



PANDORA  
1997

A thick shroud of fog covers what was once a grand battlefield, in a war fought for the heavens, Hell, and Earth. Demons arose from the ground and sowed conflict between men, nestling their unholy brambles into the mountains and hillsides, decimating cities and dominating landscapes. Legend tells, this war was put to a swift end after 7 long months by a great black Phoenix that rose from the stars and struck silence upon the lands, rendering them a beautiful, whispering wasteland.

After this great calamity struck the Earth, adventurers from all over the world, such as yourself, have found themselves inextricably and unexplainably driven to the deepest pits of the Abyss. Fate itself seems to feed the poor, unusual souls that make up dungeon delvers and monster slayers to the terrible maw of the Labyrinth, the same horrible discovery that caused the war a mere three years ago. Inside are mysteries of unnatural creatures, strange perversions of life and death, great knowledge, and technology that changed the world.

Only one truth remains, however. One question that the lost and forsaken all desperately need to know.

What lies at the bottom of Pandora's Labyrinth?

## What to Know

Pandora 1997 is a homebrew system based on old gameboard systems of DragonQuest, as well as AD&D. It hasn't been playtested yet-- that's what you're here for! I'm writing this document to give you a heads up on what you should expect from this system, and from TTRPG's in general. The numbers used are mostly relative, and are subject to change at nearly any time, for balancing purposes. Things such as stat numbers, damage numbers, level numbers, etc. Are balanced by "eyeballing it" so-to-speak, and as such you should not expect a high degree of reliability from the system or me, the Dungeon Master. Alongside that, expect a lot of jank and unusual moments. Not everything is going to go to plan all of the time and that's okay.

## How to Roleplay

While I doubt that you need a lecture on how roleplaying works, here's the quick and simple way to put it: you make decisions your *character* would make, while playing the game. You need to act *in character* while in-game, and this includes decisions, stat building opportunities, dialog, etc. Your options are technically limitless, however they are limited by the abilities and thought processes of your character.

You, as the player, should never act on knowledge gained that your character wouldn't have. This is called *Metagaming*, and it sucks for a variety of reasons. Metagamers have a tendency to put numbers before story, and optimization before fun. TTRPG's are *not* a videogame, so your numbers don't matter nearly as much. My job, as the DM, is to make your numbers work to a certain degree. However it's not my responsibility to save you from a bad character build, or a low roll. That's *your job*. It's a nuanced problem, and if you ever have any questions, feel free to ask your fellow players or the DM.

## How This Works

Traditionally, TTRPG's are played once-a-week, on a scheduled basis. For example, the group of players and the DM would show up to their meeting space on every Friday at 2 PM. If a player couldn't make it to the game, they would tell the DM and players ahead of time so that preparations could be made. While the player would be gone, the group would either not convene at all, the DM would play the missing player's character for them, or they would move on as though the character was not present at all. It's up to the group's discretion. We will be operating on these same rules.

There will be a set time every week in which all three of us should be free on a regular basis. In those times, you will need to set aside 4 or 5 hours in order for the session to be played to its fullest. Then, when the session is over, you will have a week to prepare and plan for the next session.

## Advice

Here, I will copy a series of pieces of advice written in the original DragonQuest rulebook, alongside some of my own.

Cooperate with the DM: The players have only one character to play, but the Dungeon Master must pretend to be every person and monster that the players meet. That can really be tough! With all the information that the DM has to keep track of, it's very important for the rest of the players to cooperate with him. If something awful happens to your character, don't blame the DM-- he's only doing what the rules call for. It's okay to talk about the way that the rules work when you want your hero to do something extra special or difficult, but remember: the DM *always* has the final say on whether or not an action works.

Explore Everything: Don't assume that a room is empty just because the DM says "You see nothing". Some of the most valuable treasures are hidden under a loose rock, in this pool of water, under that pile of sludge, or just about any place else you can think of. There are also lots of clues sprinkled around the dungeons that will help the heroes if they take a moment to think about what they have found or seen. For example, if the walls of a dungeon are covered with soot, there might be a fire-breathing dragon somewhere nearby. However, this does not mean that there *will* be treasure hidden behind every nook and cranny! Pay attention to the hints and tips the DM gives you, as DM's rarely want you to miss content they spent valuable time cooking up.

Play Your Character: The game is a lot more fun if you try to imagine what your character is like, then pretend to be that character when you play. In fact, the longer you play a certain character, the more he'll take on a personality of his own. Maybe your character hates himself, or maybe he hates God! It's up to you! Don't be nervous to speak in character or act out scenes, it's not embarrassing, and it only makes the game more fun for everybody at the table. Try to take it seriously, but don't be upset if your acting seems silly because you aren't good at it, what matters is that you participate!

Don't be Mad: Sometimes you just can't get a good die roll when you really need it! There's no need to get mad about it, though. That's just part of the game: things don't always work out the way you hoped they would. The best thing to do when things go wrong is to work it into the story. If your rogue character keeps setting off traps while trying to remove them, think of yourself as the "clumsy rogue" with a lot to learn. If your Warfarer keeps missing that monster when he swings his sword, then maybe he didn't get a good night's sleep last night, or is particularly spooked by that creature.

Communicate: If you're upset with something that a fellow player is doing, or don't like a direction that the campaign is going, communicate! Speak up after the session, and communicate with your fellow players about what you like and dislike about the game. This will help your DM tailor your experience to be more enjoyable for you, and allow other players to better share their own opinions and overall create a much more fun gaming experience for everybody. Remember, *everybody* at the table is playing, and so everybody should be having fun!

Keep the Tone: Don't make a joke of the game, and treat it with respect! If the players or DM are attempting to play a game with a serious and dark tone, don't break it with constant jokes and playing a meme character. Similarly, if the players or DM are playing a game that's very casual, humorous, and with lots of joking and laughs, don't try to ruin it by playing a super serious edgy character! Doing these things is bad practice, because it can ruin the game for others by taking away from the overall experience, and will irritate, annoy, and endlessly drive them mad. Occasional jokes in serious campaigns or infrequent serious moments in humorous campaigns can be acceptable, but when you do either too much it can become suffocating for everybody else at the table.

Pay Attention: Having your head up when the DM is describing events or locations will make the game much more fun for you and your fellow players. You should always pay good attention because small details can make a big difference when making decisions, and nobody likes it when the DM or other players have to repeat information just because you weren't present. Leave activities such as internet browsing, phone scrolling, or socializing online out of the picture when playing this game, because these are the greatest distractors. Not paying attention when playing makes all of the other players suffer, and it's a selfish thing to do! If you don't want to play, then simply don't play. Not being present is better than being present and putting in zero effort.

# "Walking side-by-side with death..."

## *The Devil mocks their every step"*

### The Rules

This is the juicy stuff, and the core content of this document. Here, you will be given a *limited* overview of the systems at play, the basic laws of the game world, and your characters. This will be important for the *game* part of this gaming experience. Let's start from the top, shall we?

### The Dice

There are six core dice involved in playing TTRPG's. These are the 4-sided, 6-sided, 8-sided, 10-sided, 12-sided, and the legendary 20-sided die. This system is what's known as a **D20** system, which means that it uses the sides of the D20 as the basis for its mathematics and balancing. Each dice will be used under different contexts and situations. For example, one might have to roll a 4-sided dice to see how much health a healing potion gives. In TTRPG terms, this is called rolling a **1d4**. This simple terminology breaks down the number of dice rolled, and the sides of the dice that are rolled. For another example, if a character must roll for an attack that does **2d6** damage, this will mean that they roll 2 dice with 6 sides.

### Ability Scores & Ability Adjustments

Every character will have 6 Ability Scores, also known as Major Stats. These are;

Constitution, or Con

Strength, or Str

Dexterity, or Dex

Wisdom, or Wis

Intelligence, or Int

Charisma, or Cha

Each Major Stat is representative of an aspect of a character, determining how fast, smart, strong, or funny they might be. Each of these Major Stats are subject to Ability Adjustments, which are determined by the size of the number. The larger the number, the better the character is at that specific thing. The Ability Adjustment, which can also be called a Modifier, are what is directly applied to the dice roll relating to the Major Stat, or other stats affected by the Ability Adjustments.

Ability Score	Ability Adjustment
1 – 2	-4
3	-3
4 – 5	-2
6 – 8	-1
9 – 12	0
13 – 15	+1'
16 – 17	+2'
18 – 20	+3'
21 – 24	+4'
25 – 29	+5'
30	+6'

### Minor Stats

Each Major Stat governs **2** Minor Stats. This makes for 12 total Minor Stats. These Minor Stats are what determines things such as spellcasting ability, hit chance, Health Points, etc. These Minor Stats are not determined or governed by the Ability Adjustments spoken about above. Instead, Minor Stats are subject to be strengthened or weakened by the Ability Adjustment of its governed stat.

For example, if a character has 8 Strength, then both their Power and their Stamina would be reduced by 1, making that stat weaker. It is possible for a character to have a low Major Stat, but a high Minor Stat that's governed by that Major Stat. This is to better represent the unique skills and capabilities of a character on the micro scale.

Here is a list of the Minor Stats, and their governed Major Stats.

Constitution	Strength	Dexterity	Wisdom	Intelligence	Charisma
Endurance	Power	Acrobatics	Insight	Retention	Persuasion
Willpower	Stamina	Flexibility	Perception	Reasoning	Performance

## Minor Stats

### Constitution:

#### Endurance:

Endurance is the physical health of the character. This determines their HP, and their resistances to things such as physical wounds, illnesses, etc.

#### Willpower:

Willpower is the ability of the character to do strenuous tasks repeatedly and for a long time. This covers both the physical will of doing a strenuous action for hours at a time, as well as the mental will of enduring great hardship.

### Strength:

#### Power:

Power is the raw muscle mass of a character. This determines how heavy the things they can carry are, how hard they can hit, etc. This also determined the Fighting Score of the character.

#### Stamina:

Stamina is the extended abilities of a character to continue doing feats of strength for a a long period of time. Determines Initiative and Clash efficiency as well.

### Dexterity:

#### Acrobatics:

Acrobatics determines the skills of a character to move swiftly, and lightly. Doing things such as leaping tall heights or climbing across ropes require high acrobatics. Affects Evasion.

#### Flexibility:

Flexibility primarily determines the ability of a character to use tools efficiently, sneak past enemies, or interact with other small-scale mechanical objects and kits. This also determines their Ranged Accuracy.

### Wisdom:

#### Insight:

Insight determines the character's spiritual awareness and connection with their chosen source of faith. This determines their ability to commune with their source of faith and more effectively cast clerical spells. This also affects a character's incidental wisdom and ability to infer information based on context, as well as one's ability to inspect unknown items to learn their purpose.

#### Perception:

Perception is the raw spatial awareness of a character. Perception can be used for many things, such as searching for secret doors, noticing traps, and making accurate deductions through conjecture.

### Intelligence:

#### Retention:

Retention determines the character's mental recollection of things they learn. This primarily is used to learn and cast more powerful or effective non-clerical spells, but can also be used for note keeping and puzzle solving. Determines maximum Mana.

#### Reasoning:

Reasoning determines the character's raw intellectual capabilities. This can affect the knowledge and clues they gain from information, and determine their understanding of new knowledge gained from Perception checks.

### Charisma:

#### Persuasion:

Persuasion determines the character's ability to sufficiently interact with and persuade others of the things they desire. It also determines the social draw of the character, and their base likability.

#### Performance:

Performance determines the character's ability to sufficiently act as something they are not. This skill can be used in stead of other skills, such as strength or intelligence when trying to trick other characters, as well as for entertaining or distracting them.

## Determining Other Stats & Rolls

Armor Class/ AC: AC is determined by the armor a character is wearing. A higher number is better. It is a flat damage reduction from any damage taken. The minimum amount of damage that can be inflicted is 1.

AC Speed Debuff: The Speed debuff caused by wearing heavy armor is determined by subtracting the given weight number from the player's Initiative roll when entering combat.

Health Points/ HP: Health Points are determined by the final outcome of the character's Endurance stat, + 30%. If a character ends with 12 Endurance, they would have 16 HP. Always round down.  
+ 5% to health bonus every level, to a maximum at level 16.

Fighting Score/ FS: Fighting Score is determined by 70% of a character's final outcome of the Power stat. Subtract that number from 20. If a character has 7 Power, their Fighting Score would be 15. Always round down. A lower number is better. FS affects a character's offensive capabilities and opens up new combat options for them.

Spell Accuracy/ SA: Spell Accuracy is determined by 50% of a character's final outcome of the Retention or Insight stat. Subtract that number from 20. If a character has 12 retention, then their Spell Accuracy would be 14. That is the number they must roll to hit the spell. Always round down. A lower number is better. Equipment or bonuses that affect SA affect the final result. SA is the character's chance to successfully cast a spell.

Spell Slots: Wizards and Clerics can pick an equal number of spells to their character level, plus **1 slot** per Ability Adjustment of their governing magic stat. Paladins and all Subclasses can pick an equal number of spells to **half** of their character level, plus 1 spell per Ability Adjustment of their governing magic stat.

Mana: Mana is determined by taking **all** of the spell slots the character has, and adding **half** of the character's Retention stat, rounding all of those down. For example, a level 1 Creator character with 9 total Retention and +1 Int. Adj. will have 5 Mana.

Ranged Accuracy/ RA: Ranged Accuracy is determined by a character's final outcome of the Flexibility stat, + 20%. Subtract that number from 20. Then you will add back the accuracy number of the ammunition they're using. If a character has 9 Flexibility, and they're using a normal arrow, their Ranged Accuracy would be 14. Always round up. A lower number is better. Equipment or bonuses that affect RA affect the final result. RA is the character's chance to land ranged attacks.

Critical Hits: Critical Hits, or "Crits", are simply damage rolls done under specific circumstances, such as during a Combo or as a Stealth Attack. Critical Hits add 1d4 damage to the already existing damage roll. Some weapons have bonuses to Critical Hits, and these are flat damage additions.

Inspection & Perception: Some items or objects in the world will need to be looked at closer to gain a better understanding of them. When *Inspecting* an item, a character must make an Insight check to learn its functions or purpose.

When making a *Perception* check, both the Insight and Reasoning stats of the character are taken into account. Insight influences possible knowledge learned from a character's past experiences, and Reasoning influences possible knowledge learned from inference and context.

Stealth: If a character is present near another creature, and that creature is unaware of their presence, they are considered "in Stealth". Any time a creature that is in Stealth wishes to do an action, they must roll their Acrobatics stat against their targets Perception stat. Whichever roll is higher succeeds the check.

## Spell Slots, Magic Classifications & Casting Spells

There are several different types of magic one can use in the Labyrinth. The largest division however, lies behind Clerical Magic and Sorceries. Sorceries are magic learned through extensive research and knowledge of the occult supernatural forces of the world. It is a science, and constitutes manipulation of already existing known laws of reality. Clerical Magic is magic learned through faith in reality, and one's chosen divine force in the land. Clerical Magic is unique in that it lacks the same limitations as Sorceries. Many describe it as "manipulating fate", but what it truly is isn't known to even the greatest of scholars. Clerical Magic creates new realities from old ones, borne out of heart, soul, and belief. The backbone of truly powerful Clerics and Paladins is full, dogmatic belief in the reality of their spells and miracles. As such, Clerical Magic is governed by the **Insight** stat, and Sorceries are governed by the **Retention** stat. The type of magic that a character can cast is determined by their class or subclass. The classes are as follows;

(Subclasses are underlined)

Wizard: Sorceries  
Spellsword: Sorceries  
Illusionist: Sorceries  
Cleric: Clerical  
Paladin: Clerical  
Monk: Clerical

Alongside Clerical Magic, Sorceries have their own variety. These are classified in their own schools, those being;

*Sorcery*  
*Elemental*  
*Crystal*  
*Illusory*  
*Dark*

Each Sorcery school covers different ground and specializes in different things, however a caster typically must specialize in order to make any progress in any of the schools.

### Catalysts & Casting

Before being able to cast a spell, a character needs a Catalyst. There are two kinds of Catalysts; Clerical Catalysts and Sorcery Catalysts. These Catalysts can provide different benefits to magic classes they specialize in.

Many Catalysts that cast Clerical Magic also double as weapons. These double edged tools aren't as powerful as dedicated Catalysts and weapons, but free up weights and allow for a number of advantages in a large variety of situations. A very strong Cleric or Paladin can enchant otherwise normal non-magical weapons in order to make it a Catalyst for their spells. However, this requires a Catalyst to be done in the first place.

Some Sorcery schools need specialized Casting Materials to cast their spells, such as Crystals or Blight Dust. These can be collected throughout the dungeons and the world in order to cast, power up, or change the effects of the spells governed by their related school.



## Spell Examples

Here are a variety of examples of spells that you will be able to choose from, depending on your magical specializations. This is not a comprehensive list.

### Shield of Faith

Creates a protective shield around a chosen target

Defense: 4-6

Speed: Fast (1 Action)

Size: Small

Lasts 2 turns

Cost: 1

### Force Glyph

Creates a glyph on the floor. When pressure is applied, explodes in a great forceful burst, blowing even heavy objects away

Nonlethal Damage: 4

Damage: 1

Speed: Slow (3 Actions)

Range: Short

Cost: 4

### Traumatic Recollection

Summons the worst, darkest memories of a chosen target. These memories are re-experienced by the chosen target, rendering them in a half-fantasy world. Potency of illusion is determined by skill of Caster

Speed: Slow (3 Actions)

Range: Large

Lasts 1 turn

Cost: 8

### Enhance Cast

Empowers the next spell cast of the chosen target, making it cost less, and more accurate

Effect: -2 Mana Cost, +2 to SA roll

Speed: Medium (2 Actions)

Range: Medium

Lasts 1 cast. Persists until spell is cast

Cost: 2

### Water Spout

Fires magical water from the caster's hand. Can be in either a spout form, splash-like form, or other shapes.

Speed: Fast (1 Action)

Range: Long

Cost: 1

### Crystal Shell

Transform's a target's armor/ skin to hardened crystal. Requires a crystal to cast.

Bonus: +3 AC, +4 AC to Magic

Speed: Medium (2 Actions)

Range: Short

Lasts 3 turns

Cost: 6

## Extra Rules

Extra Rules are rules that cannot be classified under any other categories, but are still critical to the game playing experience. Extra Rules are generally flexible, and can be argued in the context of a game in progress.

Death's Door: If a creature's health reaches 0 to -2, the creature is placed on Death's Door. Any creatures on Death's Door are permanently debuffed with the Weakness effect, and no longer benefit from positive ability adjustments on their rolls. Every time a creature on Death's Door is struck, they must roll a 1d6 dice to determine their fate. On a roll of 1, the creature will die. On a roll of 6, the creature will recover themselves up to a maximum of 1 HP. If a creature is on Death's Door and they receive **any** form of healing from any source, they will instead be set to exactly 1 HP. Exiting Death's Door through healing or a 6 roll will instead adjust the player status to Death Rattle, which is a permanent Weakness debuff until the creature has a Short or Long Rest.

Upon death, if a creature or character is to be revived or resuscitated in some manner, the character will take a permanent -1 to ALL of their Minor Stats, and the player playing the character must choose one Major stat to also permanently reduce by 1.

Nonlethal Damage: If a creature takes damage, but the source of that damage is not intense enough to sufficiently wound a creature, they take points of Nonlethal Damage. Nonlethal Damage is semi-permanent. When it is garnered, it remains until one takes a Short Rest or longer. For every 10 points of Nonlethal Damage accumulated, the player takes 1 real damage. Every 10 points of Nonlethal Damage accumulated past the original 10, 1 point of real damage is added on top. For example, if a player reached 30 Nonlethal Damage, they take 3 damage, rather than just 1.

Inventory Management: A player by default has 3 *inventory slots* which they can fill with a variety of items. The majority of items, such as books, coins, or matches take *no* inventory slots, however the larger an item is, the more inventory space it takes. Small items take a single inventory slot, whereas Medium items take two and Large items take three. A player's inventory can be expanded by equipping any Inventory Expansion item, such as a satchel or a belt of pouches.

### Status Effects

Poison: Damage per turn until effect ends

Fire: 1 damage per turn until effect ends. Dmg stacks. -3 RA, -4 SA, -3 Melee DMG

Trap: Completely Immobilizes target until effect ends.

Stun: Immobilizes and disorients target until effect ends. Disallows Instant-Reactions. -1 Action per turn

Confusion: Distracts target, disorienting them. -1 Action, -3 RA, -5 SA

Weakness: Weakens the target. -3 on all rolls

Madness: Increases aggression massively. Causes target to randomly attack allies. -2 FS, -2 AC

Mute: Target cannot speak. Target cannot cast spells.

Sleep: Target falls asleep cold, unable to awake until effect ends.

Terror: Target cannot stand to fight. Attempts to run from conflict. Has hallucinations of negative memories.

Wet: -1 AC to Lightning, +Passive buildup of liquid status effects

Freeze: All damage taken is doubled as Nonlethal Damage. Nonlethal Damage is doubled.

Death's Door: Victim does not benefit from stat modifiers. Permanent Weakness affliction.

Death Rattle: Victim is disturbed by a near-death experience. Permanently inflicts Weakness until Rest.

# "Crying won't help you, praying won't do you no good"

## Combat

Combat is highly important to the experience of the players within the Labyrinth, and has many complexities for both Martial and Caster type characters to keep track of. If a player has trouble keeping track of status effects, Combo Actions, Combo Options, or Turn Actions, the DM should keep a strong list of actions taken close on hand, as to allow for players to play to their fullest without worrying about book keeping.

**Initiative:** Initiative, or Speed, is determined by a simple 1d10 Roll, plus the Ability Adjustment of the character's Stamina stat. Turn order is determined by an Initiative check. The Initiative check is determined by the Initiative of the opponents, which are rolled first. If a player succeeds in the check, then they go first before their opponent, and vice versa. Afterwards, the characters and opponents take turns making moves. The only exceptions to this are in ambushes or stealth attacks, in which case the attacking characters always take priority. Characters attacking before or after the monsters turn take their turns at the same time.

## Actions

In combat, all creatures can take up to a maximum of 2 actions per turn. An action is any decision that takes a substantial amount of time to accomplish, however these can be boiled into a few different categories. These are *Moving*, *Attacking*, *Using an Item*, or *Switching Weapons*.

Moving is simple, and the amount of distance a creature can cover is determined by their Initiative roll. Attacking is also simple, however this option can also be used to initiate a *Combo*. Using an Item can be using any non-tool type item inside of an inventory. Every single one of these options takes a *single* action.

Switching Weapons is different from its peers, as it requires *two* actions to accomplish unless the player character is the Ranger class. This means that a player must have all of their immediately important tools equipped in their *tools* section of their inventory, as switching between their weapons located in that position takes *no* actions.

The Tools section of the inventory has a total of 3 slots at absolute maximum, however any Large weapons or objects in the Tools section take up 2 slots, meaning that a character wielding a large weapon can only carry 2 items in their Tools.

When casting spells that take multiple actions, a spell will be successfully cast on the *beginning* of the action immediately succeeding the spell cast time. For example, if a spell has a cast time of Medium, that would take 2 Actions, or a full turn to charge the spell. Then, on the beginning of the Caster players next free Action, the spell will be successfully cast.

**Throwing Weapons:** Creatures that have access to throwing weapons can throw multiple at a time. Throwing a weapon is considered an Attack, and costs 1 Action on your turn. Throwing weapons are organized into 3 different categorizations, which are;

- Marble-Type: Caltrops, Ball Bearings, etc. | 60 Maximum per throw
- Dart-Type: Throwing Daggers, Darts, etc. | 6 Maximum per throw
- Bomb-Type: Bombs, Potions, etc. | 1 Maximum per throw

Throwing Weapons can be thrown once per turn **while** making a **movement** Action.

**Dual-Wielding:** If a creature has an FS of 10 or lower, they can **Dual-Wield** their weapons, functionally doubling their attack power, as long as they choose to combo two weapon attacks. Dual-Wielding can only be done with a combination of two small weapons, or one small weapon paired with one medium weapon. If a creature has an FS of 4 or lower, they can Dual-Wield two medium weapons. Large weapons cannot be used for Dual-Wielding by any average sized creature.

**Instant-Reactions:** Instant-Reactions are actions that a creature can take under the context of being attacked, and they can be done instantly, and costs an Action that they could use in their next turn. There are three types of Instant-Reactions a creature can use when they are under attack. These options are *Counter-Attack*, *Block*, or *Evade*.

*Evasion* means that the creature must make an Acrobatics check and choose a direction to move, upon which they will attempt to roll or dash away from danger. The angle of attack is important for the direction that creatures should be attempting to evade.

*Counter-Attacking* means that the creature must make a Flexibility **or** Stamina check, depending on which is higher. When a creature counter-attacks, they take the base damage of the attack they are countering -1d6, and are then afforded the ability to instantly retaliate with an attack of their own.

*Blocking* calls for no checks, and simply adds the shield AC to the creature's current AC, and reduces the oncoming damage based on those numbers. Although blocking oftentimes results in damage still being taken, it is guaranteed to work every time, and cannot be circumvented unless a Combo Option is used.

**Combos:** If a creature has an FS of 16 or lower, they are afforded the ability to do a "Combo". Doing a Combo means that a character can combine two attacks when they make their attacking turn, to have different effects during and after their turn.

Combo Options use a single Combo Action. By default all creatures have 2 Combo Actions, however if a character is the **Monk** class, or has an FS of 10 or below, they will have 3 Combo Actions. A **Monk** or **Warfarer** at FS 6 will have 4. Creatures cannot use the same Combo Option twice in the same Combo unless those options are restored. The effects of Combo Options are different depending on *when* a creature uses their combo options. For example, a kick done before an attack will have a different effect from a kick done after an attack. The **maximum** amount of Attacks that can be done in a Combo are 2.

Evasion and Counter-Attack Instant-Reactions made in the middle of a Combo are calculated differently from traditional checks. Instead, both creatures will roll the related stat, and whomever gets the higher roll succeeds the check. A chart of Combo Options are on the next pages.

**Stance-Swapping:** Some classes and creatures have a unique mechanic called **Stance-Swapping**. What this means is that that creature can, at the cost of an Action, switch between **Defensive Stance** and **Offensive Stance**. These stances have the following effects;

#### **Defensive Stance:**

- Locks your character in place, disallowing any *Movement* Actions
- Readies your character to be attacked soon
  - If your character has a **shield**, the assumed stance will be *Blocking*
  - If your character does not have a shield, the assumed stance will be *Counter-Attacking*

#### **Offensive Stance:**

- Readies your character in an offensive position, disallowing them from *Blocking* **and** *Counter-Attacking*
- Allows them to attack a target one space further away than they typically would be able to

If your character is attacked while in Defensive Stance, they will instantly exit Defensive Stance and do an automatic Counter-Attack. They are guaranteed to take **no** damage from this Counter-Attack, and they will begin a **Combo** immediately following the Counter-Attack. This will place them into Offensive Stance.

A creature that is capable of **Stance-Swapping** will always be in one of these stances, and they will be able to choose what stance to enter Combat with.

## Combo Actions

FS 20: ANY TIME

**Attack:** Attacks with the creature's primary weapon, dealing damage. If Dual-Wielding, can be done twice in one Combo Action.

Stuns target for 1 Combo Action at FS 12 and lower.

Gives an extra Combo Action at FS 6 and lower.

Restores all other Combo Options at FS 4 and lower.

### FS 16: BEFORE FINAL ATTACK

#### **Kick:**

Stuns target for 1 Combo Action. Adds +1 damage to the next Attack in the Combo.

#### **Punch:**

Stuns target for two Combo Actions.

#### **Shield Bash:**

Can only be done with a shield equipped. Stuns target for one Combo Action. Guarantees any Mid-Combo Counter Attacks will do no damage.

### FS 12: AFTER FINAL ATTACK

#### **Kick:**

Knocks target back, moving them away 2 spaces and Weakens them for one Action.

#### **Punch:**

Weakens target for two Actions

#### **Shield Bash:**

Can only be done with a shield equipped. Knocks down opponent, causing them to lose an Action on their next turn.

### FS 10: BEFORE FINAL ATTACK

#### **Grab:**

Roll a Flexibility check. If successful, creature grabs victim and adds 1d4 damage to the Attack action taken immediately after.

If the check is failed, the attacking turn ends prematurely and the victim is allowed a free Action against their opponent.

### FS 8: AFTER FINAL ATTACK

#### **Grab:**

Roll a Flexibility check. If successful, creature can shove or throw their victim 2 or 3 spaces in any direction. This knocks them down, causing them to lose an Action on their next turn.

If the check is failed, the attacking turn ends and the victim is allowed a free Action against their opponent.

By default, most Combo Options cannot be Instant-Reacted, making using Punches and Kicks to begin Combos the most efficient option. However, Grabs, Attacks, and any Combo Options that are taken while the victim is not stunned during the Combo *can* be Instant-Reacted to. If a creature can Instant-React to a Grab, upon Evasion they will act as though the Flexibility check for the Grab was failed.

Characters who are capable of doing Combos are unable to use the same Action to begin their combo twice in a row. This is called **Combo Fatigue**, and it can be avoided by using a variety of Combo openers, or by spacing out the Combos that you do.

**Critical Hits:** Critical Hits are attacking strikes that deal extra damage, but can only happen under certain circumstances. Every single instance of a Critical Hit will add an extra **1d4** dice of damage, on top of any specialized flat damage bonuses the weapon itself might give. Some Special Actions might give guaranteed Critical Hits, however under most circumstances, the instances in which a Critical Hit may happen are as follows;

- Creature is struck by an attack by a creature that it was unaware of, i.e a Stealth Attack
- Attacking creature rolls a Natural 20 on any stat dice during its attack
- If the final hit of a Combo is the **5th** or higher Combo Action
- An attack is done on a specified "weak point" or critical wound of a target
- The creature was struck by a different attack on the exact Action preceding the current attack

**Hand-to-Hand Combat:** Characters that fight with their fists or feet will deal *Nonlethal Damage* to their opponents. Unlike other methods of attack, Hand-to-Hand attacks can only be done *within* Combos. These attacks are called **Vicious Strikes**, and depending on how the player chooses to attack, their Nonlethal Damage values will change. When fighting without weapons, *Grabs* also do their own damage, as well as provide the benefits they typically give.

Certain classes, such as *Monks* gain access to upgraded attacks, called **Lethal Strikes**. These do an additional 1d4 damage on top of the Nonlethal Damage dealt.

Handed Strikes: 15 Nonlethal Damage, (1 dmg)

Leg Strikes: 25 Nonlethal Damage (2 dmg)

Grabs: 30 Nonlethal Damage (3 dmg)

When unhandled, the normal FS rules of Attacks do not apply. Instead, the FS rules apply to each individual method of attack instead. Doing any Vicious Strike will stun the opponent for a single Combo Action always, however you are *unable* to do two Vicious Strikes in a row. The alternate rules are as follows;

<p><u>FS 20: BEFORE FINAL ATTACK</u>  <b>Handed Strike:</b> Gives an extra Combo Action  <b>Leg Strike:</b> No Effect</p>	<p><u>FS 20: AS FINAL ATTACK</u>  <b>Handed Strike:</b> No Effect  <b>Leg Strike:</b> Knocks target back 1 space</p>
<p><u>FS 4: BEFORE FINAL ATTACK</u>  <b>Handed Strike:</b> Gives an extra Combo Action  <b>Leg Strike:</b> Restores all Combo Options</p>	<p><u>FS 8: AS FINAL ATTACK</u>  <b>Handed Strike:</b> Weakens target for their next Action  <b>Leg Strike:</b> Knocks target back 3 spaces</p>

## Clashes

Creatures can use Instant-Reactions against Counter-Attacks as well. *Blocking* and *Evading* have the same effects they would typically, however if a creature chooses to Counter-Attack against a Counter-Attack, they will begin a Clash. Stamina stat modifiers apply to all Stamina DC checks in Clashes, however if a creature rolls a Natural 1 in the check, they are guaranteed to lose no matter their Stamina bonus.

While Clashing, neither creatures take ANY chip damage from their Counter-Attacks, and gain a +1 modifier to their damage. If a creature chooses to Counter-Attack this, it will begin a Clash Chain. Every turn taken during a Clash Chain requires a Stamina DC check of 5 in order to avoid being struck, and the final strike of a Clash Chain not only benefits from the accumulated damage modifiers of the entire encounter, but also bypasses *all* AC. This means that a Clash Chain that lasted for 5 turns will have +5 total damage against a target that is functionally unarmored.

If a creature wishes to *end* a Clash, they must do so by Evading, which should be *easier* than evading a typical attack. This roll must be done after the typical Clashing Stamina Checks. Ending a Clash in this manner removes all damage bonuses from any followup attacks. Combo Options can also be used in a Clash, however doing so requires the creature to roll a Stamina check of 15 or above, and then a Stamina check of 5 for both Clash Stamina checks. If the check is successful, the following Combo Option will be read as happening *before* the follow up attack. Bonus damage accumulated during a Clash will apply to the next hit in a Combo. If the check fails, the failing creature is struck by their opponent and the Clash ends. Only humanoid creatures that are wielding weapons can Clash.

**Spell Combos:** Caster characters have their own equivalent to Combos as well. If a caster casts multiple spells in a row without moving or being interrupted, they will build a Spell Combo. A Spell Combo can decrease the cast time and mana costs of spells, depending on how long the combo is. The effects of building a Spell Combo are determined by Break Points.

The Break Points are as follows;

3rd spell: +1 Speed  
4th spell: -1 Mana Cost, +1 Speed  
5th spell: -2 Mana Cost, +1 Speed  
7th spell: -4 Mana Cost, +2 Speed  
8th spell: -5 Mana Cost, +2 Speed  
10th spell: -6 Mana Cost, +2 Speed

**Dual Casting:** If a Caster has two Catalysts equipped, they can choose to cast two spells at once, targeting multiple targets with individual spells, or aiming for a single target with multiple spells. Spells that are dual cast will have their cast time and mana cost increased substantially. A Caster attempting to cast the same spell twice on top of itself located on the same target will instead cast a powered up version of that same spell.

Spells that are dual cast are affected by the Spell Combo effects. Consider using dual casting as a way to end long Spell Combos to minimize their cost while maximizing their effectiveness.

- The final spell speed is the additive of both spells being cast -1.
- The final spell Mana cost is the additive of both spells Mana cost, +50%.
- The lowest Mana cost a spell can have is 1, and the fastest cast speed a spell can have is Medium

**Keeping Track of Combos:** Especially for late-game characters, Combos can get long, difficult, and complicated. To keep better track of your Combos, as well as mechanics like Combo Fatigue, be sure to always keep this specific set of rules on-hand whenever you're in combat.

Alongside that, it might be a good idea to write down your Combo as you're doing it. Having a pen-and-paper ready and available while playing the game is generally great advice, and this is one of the best ways to utilize those tools. It allows you to relieve yourself of part of the mental load of playing the game while making sure everybody is following the rules. It can also help make things easier for the DM. By sharing part of the workload, you can make the game more fun for everybody involved as well as significantly easier to manage and approach.

Note-taking is *always* a good thing!





*"Look at me, what do you see?"*

*...Am I real, or just a dream?"*

## Character Creation

Naturally, to play the game, you need a character to do so with? Character creation in this system follows a 'rule of steps', in which the player will make singular decisions in a specific order, in order to allow for all of the numbers to fall into place in the right order, and make the entire process simple.

The first "real step" is to decide what kind of character you want to play, and then think about their personality. Force of personality, psychology and mental state is very important in this system, and thusly you would do well to pay good attention to it, and think deeply about how your character might act, think, behave, and what their backstory is. This is especially important because the first step of creating your character is to decide their *Archetype* and *Race*. Of course, a character's race is self-explanatory.

However, for the uninitiated, an *Archetype* of your character is the sort of 'social role' they fulfill in every given moment. Whether they're the graceful and slick Troubadour or the aggressive and fast Nomad, each and every person fills a role, and they will do so gladly as long as they feel that role fulfills their self-identity. A good question to ask yourself is; "what kind of archetype does *my character* think they fulfill?" From there, continue asking questions, delving ever deeper into the recesses of their subconscious mind. It is recommended, before choosing an Archetype, that you research what each Archetype of individual strives for, seeks, and works for in their lives. However, this is not absolutely required, and rather serves to add more depth to the role-playing aspects of the game.

In-game the character's Archetype is the beginning of their stat allocation, and fills a variety of presets that fit different styles of gameplay. Each one also comes with certain implications and concepts that should be weaved into their backstory and characterization. Remember, a person's Archetype is the most raw, basal form of *who they are*.

## Objects of Obsession:

As you begin to think about your character's Archetype and what kind of person they will be, you will naturally begin forming a backstory for them. Your character's backstory is important because it will be what informs their personality and what they know about the world around them, however it also fulfills a different purpose; it creates an origin point for their *Object of Obsession*.

An Object of Obsession, or OoO (ooh) is something from your character's backstory that they must be *absolutely obsessed with*, hence the name. To such a strong degree that they are emotionally reliant on it for a sense of stability and comfort. What causes their obsession can be anything that you desire, from a photo of a family member, to a gift given to them by a dying mother, or even a letter from a long-lost lover. Although it is primarily for roleplaying purposes, the OoO also has gameplay implications and purposes. Most of those gameplay functions have no hard set rules, and can be decided by the Dungeon Master on the fly or in planned events based on context, meaning, depth, and how much you and your fellow players care about roleplaying. The universal laws of OoO's are as follows;

- It must be connected with a character's backstory.
- It must be extremely important to them, or remind them of something extremely important.
- It must be utterly useless, serve zero practical purpose, or even be a detriment to the character.
- It must be easy to carry or relatively small. Palm-sized is a good reference point.
- It must take no inventory space.
- It must represent something the character no longer has, yet still desires.

What happens to a character who loses their OoO is determined by context and the Dungeon Master's diction. However, the general assumption should be that a character is *severely disabled* by the loss of their OoO. Such an event could cause crippling effects, reduce stats, catatonize them, or worse. No matter what, the loss of an OoO should *always* be a bad thing.

## Races

In the Post-Calamity world, many races have nearly gone extinct, save for humans. Despite that, they are affected by the same cruel twists of Fate that humanity faces, meaning they are all driven to the Labyrinth.

### Human

Humans are the most adaptable and accomplished of the races, having built grand societies and excelling highly in matters of science and technology, yet still being capable of great strength and willpower. They are the race most distinguished for being innovators, artists, and explorers, and are responsible for the "discovery" and unification of the other already existing races into peaceful relations.

Weapons: Any

Magical Affinity: Moderate (+0 Mana)

Stat Proficiency: +1 Constitution

### Dwarves

Dwarves are the short, pugnacious cousin of the humans. They are a proud and noble race, with color the shade of Earth and eyes as black as coal. They are small and hairy due to their adaptations to great underground caves, which they have made their home. They are often quiet and stubborn, but also loyal and hardy to a fault. They love to mine through the Earth and build great cities underground in the stone.

Weapons: Medium and Small only

Magical Affinity: Bad (-1 Mana)

Stat Proficiency: +1 Strength

### Elves

Elves are the tall, fair skinned and beautiful ancestors to humanity. They are slender and lightweight, with soft eyes and a calm demeanor. However, they are very egotistical, due to their heightened position in society, and this is often their downfall. They have an innate connection to the magical world, and thusly are more capable of casting spells than the other races, however they are also known for straying away from this connection to build a more "normal" lifestyle.

Weapons: Any

Magical Affinity: Good (+1 Mana)

Stat Proficiency: +1 Intelligence

### Halflings

Halflings are the result of crossbreeding between dwarves and humanity. They are shorter than dwarves on average, but slender and fast like humans. They are a cheerful people who spend most of their lives in search of good company, good food, and a good bed. They manage to survive in a world that is predisposed against them by staying out of sight, and out of mind. They tend to dislike caves, however they feel more comfortable in the dark than other races.

Weapons: Medium and Small only

Magical Affinity: Bad (-1 Mana)

Stat Proficiency: +1 Dexterity

### Tierians

Tierians are the result of crossbreeding between elves and humanity. Unlike Halflings, their position in society is more favorable, partially due to their prominence in human history and culture. They are taller than most humans, like elves, but are stockier and more durable like humans. Due to their crossbreeding they are less connected with the magical realms than their forefathers but make up for this with a more humble attitude and an affinity for simple, effective solutions to complex problems. They've formed a unique culture that helps to bridge the gaps between other races, which commonly opens them up to more worldly wisdom than their racial cousins. A common birth defect of Tierians is dull, blue discolored skin, often paired with infertility.

Weapon: Medium and Large only

Magical Affinity: Moderate (+0 Mana)

Stat Proficiency: +1 Wisdom

## -Archetypes-

<p><u>EVERYMAN</u>  Con:14 (+1)  Str:12 (+0)  Dex:12 (+0)  Wis:13 (+1)  Int:08 (-1)  Cha:11 (+0)</p>	<p>The Everyman is somebody who, in their heart, wants the one thing that every human ultimately needs; belonging. An Everyman is somebody who is "normal" in every sense of the word, with all of the baggage and emotional damage that comes with that.</p> <p>Everymen tend to fear being left out, and focus themselves on developing ordinary virtues and strong empathy for the struggles of others.</p>
<p><u>OUTLAW</u>  Con:07 (-1)  Str:10 (+0)  Dex:13 (+1)  Wis:14 (+1)  Int:11 (+0)  Cha:10 (+0)</p>	<p>The Outlaw is somebody who views themselves as "rejected" from the greater world, and they feel they have been made an enemy of perhaps even God. Many Outlaws fear powerlessness and a lack of control, and in order to cope with that they oftentimes fall into patterns of nihilistic thought and even anarchy.</p> <p>Even if their actions are not befitting somebody "deserving" of anything but ridicule, they still only desire to simply be accepted, much like the Everyman.</p>
<p><u>CAREGIVER</u>  Con:09 (+0)  Str:12 (+1)  Dex:07 (-1)  Wis:15 (+1)  Int:11 (+0)  Cha:10 (+0)</p>	<p>The Caregiver is a person who values others, oftentimes more than themselves. Many Caregivers are driven towards a hasty selflessness that often leads them towards being manipulated and exploited, due to their perceived kindness.</p> <p>Many Caregivers feel as though if they do not fulfill their "selfless duty", they will be rejected or hated by others.</p>
<p><u>CREATOR</u>  Con:09 (+1)  Str:13 (+1)  Dex:07 (-1)  Wis:11 (+0)  Int:15 (+1)  Cha:09 (+0)</p>	<p>The Creator is a person who believes in the virtues of the mind, and enduring influence over the world. They wish to make themselves valuable by providing a leg to stand on for those around them, creating the backbones of cultures, societies, and the world itself.</p> <p>Oftentimes they will do this through grand scientific or cultural actions, although many Creators struggle with perfectionism and a feeling of a lack of control.</p>
<p><u>SAGE</u>  Con:09 (+0)  Str:08 (-1)  Dex:14 (+1)  Wis:12 (+0)  Int:14 (+1)  Cha:10 (+0)</p>	<p>The Sage is a person who values truth and wisdom. They will oftentimes find themselves seeking the greater truths of reality, and are prone to feeling misled or lied to. They tend to be paranoid and suspicious of people they do not trust, fearing that they may influence their minds into becoming lazy and ignorant.</p> <p>Despite that, Sages desire all others to be truthful with them, even if they are somewhat mistruthful themselves, when it may be convenient.</p>
<p><u>LOVER</u>  Con:11 (+0)  Str:09 (+0)  Dex:13 (+1)  Wis:07 (-1)  Int:09 (+0)  Cha:13 (+1)</p>	<p>The Lover is a person who loves people, yet fears themselves. Like the Everyman, they desire human connection, intimacy, and love. They will strive for this even to destructive ends. They tend to believe that by changing themselves, they can be accepted by others, and through changing what they hate about themselves, they will eventually love themselves.</p> <p>Unfortunately for the Lover, that never happens, and it is instead more common for them to simply lose their identity through their life, becoming only a shell of what they believe others want.</p>

-Archetypes-

<p><u>EXPLORER</u>            Con:11 (+0)            Str:13 (+1)            Dex:14 (+1)            Wis:07 (-1)            Int:10 (+0)            Cha:11 (+0)</p>	<p>The Explorer is somebody who, much like the Sage, values truth. However, the Explorer approaches such a concept in a different manner, instead focusing their mind on the weight and importance of authenticity and the freedom of wind. They tend to stress out a lot about things that they perceive might "trap them", whether it be in mental processes or literally. They strive to keep themselves open and learning new things at all times, in order to escape or even fix their own inner emptiness.</p>
<p><u>INNOCENT</u>            Con:10 (+0)            Str:11 (+0)            Dex:12 (+0)            Wis:13 (+1)            Int:07 (-1)            Cha:13 (+1)</p>	<p>The Innocent is somebody who is defined by their willful optimism and hope for the future. Although it opens them up to significant pain and suffering, the Innocent strives to see the best in any possible situation. Perhaps they do it out of fear that if they were to believe anything else, the worst may come to show, and so in lieu of that, they choose the upper path. They tend to embrace faith, optimism, hope, and they believe in the goodness of all people and all things, even to their own detriment. In a sense, they might be the strongest out of all of us.</p>
<p><u>HERO</u>            Con:14 (+1)            Str:13 (+1)            Dex:10 (+0)            Wis:07 (-1)            Int:10 (+0)            Cha:09 (+0)</p>	<p>The Hero is a person who strives to create worth through the heroic service of others. Much like the Caregiver, the Hero desires to support those around them, however they approach this by instead acting separate from their people, choosing to fight alone rather than through direct support. These selfless acts of heroism are most commonly driven by a weak self image, and a deathly fear of 'weakness', causing them to act hostile and aggressive to those around them at times. Despite this, they are very concerned about the opinions of others.</p>
<p><u>JESTER</u>            Con:07 (-1)            Str:09 (+0)            Dex:11 (+0)            Wis:10 (+0)            Int:13 (+1)            Cha:14 (+1)</p>	<p>The Jester is somebody who loves the presence of people, and has an attraction towards humor and 'acting'. In truth, Jesters are some of the unhappiest people, however driven by fear of rejection they will present a pretty face that acts completely separate from who their truly are. Even if this leads to others feeling betrayed or deceived when they learn the 'truth'. The Jester strives to serve others through their own unique personalities and presentations, and this leads them very well towards a path of deception and self-serving behavior, masked by humor.</p>
<p><u>WEAVER</u>            Con:06 (-1)            Str:09 (+0)            Dex:11 (+0)            Wis:13 (+1)            Int:13 (+1)            Cha:10 (+0)</p>	<p>The Weaver is a person who strives to achieve the impossible, through one method or another. They desire greatness in every sense of the word, however this can often be their downfall. Much like the Creator, they tend to struggle with fears of perfectionism, and a concern for the unintended consequences of their actions. They may become manipulative or deceptive in order to fulfill their goals, even if what they desire is ultimately for the good of many people, and thusly their fears are realized at the possibility of their actions backfiring.</p>
<p><u>RULER</u>            Con:11 (+0)            Str:13 (+1)            Dex:10 (+0)            Wis:09 (+0)            Int:07 (-1)            Cha:14 (+1)</p>	<p>The Ruler is somebody who values and desires control more than almost anything. They strive to lead, organize, and rule over groups of people, and although they may be good leaders and rulers, they struggle with authoritarianism a lot. When given a lot of power, they tend to fall into a dictatorship style of leadership, which ironically will destroy and remove any power they might have, unless enforced through violence.</p> <p>They fear nothing more than having a lack of control, and a lack of familiarity with any situation they might find themselves in.</p>

# Classes

Each character in a TTRPG belongs to a specific class, and sometimes those classes break off into individualized subclasses. Each class and subclass will have Proficiencies or modifiers that change a character's stats.

A Proficiency means that specific stat will gain a +2 bonus when creating your character! These bonuses will stack profusely, especially if you choose to take a subclass when the time comes. A Proficiency offered by a subclass is only a +1 bonus, unless stated otherwise. Each class also comes with a series of *Special Actions*. These are unique actions that usually require some form of resource, an extremely high roll to pull off, or some other form of payoff. However, this is because they tend to be extremely powerful. Each class only has three. While there's nothing stopping you from attempting to do similar things, or even the same things as these special actions allow, doing so will never be as good as using the real thing.

## Class Overview

### The Warfarer

Practical, powerful, and almost always the forefront of any adventure. These men have taken the path of blood and steel, in search of riches, redemption, or glory.

Proficiencies: Endurance, Acrobatics, Stamina  
Role: Highly lethal team leader

### The Ranger

Hunters and lightfooted vagabonds, these men prefer to be fast on their feet and faster on the draw. These men have taken the path of wind and water, in search of grace and mastery over their personal world.

Proficiencies: Flexibility, Willpower, Perception  
Role: Swift and accurate weaponsmaster

### The Troubadour

Shrewd entertainers and deceivers alike, these smart men will gain your trust either way. These men have taken the path of masks and mystery, in search of admiration from their peers and their enemies alike.

Proficiencies: Performance, Perception, Acrobatics  
Role: Dual-Wielding combat spellcaster

### The Cleric

Pious men of the cloth, dedicated to the God of all Gods, these men are smart, kind, and gentle. These men have taken the path of purity and kindness, in search of their own light in the world.

Proficiencies: Insight, Reasoning, Perception  
Role: Well educated and faithful team player

### The Nomad

A man of the wilds, he is powerful, swift, and capable of facing off the horrors of nature alone or in a group. These men have taken the path of freedom and instinct, in search of peace, strength, or wisdom.

Proficiencies: Power, Willpower, Insight  
Role: Front range monster fighter

### The Cutthroat

Outcasts and runaways, cutthroats are smart on their feet and smarter with their hands. These men have taken the path of silence and darkness, in search of the destruction of their foes, or themselves.

Proficiencies: Flexibility, Perception, Acrobatics  
Role: Fast-paced Crit-hunter

### The Wizard

Highly intelligent yet perhaps isolated and strange, these men are masters of the supernatural world. These men have taken the path of stars and literature, researching all for their selfish needs.

Proficiencies: Retention, Reasoning, Willpower  
Role: Strong caster that relies on teamwork

### The Paladin

Pious men of steel, dedicated to the God of all Gods, these men are powerful and selfless. These men have taken the path of faith and fear, to rip apart the darkness of the abyss, and those who spread it.

Proficiencies: Insight, Power, Endurance  
Role: Well equipped holy combat spellcaster

# The Warfarer

Practical, powerful, and capable, Warfarers are men who've made blood, and spilling it, the foundation of their life. Whether driven by philosophy, artistry, sheer barbarism or some other form of delusion, they all share one common trait; they are deviously skilled in the art of human butchery. Almost always the forefront of any adventure and party of poor souls, these men are great front-runners. They should almost always be in the business of protecting their cohorts at the cost of their own life-- and the lives of their foes.

## Bonuses:

- +2 Counter Attack dmg
- -1 dmg taken from Counter Attacks
- -3 Combo Action DC during Clashes
- Gain +1 Combo Action at FS 8

## Proficiencies:

| Endurance | Acrobatics | Stamina |

## Ways to Play:

The Warfarer can be approached in a few different ways, however his set of unique bonuses place him very strongly in a highly offensive playstyle. A good Warfarer will always be aggressing upon his opponents, but positions himself well so that his fellow party members can cast their spells and fire their arrows unmolested. A true Warfarer is always on guard, and always ready to kill.

## Special Actions:

- [LEVEL 04] **-Aggressive Push-**  
Use an Action to both move 2 spaces forward and strike a target with the pommel of your weapon, stunning them for 1 Combo Action but costing none. Begins a Combo.
  - Cannot be done on targets **more** or **less** than 2 spaces away
  - Cannot be done twice in subsequent turns
- [LEVEL 08] **-Dragon Driver-**  
In a Combo, use a Combo Action to strike your opponent with the pommel of your weapon, then grab them and switch places with them. Adds +1 dmg to any followup Attacks, and stuns target for 1 Combo Action.
  - Requires a Stamina check. Damage bonus does not apply if failed. (DC: 10)
- [LEVEL 12] **-Halfhand-Stance-**  
After using your Attack Combo Option in a Combo, switch to a Halfhanded stance and immediately attack again, dealing your attack dice -2 dmg.
  - Requires a Flexibility check. Attack fails and Combo ends prematurely if failed (DC: 15)

# The Nomad

Men of the wilds, Nomads are men from the surface world that made a living wandering, hunting, and gathering much like the days of ancient man. Through their rigorous and uncompromising lifestyles, they have developed a natural inclination towards survival and the methods of foraging and problem-solving associated with our ancient roots. As such, they are extremely wise in the ways of simply "making do" as well as how to support their allies in the ways that are most efficient for them. Nomads are sturdy, strong, and able to take far more punishment than an average individual.

## Bonuses:

- -1 base FS
- +5% Maximum HP earned per level
- Negative HP limit is -4
- 1d6 Resistance chance to debuffs from consumables. (DC: 4)

## Proficiencies:

| Power | Willpower | Insight |

## Ways to Play:

The Nomad is a sturdy class with many bonuses towards its survivability. This makes him the perfect choice for a "tank" playstyle, attracting the attention of your foes and grouping them for better positioning in order to support your allies. However, Nomads can also be played similarly to Warfarers, and take a more aggressive stance, to devastating results.

## Special Actions:

- [LEVEL 04] **-Careful Senses-**  
Stop and pay attention to the scents and sounds of the environment. Works like a reusable Spy Kit.
  - Can only be used outside of Combat
  - Can be disrupted by overwhelming scents and sounds.
  - Can only be used once per Long Rest
- [LEVEL 08] **-Bull Stomp-**  
Use an Action to loudly stomp your foot on the ground and yell for attention, *forcing* any creatures within a 15 foot radius to target you. Better than simply taunting.
  - Requires a Power check. Taunt effect does not apply if failed. (DC: 12)
- [LEVEL 12] **-Sturdy Gut-**  
Forces any consumable taken to automatically have the highest possible roll, +1.
  - Can only be used twice per Long Rest

# The Ranger

A hunter, hopelessly homeless, or simply restless, Rangers find themselves outdoors and in the trees or above the rivers more often than not either way. Preferring to work and travel alone, Rangers have developed keen senses and quick fingers, and they've gotten quite good at maneuvering around the wastelands of the surface. Most if not all Rangers find themselves on the run and on the go constantly, however unlike the Nomads they do not travel in groups nor' are they as sturdy, instead finding survival through their wits, sharp eyes, and even sharper tools.

## Bonuses:

- -1 base RA
- Can switch weapons from inventory in a single Action
- Can throw +2 Dart Type throwing weapons
- +1 Inventory Slot

## Proficiencies:

| Flexibility | Willpower | Perception |

## Ways to Play:

The Ranger is a class that can specialize in a lot of different things, and can be played in a lot of different ways. Rangers can switch weapons more quickly than other classes, allowing them to use a variety of tools in any given situation much more effectively than their peers, and their bonuses to ranged weapons means that they can be extremely deadly in both close-range and long range. However they tend to lack in survivability compared to other similar classes.

## Special Actions:

- [LEVEL 04] **-Quick-Switch-**  
Switch your currently equipped Tool to one in your Inventory, and attack with/ use that Tool in the same Action. Attacks deal +2 dmg. Can be done in a Combo.
  - Requires a Flexibility check. Attack misses if failed. (DC: 10)
- [LEVEL 08] **-Mark for Death-**  
Use an Action to call out a specific target and Mark them for Death. The next melee strike endured by this target is a guaranteed Critical Hit.
  - Requires an Insight check. (DC: 8)
- [LEVEL 12] **-Trick-of-the-Trade-**  
Use an Action to strike a target with any equipped melee weapon, knocking them back three spaces. Then shoot them with any equipped ranged weapon. Can be done as a **final attack** in a Combo.
  - Requires a Flexibility check. If failed, no ranged attack is done. (DC: 15)



# The Cutthroat

Deceptive, untrustworthy, and selfish, a Cutthroat should make an awful team mate. Cutthroats tend to find themselves in positions of silent, shadowy power, which allows them to take advantage of their foes every weakness and opening. They need to be swift, fast, and vicious in order to land their killing blows, take what they want, and escape completely unharmed. If the blood can pay good coin as well, then that's even better. Despite all of that, a good Cutthroat can be an extremely valuable asset to any group willing to take them in, as long as they can find a way to direct that lust for darkness away from themselves.

## Bonuses:

- +1 Critical Hit dmg
- +1 to all Initiative rolls
- +2 to all Stealth checks
- Can move 1 space even when not making a Movement Action

## Proficiencies:

| Flexibility | Perception | Acrobatics |

## Ways to Play:

The Cutthroat is one of the most selfish classes in the game, focusing entirely on picking out weak targets and slaying them out of their own volition. However, a well-played Cutthroat will be positioned well and willing to work with their team in order to take down gigantic foes with ease. If that doesn't suit your tastes however, a more traditional 'lock & pick' style of play that focuses on seeking traps and opening opportunities for your team is equally as viable.

## Special Actions:

- [LEVEL 04] **-Unhand-**  
Use an Action to steal any equipped object in a target creatures hand and throw it to the side, disarming them.
  - Requires a Flexibility check. (DC: 12 | If in Stealth, DC: 7)
- [LEVEL 08] **-Preying Leap-**  
Use an Action to roll forward onto your hands and use your arms to leap yourself far forward legs-first for a vicious flying kick towards a chosen target across 6 spaces. Stuns target for 2 Combo Actions and adds +1 damage to any followup attacks.
  - Requires an Acrobatics check. If failed, simply roll forward 2 spaces. (DC: 12)
- [LEVEL 12] **-Mantis Crush-**  
Use an Action to leap on top of a target creature's head and jump off of them. Stuns target for a single Combo Action. Any immediate followup attacks are a guaranteed Critical Hit. If done immediately after a Mantis Leap, add another +1 damage to any followup attacks. Can be done in a Combo.
  - Requires an Acrobatics check. If failed, fall on the ground and end your turn. (DC: 15)
  - Can be done multiple times, but only on a creature once.

# The Cleric

Pious, patient, and wise, Clerics are those who have made the way of God their way of life. Oftentimes driven by guilt and a desire for forgiveness, Clerics are on a silent pilgrimage across their life to bring light to those around them, and it is standard to have at least one or two in any large grouping of people. You always need somebody to consecrate the dead and handle burials, bless marriages and send good fortune to those in need. Just as much as they do that however, Clerics are capable of enforcing the light, and sometimes the best way to protect people from the light is to eradicate the darkness.

## Bonuses:

- Can read Priestly text
- Can cast spells as Combo Actions
- -3 Mana Cost from all Ritual type spells
- +4 Dark Magic bonus AC

## Proficiencies:

| Insight | Reasoning | Perception |

## Ways to Play:

The Cleric is a class that focuses on threading the line between a melee fighter and a caster class. Capable of supporting those on the frontlines and able to protect those on the backlines, Clerics are the ultimate support. They can heal the wounded and protect them in the same turn, making them a valuable asset for any team. However, you can take a Cleric into either direction, and with blood comes blessings.

## Special Actions:

- [LEVEL 04] **-Defender-**  
Swap places with a nearby ally within 2 spaces and gain +4 AC for the next Action that is not your own.
  - Costs 1 Mana. If no Mana is available, no AC buff is applied
- [LEVEL 08] **-Breathing Techniques-**  
Help a target ally calm down after a terrifying experience. Cures Madness, Weakness, Terror, and Confusion.
  - Can only be used outside of Combat
  - Can only be used once per Long Rest
- [LEVEL 12] **-Prayer Blessing-**  
Bless a target ally and self for 2 battles. +2 Acrobatics, +2 Stamina, +2 Willpower +2 Insight. Only usable outside of Combat.
  - Costs 5 Mana
  - Requires a Prayerbook

# The Troubadour

Shrewd, intelligent, and manipulative. Three words that describe your average Troubadour, who make their money and spend their time entertaining others. Whether it's with tales of ancient heroism or songs of long lost love, the Troubadour makes their business that of the distractions of others. In desperate situations, a skill Troubadour will be driven to the use of many different tools in order to ensure their survival, and hopefully the survival of their audience as well. Despite that, more often than not they're simply out for themselves, and for their own glory. May they write a song of their own exploits, one day!

## Bonuses:

- Can Dual Wield at any FS
- Scroll cast speed is always Fast
- -1 Maximum Mana
- Can charge melee attacks with Spell effects

## Proficiencies:

| Performance | Reasoning | Retention |

## Ways to Play:

The Troubadour has many options to their disposal for their playstyles. They tend to make strong spellblades. Troubadours are fast and vicious attackers who tend to draw all attention towards themselves with flashy skills and risky kills. However, they can also help buff their team mates by charging their weapons and simply cast spells from the backline.

## Special Actions:

- [LEVEL 04] **-Beat Drop-**  
Use an Action to charge your weapon with a spell and attack with the charged weapon in one swift motion. Can be used in Combos.
  - Must make a Spell Accuracy check. Spell fails if check is failed.
- [LEVEL 08] **-Grim Punchline-**  
Use 2 Actions to viciously attack a nearby target creature, dealing Critical Damage. This attack cannot be Counter-Attacked or Evaded, and any bonus Blocking AC is reduced by half.
  - Requires a Flexibility check. If failed, attack does not deal Critical Damage. (DC: 13)
  - Costs 2 Actions
- [LEVEL 12] **-Finale-**  
If in a Combo that is longer than 4 Combo Actions, or in a Clash that is longer than 4 turns, leap upon your target and execute them in a grand display of acting. Instantly kill your chosen target.
  - Requires an Acrobatics check. If failed, Attack misses and Combo ends prematurely. (DC: 15)
  - Can only be done in a Combo or Clash that is 4 Actions long or longer
  - All other foes in combat instantly put their attention on you

## -Troubadour Practices-

### The Rhythm Master

This Troubadour is one with a rhythm and beat to match even the greatest musicians, however their music is that of a more sinister kind. Rhythm Masters treat combat like a dance, and life as though it's a mere play. Their flashy style and fast fingers allows them to move throughout the battlefield with grace unseen, in order to fight enemies without a scratch being laid upon themselves

Bonus: +1 Acrobatics, +1 Flexibility, +1 Power,  
**Cannot** charge melee attacks with Spell effects  
Unique Mechanic: **Stance-Swapping**

### The Joyous Actor

This Troubadour has seen the good that life has to offer, and behind masks of pain and joy, strives to tell the world of its beauty. A storyteller at heart, the Joyous Actor strives to uplift those around him through methods of song, dance, and playfulness all around. Whether this desire is borne of genuine joy, or simply an attempt to hide his own pain, not even he can tell.

Bonus: +1 Maximum Mana, +1 Retention,  
Can create Scrolls (if Writing Supplies are available)  
Unique Mechanic: Can cast Standard Spells,  
Can learn Any Spell School (Except Illusion Magic)  
at level 8 or higher.

### The Masked Illusionist

This Troubadour has accepted his fate; to be a deceiver. He takes great pleasure in this act, and finds that it comes quite naturally to him. Behind playful lies and a giggling face, this man is one who has already made up his mind, and has a plan to kill everyone he meets. Although he might be deceptive, he knows where to place his efforts, and knows that the trust of others is the most valuable asset there is.

Bonus: +3 Persuasion, +3 Performance, -2 Power,  
-1 Stamina  
Unique Mechanic: Can learn Illusion magic at level 3 or higher

### The Grim Realist

This Troubadour has seen the bad that life has to offer, and behind masks of joy and pain, strives to raise a mirror to the world, displaying its ugliness. In a grand play, and a joke with a thousand-year long punchline, this man strives to take the world down with him, whether he's going down or not. Through all of this, he finds destruction is his game, and blood his instrument.

Bonus: +1 Magic Damage, +1 Retention,  
+1 Acrobatics, -1 Base SA, +1 Power  
Unique Mechanic: Can cast Standard Spells,

### Universal Mechanic:

The Troubadour is capable of **charging** melee attacks with Spell effects. Doing this requires the Troubadour to have the available Mana to *cast the spell* with a Catalyst, and a melee weapon available to charge with the spell. Charging a weapon with a spell effect does not require any Spell Accuracy checks.

Charging a weapon with a spell effect takes **1 Action**, unless stated otherwise. When the charged weapon strikes a target, the spell effect will be cast. Sometimes this simply results in extra Magic damage, other times it will have other, erroneous effects, such as spawning a cloud of smoke or simply exploding.

A spell charge will only last on a weapon for **2 Turns**, meaning that if you are to charge your weapon, you must plan to attack soon. For the rest of the turn it is charged on, and the entirety of your next turn, your weapon will be charged. If the spell is not discharged within this time period, the spell effect will simply fizzle out. A Combo done with a weapon that is charged will always cast the spell effect, no matter how long the Combo is. A Troubadour **can** charge the weapons of other creatures, however the Troubadour must be able to *touch* the weapon to charge it.

# The Wizard

Known better for their powerful magicks than their paranoid and peculiar personalities, Wizards are people who prioritize their own goals and ideals over those of the collective. Out of desperation or simply a strange mental acuity for books and academia, Wizards are the scientific masters over the physical world, manipulating elements and the very laws of physics to their will. They bend reality in just the right way to bring devastation and destruction to their foes on scales yet unseen. Yet, despite these grand and mysterious powers, if it were not for the help of their cohorts, no Wizard would be able to survive in this grim world.

## Bonuses:

- -1 Base SA
- Can Dual Cast Spells
- Cannot wear Medium or Heavy armor
- Gains an extra +1 Mana from all Mana sources

## Proficiencies:

| Retention | Reasoning | Willpower |

## Ways to Play:

The Wizard is an enigmatic and strange individual who provides extremely powerful damage and utility to a party, while necessarily needing that party to survive. Despite their weak melee offensive capabilities and low defense, the different Wizard schools allow them to deal immense damage to their foes, or provide distractions, create openings, and confuse the enemy. A good Wizard will always rely on their team to keep them safe, while giving their team opportunities to do their best work.

## Special Actions:

- [LEVEL 04] **-Manipulate Light-**
- Restore a currently burning Torch to maximum brightness levels. Can only be done outside of Combat.
  - Costs 1 Mana
- [LEVEL 08] **-Share Fabric-**  
Expend any choice amount of Mana and restore that much Mana towards any target ally.
  - Requires a Spell Accuracy check. If failed, simply expend the Mana into the ether.
- [LEVEL 12] **-Reject Will-**  
Use an Action to clap your hands together and push a chosen target away from you 2 spaces.
  - Costs 1 Mana
  - Requires a Spell Accuracy check. If failed, spell backfires and pushes caster away and towards the ground.

## -Sorcery Schools-

### The Crystal Scholar

This Wizard has taken an interest in the magic of Earth and Stone. Through their studies they have learned of the magical properties of crystals and vibrations. This gives them the special ability to interface with and make use of magical crystals they might find on their journey. The sorceries they cast tend to take the form of crystalline constructions, mimicking natural formations.

Bonus: Begins with 3 Blue Crystals, -1 Dual Casting Mana Cost

Unique Mechanic: Can cast Crystal Magic

### The Polymath

This Wizard has seen the vast expanse of magical knowledge in the world, and has chosen to take small tidbits from all of them, yet never truly dedicating himself to a particular practice. This gives him the unique ability to use magic of almost all types, however he is much less proficient in them than those who dedicate their lives to those schools.

Bonus: -2 Max Mana, +1 Retention

Unique Mechanic: Can learn any Magic Type at level 3 or higher, Starts with Standard Magic

### The Mystic

This Wizard has a history of fearing direct confrontation, and thusly has only put research into the more passive, secretive magical schools. As such, he has great proficiency in magical spells that can obfuscate things, reveal secrets, or provide other forms of support to his party.

Bonus: -3 Base SA, +3 Retention, -3 Power, -3 Stamina, -2 Endurance, -2 Willpower

Unique Mechanic: Can cast Illusory Magic, No Offensive Spells until Level 3

### The Elementalist

This Wizard went through a standard magical education, and learned much about the many forces of magic, yet only chose to pursue magic of a traditional nature. He shunned the practice of manipulating crystals, but embraced other forms of elemental magic, allowing him to manipulate forces of fire, water, and electricity with ease.

Bonus: +2 Magic Damage, Spell Combo bonuses take effect 1 Spell earlier.

Unique Mechanic: Can cast Elemental Magic

### The Black Communer:

This Wizard has rejected the other schools and instead embraced a path of darkness and misery. Through their dark dealings this Wizard brings upon themselves great misfortune and unhappiness, in exchange for great power. He is capable of manipulating the forces of life and death, as well as the biological or molecular composition of objects. He can spread disease to his opponents, bring about magical darkness, and cast debuffs on those that oppose him, all at the cost of the health and safety of himself and his party.

Bonus: +1 Endurance, +2 Willpower, +1 Dual Cast speed

Unique Mechanic: Can cast Dark Magic

# The Paladin

Pure of mind, purpose, and action, Paladins are warriors of light and bastions of hope. Driven to the church by a past wrought with agony, these men strive to put on display the power of good as it exists in Man and in God. Rather than assist those in need directly like their robed clerical companions, Paladins instead strive to travel into the dark of night and vanquish all unholiness and darkness, both in themselves and in their world. Through trial by fire these men believe they can be purified, made strong, and forgiven for any past sins or wrongdoing, and thusly their suffering is justified in the eyes of their Lord.

## Bonuses:

- Can read Priestly text
- +2 to all Magic Damage
- -1 Maximum Mana
- Can charge melee attacks with Spell effects

## Proficiencies:

| Insight | Power | Endurance |

## Ways to Play:

Paladins are warriors of light driven by selflessness and a desire for purity in every sense of the word. All Paladin Oaths and subclasses can cast some form of magic, making them the best option for an offensive caster who enjoys defeating opponents with overwhelming force, however their abundance of supportive spells make them the perfect right-hand-man to a barbaric and vicious Warfarer or Nomad.

## Special Actions:

- [LEVEL 04] **-Rousing Speech-**  
Give a speech to your allies about God, light, faith, and forgiveness. Cures Terror and Confusion. Grants immunity to Terror for 1 battle.
  - Can only be used outside of Combat
  - Only usable once per Long Rest
- [LEVEL 08] **-Power of People-**  
Use an extra Action when casting a buff spell on self to spread effect to all nearby allies.
  - Costs 2 Mana
  - If done in Combat, requires a second Spell Accuracy check after the first. If failed, spell only casts on self.
- [LEVEL 12] **-God's Might-**  
Cast any Fast spell and attack a chosen target in the same Action. If the spell chosen affects the target chosen to be attacked, then the attack will deal Critical Damage.
  - Requires a Spell Accuracy check. If failed, spell fails to cast
  - Costs 2 Mana
  - Can only be done once per turn

## -Paladin Oaths-

### Oath of the White Light

This Paladin has dedicated themselves to enforcing the will of the Church, and thereby the higher wills.

They are on a personal crusade to wipe away all human degeneracy and perceived unwellness in their path. This gives them an edge against deceivers and immoral people of all kinds, however their ultimate goal is pacifism, and healing.

Bonus: +1 Perception, +1 Insight, +1 Persuasion  
+2 Bonus healing from consumables when applied to allies, +1 Maximum Mana

Unique Mechanic: Begins with 4 Bandages

### Oath of the Grim March

This Paladin has seen the horrors that the war has brought upon the world. They are strong against the forces of evil and are on a path to destroy all energy that originates from the Labyrinth. This gives them an edge against the undead and unholy creatures, and allows them to perform holy rituals to destroy and banish evil energy within or around people.

Bonus: +2 Magic Damage,  
+4 Dark Magic bonus AC, +1 Power,  
+1 Maximum Mana

Unique Mechanic: Begins with only Offensive spells

### Oath of the Iron Wall

This Paladin has at one point lost everything. In their lowest moment they took an oath to be an iron wall for the people around them. At all times they are a source of strength and reliability for their party and friends. It is a very heavy burden to take, yet they are well versed in the methods used to rejuvenate and protect oneself, in order to protect others.

Bonus: +1 Bonus AC from all armor,  
-1 Magic Damage, -1 to all Armor Weight

Unique Mechanic: Begins with only Defensive spells

### Oath of the Trench Crusade

This Paladin has devoted themselves to the wars fought on behalf of the church against sinners and blasphemers alike. Valued for their devotion, yet flexible moral compass, these Paladins are known for their brutal combat techniques and unforgiving judgement of all those who oppose the church. They are well versed in melee and ranged combat skills, yet are less capable of casting holy magic than their peers, a fact which they are scorned for even within the church.

Bonus: +2 Power, +1 Endurance, +1 Willpower,  
+1 Stamina, -4 Insight

Unique Mechanic: Cannot cast magic

### Universal Mechanic:

The Paladin is capable of **charging** melee attacks with Spell effects. Doing this requires the Paladin to have the available Mana to *cast the spell* with a Catalyst, and a melee weapon available to charge with the spell. Charging a weapon with a spell effect does not require any Spell Accuracy checks.

Charging a weapon with a spell effect takes **1 Action**, unless stated otherwise. When the charged weapon strikes a target, the spell effect will be cast. Sometimes this simply results in extra Magic damage, other times it will have other, erroneous effects, such as spawning a cloud of smoke or simply exploding.

A spell charge will only last on a weapon for **2 Turns**, meaning that if you are to charge your weapon, you must plan to attack soon. For the rest of the turn it is charged on, and the entirety of your next turn, your weapon will be charged. If the spell is not discharged within this time period, the spell effect will simply fizzle out. A Combo done with a weapon that is charged will always cast the spell effect, no matter how long the Combo is. A Paladin **can** charge the weapons of other creatures, however the Paladin must be able to *touch* the weapon to charge it.

**Unlike** the Troubadour, the Paladin cannot charge a weapon with any spell. Instead, Paladins can only charge weapons with offensive spells that deal damage, and healing spells, such as Inflict Wounds or Mend. Weapons that are charged with healing spells will instead *leech* bonus health from targets as at dice weight, and return that HP to the Paladin as Health.



## -Progression Subclasses-

### The Blackguard:

This Paladin has seen the horrors that dogmatic faith and belief can bring to one or their loved ones. In utter rejection of the church and their ironclad belief system, the Blackguard has embraced a more nihilistic, realistic approach. Their understanding of morality isn't the inversion of church beliefs, but rather the lack of morality entirely, and their understanding of "necessary evils", is passionate. They care not for morals, they care not for God's name, and they care not for either evil nor' good, as they are both the same in the eyes of reality.

Required Class: Paladin

Required Level: 7 or up

Bonus: -Clerical Magic, +Dark Magic (Insight Scaling), Forced Alignment to True Neutral, Neutral Evil, or Lawful Evil

### The Monk:

This man has seen the power of Body, Mind, and Spirit. In his journeys he has taken a far deeper understanding of the world than any scholar or city dweller, giving them a mental edge over their opponents. Their serene understanding of reality and deep grasp on their body and the bodies of others predisposes them to hand-to-hand techniques for combat. However, these men tend to take oaths of peace and nonviolence as well.

Required Class: Nomad, Cleric

Required Level: 6 or up

Bonus: +Martial Arts, +2 Wis, +1 Con, -Cannot wear medium/ heavy Armor, +2 Wis. Ability Adj. +3 AC to all Magic, Forced Alignment to Lawful Good, Neutral Good, Lawful Neutral, or True Neutral

The Spellblade: This man has decided to take a dual path in balance, embracing the ways of both blade and book. Their scholarly and clerical pursuits are in perfect harmony with their strong bodies and wills, empowering them both physically and mentally.

Required Class: Warfarer, Ranger, Thief, Troubadour

Required Level: 8 or up

Bonus: +Any Magic School, +2 Int, +1 Str, -2 Con, -10% Total Mana

### The Battle Mage:

This Wizard, through astute observation and scientific reasoning has come to understand the importance of the human body in all its forms, and how the human body can be used to manipulate the world around itself. The body itself is magic, the form is magic, and to truly embody the principles of the arcane, you must become magic.

Required Class: Wizard

Required Level: 8 or up

Bonus: +2 Str, +2 Con, +1 Dex, -10% Max Mana, Spell Combo Bonuses take effect 1 Spell later, Can no longer Dual Cast,

TO DO: Rules for De-limbing creatures, more clear Long and Short Rest mechanics, explain character creation, new logo, Rewrite paragraphs at the start stolen from DragonQuest, rebalance enemy HP numbers