



PANDORA  
1997

*BY CALICOVISIONS*

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 (or Psychomortis) is a system designed to support and include concepts of psychological warfare and intense emotional agony. This is experienced by the characters, but the system is also designed to induce confusion and other unpleasant emotions into the *players* as well. While the Player Characters might have powerful abilities, the game is designed to be both *unfair* and *exceedingly difficult*. The setting and rules also touch on dark subjects such as *suicide*, *self-hatred*, *infohazards*, *self harm*, and a number of psychological pains, patterns, and traumas. It is expected that players and Game Masters alike will suffer scenarios and situations in which characters, people, and minds are in explicit agony, and exhibit many negative behaviors or traits due to their trauma or emotional hangups. Every character will be unwell, every character will be "ill". If you do not consider yourself well enough to discuss or handle these topics in a responsible, mature, or serious manner, then turn back now. This game is not for you.

## 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. The job of the GM is to make your numbers work to a certain degree. However it's not their 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 GM.

## How This Works

Traditionally, TTRPG's are played once-a-week, on a scheduled basis. For example, the group of players and the GM 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 GM 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 GM 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.

There will be a set time every week in which all 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 GM: The players have only one character to play, but the Game Master must pretend to be every person and monster that the players meet. That can really be tough! With all the information that the GM 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 GM-- 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 character to do something extra special or difficult, but remember; the GM *always* has the final say on whether or not an action works.

Play Your Character: Legitimate roleplay is important for this system and setting, and so all players are encouraged to make decisions and statements that your *character* would make. Sometimes these decisions will not be the most optimal, sometimes they will be inappropriate or inconvenient, but if they're "in character", then they should be encouraged and allowed. As long as being "in character" doesn't begin to pose a legitimate problem for people outside of the game. It's also a lot more fun for the people involved, speaking in character and acting out scenes. 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! Don't be too nervous to do any of these things, as they are the entire point of the system and the game. Try to take it seriously, but don't feel discouraged if your acting seems silly because you aren't good at it. Participation is what matters.

**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 GM 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 GM 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 GM 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 GM 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 GM 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.

**Strategies that Manipulate the Rules:** While manipulating the rules is somewhat expected, it is discouraged for the most part. The rules outlined within this manual are intentionally vague and up for interpretation from the GM and players, allowing for a great many series of exploits one could theoretically discover in order to make the game easier or allow the player to do something they shouldn't. This kind of rule manipulation is **discouraged**, and not recommended. It makes the game less fun for yourself and for others in the long run.

However, players are expected and **encouraged** to think deeply about the numbers of their characters and the methodologies by which they plan to play the game. Stacking stat bonuses, buffs, effects, and many other things is *expected* and the game is *balanced* around players "minmaxing" their stats and other such decisions, however it is not outright *required*. In this way, playing the game requires you to have a good understanding of the mechanics and numbers, and you must be willing to invest heavily in a specific direction you want your character to go. Nobody can do everything perfectly. This is partially necessary because it is *expected* that the GM and enemies are **both** going to be cheating.

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

*The Devil mocks their every step"*

## The Rules, & How to Follow Them

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?

### How to Play

*Pandora 1997* is intended to be a rule set for *Dungeon Crawling*, and is designed specifically for all of its rules to be used in and affect *Dungeon Crawling* gameplay. The primary setting, *Pandora's Labyrinth*, is essentially one large dungeon, meaning that most if not all of the gameplay using this rule set is going to be designed for such a location. There are no rules for merchants, villages, overworld exploration, or anything of the sort, however you are free to make your own if your campaign is going to have those!

This system is also meant to be **Rules-Lite**, with an emphasis on **improvisation** from the GM and players to form gameplay. What this means is that the rules lined out in this book are not hard-set in the way that they operate, and they are not very in-depth but are rather designed to be as versatile as possible, so as to allow and encourage you to create your own rules and scenarios that might require a variety of rolls. For example, if a Cutthroat player wishes to run across a wall in order to leap over a gap, they do not require any *abilities, feats, or cantrips* to do so. Rather, the gameplay ramifications of such an action would simple be an Acrobatics skill check with a high DC (Difficulty Class) number. For example, 17 or 18 would be a good starting point for such an intense action as to wall run. Any class or character could theoretically run across a wall, however any characters with a high Acrobatics stat will have a much higher chance of accomplishing it. The "rule of cool" trumps all, and much of the effect of this rule is dependent on the GM's ability to narrate things in a manner that is satisfying and fun. This is what is meant by calling it an **improvisation** system.

While you are encouraged to break, change, or manipulate the rules of this system to your own whims if you're GM'ing a campaign, many of the rules are hand-crafted and specifically designed to maximize the amount of potential *roleplay* that can be set within the *Dungeon-Crawler* format. Character creation mechanics such as *Archetypes* and *Objects of Obsession* are intended to add more depth to the emotional storytelling core of the game, and marry it with the gameplay-focused structure of the system. These sorts of rules are crucial to the intended experience of the game and it's not recommended to manipulate them in any form.

This system assumes and outright requires the players and Game Master to have access to a high-resolution grid-based Battlemap at all times, as Combat is designed for tactical advancements with the minutiae of character locations and orientations within their environments taken into account. Distance of combat abilities are written as *spaces*, rather than feet or steps, and one average character token is typically presented as being slightly smaller than a single space. Functions such as Evasion calls or actions that throw targets all require characters to actually move inside of their environment in chosen directions, the consequences of which should be felt in immediate gameplay.

While playing with a constantly constructed game map in-person is infeasible and difficult, doing so is much easier in an online environment, and there are many Virtual TableTops that players and GM's can use to facilitate this kind of play. However, if those resources are unavailable to those who wish to play in-person, there are many methods to work around that limitation. The GM and players must find one that works best for their needs and desires, to better accommodate themselves.

**As of right now, this system is in its v0.5.5 ALPHA state. Expect jank and inconsistency.**

## 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 D20 dice to roll for tests, and weapon-based attack dice for rolling damage. The context of the DC is oftentimes determined by the GM, however most DC's fall under 2 categories; a static number, or a dynamic number. When rolling a dynamic number, you are rolling against the stat roll of another creature, and whichever higher number is rolled is the successful one, whereas as long as you roll higher than the static number style of DC, you will succeed. Roll modifiers may be applied to these rolls.

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	Minor Stats
1 – 2	-4	<p>Each Major Stat governs <b>2</b> 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 directly influenced by the Ability Adjustments spoken about above. Instead, Minor Stats are subject to be strengthened or weakened by the <i>Ability Adjustment</i>, or <i>modifier</i> of its governed stat.</p> <p>For example, if a character has 8 Strength, then both their Power and their Stamina would be reduced by 1, lowering the final number. This is because any stat that is 8 or lower suffers at minimum a -1 to its rolls, and this modifier number is subsequently applied to the Minor Stats that the Major Stat governs. A character's starting Minor Stats are determined during character creation, and involve rolling 12d10. For an expansion on how these stats are organized and calculated, see the Character Creation section. 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.</p>
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

### 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. When a character fails a Willpower check, the GM will make their character's action in stead of the player, but only for that action.

### 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.

### 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.

### 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.

### 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 and Counter-Attack efficiency.

### 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 applied 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 DC requirement 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 Retention stat. Paladins, Troubadours, 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 or Insight 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 12. Always round up. A lower number is better. Equipment or bonuses that affect RA affect the final result. RA is the DC requirement to successfully 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: 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. This can only be done once on an item, and if the check is failed, the players may only learn an item's functions or purpose through its use.

Perception: 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 presently 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 Flexibility stat against their target's 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  
Battle Mage: Sorceries  
Troubadour: 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. Sorcery, Crystal, and Illusory magic all deal **Raw** magic damage, whereas Elemental magic deals **Elemental** damage, and Dark magic deals **Unholy** damage.

### 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. However, their primary function is to provide the Caster with a bonus to their Spell Accuracy rolls. The better the Catalyst, the better the bonus.

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. Spells cast **outside** of Combat do not require Spell Accuracy checks, however they still take time and Mana to cast.

## 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: +6 AC

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: 14

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: +6 AC, +4 AC to Magic

Speed: Medium (2 Actions)

Range: Short

Lasts 3 turns

Cost: 6

## Additional 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. To understand how character revival works, see the **Death** section.

**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. For every 10 points of Nonlethal Damage, an additional point of real damage stacks on the deduction. 10 ND is 1 HP, 20 ND is 2 HP, 4 ND is 4 HP, and so on.

**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 next 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. Induces hallucinations. -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.
- **Accursed Fate:** Victim, after revival, permanently suffers nightmares and visions of shadowy figures that taunt their inevitable, painful end. This is a **Curse**, and reduces the benefits of Rest periods by 20%.

# "Drifting..."

## ...In a world you don't belong"

### Exploration, & its Dangers

Pandora's Labyrinth is not a place in which human life is "natural". Thusly, it is a place that is more dangerous than any human made ruins, any forgotten castles or the simple goblin caves of the surface world. It's a land of terror and heartache, however the process of traversing the Labyrinth itself is quite simple.

Outside of Combat, PC's do not have any limitations on what they can do, move, interact with, climb, carry, and any other thing they can possibly think of. Some of these actions may require rolls, however the context and DC of those rolls are ultimately determined by the GM. Some other actions may have a variety of effects, some of them potentially lethal. The depths of the Labyrinth are yet unknown, after all...

Rolls on Interactables: In order to prevent the phenomenon of "grinding" for luck, a character can only attempt a roll associated with an interactable once. Whether it's picking the lock on a door, or trying to lift stones that block a passageway, this rule applies to everything that may block a PC's path. In this way, it is best to assume that the PC's will *fail* to succeed this check, and the GM must always prepare an alternative method through. Whether it's an alternate route, a secret passageway, or something more simple like breaking down a wooden door, there should always be *two or more* ways to solve every problem. These can be almost anything, although it's generally good practice for a GM to prepare one method that requires only a high roll, and another method that requires *no* rolls, but some crafty problem solving skills.

If you're picking a locked door and fail the check, or you don't have any lockpicks at all, then there surely should be another option for your party. Any good GM will include these options, and so if something doesn't work the first time, it's important to always look for other routes or decisions you can make. Thinking outside of the box is recommended and highly encouraged in these scenarios.

### Safe Rooms:

Inside of every floor of the Labyrinth is a safe room. These safe rooms can take any form, and have any shape, design, or symbology associated with them. These Safe Rooms are used both for characters who are reviving from a recent death, or a party that has discovered it naturally. Safe Rooms have no random-encounters, do not press the players for time, and are completely devoid of any practical use, hence the term. However, any party that finds a still-functioning Safe Room is able to take a free **Short Rest** inside of the room, and they are allowed to do so precisely once, and this will render the Safe Room "used". If a character who has died has revived inside of a particular Safe Room, that safe room will also be rendered "used", and cannot be used as a space for a **Short Rest**.

*"And I can't help but wonder...*

*... Why we even try"*

## Death, & The Agony Thereof

Death is something that all people grapple with, all vagrant souls and desperate minds must one day make their peace and accept the skeletal hand of fate as they're lifted off into the inevitable, yet unknown future. Unfortunately, the Labyrinth intends to deprive those of us who suffer from the gift of peace, and yet all PC's have many chances to revive themselves after their unfortunate demise.

By default, all characters who die will drop all of their equipment and inventory items. In order to retrieve their items, their party members must either carry their items along themselves until they reach the revived character, or the character must return to the spot that they died at to collect their lost things. Alongside that, every dead character will be faced with a scenario, set as a debate between Life and Death.

## Life, Death, and Their Eternal Struggle:

Any and all characters who die will be faced with two figures, standing in an endless abyss of fog. One, a thin, pale, white and faceless flowing cloth-like figure, and the other a tall, dark and robed individual. These are Life and Death. The player must argue with both Life and Death **in-character** for the reasons for why they should be allowed to continue their existence. If their arguments are sufficient enough, Life and Death will come to an agreement on a **sacrifice** that the character must make. The sacrifice can be anything, and the PC is allowed to bargain for what it is they would like to sacrifice. Under most circumstances, the sacrifice will be a piece of the PC's soul, for Death to collect. If a player's character is unable to give a good justification for why they should be allowed to live, and why their life is valuable, then it is assumed that both Life and Death will deem them unworthy of the curse of the Labyrinth, and they will be removed from the game permanently, by being transported back to the surface world, with their soul taken and their life doomed to be meaningless. The trauma of such an event is sure to affect any character unlucky enough to return to the land of the living, and they will be inflicted with the **Accursed Fate**. This is a permanent "debuff" which causes the character to have constant, perpetual nightmares about their death and the afterlife. Such characters may learn to hate their fate, while many others may become obsessed with answering the questions that such an experience might bring upon them. The player will decide their character's reaction such an experience.

After this interaction concludes, the character who died will find that they have awoken in any discovered or yet-to-be-found **Safe Room**, accompanied by newly acquired **Trauma**.

## Trauma:

Every time a character dies and then revives, depending on the context of their death, a character will take on several different kinds of **Traumata**. Traumata are decided by a **1d4** dice roll, and the number rolled is associated with a specific position of the trauma charts. For every death after the *first* death, a +1 modifier is added to the dice roll. Every trauma chart has 8 possible Traumata. Only one of them is truly lethal. Not all Traumata are true "debuffs". Many of them are intended for roleplay purposes primarily, however that does not mean that they are meaningless.

If a character dies too much, they will either lose their soul or be inflicted with a wound that is determined to be "too terrible even for life", and they will permanently be lost. Modifiers from previous deaths apply universally across every trauma chart, so there is no way to escape the clutches of fate by dying in a variety of manners. However, being inflicted with one Trauma does not mean that you suffer the effects of all other Traumata below the number you rolled. A character cannot have the same Trauma twice, and thusly any rolls that result in the acquisition of a Trauma that a character already has will instead be "bumped up" a number. They will take the immediately higher wound. This will be done until a wound that the character has yet to receive. This is the natural punishment for those foolish enough to enter the Labyrinth.

There are 10 ways that a character can die. These are listed as follows;

- Exsanguination, or death from quartering
- Pulverization, or death from blunt force trauma
- Perforation, or death from being pierced
- Deprivation, or death from deprived natural needs
- Exposure, or death from natural elements
- Decompensation, or death from organ failure
- Pestilence, or death from internal sickness/ poison
- Extremation, or death from magical wounds
- Heartbreak, or death from intense emotional pain
- Psychomortis, or death from psychological pain or brain death

The trauma charts are expanded upon on the following pages;

## Traumata Cont'd:

### *Exsanguination*

Roll	Wound	Effect
1	Visible Scarring	Large white scars grow across the wound. N/A
2	Missing Nerves	Numbness in extremities. +4 to all Nonlethal Damage taken
3	Bad Reconstruction	-1 Max HP
4	Backwards Organs	Fear becomes natural to the mind. -1 Willpower
5	Spinal Rotation	Uneven body. -1 Acrobatics
6	Split Brain	Brain is split in two halves. -2 Willpower
7	Directional Misery	Body has reversed polarity. Can no longer orient itself correctly. -1 Dexterity
8	Misplaced Being	Permanent Death

### *Pulverization*

Roll	Wound	Effect
1	Dented Body	Body develops many divets. N/A
2	Thickened Blood	Body runs hot, and it bleeds easily. +4 to all Nonlethal Damage taken
3	Crooked Fingers	Fingers become twisted and warped. -1 Flexibility
4	Thin Bones	Risk of being Quartered rises. -1 Endurance, -1 Max HP
5	Twisted Ribcage	Body twists unnaturally when moving. +1 Flexibility, -3 Max HP
6	Small Pipes	-1 to all benefits gained from consumables
7	Darker Gray Matter	Mind loses its place easily. -1 Retention, -1 Insight, -1 Max Mana
8	Splayed Innards	Permanent Death

### *Perforation*

Roll	Wound	Effect
1	Marking Scars	Miscolored scars form along the wounds. N/A
2	Bolted Memories	Fragments of the tool used to kill remain in the body. -1 Acrobatics
3	Stretched Skin	Skin appears unnaturally tight on the body. -1 Max HP
4	Loose Formations	Organs and bones remain loose in the body. -2 Endurance
5	Constant Itch	Body is constantly itchy, and can never be relieved. Recieve half benefits from Rests.
6	Punctured Organs	Innards are coated with scarring. -1 Constitution
7	Failing Senses	Eyes clouded, crooked nose, and countless other things. -3 Perception
8	Shot Heart	Permanent Death

### *Deprivation*

Roll	Wound	Effect
1	Miscolored Skin	Skin looks slightly de-oxygenized. N/A
2	Sickly	Skin sweats more often than normal. Attract aggression of enemies
3	Flailing Limbs	Extremities shake and shiver beyond your control. -1 Flexibility
4	Small Lungs	Lungs struggle to function. -1 Stamina
5	Displaced Fluids	Body fluids don't quite go where they're meant to. +4 to all Nonlethal Damage taken
6	Skin Formations	Body forms skin connections inbetween extremities. -2 Endurance
7	Warping Muscles	Moving body becomes painful. -2 Acrobatics
8	Final Transformation	Permanent Death

## Traumata Cont'd:

### *Exposure*

Roll	Wound	Effect
1	Trauma Complexion	Skin appears ragged and retains visual scarring from the death. N/A
2	Smoking Orifices	Thin smoke pours from all orifices and wounds. -1 Endurance
3	Flaking Skin	Skin naturally burns and flakes off. -2 Max HP
4	Smoldering Self	Permanently warm and exhausted. -1 Stamina
5	Cold Blooded	Permanently tired and frigid. -1 Stamina, -1 Acrobatics
6	Thin Form	Body is permanently thin and emaciated. -1 Strength
7	Exposure Therapy	Take +1 damage from all sources when inflicted with Fire, Poison, or Freeze.
8	Natural State	Permanent Death

### *Decompensation & Pestilence*

Roll	Wound	Effect
1	Strong Pulse	Body lightly pulses on a constant timer, ticking down to final death. N/A
2	Hormonal Imbalance	Libido cannot control itself. -5 Persuasion when speaking to opposite sex
3	Clogged Arteries	Bloodflow in the body is weakened. -1 Stamina
4	Bad Stomach	-1 to all benefits gained from consumables
5	Weak Immunity	All sources of Poison damage deal +1 damage
6	Uneasy Regulations	Mind struggles to control the body. -3 Willpower
7	Heart Palpitations	Take 1d10 Heart Attack damage if inflicted with Terror.
8	Inside Out	Permanent Death

### *Extremation*

Roll	Wound	Effect
1	Strange Auras	Body very faintly glows in the dark. N/A
2	Sensitive Soul	Body can feel the silent movement of God, but cannot make sense of it. -1 Insight
3	Thin Skin	Body has inextricably become thinner. -1 Max HP
4	Strange Influence	Eyes glow in the dark brightly. +1 Perception, -2 Willpower
5	Ease of Silence	Mouth and tongue become numb, making speech difficult. -1 Charisma, -1 Max Mana
6	Eldritch Manipulations	The mind has seen into depths unknown. +1 Insight, -2 Retention
7	Misapplied Flesh	Body is permanently connected to the armor worn upon death. Can never be removed.
8	Woundless Death	Permanent Death

### *Psychomortis & Heartbreak*

Roll	Wound	Effect
1	Heartache	Chest constantly hurts, the heart longing for what it cannot have. N/A
2	Nerve End	Constantly nervous, always twitching. -1 Flexibility
3	Longing	Body and mind can no longer relax, sleep is not an option. Recieve half benefits from Rests
4	Directionless Agony	The heart shrieks. Take +2 Nonlethal Damage from all instances of damage.
5	Incompleteness of Mind	Mind is fractured into two personalities, and speaks with itself. -1 Retention, -1 Willpower
6	Psychomorph	The greatest pain of the creature takes form as a wound. GM decides effect.
7	Writhing Bones	Razor sharp bone spines grow out of your back. -1 Max HP, -1 Willpower
8	Suffering Leaves	Permanent Death



# "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 GM 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, however general note-taking is expected and should be required.

**Initiative:** Initiative, or Speed, is determined by a simple 1d10 Roll. First, the Monsters will roll as a group, and then each PC will roll individually, which determines the order of actions from highest to lowest roll. Once the PC turn order has been determined, it will be decided based on the roll of the Monsters whether or not the Monsters will go first. If the majority of PC rolls are higher than the Monsters roll, then the highest roll number of the PC's will go first. If this is not the case, then the monsters will take their turns first.

Monsters will take their turns inbetween PC turns. Up to a **maximum** of three creatures nearest to the PC who's turn took place previously will take priority. They each get two Actions. All other creatures in the battle will only get one Action on their turn. All movement actions have quartered distance potential, and aggressing on the nearest or most valuable targets will be the prioritized strategy of most monsters. Up to a **maximum** of two non-near creatures can fire projectiles or cast spells with their actions. Creatures that are close enough to a PC to attack them without moving will do so.

## 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.

**Action Sharing:** In Combat, each creature by default gets 2 Actions per turn. However, these Actions can be shared between Player Character turns. On any given player's turn, a single party member of that player is able to expend one of their Actions on their *next* turn in order for their character to do an Action before the rest of the turn. This means that on that given turn, 3 Actions are technically taking place, as a player character is taking a single Action out-of-turn before their party member's turn.

For example, in Combat, Player 1 wants to communicate with his party member Player 2. The plan for them is for Player 2's character to expend one of their actions for their next turn in order to do something on Player 1's turn, before Player 1's Actions. Player 1 expends no Actions in this exchange. This can only be done once per turn and each character/ player is only allowed to do it once before their turn.

**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, at almost no cost. Both player characters and monsters are capable of using Instant-Reactions. 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 Stamina check (DC: 10). When a creature counter-attacks, they take the base damage of the attack they are countering -1d4, and are then afforded the ability to instantly retaliate with an attack of their own. If a Counter-Attack fails, then the defense buff does not apply and the damage dealt is divided by 2.

*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.

**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 do not benefit from the 1d4 Counter-Attack defense bonus, however they will begin a **Combo** immediately following the Counter-Attack. This will place them into Offensive Stance. If a character wielding a *shield* is in Defensive Stance and are attacked, they will instead gain a defensive bonus equal to their shield weight +1d6 and do a normal Counter-Attack, without a followup Combo. 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 upon the beginning of Combat.

**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 or more 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 3.

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.

## 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 and can act like a **Savage Strike** at FS 12 and lower.

Gives +2 Combo Actions at FS 6 and lower.

Restores all other Combo Options and gives +1 Combo Action 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.

**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 unhanded, the normal FS rules of Attacks do not apply. 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>

**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 GM. 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!

**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.

A "Double Critical Hit" deals *another 1d4* on top of the normal Crit damage bonus, for a total of 2d4 extra damage. Critical Hits ignore AC under all circumstances, unless stated otherwise. 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 from an opponent creature that it is currently not focused on
- 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. (This will always Quarter)
- 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

**Quartering Foes:** Depending on the context and narration of a *Critical Hit* from the GM, a creature might lose one of its limbs. This is called *Quartering* a foe. In Combat, any creature that has been Quartered is open to being instantly slain, regardless of its remaining HP values by any creature or character that is wielding a melee weapon. This is called a **Savage Strike**, and it costs 1 Action to do. Any attack with a damage value equal to or higher than the highest possible number on a damage dice will **always** Quarter.

If a creature is Quartered, they will suffer debuffs depending on which limb is lost.

### Arm/ Manipulation Limb

- -4 Dexterity
- -2 Acrobatics
- -4 Flexibility
- -2 Power
- Can only wield Medium/ Small weapons
- Can no longer Dual Wield
- Can no longer manipulate large objects
- Loses the item equipped on the lost arm

### Leg/ Walking Limb

- -2 Dexterity, -2 Willpower
- -2 Constitution, -10 Acrobatics
- -2 Endurance, -4 Flexibility
- Can only crawl. If creature has more than 2 legs, take -2 movement penalty per leg lost instead
- Can no longer do Combos

As mentioned previously, creatures that have been Quartered are open to being instantly slain by a **Savage Strike**. Savage Strikes cost only an Action and can be done on any quadrupedal creature missing 1 or more limbs. However, if a creature has more than 4 limbs, the amount of missing limbs required for a Savage Strike to be available increases by a factor of **0.5** per new limb. For example, a creature with 6 limbs will require 2 missing limbs to be open for a Savage Strike.

Player Characters cannot be hit by Savage Strikes unless they are fighting a creature of a playable race, or the enemy has the explicit ability to *do* Savage Strikes. Any creature that has been Quartered, yet left alive, is capable of doing a deadly Grab attack that can **only** be *Evaded*. This Grab costs an Action to do, usually instantly kills the attacking creature, and deals the creature's attacking dice as a *Double Critical Hit* +4 damage

For example, a creature with an attacking dice of 1d8 would deal; "1d8 + 2d4 + 4 damage"

To survive and escape a grab that a creature has been caught in, both the attacking creature and the victim creature must make a Flexibility check. If the victim creature succeeds the Flexibility check, they will throw the attacker off of themselves, and return to Combat as normal.

Upon a successful *Evasion* attempt, if the evading character has an **FS of 8 or lower**, the character is capable of making a secondary Flexibility check (DC: 10) to attempt to do an instantaneous Savage Strike on the creature. If this check is failed, then the attacking creature will be forcefully grabbed by the Quartered enemy and they must make the traditional Flexibility check to throw their attacker off of them.

## 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 per turn spent Clashing. If a creature chooses to Counter-Attack this, it will begin a Clash Chain. Every turn taken during a Clash Chain requires a Stamina check (DC: 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

**Damage Types:** Within the Labyrinth are a great deal of different methods by which creatures and the world can be wounded by their mistakes. By default, damage is divided into two different categories; **Physical**, and **Magical**.

**Physical** damage is raw damage dealt by melee weapons. This can be further classified into three types based off of the sort of attack or weapon used. Those are;

- Slashing
- Piercing
- Crushing

There are no specific rules used to differentiate these types of damage, and all armor that protects against physical attacks technically defend against all three of these equally. However, GM's are encouraged to use context and real-world physics as an inspiration to determine the outcomes of these physical damage types against armor. Perhaps plate armor is extra strong against slashing damage, as it is in real life, and characters must instead find ways to pierce and bludgeon their armored enemies? These sorts of questions are answered by what the GM and players desire from the game, as it is balanced for raw reductions.

The next type of damage is **Magical** damage, and this is damage done by any magical weapons, any kinds of spells, enchanted objects, and countless other things. Much like Physical damage, Magic damage can be split into these categories;

- Raw/ Generic
- Holy
- Dark/ Unholy
- Elemental

These damage types each have different sorts of resistances that are unique to them, however by default most armors and characters have **no** magic defense of any kind. Certain classes or creatures, especially the Cleric, are strong against certain damage types due to natural resistances.

*"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. Generally, character creation is and should be done with the GM in order to ensure that you are doing it properly, however this book will contain a guide to do so, in order to test characters, or if you aren't able to do it with your GM.

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.

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.

## 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 Game 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 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 Game 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.

## 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. 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. 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. 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. 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. 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. 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 they 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. 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. 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 aGMiration 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:

| Power | 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** 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. Guarantees next strike will deal *Critical Damage* and Quarter the non-boss target, stunning target for 1 Combo Action.
  - Requires a Stamina check. Critical bonus does not apply if failed. (DC: 11)
- [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, -1. Costs no Combo Actions.
  - Requires a Flexibility check. Attack fails and Combo ends prematurely if failed (DC: 11)

# 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:

| Endurance | 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. Requires no rolls.
  - 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: 13)
- [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 due to the necessary stat investments.

## 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* and will Quarter the non-boss target.
  - Requires a Perception 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: 14)

# 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 creature's hand and throw it to the side, disarming them.
  - Requires a Flexibility check from both creatures. Higher number wins. (Stealth DC: 07)
- [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 guarantees any immediate followup attacks will deal *Critical Damage*.
  - Requires an Acrobatics check. If failed, simply roll forward 2 spaces. (DC: 11)
- [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 *Double Critical Hit* that will Quarter the non-boss target. If done immediately after a Preying Leap, add +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: 12)
  - Can be done multiple times, but only on any given 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
- +1 Magic damage
- -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] **-Chitin Dash-**  
Swap places with a nearby ally within 4 spaces and gain +4 AC for the next enemy Action. Can be done out of turn, at the cost of an Action on your next turn.
  - 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. Heals 2 HP to target ally.
  - 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, +2 HP recieved from healing sources.
  - Only usable outside of Combat.
  - Costs 80% of maximum 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 skilled 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 | Flexibility |

## 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 teammates by charging their weapons and simply casting 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: 14)
  - 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 strike them in a grand display of theatre, dealing *Double Critical Damage*. Instantly Quarter your non-boss target of any chosen limb.
  - Requires an Acrobatics check. If failed, Attack misses and Combo ends prematurely. (DC: 13)
  - 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 Flexibility, +1 Power, **Cannot** charge melee attacks with Spell effects

Unique Mechanic: **Stance-Swapping**, cannot cast magic

### 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 Max 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, +1 Retention -2 Power, -2 Stamina, -1 Endurance

Unique Mechanic: Can cast Illusion magic

### 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 Endurance, -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
- Can create Scrolls (if Writing Supplies are available)

## 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] **-Fabric of Magic-**  
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 08] **-Eyes of Glass-**  
Use an Action to copy any spell known by a target opponent spellcaster and instantly learn it until the end of Combat. Learned spell always costs 3 Mana, and has +3 to all effects it has.
  - Can only be cast in Combat
  - Costs 4 Mana
  - Requires a Spell Accuracy check.
- [LEVEL 12] **-Mirror World-**  
Use an Action to cast a shield spell that reflects all damage and negative effects on the Caster. Lasts for 4 turns. Caster will receive zero negative effects and zero damage.
  - Can only be cast in Combat
  - Costs 3 Mana
  - Requires a Spell Accuracy check. If failed, shield has opposite effect and doubles the effects of next attack.

## -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 4 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: -2 Base SA, +3 Retention, -2 Power, -3 Stamina, -2 Endurance, -1 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: +3 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 the 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
- Do not suffer Spell Accuracy penalties from armor
- -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. Heals 1 Mana to party members.
  - 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* and Quarter the non-boss target.
  - 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 Insight, +1 Persuasion  
+1 Bonus healing from consumables when applied to allies, +1 Max Mana

Unique Mechanic: Begins with 2 Bandages

### Oath of the Grim March

This Paladin has seen the horrors that the calamity 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, +1 Retention

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: +1 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 the spell's dice weight of added damage, and heal the Paladin. Health leech spells simply double the dice weight.

## -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: 8 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: 10 or up

Bonus: +Martial Arts, +2 Wis, +1 Con, -Cannot wear  
medium/ heavy Armor, +2 Wis. Ability Adj. +3 AC to all  
Magic, Forced Aligntment 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,

**THESE ARE UNFINISHED**

## Stat Allocation & Choosing Equipment

Once you have your character's Archetype, Race, Class, and Subclass chosen, now you will begin allocating stats and equipment for them. This is the final step of the character creation process, and it requires many dice to do.

First, you must apply any Racial and Class bonuses to your Major Stats. For example, Human characters get +1 to Constitution, meaning that your Constitution stat would be raised by 1 when choosing that race. The same applies to any and all other Major Stat bonuses.

Second, you must roll **12d10** in order to decide the numbers of your character's *Minor Stats*. Once these dice are rolled, you may allocate any of these numbers to any of the Minor Stats as you please. These numbers are the subject of the many bonuses and benefits you will get from your previous character decisions. After these numbers have been allocated to your liking, you will apply your **Major Stat Modifiers** to the Minor Stats. This means that whatever modifiers you have on your Major Stats will apply to your Minor Stats flat value. For example, if a character has an Intelligence modifier of -1, both your Reasoning and Retention would be *lowered* by 1. The Major Stat Modifiers are directly correlated with your Minor Stat numbers, **not** their rolls. After this step, you will apply all of your class and subclass Minor Stat bonuses. By default every class gets +2 to 3 different Minor Stats, however subclasses also add on to these.

### Starting Equipment:

After allocating your stats, you will be able to choose your character's starting equipment as well. All characters get a choice of one Kit type item when being made. These Kits contain a variety of useful tools that will provide different benefits to your gameplay. In order to make as much use of these Kits as possible, you should always keep in mind the specific items inside of them, and how they can be used to solve problems you might find yourself in!

Alongside Kits each character will also receive specialized tools, armor, and even some unique items that only they can get! Each of these items are crucial to your survival in the Labyrinth and so you should make your choice very carefully. A few pages from here are also the stats for the specific tools and weapons that certain classes can get.

<b>Kit Name</b>	<b>Size</b>	<b>Function</b>
Alchemy Kit	2	A series of bottles and a small furnace for use in creating tinctures. Uses spellcasting items, consumables, and random trinkets.
Spy Kit	1	A series of small items such as a notebook, spyglasses, and tapping tools. Used to detect creatures and objects in nearby rooms.
Lightwork Kit	1	A large box of matches, 4 Candles, 8 Torches, 4 bottles of lamp oil, and a Lantern.
Thieve's Kit	1	Some lock picks, a small file, a tiny mirror mounted on a curved handle, small scissors and a pair of pliers. Comes with 20 feet of rope.
Prayer Kit	1	A small prayerbook, 4 miniature idols, a relic, 3 bottles of Holy Water, a bag of salt, and a holy Scroll (level appropriate choice)
Dungeoneer's Kit	1	50 feet of rope, 5 torches, a box of matches, a sleeping bag, a crowbar, and a hammer.
Campers Kit	1	A sleeping bag, turnstile spike, and enough fuel to make 2 campfires. Can be used to take a Short Rest twice, at any location.



## Weapons and Armor:

All classes also get some choices for the weapons and armor that they start with. Some classes, like the Cutthroat or Troubadour get multiple weapon choices, whereas some other classes such as the Wizard get a choice of Catalyst instead. A Paladin cannot choose both a 2 Size weapon and a Shield.

Class	Armor	Weight	AC
Warfarer	Thick Leather	1	3
Nomad	Iron Chainmail	1	3
Ranger	Leather Armor	0	2
Cutthroat	Black Leather Wear	0	2
Troubadour	Dull Fancy Wear	0	0
Wizard	Plain Robes	0	0
Cleric	Priestly Robes	0	0
White Light/ Grim March	Dull Plate	2	4
Iron Wall/ Trench Paladin	Cloth Plate	2	5

Class	Tool 1	Size
Warfarer	Sword -or- Mace	1
Nomad	Sword -or- War Axe	1   2
Ranger	Sword -or- Short Sword	1
Cutthroat	Dagger -or- Short Sword	1
Troubadour	Estoc -or- Short Sword	1
Wizard	Dagger -or- Short Sword	1
Cleric	Metal Club -or- Short Sword	1
Paladin	Sword -or- War Axe -or- Flail	1   2   1

Class	Tool 2	Size
Warfarer	Reinforced Shield	1
Nomad	N/A	N/A
Ranger	Short Bow -or- Crossbow	1
Cutthroat	Short Bow -or- Throwing Knives (100)	1   N/A
Troubadour	Dagger -or- Short Sword -or- Wand	1
Wizard	Wand -or- Engraved Ring	1   N/A
Cleric	Patron Amulet	1
White Light Paladin	Golden Cross	1
Grim March Paladin	Holy Ring	N/A
Iron Wall Paladin	Crusader's Shield -or- Holy Ring	2   N/A
Trench Paladin	Crusader's Shield	2

### Extra Items:

Most classes are also allowed to take an extra item with themselves. Some classes are allowed to take extra class-specific options, however these are optional. Every character may choose one option from the first chart, as well as the second chart, if their class allows it. Crystal Scholars and Dark Communer characters will always start with either **4 Blue Crystals** or **4 Blight Dust**.

Item Name	Size	Function
20 ft. Of Rope	N/A	N/A
Bear Trap	1	Traps target, requiring a Str. Check. Weakens target for 4 turns.
Pack of 1000 Caltrops	N/A	N/A
Pack of 1000 Ball Bearings	N/A	N/A
Whetstone	1	+1 weapon dmg for 3 battles. Usable twice.
Healing Potion	1	Heals for 1d4 +1 HP
Antitoxicant	N/A	Cures Poison

Class	Item	Size	Function
Warfarer	+1 Whetstone	1	+1 Weapon dmg for 3 battles. Usable twice
Nomad	+3 Bandages	N/A	Heals 1 HP
Ranger	+1 Extra Kit +1 Small Quiver	1/2 1	N/A +16 Bots/ Arrows
Cutthroat	+1 Equipment Belt +1 Small Quiver	N/A 1	+3 Inventory Slots +16 Bolts/ Arrows
Troubadour	+1 Poetry Book	N/A	+1 to Performance checks outside of Combat
Wizard	N/A	N/A	N/A
Cleric	+1 Holy Water +1 Antitoxicant	1 N/A	Deals damage to Unholy. Purifies holy. Cures Poison
Paladin	+1 Holy Water +1 Potion of Minor Strength	1 1	Deals damage to Unholy. Purifies holy. +1 Power, +1 Stamina, for 1 Battle

### Starting Tools Stat Chart:

Tool	Size	Damage/ Effect	Tool	Size	Damage/ Effect
Sword	1	1d8	Reinforced Shield	1	+3 AC on Block
Short Sword	1	1d6 (+1 on Crit)	Crusader's Shield	1	+4 AC on Block
Dagger	1	1d4 (+3 on Crit)	Short Bow/ Crossbow	1	1d6
Estoc	1	1d4 + 4	Throwing Knives	1	1 per knife
Mace	1	1d6 + 1	Wand	1	1d4
Metal Club	1	1d6	Engraved Ring	N/A	1d6 - 1
Flail	1	1d4 (+1 per head)	Golden Cross	1	1d6 - 1
War Axe	1	1d8 +1	Holy Ring	N/A	1d4

## Choosing Spells

There are 4 classes that can each begin with spells. These are the Wizard, the Troubadour, the Cleric, and the Paladin. Depending on the subclasses you choose, your character will start with different guaranteed spells! Although beginning the game with your characters at level 1 should be standard, there are some instances in which a character's starting level may be higher. Under these circumstances, the highest recommended level to begin your character at is 3. Each page here will cover the starting spells for characters with multiple spell slots from level 1 to level 3. The **maximum** amount of spells a new character can begin with is 3.

### Cleric & Paladin of the White Light:

The Cleric class has no subclasses to choose from upon character creation. The Paladin class has 3 subclasses to choose from at character creation that can cast spells. White Light Paladins share their spell collection with Clerics. Every Cleric or White Light Paladin character with a single Spell Slot begins with this spell;

<b>Name</b>	Cure
<b>Effect</b>	Heals target creature +4 HP
<b>Speed</b>	Fast
<b>Range</b>	Medium
<b>Mana Cost</b>	1
<b>Length</b>	N/A

Any Cleric or White Light Paladin beginning at level 1 or higher with more than 1 Spell Slot has a choice between these spells to fill their second slot;

<b>Name</b>	Medical Call	<b>Name</b>	Detect Evil
<b>Effect</b>	Cures Poison and Madness in a chosen target	<b>Effect</b>	Detects impurities and unholiness in nearby area
<b>Speed</b>	Medium	<b>Speed</b>	Medium
<b>Range</b>	Medium	<b>Range</b>	Medium
<b>Mana Cost</b>	2	<b>Mana Cost</b>	1
<b>Length</b>	N/A	<b>Length</b>	N/A

Any Cleric or White Light Paladin beginning at level 3 with 3 Spell Slots has a choice between these spells to fill their third slot;

<b>Name</b>	Purify	<b>Name</b>	Inflict Wounds
<b>Effect</b>	Purifies unholiness and imperfections in a chosen target	<b>Effect</b>	+ 4 dmg to target creature (+2 to Unholy, Undead)
<b>Speed</b>	Slow	<b>Speed</b>	Fast
<b>Range</b>	Short	<b>Range</b>	Large
<b>Mana Cost</b>	1	<b>Mana Cost</b>	1
<b>Length</b>	N/A	<b>Length</b>	N/A

### Paladin of the Iron Wall:

The Paladin class has 3 Subclasses to choose from on character creation. Each Subclass has their own selection of spells to choose from. Every Iron Wall Paladin begins with this spell;

<b>Name</b>	Shield of Hope
<b>Effect</b>	Creates a protective shield around a target creature. +3 AC
<b>Speed</b>	Fast
<b>Range</b>	Large
<b>Mana Cost</b>	1
<b>Length</b>	4 Turns

Any Iron Wall Paladin beginning at level 1 or higher with more than 1 Spell Slot has a choice between these spells to fill their second slot;

<b>Name</b>	Cure	<b>Name</b>	Detect Evil
<b>Effect</b>	Heals target creature +4 HP	<b>Effect</b>	Detects impurities and unholiness in nearby area
<b>Speed</b>	Fast	<b>Speed</b>	Medium
<b>Range</b>	Large	<b>Range</b>	Medium
<b>Mana Cost</b>	1	<b>Mana Cost</b>	1
<b>Length</b>	N/A	<b>Length</b>	N/A

Any Iron Wall Paladin beginning at level 3 with 3 Spell Slots has a choice between these spells to fill their third slot;

<b>Name</b>	Warding Protection	<b>Name</b>	Pressure Shield
<b>Effect</b>	Makes target creature immune to all physical damage for one attack	<b>Effect</b>	Creates a protective shield around a target creature. When shield is struck, explodes in a forceful burst. +5 Nonlethal Dmg
<b>Speed</b>	Medium	<b>Speed</b>	Medium
<b>Range</b>	Medium	<b>Range</b>	Short
<b>Mana Cost</b>	4	<b>Mana Cost</b>	3
<b>Length</b>	2 Turns	<b>Length</b>	3 Turns

### Paladin of the Grim March:

The Paladin class has 3 Subclasses to choose from on character creation. Each Subclass has their own selection of spells to choose from. Every Grim March Paladin begins with this spell;

<b>Name</b>	Inflict Wounds
<b>Effect</b>	+ 4 dmg to target creature (+2 to Unholy, Undead)
<b>Speed</b>	Fast
<b>Range</b>	Large
<b>Mana Cost</b>	1
<b>Length</b>	N/A

Any Grim March Paladin beginning at level 1 or higher with more than 1 Spell Slot has a choice between these spells to fill their second slot;

<b>Name</b>	White Blade	<b>Name</b>	Detect Evil
<b>Effect</b>	Attacks with a glowing summoned blade. + 9 dmg to target creature	<b>Effect</b>	Detects impurities and unholiness in area around caster.
<b>Speed</b>	Fast	<b>Speed</b>	Medium
<b>Range</b>	Short	<b>Range</b>	Medium
<b>Mana Cost</b>	1	<b>Mana Cost</b>	1
<b>Length</b>	Used in same attack as spell is cast	<b>Length</b>	N/A

Any Grim March Paladin beginning at level 3 with 3 Spell Slots has a choice between these spells to fill their third slot;

<b>Name</b>	Reinforce Power	<b>Name</b>	Dispel Magic
<b>Effect</b>	Gives target creature +1 Combo Action on next attacking Combo	<b>Effect</b>	Disrupts all Sorcery magic in area around caster. Ends Spell Combos.
<b>Speed</b>	Medium	<b>Speed</b>	Medium
<b>Range</b>	Medium	<b>Range</b>	Medium
<b>Mana Cost</b>	3	<b>Mana Cost</b>	3
<b>Length</b>	2 Turns	<b>Length</b>	N/A

## The Crystal Scholar:

The Wizard has 5 subclasses to choose from upon character creation. Each Subclass has their own selection of spells to choose from. Every Crystal Scholar Wizard begins with this spell;

<b>Name</b>	Expand Crystal
<b>Effect</b>	Spontaneously expands a target crystal in many directions, creating a large sharp object. + 4-14 dmg depending on crystal size.
<b>Speed</b>	Fast
<b>Range</b>	Large
<b>Mana Cost</b>	1 +1 Crystal
<b>Length</b>	N/A

Any Crystal Scholar Wizard beginning at level 1 or higher with more than 1 Spell Slot also begins with this spell;

<b>Name</b>	Detect Crystals
<b>Effect</b>	Reveals the locations of crystals and their roots in nearby area. Color of crystals are also revealed
<b>Speed</b>	Medium
<b>Range</b>	Medium
<b>Mana Cost</b>	1
<b>Length</b>	N/A

Any Crystal Scholar Wizard beginning at level 3 with 3 Spell Slots has a choice between these spells to fill their third slot;

<b>Name</b>	Manipulate Crystal	<b>Name</b>	Crystalline Form
<b>Effect</b>	Allows caster to manipulate a target crystal from a distance, moving it in any direction or manner they desire.	<b>Effect</b>	Expands and grows a target crystal into any shape the caster desires. Size of construction depends on number of crystals used.
<b>Speed</b>	Medium	<b>Speed</b>	Slow
<b>Range</b>	Medium	<b>Range</b>	Short
<b>Mana Cost</b>	2 +1 Crystal	<b>Mana Cost</b>	1 per crystal used
<b>Length</b>	N/A	<b>Length</b>	2 Turns per crystal used

## The Mystic:

The Wizard has 5 subclasses to choose from upon character creation. Each Subclass has their own selection of spells to choose from. Every Mystic Wizard begins with this spell;

<b>Name</b>	Magic Light
<b>Effect</b>	Creates a small, white, incredibly bright orb of light in a chosen location. This orb produces a large amount of light until it is interacted with by something. + 1 dmg per turn to Undead/ Unholy
<b>Speed</b>	Fast
<b>Range</b>	Large
<b>Mana Cost</b>	1
<b>Length</b>	5 Turns

Any Mystic Wizard beginning at level 1 or higher with more than 1 Spell Slot has a choice between these spells to fill their second slot;

<b>Name</b>	Obfuscate	<b>Name</b>	Mysterious Form
<b>Effect</b>	Casts a thick white fog on top of a chosen target. After an Action, the target is rendered invisible unless strong pressure is applied, or until it is moved swiftly. Fog disappears after a turn.	<b>Effect</b>	Transforms a creature's physical form into a ghostly one. Does not make them noncorporeal or invisible. This effect immediately ends if target creature is struck, or makes contact with any object with intense force. +4 to all Acrobatics checks, +4 to all Stealth checks
<b>Speed</b>	Medium	<b>Speed</b>	Medium
<b>Range</b>	Short	<b>Range</b>	Medium
<b>Mana Cost</b>	3	<b>Mana Cost</b>	4
<b>Length</b>	N/A	<b>Length</b>	6 Turns

Any Mystic Wizard beginning at level 3 with 3 Spell Slots has a choice between these spells to fill their third slot;

<b>Name</b>	Hidden Trick	<b>Name</b>	Reveal Secret
<b>Effect</b>	Creates an illusory construction of any material object. Cannot be interacted with once cast. Can be revealed by Reveal Secret	<b>Effect</b>	Creates a small, blue, incredibly bright orb in a chosen location. This orb pulses its light around the area twice. All illusions within range of the orb's light are revealed, becoming temporarily translucent
<b>Speed</b>	Slow	<b>Speed</b>	Slow
<b>Range</b>	Short	<b>Range</b>	Short
<b>Mana Cost</b>	4	<b>Mana Cost</b>	4
<b>Length</b>	N/A	<b>Length</b>	N/A

## The Polymath & Troubadour

The Wizard has 5 subclasses to choose from upon character creation. The Troubadour has 3 subclasses to choose from upon character creation that can cast magic. Each Subclass has their own selection of spells to choose from. Every Polymath Wizard and Troubadour begins with this spell;

<b>Name</b>	Magic Bolt
<b>Effect</b>	Fires 3 magic bolts. +3 dmg each. Cannot miss, but can be Evaded. (DC: 17)
<b>Speed</b>	Fast
<b>Range</b>	Medium
<b>Mana Cost</b>	1
<b>Length</b>	N/A

Any Polymath Wizard or Troubadour beginning at level 1 or higher with more than 1 Spell Slot also begins with this spell;

<b>Name</b>	Force of Power
<b>Effect</b>	Emits a small force explosion in the immediate vicinity of the caster that knocks nearby creatures back 2 spaces. +5 Nonlethal Dmg.
<b>Speed</b>	Fast
<b>Range</b>	Short
<b>Mana Cost</b>	1
<b>Length</b>	N/A

Any Polymath Wizard or Troubadour beginning at level 3 with 3 Spell Slots has a choice between these spells to fill their third slot;

<b>Name</b>	Enhance Cast	<b>Name</b>	Slow Creature
<b>Effect</b>	Empowers next spell cast by the chosen target. -2 Cost, +2 bonus to SA roll	<b>Effect</b>	Stuns creature for their next Action and inflicts Weakness for 1 Turn.
<b>Speed</b>	Medium	<b>Speed</b>	Medium
<b>Range</b>	Medium	<b>Range</b>	Medium
<b>Mana Cost</b>	2	<b>Mana Cost</b>	4
<b>Length</b>	Persists until spell is cast	<b>Length</b>	1 Turn



## The Elementalist

The Wizard has 5 subclasses to choose from upon character creation. Each Subclass has their own selection of spells to choose from. Every Elementalist Wizard begins with a choice between these spells;

<b>Name</b>	Firesnap	<b>Name</b>	Flame Bellow
<b>Effect</b>	Emits a tiny, continuous spout of fire from the casters fingertip	<b>Effect</b>	Spouts a stream of fire from the caster's catalyst. +2 dmg, +1 per Action cast.
<b>Speed</b>	Fast	<b>Speed</b>	Fast
<b>Range</b>	Tiny	<b>Range</b>	Short
<b>Mana Cost</b>	0	<b>Mana Cost</b>	1/2 per Action
<b>Length</b>	N/A	<b>Length</b>	N/A

Any Elementalist Wizard beginning at level 1 or higher with more than 1 Spell Slot has a choice between these spells to fill their second slot;

<b>Name</b>	Soak Through	<b>Name</b>	Lightning Touch
<b>Effect</b>	Soaks a chosen target deeply in water.	<b>Effect</b>	Sends a spark of lightning through the caster's finger. +3 dmg
<b>Speed</b>	Medium	<b>Speed</b>	Fast
<b>Range</b>	Large	<b>Range</b>	Short
<b>Mana Cost</b>	2	<b>Mana Cost</b>	1
<b>Length</b>	N/A	<b>Length</b>	N/A

Any Elementalist Wizard beginning at level 3 with 3 Spell Slots has a choice between these spells to fill their third slot;

<b>Name</b>	Instant Combustion	<b>Name</b>	Flash Freeze
<b>Effect</b>	Spontaneously lights a chosen target on fire, +1 dmg per turn	<b>Effect</b>	Freezes all water in a directed area near the caster. +4 dmg if ice spikes strike a target
<b>Speed</b>	Fast	<b>Speed</b>	Fast
<b>Range</b>	Large	<b>Range</b>	Medium
<b>Mana Cost</b>	1	<b>Mana Cost</b>	1
<b>Length</b>	12 Turns	<b>Length</b>	N/A

## The Dark Communer

The Wizard has 5 subclasses to choose from upon character creation. Each Subclass has their own selection of spells to choose from. Every Dark Communer Wizard begins with this spell;

<b>Name</b>	Disintegrate Object
<b>Effect</b>	Disintegrates a chosen small object. Transforms object into Blight Dust. Higher level Casters can Disintegrate larger objects.
<b>Speed</b>	Fast
<b>Range</b>	Medium
<b>Mana Cost</b>	1
<b>Length</b>	N/A

Any Dark Communer Wizard beginning at level 1 or higher with more than 1 Spell Slot has a choice between these spells to fill their second slot;

<b>Name</b>	Inflict Blight
<b>Effect</b>	Instantly poisons a chosen target. Also poisons Caster. +2 dmg per turn on target. +1 dmg per turn on self.
<b>Speed</b>	Medium
<b>Range</b>	Large
<b>Mana Cost</b>	2 +1 Blight Dust
<b>Length</b>	8 Turns

Any Dark Communer Wizard beginning at level 3 with 3 Spell Slots has a choice between these spells to fill their third slot;

<b>Name</b>	Fragile Materials	<b>Name</b>	Leech Creature
<b>Effect</b>	Makes a chosen medium target object instantly as fragile as tightly packed sand. If target object disintegrates, it turns into Blight Dust. Amount of Blight Dust is based on object size.	<b>Effect</b>	Leeches health from a creature and returns that HP to the caster. Damage is equal to 25% of Caster's max HP, up to a maximum of 10 HP. Poisons the caster for +1 dmg per turn.
<b>Speed</b>	Slow	<b>Speed</b>	Medium
<b>Range</b>	Medium	<b>Range</b>	Large
<b>Mana Cost</b>	4 +1 Blight Dust	<b>Mana Cost</b>	2 + 1 Blight Dust
<b>Length</b>	N/A	<b>Length</b>	3 Turns

TO DO: Finish Subclasses, Finish Subclass pages, new logo, Rewrite paragraphs at the start stolen from DragonQuest, rebalance enemy HP numbers, add section explaining monster mechanics, add EXPLORATION RULES (more clear long and short rest mechanics), add TONE AND SETTING section at the beginning

Rules for Terror

- >The longer characters are in a specific dungeon, the more that Terror affects them (???)
- >The scale and impact of "triggers" affects character reactions
- >Terror by default lasts ~8 turns in combat
- >Characters response to "triggers" are lessened depending on recently done therapeutic actions, such as rest points, long and short rests, and Special Actions such as Rousing Speech and Breathing Techniques.

Redesign Initiative

- >Enemies take turns inbetween PC's
- >Hopefully will make combat more smooth and quick, allowing PC's more opportunities to get gameplay in while dealing with mobs

ENEMIES TAKE THEIR TURNS INBETWEEN PC TURNS

- >Up to a maximum of three creatures nearest to the character whos turn took place previously will take priority. They each get two Actions
- >All other creatures will get only one Action. All movement actions have quartered distance, and aggressing on the nearest or valuable targets will be the prioritized strategy. Up to a maximum of two non-near creatures can fire projectiles or cast spells with their actions.

- >Torch timers
- >Lockpick rules
- >Inspection Rules
- >Secret hunting
- >Stealth rules
- >Debuff rules
- >Rules for liquids
- >Status effect buildup
- >Creature size rules