and fall prone.

Action: 1 Action
Damage: +5 Dice +2 Electric Damage
vs Body
Range: 100-foot Line
Target: All Creatures in Range

Casting Time: Instantaneous
Duration: 1 Round

Save: *Moderate Reflex* Save

Sleep

Enchantment

You can enchant creatures close to you to fall into a magical sleep. Each creature in range must make a **Moderate Will** Save. **On a successful save**, the creature resists the sleep spell and becomes immune to the spell for twenty-four hours. **On a failed save**, the creature falls asleep and will not awaken to noise but will be woken up if they take any damage.

Action: 1 Action
Damage: None NA
Range: Thirty Foot Radius Sphere
Target: All Creatures in Range

Casting Time: Instantaneous
Duration: Up to Eight Hours
Save: *Moderate Will* Save

The Forgotten Citadel

Created by Daniel Jessee

Adventure Overview

Goblins have begun raiding a local town and scouts have found the Goblins are coming out of an ancient, forgotten citadel located a short distance from the town.

The Citadels name is lost to history as are the original builders. The citadel has weathered storms, wars and everything in between for millennia. Over the years, countless factions have occupied the citadel. Recently, it was discovered by a Goblin tribe that is trying to rebuild after losing their last colony to an Arachnoptera invasion.

Introduction

Hook: Goblins have begun stealing tools, weapons and livestock from the town and citizens are afraid a raid will soon follow. Townsfolk are fearful of their safety and have put out a contract for Adventurers to clear out the Goblins from the Forgotten Citadel.

Setting: An ancient citadel whose original name and function are lost to history.

Lighting: Unless otherwise noted, the dungeon is pitch-black darkness.

Ambiance: A damp musky smell permeates the dungeon. Areas with Giant rats have a more fecal like scent.

Roof Height: Rooms have vaulted ceilings that are as high as their shortest width. Hallways have **Fifteen (15)** foot high ceilings.

Monsters in the Dungeon: The following Monsters can be found in this dungeon. Full stats are included in the Appendix for these Monsters.

Giant Rat
Goblin
Goblin Chief
Zombie

Saving Throws and Skill Checks: Thresholds are displayed as **Easy**, **Moderate** or **Difficult**. **Easy** checks require 2 successes, **Moderate** checks require 4 successes, and **Difficult** Checks require 6 successes.

0. Entering the Citadel

The tunnel leads to a recently replaced door. Evidence of rotted wood from the previous door can be found around the threshold. The visible exterior is smooth stone made from Refractory Quartzz.

Description

You reach the outer door of the citadel. It is a new door that was recently installed. Tracks of Goblins and Giant rats can be seen entering and leaving the threshold.

Encounter: The Door is Locked and requires a **Moderate Open Lock Skill** check that can unlock the door. **Per GM Discretion**, the door can be cracked open or left unlocked by an absent-minded **Goblin**.



GM Map Key

T: Trapped

L: Locked

S: Secret

1. Entry Hall

The Foyer is a short hallway with doors at each end. Heavily damaged bas-reliefs run the length of both sides of this short hallway. The door to the north is unlocked but is **Trapped** with a **Bell Trap**. The North Door leads to **2. Foyer**.

Description

You enter a short hallway with a closed door at the other side. Heavy damaged bas-reliefs line both walls.

Encounter (Trap): Bell Trap. Trigger: Opening Door. **Disarm: Moderate Disable Device Skill Check.** The Bell rings loudly when the door is opened if the trap is not disabled.

2. Foyer

This is the first room of the Dungeon. Doors to the North and West are guarded by Goblins. The walls show signs that they once boasted bas-reliefs that have been chipped away over time. The door to the West is Locked and requires a **Moderate Open Lock Skill** check that can unlock the door. The Door to the West leads to **3. Giant Rat Cages**. The Door to the North leads to the **4. The Trapped Hallway**.

Description

Description:
You enter a square room with a vaulted ceiling and heavily damaged walls. You can see **Two** doors, one to the North and one to the West. **Goblins** stationed here watching the door attack!

Encounter: Two Goblins plus One Goblin per player above Four Players. If the Goblins hear the bell go off, they gain **Advantage** on their first attack.

Treasure: An **Easy Search** or **Investigate** check while looting reveals one or more of these items.

- Shortsword
- Dagger
- Shortbow
- Thunderstone

3. Giant Rat Pens

This room appears to have once been used as a dining hall. It now has been repurposed as stalls for the **Goblins' Giant Rats**. Nine pens have been built in this room. The Pens are made of green logs freshly harvested from a nearby glade.

Description

As the door opens, the smell of urine and fecal matter assault the sinuses. The room before you are lined with straw-lined pens, some of which contain **Giant Rats**. A pair of **Goblins** caught off guard by your entrance are trying to unlock the giant rats from their cages!

Encounter: Two Goblins and Two Giant Rats plus One per player above Four Players. Goblins attempt to release the Giant Rats and only fight if all rats are released or if they are engaged in Melee.

Treasure: An **Easy Search** or **Investigate** check while looting reveals one or more of these items.

- Shortsword
- Dagger

If the players get a **Moderate Search** or **Investigate** skill check, they find the *Earrings of Whispers*.

4. Trapped Hallway

The hallway forms an L Shape and leads to the **Barracks** through the East Door and the **Goblin Warrens** through the North Door. Both Doors are **Locked**. A **Moderate Open Lock Skill** check can unlock either door. There is a **Pit Trap** at the bend in the hallway.

Description: The Hall is short and goes East to West. On the Western side of the hallway, it turns North. There is a door at each end of the hallway. The Walls of the hallway were once decorated with bas-reliefs but now only hold scars left from their destruction.

Encounter (Trap): There is a ten-foot-deep **Pit Trap** at the bend in the hallway. Players can see the edge of the Pit Trap by rolling a **Moderate Perception** or **Search Skill** Check. If the trap is triggered, it alerts **Goblins** in the **Commons** to intruders.

Pit Trap

Dice: +7 Dice +4 vs Body
Type: Bludgeoning
Trigger: Pressure Plate
Target: All Targets within reach

Save: Moderate Reflex
Reset: Manual

5. Goblin Barracks

This room is being used as Barracks by the Goblins and is fairly sparse with only straw beds around the room. A Secret passage that can be found with a **Difficult Perception** or **Search Skill** check. The door to the north is **Locked** and leads to the **Goblin Chief's Room**. A **Moderate Open Lock Skill** check can unlock the door.

Description: You enter a long room that is lined with straw mats. **Goblins** guard the door to the North. They draw weapons and attack!

Encounter: Four Goblins plus One per player above Four Players.

Treasure: A **Easy Search** or **Investigate** check while looting reveals one or more of these items.

- Shortsword
- Dagger
- Shortbow
- Thunderstone

6. Secret Storeroom

The secret room is storage for stolen goods and treasure of the Goblin tribe.

Description: You enter a small storeroom. Barrels and crates line the walls. The smell of food and oil emanates from the crates and barrels. Weapons and loot that the **Goblin** tribe have stolen are stored here.

Treasure: A **DC Easy Search** or **Investigate** check while looting reveals one or more of these items.

- Two Barrels of Oil
- One Barrels of Wine
- One Barrel of Vinegar
- One Crate of Jerky
- One Crate of Dried Fruit
- One crate with Six Bolts of Linen
- One Adventurers Pack
- One Leather Cuirass

If the players get a **Moderate** or higher on the **Search** or **Investigate** skill check, reveals a hidden compartment containing *Amulet of Potential*.

7. Goblin Commons

The **Goblin Commons** is where the **Goblin Civilians** live. The Goblin Civilians are non-combatants. At least four **Goblins** are patrolling the Commons when Players enter. There are two **Secret Passages** on the East wall that can be found with a **Difficult Perception** or **Search Skill** check. The lower secret passage leads to the **Goblin Chief's Room**. The upper secret passage leads to a small secret room that has a tunnel that leads to the deep dark.

Description: You enter a large dimly lit room filled with **Goblin Civilians**. The **Civilians** scatter hiding behind boxes while the **Goblin** guards take defensive postures protecting the **Civilians**.

Encounter: Four Goblins plus one per player above four Players. The Goblins protect the **Goblin Civilians** and only attack if provoked.

Treasure: A **Easy Search** or **Investigate** check while looting reveals one or more of these items.

- Shortsword
- Dagger
- Buckler
- Morningstar
- Elixir of Healing

8. Goblin Chief Room

The **Goblin Chief** sits on a newly constructed stone throne set against the western wall. Four **Goblins** plus one per player above four **Players**. Two of the **Goblins** are riding **Giant Rats** stand guard. In the Northeastern corner is a cage with a human **Zombie** fully awake. A secret passage is north of the Thrown on the

Western wall and leads to the **Goblin Commons**. It can be found with a **Difficult Perception** or **Search Skill** check or if the **Goblin Chief** tries to escape through it or calls for reinforcements.

Description: Entering this room, you see a **Zombie** trapped in a cage. Two **Goblins** are sitting on **Giant Rats** next to a **Goblin Chief** sitting on a throne that appears hobbled together. More **Goblins** raise weapons and point them at you. The **Goblin Chief** raises his hand and the goblins show restraint. **He Asks**, “Who are YOU to invade our new home and cause such disrespect!”

Encounter: One **Goblin Chief**, four **Goblins** plus one **per player** above four **Players** and two **Giant Rats**. One **Zombie** in a cage.

Development: If half the **Goblins** fall or the **Goblin Chief** loses more than half their total **Body Score** or **Mind Score** in damage. They call for reinforcements from the **Goblin Commons**. If the **Players** have not been to the **Goblin Commons**, four Additional **Goblins** enter the following round through the secret passage. If no **Goblins** show up after one round. The **Goblin Chief** uses a control pad on the throne to release the **Zombie** and escape in the chaos where they then order a full retreat back to the **Deep Dark**.

Treasure: An **Easy Search** or **Investigate** check while looting reveals one or more of these items.

- Shortsword
- Dagger
- Buckler
- Shortbow

If the players get a **Moderate** or higher on the **Search** or **Investigate** skill check, they **Nightshade**.

9. Secret Room - Tunnel to the Deep Dark

This small room has a tunnel that leads to the deep dark. Not Shown, Additional Giant rats, supply crates and weapons are stored in the tunnel with four **Goblins** riding **Giant Rats** guarding the entrance from the **Deep Dark**.

Description: This small room has a large, artificial tunnel that descends sixty feet to a large cavern line with crates, barrels and **Giant Rat** Pens. A group of **Goblins** riding **Giant Rats** are patrolling at the mouth of the cavern leading further into the **Deep Dark**.

Encounter: Four **Goblins** riding **Giant Rats** guarding the entrance from the **Deep Dark**. Two **Giant Rats** are locked in pens.

Development: If an evacuation order is called, this cavern is full of any **Goblin** or **Goblin Commoners** that survived the **Adventurers**. They are carrying what little belongings they have and preparing packs for **Giant Rats** to carry.

Treasure: An **Easy Search** or **Investigate** check while looting reveals one or more of these items.

- Shortsword
- Dagger
- Buckler
- Shortbow

Conclusion

Resolution

The adventure concludes when either the adventurers succeed or the **Goblins** wipe or repel the adventurers. For Victory, it does not matter how the **Goblins** are forced out, players can choose diplomacy or use more creative means than directly fighting but ultimately it is up to them.

Victory

If the players succeed in clearing the **Goblins** out of the citadel they will succeed. The town will be grateful and will honor any offer they make at the beginning of the adventure.

In addition, if not already offered, the town will offer the Citadel to the adventurers as a new base.

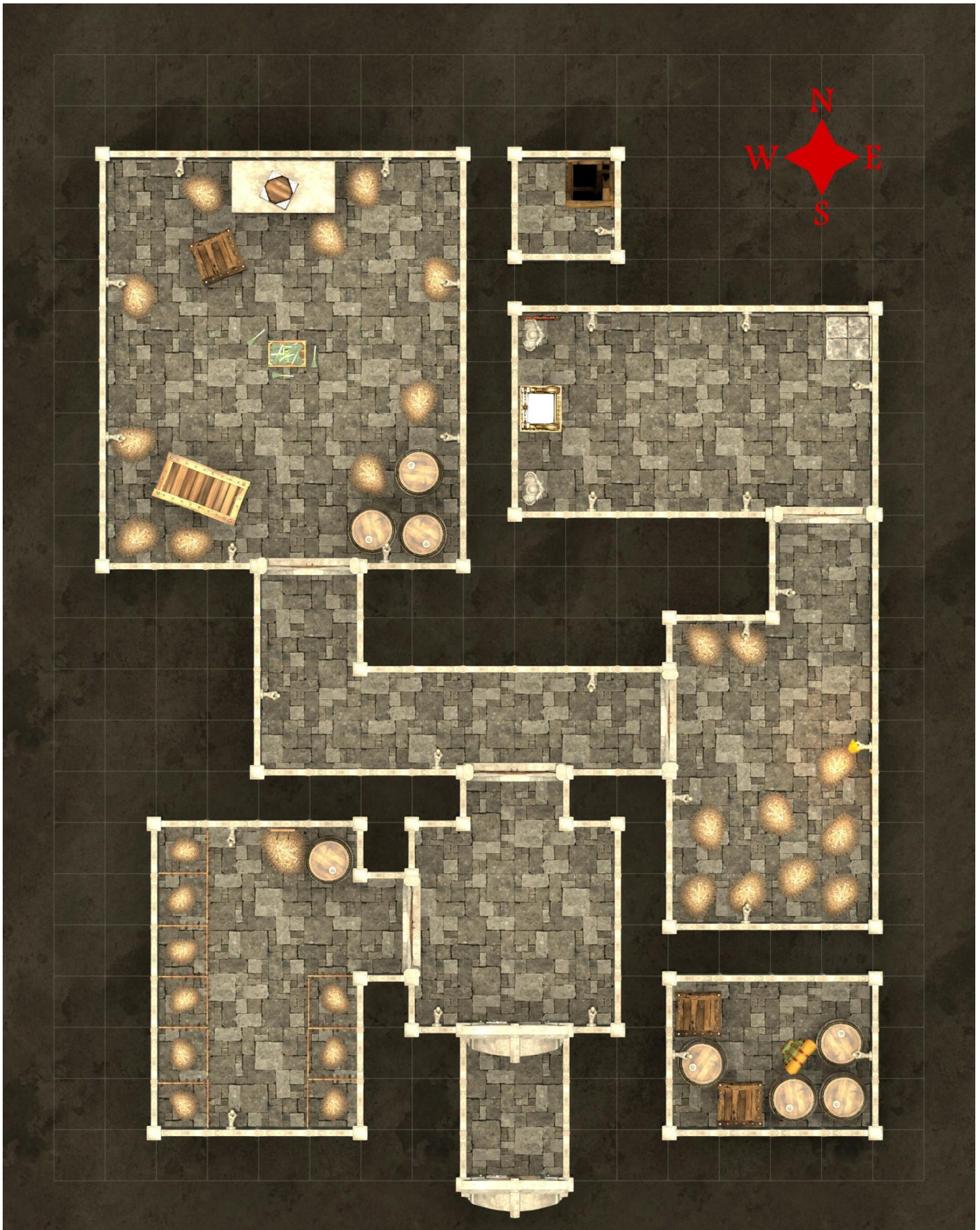
Failure

If the adventurers are repelled or eliminated, the **Goblins** retaliate with a full attack on the town. In the ruins of the town, they leave a note written in common “*We could have been friends...*”

Hooks for Future Adventures

The Tunnel to the **Deep Dark**, a vast interconnected cave and tunnel system can be used to explore the depths of the world.

The **Players** could claim the citadel as their lair and have to defend it against threats from outside and below.



A.1 Creatures

Giant Rat

Medium Creature, Neutral

Giant Rats are scavengers that can be found anywhere from sewers to dungeon ruins. They are about the size of a pig and resemble their smaller rat kin in appearance and fur color. They are not picky when it comes to their next meal. They have Immunity to Diseases. Their large black eyes can see in absolute darkness as if it were dim light.

The Giant Rat is a formidable rodent, larger and more aggressive than its common counterpart, reaching the size of a large dog. With sharp claws and a voracious appetite, it poses a threat to unsuspecting travelers and settlements.

Body 30 **Mind** 8
Armor 3 (Hide +1)
Speed 30 **Jump** 10 **Burrow** 20 **Capacity** 90 lbs. **CR:** F

STR	DEX	CON	POW	INT	WIS	CHA
3	6	6	1	2	4	1

Saves

This creature has **Advantage** on **Fortitude** Saves
This creature Has **Disadvantage** on **Will** Saves

Skills

Acrobatics Rank 1 Bonus: 2	STR	Brawl Rank 1 Bonus: 2	DEX	Climb Rank 2 Bonus: 3	STR
Extra Attack Rank 2 Bonus: -1	STR	Jump Rank 1 Bonus: 2	STR	Perception Rank 3 Bonus: 6	WIS
Sense Rank 2 Bonus: 3	WIS	Sneak Attack Rank 2 Bonus: 4	DEX	Spot Rank 2 Bonus: 3	INT
Stealth Rank 2 Bonus: 3	DEX	Track Rank 4 Bonus: 6	WIS		

Languages none

Attack

The Giant Rat can make two attacks, one with its **Bite** and one with its **Tail**.

Bite

Melee Attack **Dice Pool:** +9 Dice +7 vs Body, **Reach:** 5 Feet.
Sneak Attack **Dice Pool:** +12 Dice +10 vs Body, **Reach:** 5 Feet.

Tail Whip

Melee Attack **Dice Pool:** +11 Dice +9 vs Body, **Reach:** 5 Feet.

Tactics

Swarm

Giant Rat swarms occur when there are more than six Giant Rats in an area. Giant Rats that are swarming act as a single unit. They can divide damage across the swarm; every attack has **Advantage**. A Swarm of Giant Rats is a **Challenge Rating D Threat** to Adventurers.

Burrow

Giant Rats can take the Burrow action if they are in an area that is not rock or stone floors. They create a dust cloud that is ten cubic feet in size while they burrow. Giant Rats will use this tactic to escape or create distractions.

Disease Carrier

Giant Rats are often infected with diseases. Since Giant Rats are immune to the Disease conditions and effects, they make the perfect career to spread them. There are many Diseases that Giant Rats can carry. These can be found in **Section 10 Diseases and Poisons**.

Sneak Attack

Any Time a Giant Rat has **Advantage** against a target, it will take the Sneak Attack with its Bite Action.

Goblin

Small Humanoid, Chaotic to Neutral

Goblins look like three-foot-tall hairless cats that walk upright. Their feet are webbed with four clawed toes. Their hands have three clawed fingers and one thumb. Their ears are about the same size as a cat but pointy like an elf. Goblins have leathery, mossy green skin. Their legs and arms are long and stocky. They have sunken yellow cat-like eyes, a mop of long black hair braided into braids.

Body 15 Mind 12
Armor 3 (Leather Cuirass +1)
Speed 30 Jump 10 Capacity 75 lbs. CR: F

STR	DEX	CON	POW	INT	WIS	CHA
3	5	3	1	4	4	2

Saves

This creature has **Advantage** on **Reflex** Saves
This creature Has **Disadvantage** on **Fortitude** Saves

Skills

Acrobatics Bonus: 3	Rank 2 STR	Grapple Bonus: 3	Rank 2 STR	Jump Bonus: 4	Rank 2 STR
Melee Weapon Bonus: 3	Rank 3 STR	Perception Bonus: 2	Rank 1 WIS	Ranged Weapon Bonus: 4	Rank 4 DEX
Sense Bonus: 2	Rank 1 WIS	Search Bonus: 2	Rank 1 INT	Spot Bonus: 8	Rank 5 INT
Stealth Bonus: 5	Rank 3 Dex	Tumble Bonus: 4	Rank 3 DEX		

Language Goblin, Common

Attack

Goblins can make one attack with **Short Sword** or with **Dagger** or with **Short Bow**.

Short Sword
Melee Attack **Dice Pool: +10 Dice +7 vs Body, Reach: 5 Feet**

Dagger
Melee Attack **Dice Pool: +9 Dice +8 vs Body, Reach: 5 Feet**

Short Bow
Ranged Attack **Dice Pool: +11 Dice +9 vs Body, Range: 70/130 Feet.**
Ammunition: 10 Arrows

Goblin Tactics

Ambush

Goblins leverage their terrain to stage elaborate ambushes if they know there are enemies approaching. Goblins prefer to use their short bow in ambushes and can attack with **Advantage**.

Hit and Run Tactics

Goblins will use hit and run tactics on enemies they deem too strong to face head on. These attacks can involve sneaking up stealing weapons or supplies or making an ambush attack only to retreat immediately after.

Strength in Numbers

If three or more goblins are within five feet of each other, they each gain **Advantage** on all their attacks even if they are fighting different enemies.

Goblin Chief

Medium Humanoid, Chaotic to Neutral

Goblin Chiefs are the leaders of goblin clans. They are typically larger and stronger than most goblins. They can rally goblins to war and lead with an iron fist. Goblins in their presents fight with more confidence.

Body 30 **Mind** 24

Armor 6 (Studded Leather Cuirass +2, Studded Leather Helm +2)

Speed 30 **Jump** 10 **Capacity** 150 lbs. **CR:** E

STR	DEX	CON	POW	INT	WIS	CHA
6	5	6	2	4	6	3

Saves

This creature has **Advantage** on **Reflex** Saves
This creature has **Advantage** on **Will** Saves
This creature Has **Disadvantage** on **Fortitude** Saves

Skills

Acrobatics Bonus: 6	Rank 4 STR	Command Bonus: 3	Rank 2 INT	Extra Attack Bonus: 0	Rank 3 STR
Grapple Bonus: 5	Rank 3 STR	Intimidation Bonus: 3	Rank 2 CHA	Jump Bonus: 4	Rank 2 STR
Melee Weapon Bonus: 5	Rank 5 STR	Perception Bonus: 5	Rank 3 WIS	Search Bonus: 2	Rank 1 INT
Sense Bonus: 3	Rank 2 WIS	Stealth Bonus: 6	Rank 4 DEX		

Language Goblin, Common

Attack

The Goblin Chief makes two attacks with its **Battle Axe** or with their **Dagger**.

Battle Axe

Melee Attack **Dice Pool:** +14 Dice +12 vs Body, **Reach:** 5 Feet

Chief's Dagger

Melee Attack **Dice Pool:** +12 Dice +10 vs Body, **Reach:** 5 Feet

Goblin Chief Tactics

Commanding Presence

The goblin chief inspires all goblins that can see them in combat. Any goblin within one hundred feet and within line of sight of the goblin chief has **Advantage** on all their attacks.

Charge

The goblin chief charges into battle with their battle axe. The goblin chief has **Advantage** on their attack roll. They always go for the strongest enemy on the field.

War Cry

At the start of the goblin chief's first turn, they release a terrifying roar. Any goblin within three hundred feet that hears the war cry gains **Advantage** on all their attacks and **Reflex** saves for the next three rounds.
Any other creature that hears the war cry must make a **Moderate Will** save having **Disadvantage** on all their attacks for the next three rounds. They can repeat the war cry once every four rounds.

Zombie

Medium Undead Humanoid, Neutral Evil

The walking dead. A Zombie is a corpse of a creature that died but was brought back to life by magic or technology. Zombies do not have a will of their own and are driven by instinct or by the commands of their creator. Their flesh is rotting and flakes off; their eyes range from glossy white to glowing yellow sockets. They may be missing limbs or other pieces of their bodies.

Body 15 **Mind** 6

Armor 2

Speed 30 **Jump** 10 **Capacity** 40 lbs. **CR:** F

STR	DEX	CON	POW	INT	WIS	CHA
4	2	3	2	2	3	1

Saves

This creature has **Advantage** on **Reflex** Saves
This creature has **Disadvantage** on **Will** Saves

Immunities: Zombies are immune to **poison** and **disease**; they don't need air.

Skills

Cognatogen Bonus: 2	Rank 1 INT	Dodge Bonus: 2	Rank 1 DEX	Dark Vitality Bonus: 2	Rank 1 POW
Extra Attack Bonus: 0	Rank 3 STR	Grapple Bonus: 6	Rank 4 STR	Jump Bonus: 4	Rank 2 STR
Sense Bonus: 2	Rank 1 WIS	Stabilize Bonus: 2	Rank 1 DEX	Stealth Bonus: 2	Rank 1 DEX
Tumble Bonus: 1	Rank 1 DEX				

Language The zombie knows only the language it knew in life but can only utter seemingly meaningless short phrases at best.

Dark Vitality: +2 Healing (1 Body, 1 Mind) on successful attack.

Attack

A Zombie can make two attacks with **Claws**. They can make one **Bite** attack if they succeed on a **Claws** attack.

Claws +3

Melee Attack **Dice Pool:** 12/12, **Reach:** 5 Feet

Bite +5

Melee Attack **Dice Pool:** 14, **Reach:** 5 Feet

Special: Bitten creatures must make a **Moderate Fortitude Save**. They take half damage **on a successful save**. **On a failed save**, they are infected by the Zombie Virus.

Zombie Tactics

Crave the Living

Zombies have a sense for when the living is close and rise to attack them whenever they sense a living being within thirty feet. They do not moan until they are on their feet.

Zombie Scream

Zombies will Scream if more than one living creature is within thirty feet. Each time a Zombie Screams any resting zombies within sixty feet awaken and approach the source of the scream until they reach it or until they sense a living creature.

Swarm

If there are more than six zombies within 30 feet, they become a swarm. They fall together so they are no more than five feet apart. The swarm will begin attacking other zombies stirred by the restlessness of the zombies. If a swarm screams, it will awaken every zombie within a mile. Zombies have **Advantage** on all attacks while in a swarm.

Undying

Zombies can rise again even if they are reduced to zero Body or Zero Mind. After one round, they will rise again with **+1 Body** and **+1 Mind** Score.

A.2 Magic Items

Amulet of Potential

Jewelry (Necklace), Magic Item, Rare, Requires Attunement

This amulet consists of a sturdy chain attached to a polished stone. The Amulet of Potential enhances one ability score of their choice. The stone's glow subtly changes to reflect the chosen attribute.

Slot: Accessory

Size: Small (2)

Special: Improves an ability score of the wearer's choice by +1. The chosen skill can only be changed after completing a long rest.

Earrings of Whispers

Jewelry (Earrings), Magic Item, Rare, Requires Attunement

These silver earrings are shaped like swirling gusts of wind, with tiny gemstones that shimmer. Infused with Air magic, they improve the wearers **Reflex Saves** and **Speed**. to move with increased grace and speed.

Slot: Ears

Size: Small (1) Pair

Special: Advantage on **Reflex Saves**, 10-foot increased **Speed**

Nightshade

Melee Weapon (Blade), Magic Weapon, Uncommon

This dagger is forged from a dark steel that creates its own venom.

Damage: +6 Dice +5 vs Body

Type: Slashing

Reach: 5 Feet

Range: 20 Yards

Special: **Poison strike** - On a successful hit, the target must make a **Difficult Reflex Save** taking half damage on a successful save. On a failed save, the creature takes an additional **+3 Dice +2 vs Body (Poison)** damage and has Poisoned Condition.

Once per Day: Backstab - Once per day, the Dagger can deal triple damage when attacking a distracted or flanked enemy.

Handed: 1H

Skill: Ranged Weapon

Size: Small (2)

Sockets: 2

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