
JOURNEY to LUTHRELINE!

Strange things have been happening lately all over the land of Luthrelina.

Chasms and caves have been opening up all over the realm, and a thick, white fog has been seeping out of them since they appeared.

Devilish monsters and beastmen have been seen darting in and out of these mysterious tunnels after sundown, under cover of the fog.

What's more, winged beasts have been seen descending from the skies at dusk and entering the caves. Roars and cries beneath the earth can be heard from the mouths of these subterranean lairs at night.

In light of these developments and a recent explosion in unsolved murders and disappearances outside of the cities, the nobles and guilds of Luthrelina have sent word far and wide, an open call to outsiders and homelands alike: investigate the fog, the mysterious dungeons and the creatures who do battle in them.

Gold and glory is there for the taking.

Will you answer the call?

SORTS of SORCERY

ACTION FANTASY ROLE-PLAYING GAME

PLAYER'S GUIDE

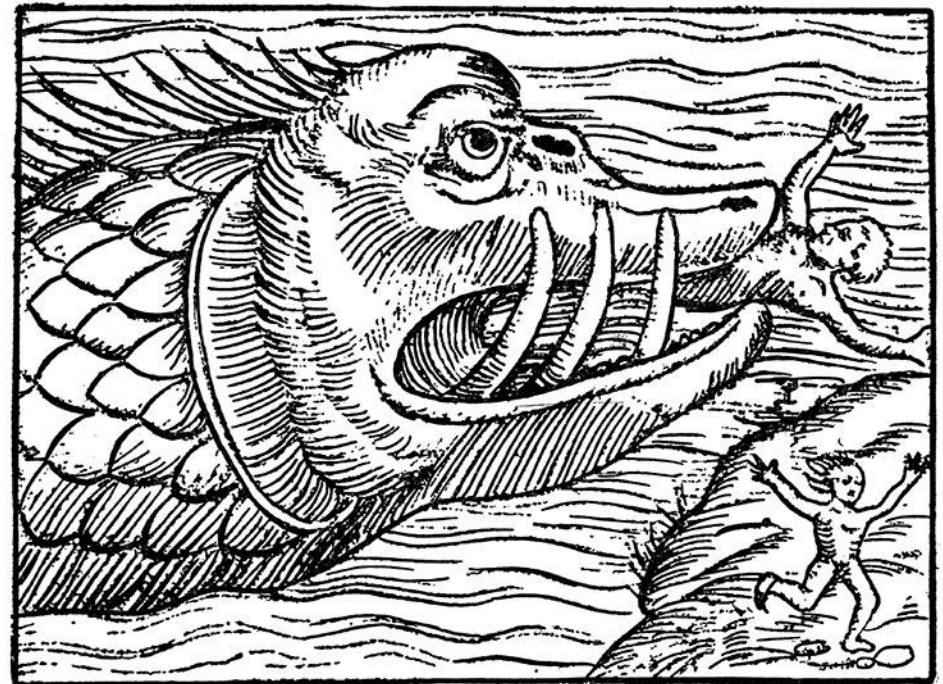


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SURVIVAL

FOOD and WATER

For every 24 hours that a living character goes **without water**, they must make a **Luck check**.

- After **three failed Luck checks** due to a lack of water, **the character dies**.

For every 36 hours that a character goes **without food**, they must make a **Strength check**.

- After a **failed Strength check**, the character incurs a **disadvantage to all rolls**.

REST and SLEEP

Living characters must sleep for at least **4 hours every 24 hours**.

While resting, **characters regain 2 HP every hour**.

For every 12 hours that a character is **sleep deprived**, they must make a **Strength check**.

- After a **failed Strength check**, the character incurs a **disadvantage to all rolls**.

FATIGUE and DEATH

Characters become **fatigued** when they **lose half their HP**.

Their **max AP decreases by 1 every turn** while fatigued.

When their **HP reaches one point**, they become **immobilized**.

At zero HP, they die.

LIGHT

Torches burn for **one hour** and light a **30' radius**.

Candles burn for **two hours** and light a **10' radius**.

Lanterns burn for **four hours** and light a **30' radius**.

TIME

Each **round of combat** is **10 seconds long**.

Each **round of exploration** is **10 minutes long**.

Each **day of travel** is divided into **four six hour-long watches**.

GOODS

Type	Item	Description	Encumbrance	Cost
Consumable	Ale (one keg)	Refreshing and filling.	Big	1g
Tool	Axe	Axe for chopping wood.	Normal	2s
Tool	Backpack	Leather knapsack. Holds whatever you can carry.	Normal	2g
Tool	Bedroll	Portable bed and pillow.	Normal	5s
Tool	Bottle	Flask with belt loop.	Normal	2s
Consumable	Candle	Can light a bedroom. Burns for two hours.	Stackable (10)	2c
Consumable	Cheese (one wheel)	Sharp, yellow cheese. Four rations worth of food.	Stackable	2s
Tool	Climbing tools	Climbing hook & spikes.	Normal	2g
Tool	Cooking pot	Iron pot with utensils.	Normal	5s
Consumable	Dates (dried)	Sweet, chewy fruit. Half a ration's worth of food.	Stackable (6)	5c
Tool	Dice	12d6 and a cup.	Normal	2s
Consumable	Firewood	Neatly cut planks of oak. Two makes a campfire.	Stackable (12)	1c
Tool	Flint and steel	Starts a fire anywhere.	Normal	1s5c
Tool	First aid kit	Bandages & tourniquet.	Normal	1s
Consumable	Hard tack (½ ration)	Bland but filling bread.	Stackable	2c
Tool	Hand bell	Small bell for prayer.	Normal	1s
Tool	Holy symbol	Spiritual icon or idol.	Normal	5s
Consumable	Holy water	Flask of blessed water.	Normal	1s
Consumable	Jerky (one ration)	Dried and cured venison.	Stackable	7c
Tool	Lantern	Lights a large area.	Normal	5g
Tool	Mirror	Pewter hand mirror.	Normal	5g
Tool	Mortar and pestle	Makes medicine.	Normal	4c
Consumable	Nuts	Mixed nuts. Half a ration's worth of food.	Stackable (6)	5c
Consumable	Oil (flask)	Four hours of light. Very flammable.	Stackable (4)	2s
Consumable	Pipeweed (¼ pound)	Calms the nerves.	Stackable	1g
Consumable	Ration container	Lidded iron lunchbox. Preserves 2 rations' worth of food.	Normal	1s
Tool	Rope (fifty feet)	50' of hemp rope.	Normal	25c
Tool	Sack (large)	Can be hung on the back. Holds whatever you can carry.	Normal	12c
Tool	Sack (small)	Can be worn at the hip. Holds money and consumables.	Normal	8c
Tool	Shovel	Sturdy 4' shovel.	Normal	25c
Tool	Smoking pipe	Curved wooden pipe.	Normal	2c
Tool	Tankard	Pewter tankard with lid.	Normal	2c
Tool	Tent (two man)	Small canvas tent.	Normal	4g
Tool	Thief's tools	Disables locks & traps.	Normal	10g
Consumable	Torch	One hour of light.	Stackable	1c
Tool	Waterskin	Stores water.	Normal	5s
Tool	Whetstone	Keeps blades sharp.	Normal	1g
Tool	Wooden pole (10' long)	Sturdy wooden pole.	Big	1s5c

An adventurer's kit consists of the following items:

Bedroll	Large sack	Ration container	Waterskin
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Ten copper pieces equal one piece of silver, and ten pieces of silver equal one gold piece.

HOW to PLAY

THE GIST

- Roll a pool of dice. Rolls of 4 or higher succeed.
- Use Skills to re-roll failures.
- Rolls of 3 or more succeed when advantaged.
- Rolls of 5 or more succeed when disadvantaged.

BASIC RULES

1. The oracle sets the scene and asks the group what they want to do.
2. The players decide among themselves who goes first and take turns telling the oracle what they do.
3. If the players' actions aren't guaranteed to succeed, they roll action dice. This is called a "check."
4. The oracle interprets the results of the check and describes the outcome of the players' actions.

DEGREES of SUCCESS

Anything requiring a roll has degrees of success.

Successful Rolls	Outcome
No rolls succeed	Critical failure
Required successes - 1	Costly success
Required successes	Success
Required + 1 or more	Great success
All rolls succeed	Critical success

Consult the brochures for magic and weapons to see the full effects of their varying degrees of success.

COMBAT

INITIATIVE

Every round, each side rolls a d6 and adds their highest Agility modifier to determine which side goes first. Each side's combatants act in whatever order they choose. A new round starts once all combatants have taken turns.

MELEE and MISSILES

1. Roll an amount of attack dice equal to 2 + your weapon mod. Roll a minimum of one die.
2. Re-roll an amount of failed rolls equal to any relevant Skill levels.
3. Determine the degree of success compared to the target's AC, and subtract the target's DR from any damage dealt.

MAGIC

1. Roll an amount of magic dice equal to 2 + your spell mod. Roll a minimum of one die.
2. Re-roll an amount of failed rolls equal to any relevant Skill levels.
3. Determine the degree of success compared to the target's CL and consult the spell's table of outcomes for the results.

You regain MP equal to your starting MP every turn after the first, but you can only keep up to twice of your starting MP.

OTHER ACTIONS

- You can defend yourself by **blocking**, **dodging** or **parrying**. You can also **step** in response to a move action.
- **Maneuvers** allow you to **create your own moves and actions**. Get creative!

WEAPONS and ARMOR

Weapon	Damage	Modifier	Attach Cost	Range	Size	Cost
Battleaxe	3d6	Vitality	3 AP	-	Big	7g
Blackjack	1d6	Agility	1 AP	-	Normal	3g
Club	1d6	Strength	2 AP	-	Normal	3g
Crossbow	2d6	Perception	2 AP	240'	Normal	30g
Dagger	1d6	Agility	1 AP	30' thrown	Normal	3g
Flail	1d6	Vitality	1 AP	-	Normal	6g
Greatsword	2d6	Agility	2 AP	-	Big	15g
Handaxe	1d6	Agility	1 AP	30' thrown	Normal	4g
Javelin	2d6	Agility	2 AP	10' or 30' thrown	Stackable (5)	1g
Lance	2d6	Strength	2 AP	240'	Normal	25g
Longbow	2d6	Perception	2 AP	240'	Big	40g
Longsword	2d6	Agility	2 AP	-	Normal	10g
Mace	1d6	Vitality	2 AP	-	Normal	5g
Pistol	2d6	Perception	2 AP + reload	150'	Normal	50g
Polearm	2d6	Strength	2 AP	10'	Big	7g
Rifle	3d6	Perception	2 AP + reload	240'	Normal	70g
Shortbow	1d6	Perception	1 AP	150'	Normal	25g
Short sword	1d6	Agility	1 AP	-	Normal	7g
Sling	1d6	Perception	1 AP	150'	Normal	2g
Spear	2d6	Strength	2 AP	10'	Big	3g
Staff	2d6	Vitality	2 AP	10'	Big	5s
Unarmed	1d6	Vitality	1 AP	-	-	-
Warhammer	2d6	Strength	2 AP	-	Normal	5g

Armor	AC Bonus	DR Bonus	Movement Penalty	Size	Cost
Unarmed	0	0	-	-	Free
Padded	0	-2	-	Normal	5g
Leather	0	-3	-	Normal	20g
Studded Leather	0	-3	-	Normal	45g
Hide	0	-4	-	Normal	30g
Scale mail	-1	-5	-5'	Big	80g
Chainmail	-1	-5	-5'	Big	150g
Banded mail	-1	-5	-5'	Big	250g
Half-plate	-2	-6	-10'	Big	550g
Full plate	-2	-6	-10'	Big	1,200g

Shield	AC	DR	Size	Cost
Tower shield	+1	+2	Big	50gp
Buckler	-	-	Normal	20gp
Helmet	AC	DR	Size	Cost
Full helmet	-1	-2	Normal	20gp
Helmet	0	-1	Normal	10gp

Ammunition	Quantity	Cost
Arrows	20	5gp
Silver arrows	1	5gp
Bolts	30	10gp
Cartridges	30	30gp
Sling stones	30	1gp

ALIGNMENT

There are five alignments in this game:

Righteous	Good	Neutral	Bad	Wicked
You are altruistic, self-sacrificing and heroic.	You are unselfish, honest and kind to most people.	You can be selfish, but you readily accept selfishness in other people.	You are selfish, dishonest and unkind to most other people.	You are cruel, immoral, sadistic and villainous.

Your character's alignment affects how other characters and creatures will interact with them. It also affects miracles.

The tables below show how different miracles affect different alignments, both while casting them or defending against them.

CASTING	Righteous	Good	Neutral	Bad	Wicked
Death	Advantage	Disadvantage	Disadvantage	Normal	Advantage
Life	Advantage	Advantage	Normal	Disadvantage	Disadvantage
Light	Advantage	Advantage	Normal	Disadvantage	Disadvantage
Nature	Normal	Normal	Normal	Normal	Normal
Shadow	Disadvantage	Disadvantage	Normal	Advantage	Advantage

DEFENDING	Righteous	Good	Neutral	Bad	Wicked
Death	Advantage	Advantage	Normal	Disadvantage	Disadvantage
Life	Advantage	Disadvantage	Disadvantage	Normal	Advantage
Light	Disadvantage	Disadvantage	Normal	Advantage	Advantage
Nature	Normal	Normal	Normal	Normal	Normal
Shadow	Advantage	Advantage	Normal	Disadvantage	Disadvantage

ACTIONS

Actions are performed by spending AP.

- Defensive actions require the defender to succeed an Agility check (dodging & parrying) or an Endurance check (blocking) against the incoming attack.
- Maneuvers may or may not require a check.

You regain all spent AP each turn.

- Save AP on your turn to dodge, block, parry or cast after it's over.
- Spend all or most of your AP to attack and move more aggressively on your turn.

Action	Description	Cost	Limit	Turn
Attack	Use your equipped weapon to attack.	Varies	Twice	Yours
Block	Block an incoming attack. Roll an extra die when using a shield.	1 AP	Once	Theirs
Cast	Cast a spell you've memorized or have written down.	Varies	Twice	Either
Dodge	Dodge an incoming attack. No damage.	1 AP	Once	Theirs
Item	Search for, use, obtain or swap items.	2 AP	None	Yours
Maneuver	Any other move or technique: stand, push, grapple, throw, etc.	2 AP	Twice	Yours
Move	Move 10'. Race and encumbrance dictate cost.	Varies	None	Yours
Opportunity	Attack an enemy as they pass by.	2 AP	Once	Theirs
Parry	Perform a reversal attack. Roll an extra die when using a shield.	2 AP	Once	Theirs
Step	Move 5' on your turn or in response to a move.	1 AP	Once	Either

CHARACTER CREATION

1. Create your character by assigning ten points to their three **Ability** scores: **Mind**, **Body** and **Spirit**.
Your level is the sum of your ability scores. For now, it's 10.
2. Use the tables below to determine your character's **Attributes** and add them to your character sheet.
3. Choose a **class** and add its **starting Skills**, **starting gear** and an **adventurer's kit** to your character sheet.
4. Choose a **third starting Skill** and add it to the sheet.
5. Choose your character's **race** and add their **quirks**, **carry bonus**, **movement cost** and **stats** to the sheet.
6. Choose your character's **appearance**, **personality**, **name** and **alignment**.
7. Use your **Attributes** with the tables below to calculate your **modifiers** and **stats**.
8. Use the tables below to determine your **AC**, **DR** and **CL**.
9. If you're playing a **spellcaster**, choose two **starting spells**.
10. If you want to, draw their portrait. Otherwise, you're done!

ATTRIBUTES		1×		
		Mind	Body	Spirit
½×	Mind	Wisdom	Agility	Charisma
	Body	Perception	Vitality	Luck
	Spirit	Insight	Strength	Energy

Add one half of an Ability score to another. Round down.

STATS	
Score	Stat
Base + Energy and Wisdom mods	MP
Base + Energy and Vitality mods	HP
Base + Vitality and Wisdom mods	AP

Add modifiers to your race's base stats.

Score	Modifier
2	-3
6	+1

MODIFIERS

←
You can find your Attribute modifiers by subtracting five from your Attribute scores.
←

CASTER LEVEL

Your CL is 1 plus any CL bonuses from your Skills.

DAMAGE REDUCTION

Your DR is the sum of your equipment's DR bonuses.

ARMOR CLASS

Your AC is 1 plus any AC bonuses from your Skills or equipment.

PERSONALITIES

APPEARANCES

PROGRESSION

LEVELS

Levels show how powerful characters are at a glance. A character's level is equal to the **sum of their Ability scores**.

The starting level in this game is 10. The max level is 20. Characters can advance in level by earning an amount of **Experience Points** equal to their current level.

When a character levels up, they may **increase one** of their Ability scores: **Mind**, **Body** or **Spirit**. They may also increase **two of their Skill levels**.

CASTER LEVELS

Caster Levels show how experienced a character is with magic, both offensively and defensively.

CL is used similarly to AC during combat, serving as the required number of successes to land a hit with a spell.

CL also serves as the prerequisite for memorizing increasingly advanced spells and miracles.

Characters can increase their CL with certain **Skills**.

SKILL LEVELS

Skills show what a character has trained to do and what kind of person they are.

You can **re-roll a failed roll for each level** of a relevant Skill.

CLASSES

FIGHTERS

Dancer: a limber stage performer and talented gymnast

- **Skills:** Acrobatics, Athletics
- **Gear:** 3s5c, leather armor, dagger, shortsword

Drunk: a day-drinking thug who works odd jobs to get by

- **Skills:** Martial arts, Weapon Specialization (Maces)
- **Gear:** 2s5c, club, dice, tankard

Freelancer: a mercenary for hire and firearm specialist

- **Skills:** Weapon Specialization (Guns), Weapon Specialization (Polearms)
- **Gear:** 3g, Padded armor, rifle & cartridges, spear

Ranger: a hardy outdoorsman and keen marksman

- **Skills:** Hunting, Weapon Specialization (Bows)
- **Gear:** 4g, studded leather armor, short bow & arrows, climbing tools

Soldier: a battle-hardened veteran and combat expert

- **Skills:** Military Training, Weapon Specialization (Swords)
- **Gear:** 3s5c, buckler, hide armor, longsword

Thief: a career criminal and back-alley mugger

- **Skills:** Burglary, Weapon Specialization (Daggers)
- **Gear:** 5g, leather armor, dagger, thief's tools

LAYMEN

Peasant: a manual laborer unwillingly thrust into an adventure

- **Skills:** Cooking, Tailoring
- **Gear:** 1g5s, 50' rope, wooden pole, cooking pot

Tourist: a person from another world; a complete fish out of water

- **Skills:** Photography, First Aid
- **Gear:** 0g, magic camera, endless cigarettes, infinite lighter

RACES

Ogre

Base MP	2	Base HP	7	Base AP	4
	Carry Bonus	+2	Movement Cost	2 AP	

Huge, blue, green and gray-skinned people with tusks, coarse, dark hair and somewhat reptilian facial features who hail from the mountains.

- **Scary:** ogres are disadvantaged in social situations with other races
- **Huge:** ogres have the advantage when blocking or parrying

Lynx

Base MP	4	Base HP	5	Base AP	4
	Carry Bonus	0	Movement Cost	1 AP	

Tall, swift cat people from the desert with retractable claws and bodies covered in various patterns of black, brown, orange or white fur.

- **Fickle:** lynxes are at a disadvantage to charm, intimidation & persuasion
- **Infravision:** lynxes can see infrared light, also granting them night vision

Salamander

Base MP	4	Base HP	5	Base AP	4
	Carry Bonus	0	Movement Cost	2 AP	

Short, red, orange and yellow amphibians from the swamps with frog-like faces, frills on their necks and heads, webbed hands & feet and long, powerful legs.

- **Slimy:** salamanders are at a disadvantage when faced with fire or frost
- **Frog Legs:** salamanders can jump 20ft or kick things 15ft away for 2 AP

Undead

Base MP	4	Base HP	4	Base AP	3
	Carry Bonus	-1	Movement Cost	2 AP	

A member of any of the aforementioned races who was reanimated from death by a necromancer. They have since broken free and regained their old memories.

- **Old Memories:** the undead retains one of their race's quirks
- **Undying:** undead can't heal, but they merely black out for a day at 0 HP

RACES

Dwarf

Base MP	3	Base HP	7	Base AP	4
Carry Bonus	+1	Movement Cost	2 AP		

A boisterous race of stout, gray and white-skinned people with long braids and beards of wiry hair who hail from the mountains and coasts.

- **Noisy:** dwarves are at a disadvantage while hiding and sneaking
- **Goldlust:** dwarves can “smell” gold and gems within medium range

Elf

Base MP	6	Base HP	4	Base AP	4
Carry Bonus	0	Movement Cost	2 AP		

Tall, blue, green, red and yellow-skinned people with long, straight hair and pointed ears who hail from the treeline of the sacred forests.

- **Ironbane:** iron and steel burns elves’ skin for 1 HP on contact
- **Green Tongue:** elves can speak animal and beast languages

Fairy

Base MP	4	Base HP	4	Base AP	5
Carry Bonus	-2	Movement Cost	1 AP		

Winged brown and pink-skinned people with wavy and curly hair who live all around the world. They have antennae & butterfly-like wings and stand 2’ tall.

- **Tiny:** fairies are at a disadvantage when blocking or parrying
- **Hovering:** fairies can hover and have the advantage while jumping

Human

Base MP	4	Base HP	6	Base AP	4
Carry Bonus	0	Movement Cost	2 AP		

Hardworking people with short, round ears, skin in various shades of red, pink, brown and yellow and varying hair textures.

- **Mundane:** humans are disadvantaged when blocking or dodging magic
- **Cultured:** humans have the advantage regarding philosophy & religion

CLASSES

SPELLCASTERS

Cultist: a dilettante magician who worships esoteric gods and demons

- **Skills:** Magical Education, Religious Education
- **Gear:** 3s5c, dagger, grimoire, hand bell

Druid: a spiritual seeker who is in tune with nature and animals

- **Skills:** Beast Mastery, Religious Education
- **Gear:** 2s5c, dagger, tablet & stylus

Esper: a psychic warrior skilled with martial arts

- **Skills:** Martial Arts, Psychic Sensitivity
- **Gear:** 5s, flint & steel, leather armor, staff

Magician: a studious and eccentric practitioner of magic

- **Skills:** Enchanting, Magical Education
- **Gear:** 4g, dagger, spellbook, ink & quill

Pilgrim: a zealous theologian who spends their life on the road

- **Skills:** Religious Education, Survivalism
- **Gear:** 3s5c, holy symbol, padded armor, short sword

Shaman: a freelance ritual specialist and healer

- **Skills:** First Aid, Religious Education
- **Gear:** 5s, dagger, mortar & pestle, staff

SPECIALISTS

Bard: a musician and student of the ancient legends

- **Skills:** History, Musical Training
- **Gear:** 3g, padded armor, musical instrument, short sword

Fool: a court jester who is seemingly unable to break character

- **Skills:** Acrobatics, Comedy
- **Gear:** 2g5s, endless scarf, juggling balls (3), staff

SKILLS

Each class comes with two **starting skills**, but you are also welcome to choose a **third starting skill** for your character.

Skill	Application	CI Bonus	AC Bonus
Acrobatics	Dodging, running, jumping and dancing		+1
Acting	Performing on stage in plays and skits		
Athletics	Blocking, running, jumping and playing sports		+1
Beast Mastery	Training and disciplining animals and beasts		
Beekeeping	Keeping bees and collecting honey		
Butchery	Preparing meat from hunted game and slain monsters		
Blacksmithing	Forging & repairing weapons and armor		
Brewing	Brewing beer and distilling spirits		
Burglary	Lockpicking & trap disarming		
Charm	Flirting and seducing people		
Cooking	Preparing meals and rations		
Comedy	Making people laugh with jokes and other expressions		
Demonology	Demonic pacts and dark miracles	+1	
Diplomacy	Eloquence and etiquette in formal and noble settings		
Engineering	Building, designing & repairing machines		
Enchanting	Making magic items and scrolls	+1	
Explosives	Bomb creation & defusal		
Farming	Animal husbandry & agriculture		
First Aid	Making medicine and treating injuries		
Fishing	Fishing with rods and nets		
Gardening	Cultivating vegetables and flowers		
Geology	Mining and the study of minerals		
Glassblowing	Creating and decorating glass		
Gong Farming	Emptying cesspits and composting		
Gunsmithing	Forging & repairing guns & cannons		
History	Knowledge and education of history and legends	+1	
Intimidation	Scaring people into submission		
Leatherworking	Skinning, tanning and making leather goods		

SKILLS

Skill	Application	CI Bonus	AC Bonus
Magical Education	Spellcasting and education in magic lore	+1	
Martial Arts	Dodging, blocking, parrying & hand-to-hand	+1	+1
Masonry	Construction & demolition know-how		
Mercantilism	Business know-how & connections		
Military Training	Dodging, blocking, parrying & maneuvering		+1
Musical Training	Singing or instrument proficiency		
Painting	Making works of art on canvas		
Persuasion	Influencing others and changing their minds		
Photography	Photography and camera maintenance		
Philosophy	Education on the collective struggle for meaning		
Psychic Sensitivity	Telekinesis and other psychic powers	+1	
Religious Education	Knowledge of scripture and miracles	+1	
Riding	Riding and training horses and camels		
Sculpting	Making works of art from stone, wood or clay		
Survivalism	Hunting, foraging, tracking, trapping and camping		
Tailoring	Sewing and mending clothing and armor		
Weapon Specialization	Parrying, blocking & attacking with a specific weapon		+1
Woodworking	Carpentry and small-scale construction		