

# PROTO

## Basic Rules

# Welcome To Proto

A game built on infinite possibilities and the power of shared story telling. Create your character from any genre in this fantasy/sci-fi setting and travel between worlds through portals of magic and science. Play as wandering swordsman from the ice Plane of Vestia, a bounty hunter in the sprawling cyber city of Noir, or a wizard warlord ruling from Tohan. Proto focuses on collaboration in two major ways between gamemaster and other players. The first is with the dice themselves. Success and failure are determined along with Fortunes and Mishaps; there are extra things that happen as a result of your intended action. All players are encouraged to suggest the results of these Fortunes and Mishaps though the game master has final say. The second is in Teamwork. Teamwork allows players to add to one another's turn, helping the active player achieve impossible feats.

## Glossary

**Interrupt** - Ability to act outside of your turn. Equal to half your Reflex rounded up.

**Teamwork** - An interrupt on another player's turn. Add to what they are doing for more effects or greater chance of success

**Crystal** - Protocite. A special material infused with elements and magic that grants special abilities.

**Schema** - Device that allows characters to interface with Crystals.

**Art** - A Crystal ability that focuses on incorporating your weapon for more effects. Most often an attack

**Spell** - A Crystal ability allowing you to manipulate reality more precisely, usually with Magic.

**Fortune** - Positive effect separate from success and failure.

**Mishap** - Negative effect separate from success and failure.

**Heroic Death** - When reaching 0 HP players can choose a Heroic Death. Take an immediate turn with unlimited resources and become Empowered. Allow the player to turn the tide of the battle in their final moments.

**Range** - Measure of distance represented abstractly with 0,1,2,3 etc.

**Flair** - Choices to customize characters. Choose 1 at character creation and GM grants additional to reflect character progression and development.

## Basics

The main goal of the system is to be quick and fun but to also give the players a satisfying challenge. There is no leveling in Proto; character growth is achieved through the adventures by gear you collect, ability crystals, and Flairs. When running a game of Proto, it is best to approach it narratively. Many items and abilities are described in function but lack hard mechanics. The Game Master is the arbiter of the rules but if it seems like something should work together or would be fun if it did, it probably does.

## Actions

On your turn in combat you have two Action Points. They can be used for any actions though you may not attack more than once. Most Actions take only one Action Point though some may take more than one, even taking multiple rounds to complete a single action. There are status effects that may increase or decrease your action points for a turn. Below is a table of basic actions you can take.

|                  |                                                                |
|------------------|----------------------------------------------------------------|
| Move             | Move up to the max of your movement Range                      |
| Attack           | Make an attack with equipped weapon                            |
| Activate Crystal | Use a crystal you have access to                               |
| Interact         | Use any of your attributes to interact with an object or being |
| Help             | Provide a boost die to someone else                            |

## Reading the Dice

The only types of dice used in Proto are d6 and d4 and you will need many. The most frequently used die is the d6, this is the Challenge and Difficulty die. The d4 is known as the Boost or Setback die, which can be added by various situations or circumstances to either Challenge or Difficulty Die. It is called a Boost die when added to Challenge Dice and Setback when added to Difficulty Dice. The Challenge Dice and Difficulty Dice should be two distinct colors as all dice are rolled together. Challenge Dice are used to initiate and Difficulty Dice represent the difficulty or resistance of the action. The challenger rolls all dice together and the results are compared. Points and Criticals are canceled by each other and success is achieved in the action if there is at least 1 Challenge Point. The number of Challenge Points also determines the damage done in an attack. Criticals are used to add other effects beyond the success of the action, which is discussed in the "Critical" section.

## Adding or removing Dice

There are many effects that add or remove dice. When adding any additional dice you should add Boost or Setback dice. If you are removing Dice it should also begin with Boost and Setback dice. If multiple effects would add and remove dice of the same type the effects should offset each other and only alter the dice by the remaining effect on that dice type.

## Criticals

Criticals can be spent in a variety of ways, Challenge dice criticals are known as Fortune and provide an advantage to the challenger, while Difficulty Dice criticals are known as Mishap and represent complications. These effects are in addition to the success or failure of the dice roll. Multiple criticals can be used for a single greater effect or for several effects. They do not always have to be spent but they should relate back to the action that was rolled. Players and the Game Master can make suggestions but it is the Game Masters final decision what effects can happen.

The only defined uses for Criticals are critical damage on an attack, counter damage from a defender, and specific effects listed in abilities. Players and Gamemasters are encouraged to collaborate and make suggestions for their uses. If you can't think of something to add it is ok to move on ignoring those results.

### Fortune

Criticals with positive effects

- Critical Attack - deal an extra 2 damage. When used on a Mob instead kill one additional unit in the mob.
- Activate additional effects of abilities
- Add a Boost die to your or an allies next roll
- Narrative Effect - Add something to a situation, finding a useful item, reinforcements arriving, etc

### Mishap

Criticals with negative unended consequences.

- Counter - Interrupt - Strike back against the attacker dealing 2 damage for each Mishap
- Activate additional effects of abilities
- Add a Setback die to a target's next roll
- Narrative Effect - Add something to a situation, losing a minor item, reinforcements arriving, etc

# Combat

## Weapons

You will not find an exhaustive list of weapons. There are four categories of weapons that determine base qualities, namely what attribute is used. Each weapon will have a list of attributes that determine its specific effects. The table below describes the four categories and the base abilities of that type of weapon. More on Weapons in the Items section.

| Table Of Weapon Types |                                                                                            |
|-----------------------|--------------------------------------------------------------------------------------------|
| Category              | Base Qualities                                                                             |
| War                   | War weapons use Power, which is defended by Grit. Base Range 0.                            |
| Finesse               | Finesse weapons use Speed, which is defended by Reflex. Base Range 0                       |
| Ranged                | Ranged weapons use Speed, which is defended by Reflex. Base Range 2                        |
| Arcane                | Arcane weapons use Magic, which is defended by Will. Base Range 1. Gains Infused for free. |

## Attacking

Basic attacks take 1 AP and use the attacker's combat score according to the type and range of the weapon used and difficulty dice are set by the target's attribute. All dice are rolled collectively and results are then compared. Damage is done equal to the number of remaining Challenge Points plus any bonuses from gear or Fortunes spent to deal more damage. Weakness and Resistance are then factored in, increasing or decreasing the final damage by 2 for each rank of weakness or resistance.

## Dual Wielding

While dual wielding, a creature can make more than one attack during a single action. A creature wielding multiple weapons designates one weapon to be their main hand and all others are off hand. All off hand attacks deal half damage, rounded up. If an Art is used the main hand determines if the art is successful and the off hand can still make a basic attack as part of the same action.

## Abilities

Characters will have a variety of abilities at their disposal. Many will come from crystals while others are innate Abilities. Abilities can be used in combat in any fashion so long as only 1 AP is spent to make an attack and any requirements of the ability are met.

More information on Arts and Spells in the Crystal section

## Initiative

Speed is used to determine initiative most often but there could be cases for other attributes to be used. Combatants roll a number of Challenge Dice equal to their appropriate attribute. The turn order sequence is determined by totaling Fortunes and points: the highest total gets the first turn, and so on. Fortunes are worth three and points are worth one. Fortunes can also be spent at the time initiative is rolled to gain advantages as the fight begins. These cannot be attacks made before the start of combat. For example if you roll one Fortune and three points your initiative would be six for initiative order or three and you could move into cover before the turn order starts.

## Interrupts

Interrupts are specific actions that can be taken out of turn. During a combat round, a creature can use a number of interrupts equal to half of its' Reflex rounded up.

Any action can also be delayed to a later point in the turn. The AP needed for the action is held until the conditions for the action are met and cannot be used for any other actions. If the conditions aren't met by the end of the turn, the held AP is wasted but no other resources are expended.

## Teamwork

Players may spend an interrupt to join in another player's turn. The active player should be the only one to roll dice and any help should factor into what they are doing. These actions can be simple ways that they help boost a character, help them navigate terrain, add setbacks to enemies, or add to their attack. Abilities can be activated as part of the teamwork action and add to the action of the active player.

Example: Virgil is making an attack with Skyward strike which moves him closer before attacking and staggering the target on a hit. Cassia shouts encouraging words granting him a Boost die to the attack, and El Toro Activates Big Swing allowing Virgil to affect a second target next to the first.

## Ranges

Movement and the measurement of Ranges is abstract. This is done to help the flow of the game. The focus is on keeping a good pace with the story rather than the exact measurements. Ranges are denoted with a number: 0 to 4 should cover most instances needed. Each range band represents the amount of effort to move to the new area. Most often this coincides with the number of Action Points (AP) spent to move that distance. There are many things that have additional movement types or greater Movement Speed. The three movement categories are walking, flying, and swimming. If something has a greater Movement Range they can move up to that number with 1 AP.

Range 0 represents no effort needed; either you don't need to move at all or a few steps as part of a more significant action. Range 1 Takes a moderate amount of effort to reach. Range 2 takes greater effort but usually within reach with dedication. Range 3 and above take considerable effort to reach, often forsaking any other focus.

## Death

When a player reaches 0 HP they must make a choice. They can choose to be knocked out or to have a Heroic Death. If a character is knocked out they lie unconscious but stable for the rest of the battle. A character that is knocked out can be killed if they are targeted with an attack and it succeeds.

During a Heroic Death you take an immediate turn. You may act as normal but ignore the MP cost of all abilities, remove all debuffs, and you are Empowered. During a Heroic Death both the player and game Master should work together to make this a memorable moment. Nothing you do on your turn will prevent your death but you can still be brought back to life later.

## Status Effects

- **Afflicted (Damage Type):** You take 2 damage of the element at the start of their turn, and 1 less die to all rolls. Negative to dice does not stack but damage from multiple types does. If immune to the element immune to that afflicted status. (affliction types are Bleed or Elements)
- **Blind:** You can't target anything outside of range 0. You remove 2 dice when targeting anything other than yourself. You are also Vulnerable.
- **Deathlock:** While you have Deathlock you can not gain health. Any enemy that targets you adds boost die equal to the stacks. You lose 1 stack at the end of each of your turns.
- **Hidden:** You can't be targeted directly unless your location is discovered, you can be discovered with a variety of methods Sense, items, etc. You may use Sly as a defensive attribute while hidden in place of any other attribute normally used.
- **Paralyzed:** You cannot use any Action.
- **Shielded:** You are immune to one Physical attack
- **Veiled:** You are immune to one Magical attack
- **Crystal Interference:** You cannot use crystal abilities
- **Staggered:** You lose 1 Action.
- **Swift:** You add 1 Action per turn. You may perform an attack with this action even if you have already attacked during your turn
- **Vulnerable:** You remove 2 dice from your defensive rolls.
- **Enfeeble:** You remove 2 dice on any action you initiate.
- **Empowered:** You add 2 Boost dice to any action you initiate.
- **Protected:** You add 2 Setback dice to any of your defensive rolls.

## Elements

There are ten elements in Proto: Fire, Water, Wind, Stone, Nature, Ice, Storm, Arcane, Light, and Darkness. Resistance reduces the amount of damage done by 2. Weakness to an element increases the amount of damage by 2. Immunity to an element prevents all damage by that element.

Things can have multiple instances of the same weakness or resistance, this adds the effects a number of times equal to those ranks. For instance Resistance Fire 3 times would reduce damage from any fire source by 6, to a minimum of 1 damage.

Elemental essence can be gathered and used for various crafting of gear, potions, and crystals. It can also be infused into a weapon making it deal that type of elemental damage. Each weapon can only have a single element infused at a time. A new essence can be infused into a weapon but the previous essence would be lost.

| Category   | Effect                                      |
|------------|---------------------------------------------|
| Weakness   | Takes 2 additional damage                   |
| Resistance | Takes 2 less damage                         |
| Immune     | You are not affected by any harmful effects |

# Character Creation

Character creation begins with selecting a Role, Species, Home Plane, Background, and a Flair. Role determines a character's base combat scores and overall approach to combat. The Species of a character can modify base combat scores and skills as well as provide additional unique abilities. Home plane is a representation of the culture a character belongs to and modifies combat scores and skills. Background can reflect different defining parts of a character's past or present and determine base skills, gear, and features. Flairs help define your character in many ways, both by affecting attributes or providing unique abilities.

All combat scores and skills are determined during character creation by selecting this framework that establishes a character. Characters can vary drastically using different combinations. This process constructs a character's individual base stats and does not count against the single bonus each character can receive from gear.

The following gives a small selection of the choices that will be present in the final book.

## Character Advancement

Proto handles character advancement primarily through gear acquisition. Crystals allow the utilization of a variety of abilities to fully customize a character. Each character is outfitted with a Basic Schema at character creation which allows the equipment of up to eight crystals.

Gear includes weapons, armors, and various accessories. Gear can provide a bonus to attributes or have unique uses.

Flairs are the final way to develop your character. Every character gets one at creation. Additional flairs can be awarded by the Game Master, awarding specific ones based on what has happened to the character or letting a player pick a Flair once they have overcome great odds. There is no set time to determine when to award Flairs but it is encouraged to have the group discuss this at the start of a game and come to an understanding.

# Roles

## Arcanist

**An Esoteric Combatant:** The Arcanist wields magic in its purest form. The Arcanist can change the element of any spell to Arcane. Any Arcane spell that deals damage to HP also deals half of that damage to MP.

**Crystal:** Block (Spell) and Arcane Missile (Spell)

**Innate Ability:** Change any spell to Arcane. When dealing Arcane damage you do damage to HP and half damage to MP

**Starting Gear:** 1 weapon, 1 armor, 2 mana potions, and 100 gold

| Table of Arcanist Stat Scores |        |
|-------------------------------|--------|
| Power                         | 2      |
| Grit                          | 2      |
| Magic                         | 5      |
| Will                          | 4      |
| Speed                         | 3      |
| Reflex                        | 2      |
| Hit Points                    | 20     |
| Mana Points                   | 30     |
| Weapon                        | Arcane |
| Armor                         | Mystic |

## Chocolatier

**A Skilled Confectioner:** Truffle Morph: you are able to turn hostile enemies into delicious Truffles.

**Crystal:** Truffle Bomb (Spell) and Embiggen (Spell)

**Innate Ability:** Truffle Morph: Change a Non-Sapient enemy into a truffle based on enemy type. For 1 AP and 3 MP you use your Magic against a target's Will within Range 1. This ability can not be used on Boss level enemies. When a Mob only 1 is transformed, Fortunes can transform more.

**Starting Gear:** 1 weapon, 1 armor, 1 mana potion, 5 old truffles, 5 specialized truffles, and 100 gold

| Table of Chocolatier Stat Scores |               |
|----------------------------------|---------------|
| Power                            | 2             |
| Grit                             | 2             |
| Magic                            | 4             |
| Will                             | 4             |
| Speed                            | 4             |
| Reflex                           | 2             |
| Hit Points                       | 25            |
| Mana Points                      | 20            |
| Weapon                           | Finesse       |
| Armor                            | Light, Mystic |

You can only be affected by one truffle at a time. Eating a Truffle before combat has the effects take place at a later time, typically the first round of combat. Truffles lose their magic and turn into old truffles after 2 days.

| Truffle Morph Table |                  |                                            |                                    |
|---------------------|------------------|--------------------------------------------|------------------------------------|
| Enemy Type          | Truffle Name     | Effect                                     | Truffle Bomb Fortune Effect        |
| Beastia             | Savory Truffle   | HP current and max go up by 5              | Mighty 2                           |
| Avas                | Swift Truffle    | Grant Swift status for next turn in combat | Staggered                          |
| Plantia             | Herbal Truffle   | Immune to afflicted                        | Afflict Nature                     |
| Morpha              | Bobba Truffle    | Your next MP cost is halved                | Reduce MP                          |
| Dracovis            | Spicy Truffle    | Empowered status for the next turn         | Enfeebled                          |
| Automata            | Crunchy Truffle  | You can not be put to sleep or immobilized | Immobilize                         |
| Insecta             | Smooth Truffle   | MP current and max go up by 5              | Deal equal amount of damage to MP  |
| Aquatic             | Juicy Truffle    | Swim Speed 1, Breath Underwater            | Splash 1                           |
| Vermine             | Tiny Truffle     | +2 Reflex                                  | Can only move one Range for a turn |
| Elemental           | Volatile Truffle | Element Resist                             | Change Element of Bomb             |
| Necrom              | Jerky Truffle    | +2 Grit                                    | Add Deathlock 2                    |
| Monstoro            | Big Truffle      | +2 Power                                   | Deal double damage to a target     |
| Fae                 | Complex Truffle  | You become Hidden for 1 turn               | Vulnerable                         |

## Dueler

**A Nimble Combatant:** The Dueler weaves through the battlefield striking their targets quickly before moving to safety.

**Crystal:** Blink Strike (Art) and Parry (Art)

**Innate Ability:** When you use an Art you may move one range

**Starting Gear:** Two weapons, an armor, a shield, a health potion, a mana potion, and 100 gold

| Table of Dueler Stat Scores |               |
|-----------------------------|---------------|
| Power                       | 2             |
| Grit                        | 2             |
| Magic                       | 3             |
| Will                        | 3             |
| Speed                       | 5             |
| Reflex                      | 4             |
| Hit Points                  | 20            |
| Mana Points                 | 20            |
| Weapon                      | Finesse       |
| Armor                       | Light, Shield |

## Enhancer

**The Support Caster:** The Enhancer is dedicated to helping those in need. They can extend helpful magic to additional allies nearby.

**Crystal:** Heal (Spell) and Fortify (Spell)

**Innate Ability:** Add one additional target when casting a buff spell at the cost of +2 MP. The extra target must be within Range 1 of the first target.

**Starting Gear:** 2 Mana potions, 1 weapon, mystic armor and 100 gold

| Table of Enhancer Stat Scores |        |
|-------------------------------|--------|
| Power                         | 2      |
| Grit                          | 2      |
| Magic                         | 4      |
| Will                          | 4      |
| Speed                         | 2      |
| Reflex                        | 2      |
| Hit Points                    | 20     |
| Mana Points                   | 30     |
| Weapon                        | Arcane |
| Armor                         | Mystic |

## Hunter

**An Uncanny Combatant:** The Hunter is always prepared to take advantage of a foe's weakness.

**Crystal:** Power Shot (Art) and Expose Weakness (Art)

**Innate Ability:** Can infuse up to three elements into a single range weapon. You choose 1 element from the infusion on each attack. Hunters can add this upgrade to any weapon with no check. A Hunter hitting a target's weakness deals 3 damage instead of 2.

**Starting Gear:** 2 weapons, 1 armor, 1 elemental essence, 1 health potion, and 100 gold

Table of Hunter Stat Scores

|             |               |
|-------------|---------------|
| Power       | 4             |
| Grit        | 3             |
| Magic       | 2             |
| Will        | 2             |
| Speed       | 4             |
| Reflex      | 3             |
| Hit Points  | 25            |
| Mana Points | 15            |
| Weapon      | Ranged, War   |
| Armor       | Light, Medium |

## Ravager

**Relentless Attacker:** Ready to dive into the heat of combat, Ravagers strike with a fury, able to attack any number of times on their turn.

**Crystal:** Fury Strike (Art) and Reckless Dive (Art)

**Innate Ability:** Can use any number of actions to make attacks on their turn

**Starting Gear:** 2 weapons, health potion, 1 armor and 100 gold

Table of Ravager Stat Scores

|             |              |
|-------------|--------------|
| Power       | 4            |
| Grit        | 2            |
| Magic       | 2            |
| Will        | 2            |
| Speed       | 4            |
| Reflex      | 3            |
| Hit Points  | 25           |
| Mana Points | 10           |
| Weapon      | War, Finesse |
| Armor       | Light        |

## Vanguard

**A Stalwart Defender:** The Vanguard is always there to protect their allies. Any creature that is targeted with an attack within Range 1 you may move to Range 0 of them and become the target of the attack instead.

**Crystal:** Cover (Art) and Shield Bash (Art)

**Innate Ability:** Intercept: When an ally is targeted with an attack you may move up to 1 range and become the target instead. You roll 1 less die when you do this. This ability counts as an interrupt

**Starting Gear:** 1 weapon, 1 armor, 1 shield, 1 health potion, and 100 gold

| Table of Vanguard Stat Scores |               |
|-------------------------------|---------------|
| Power                         | 4             |
| Grit                          | 5             |
| Magic                         | 2             |
| Will                          | 3             |
| Speed                         | 2             |
| Reflex                        | 2             |
| Hit Points                    | 30            |
| Mana Points                   | 15            |
| Weapon                        | War           |
| Armor                         | Heavy, Shield |

# Backgrounds

Backgrounds reflect your upbringing or lifestyle. They should reflect a large part of your past but they do not have to represent your whole life.

| Alchemist                                                                            |       |           |           |       |         |
|--------------------------------------------------------------------------------------|-------|-----------|-----------|-------|---------|
| Sly                                                                                  | Sense | Knowledge | Ingenuity | Heart | Command |
| 2                                                                                    | 3     | 5         | 5         | 1     | 1       |
| An Alchemist starts with an alchemy kit and 5 Tier I ingredients for making potions. |       |           |           |       |         |
| Saved Experiment- on a failed crafting, you can save 1 component.                    |       |           |           |       |         |

| Brute                                                                                           |       |           |           |       |         |
|-------------------------------------------------------------------------------------------------|-------|-----------|-----------|-------|---------|
| Sly                                                                                             | Sense | Knowledge | Ingenuity | Heart | Command |
| 3                                                                                               | 3     | 1         | 1         | 3     | 4       |
| Start with an additional weapon, and a crowbar                                                  |       |           |           |       |         |
| Force of Arms - On any attack you make, if you spent a Fortune for a critical hit add Mighty 2. |       |           |           |       |         |

| Criminal                                                                                                               |       |           |           |       |         |
|------------------------------------------------------------------------------------------------------------------------|-------|-----------|-----------|-------|---------|
| Sly                                                                                                                    | Sense | Knowledge | Ingenuity | Heart | Command |
| 5                                                                                                                      | 5     | 1         | 3         | 1     | 3       |
| Criminals start the game with 3 lockpicks, a crowbar, and a unique item relevant to your specialization as a criminal. |       |           |           |       |         |
| Shady Past- You have contacts in the criminal underbellies of many planes and can find them easily.                    |       |           |           |       |         |

| Explorer                                                     |       |           |           |       |         |
|--------------------------------------------------------------|-------|-----------|-----------|-------|---------|
| Sly                                                          | Sense | Knowledge | Ingenuity | Heart | Command |
| 4                                                            | 4     | 3         | 3         | 1     | 2       |
| Start with a glow rod, 3 days rations, a rope, and a shovel. |       |           |           |       |         |
| You increase one of your movements by 1 range.               |       |           |           |       |         |

## Planner

| Sly                                                                                  | Sense | Knowledge | Ingenuity | Heart | Command |
|--------------------------------------------------------------------------------------|-------|-----------|-----------|-------|---------|
| 2                                                                                    | 3     | 4         | 3         | 3     | 3       |
| Start with 1 health, 1 mana potion, a map, writing tools and paper                   |       |           |           |       |         |
| Thinking Ahead- at the start of each session you get one Item worth 15 gold or less. |       |           |           |       |         |

## Socialite

| Sly                                                                                        | Sense | Knowledge | Ingenuity | Heart | Command |
|--------------------------------------------------------------------------------------------|-------|-----------|-----------|-------|---------|
| 3                                                                                          | 3     | 2         | 1         | 5     | 3       |
| Start with regal clothing and 100 gold.                                                    |       |           |           |       |         |
| Saving Grace- on a failed Heart roll you may reroll the challenge dice with one fewer die. |       |           |           |       |         |

## Soldier

| Sly                                                                                                                                                                                                                        | Sense | Knowledge | Ingenuity | Heart | Command |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|-----------|-----------|-------|---------|
| 1                                                                                                                                                                                                                          | 4     | 2         | 2         | 2     | 5       |
| A soldier keeps their uniform and any signifier of rank. Begin with one extra weapon from your service                                                                                                                     |       |           |           |       |         |
| You are trained with your choice of War weapons, Heavy or Medium armor, or shields. Your service grants you access to basic supplies and a place to stay. You may be tasked with missions from the organization you serve. |       |           |           |       |         |

# Species

## Human

Humans have the capacity to bond with any creature as well as increased stamina, enabling them to push themselves beyond their normal limits in extreme situations. They are vulnerable to Darkness. Though many stand against evil, some humans give into their own greed and dark plots.

|                         |                                                                                       |
|-------------------------|---------------------------------------------------------------------------------------|
| <b>Stat Changes</b>     | Heart +1<br><br>Grit +1<br><br>HP +5<br><br>Weak to Darkness                          |
| <b>Movement</b>         | Walk 1                                                                                |
| <b>Innate Abilities</b> | <b>Push the Limit</b> - Once per day you may add 2 boost dice to a roll you initiate. |

## Pixie

Pixies are small and mischievous with a natural affinity for magic. Their small stature leads most to avoid direct combat, but they make excellent scouts. Pixies have a large range of appearances, some looking like small humans and others taking on animalistic appearances. Strangely these features do not seem to follow any pattern of inheritance.

|                         |                                                                                                                                              |
|-------------------------|----------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Stat Changes</b>     | Sly +1<br><br>Magic +1<br><br>Grit -1                                                                                                        |
| <b>Movement</b>         | Walk 1<br><br>Fly 1                                                                                                                          |
| <b>Innate Abilities</b> | <b>Pixie Dust</b> - X times per day equal to Magic. You may sprinkle pixie dust on someone and grant them a fly speed of range 1 for an hour |

## Protocite Golem

Living crystal, often translucent with a core of light seen inside. on some this only comes through in various patterns on the surface. The patterns are studied and are said to predict special life events. Crystal golems are formations of protocite that have gained sentience, often found by those mining protocite.

|                         |                                                                                                                                                                                                                                                                                                                      |
|-------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Stat Changes</b>     | Will +1<br>MP +5<br>Weak to Physical                                                                                                                                                                                                                                                                                 |
| <b>Movement</b>         | Walk 1                                                                                                                                                                                                                                                                                                               |
| <b>Innate Abilities</b> | <b>Prismatic Flash</b> - as an action 2 MP you attempt to Blind 1 target within range 1. Magic versus the target's Will. You may use this as an interrupt when you are affected by a light ability.<br><b>Inorganic</b> - You do not need to eat or sleep. You are immune to being put to sleep and being Afflicted. |

## Sholk

Sholk, or sharkfolk, find their homes on any number of planes. They typically show a preference for water but are also comfortable on land. With their large builds and powerful jaws. They are sensitive to electromagnetic currents and enter a frenzy upon detecting a weakened opponent.

|                         |                                                                                                                                                                                                                                                                                      |
|-------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Stat Changes</b>     | Power +1<br>Sense +1<br>Resistance to Water<br>Weak to Storm                                                                                                                                                                                                                         |
| <b>Movement</b>         | Walk 1<br>Swim 1                                                                                                                                                                                                                                                                     |
| <b>Innate Abilities</b> | <b>Aquatic</b> - You can breathe under water and do not face any penalty being under water.<br><b>Blood in the water</b> - you can detect when anything is below half their max HP and add a Boost die when targeting them.<br><b>Natural Weapon</b> - Bite (War) - Mighty 2, Bypass |

## Treefolk

Strong and sturdy, the treefolk come in a wide variety of forms, but they all share resilience and a connection with nature. They have the ability to reach their roots into the soil, absorbing nutrients to heal wounds quickly.

|                         |                                                                                                                                                                                                                                                                                                                                                     |
|-------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Stat Changes</b>     | HP +5<br><br>Resistance to Light<br><br>Resistance to Nature<br><br>Weak to Fire                                                                                                                                                                                                                                                                    |
| <b>Movement</b>         | Walk 1                                                                                                                                                                                                                                                                                                                                              |
| <b>Innate Abilities</b> | <b>Flora Friend</b> - You count as a plant and can speak with plants.<br><br><b>Ingrain</b> - As an action you reach your roots into the soil and become immobilized and immovable by any effect. While ingrained, you may add a Setback die to any effect targeting you. To free their roots from the ground, you must spend an additional action. |

## Venoid

Sentient species with amphibious origins. Skin tones range in bright hues and black dots to serve as a warning of their toxic nature.

|                         |                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
|-------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Stat Changes</b>     | Speed +1<br><br>Weak to Ice                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>Movement</b>         | Walk 1                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>Innate Abilities</b> | <b>Poison Coating</b> - You secrete a poisonous coating. When attacked in Range 0 you may spend a Mishap to cause afflicted (Nature) for 2 turns. Once a day You may harvest and apply this poison in other manners.<br><br><b>Sticky Tongue</b> - Your tongue is Range 1 long and sticks.<br><br><b>Sticky Pads</b> - Your hands and feet have suction pads that allow you to cling to any surface and prevent you from being disarmed while not wearing gloves or footwear. |

# Home Plane

## Halidom

A relatively peaceful plane. The prince and princess of Halidom's Whitespire Castle hope to build a united force against any approaching darkness. Halidom is also home to a Proto-Knight academy which trains many fighters to become heroes of the planes. A large forest sprawls over the center of this plane and ocean lines most of the edge.

## Noir

A giant smog-filled city covers the whole metropolitan plane. Technology is at its most advanced stages and is integrated into the everyday lives of all that live on Noir. This boon of technology has unfortunately brought several criminal organizations to the plane as well. While magic fuels some of the technology of Noir, there are very few practitioners who live here.

## Orelia

A noble plane with an aristocratic people. The plane is filled with many decadent things and many leisure activities. The lack of hostile creatures helps ensure its place as neutral ground for people to gather and solve disputes through diplomatic means. The people that spend their lives here are experts at navigating social interactions and take care to know everyone's business that passes through. Fighting is uncommon but strict dueling regulations are in place to settle disputes should they come to blows.

## Tohan

A world of constant conflict.. Mighty warlords vie for power by battling each other. From the constant warfare, the people of Tohan have become some of the strongest fighters, always prepared to take on any threat. The warlord with the most power leads all people of Tohan as a united force in times of need. Natives of Tohan undergo weapon training from an early age. Tohan is a large plane covered in grasslands and small villages.

## Vestia

A cold, barren tundra. Almost completely vacant, Vestia is most known for its remote school of magic, which attracts many travelers aspiring to learn and practice the arcane without any threat to bystanders. However, the isolation entices some students who desire to practice strange and forbidden magic without fear of prosecution. The few residents of Vestia learn independence and an ability to fend for themselves in this bleak wasteland.

## Wyoshalom

A strange plane that exists as a giant ocean. Many underwater cities are built here, strongholds of aquatic species. Floating cities dot the surface of the ocean world, usually as places of trade. The largest floating city features the only public plane gate, this allows many travelers to buy a breathing apparatus to visit the world below the waves.

| Table of Home Plane Benefits |                                                        |
|------------------------------|--------------------------------------------------------|
| Halidom                      | 1 Health Potion, Healing Breeze Crystal                |
|                              | +1 Grit and +1 Heart or Command                        |
| Noir                         | 1 Data Tablet, Insult Crystal                          |
|                              | +1 Sly, +1 Ingenuity, +1 Reflex, and -1 Heart          |
| Orelia                       | Signet ring, Dashing Display crystal                   |
|                              | +1 Heart, +1 Sly                                       |
| Tohan                        | 1 weapon, Display of Power Crystal                     |
|                              | +1 Power, +1 Command, -1 Sly, and 1 weapon proficiency |
| Vestia                       | 1 Mana Potion, Frost Crystal                           |
|                              | Resistance to Ice and +1 Magic or Knowledge            |
| Wyoshalom                    | Deep Cocoon Crystal, Rebreather item                   |
|                              | +1 Swim Range, +1 Ingenuity                            |

## Flairs

Flairs reflect significant developments in a character's life that distinguish them from others. All characters start with one Flair and more are awarded through playing.

| Flairs               |                                                                                                                                   |
|----------------------|-----------------------------------------------------------------------------------------------------------------------------------|
| Name                 | Effect                                                                                                                            |
| Practiced            | Get +1 to a base attribute to a max of 7. Can be taken multiple times                                                             |
| Tough                | Hp +5 to a max of 40. Can be taken multiple times                                                                                 |
| Mana Well            | MP +5 to a max of 40. Can be taken multiple times                                                                                 |
| Stand Out            | Set an base attribute to 3. This replaces the base attribute of a Role or Background.                                             |
| Weapon Training      | You are trained to use an additional type of weapon (War, Finesse, Ranged, Arcane)                                                |
| Armor Training       | You are trained to use an additional type of Armor (Heavy, Medium, Light, Mystic, Shield)                                         |
| Elemental resistance | Gain resistance to 1 element                                                                                                      |
| Covered Weakness     | Remove one elemental weakness                                                                                                     |
| Mobile               | Increase a movement range by 1 to a max of 2                                                                                      |
| Unarmed fighting     | Unarmed attacks count as either War or Finesse weapons and have Mighty 2                                                          |
| Natural Combatant    | You can make off hand attacks with natural weapons if they are free                                                               |
| Draconic             | You are infused with the power of a dragon. You gain resist Fire, Weak Dark, and grow wings that grant you a Fly speed of Range 1 |
| Helpful              | As an action grant an ally within range 1 (including self) Empowered for a single action                                          |
| Doctor               | When you heal a target you may also remove 1 status effect                                                                        |
| Die Hard             | The first time each day you would drop to 0 HP you instead drop to 1 HP                                                           |

## Items

Here you will find information on weapons, armor, consumables, and general items. The weapon and armor qualities have descriptions that determine the effects of these items. Included is some base items already created using the crafting mechanics featured in the full book.

| Weapon Qualities |                                                                                             |
|------------------|---------------------------------------------------------------------------------------------|
| Tags             | Description                                                                                 |
| Mighty X         | Deal +X Damage on a hit                                                                     |
| Accurate X       | Reroll X die per rank                                                                       |
| Bypass           | Ignore Resistance                                                                           |
| Distance         | Increase base Range by 1                                                                    |
| Thrown           | Can be thrown at Range 1. Thrown items come in pairs                                        |
| Tenacity         | Even on a miss you deal 1 Damage and can trigger one on hit effect                          |
| Infused          | Add an element, the weapon now deals that type of damage                                    |
| Pristine         | An attribute is increased by 1                                                              |
| Big              | 2 handed only. Add one Boost die when using this item.                                      |
| Splash X         | You may deal 2 damage to an additional target, per rank, in Range 0 of the original target. |
| Utility          | Unique Function. X cost varies                                                              |
| Siege            | When striking a mundane object that isn't equipped, destroy it.                             |
| Deadly X         | Add X Fortune to attacks that hit                                                           |

| Example Basic Weapons |             |                                            |
|-----------------------|-------------|--------------------------------------------|
| Name                  | Weapon Type | Qualities                                  |
| Dagger                | Finesse     | Bypass                                     |
| Throwing Dagger       | Finesse     | Thrown                                     |
| Greatsword            | War         | Big, Mighty 2                              |
| Spear                 | War         | Thrown                                     |
| Halberd               | War         | Big, Distance, Bypass                      |
| Flail                 | War         | Tenacity, Mighty 1                         |
| Longsword             | Finesse     | Accurate 1                                 |
| Flaming Longsword     | War         | Infused (Fire)                             |
| Hunting Rifle         | Ranged      | Big, Distance, Accurate 1                  |
| Fire Wand             | Arcane      | Infused (Fire), Mighty 1                   |
| Storm Staff           | Arcane      | Big, Infused (Storm), Mighty 1, Accurate 1 |
| Ray Gun               | Ranged      | Infused (Light), Accurate 1                |
| Rapier                | Finesse     | Pristine +1 Sly                            |
| Great Axe             | War         | Big, Splash 2, Mighty 2                    |
| Tomahawk              | War         | Thrown, Distance                           |
| Orb of Pondering      | Arcane      | Infused Arcane, Knowledge +1               |
| Super Soaker          | Ranged      | Big, Infused Water, Splash 1               |
| Whip                  | Finesse     | Distance                                   |
| Maul                  | War         | Big, Tenacity, Mighty 1                    |

| Armor Qualities |                                           |
|-----------------|-------------------------------------------|
| Tags            | Description                               |
| Resistance      | Elemental resistance                      |
| Strider         | You may move 1 range before combat starts |
| Guarded         | Physical resistance                       |
| Secure          | Increase Grit, Will, or Reflex by 1       |
| Locamotion      | New movement with range 1                 |
| Deflect X       | Reduce damage by X to a minimum of 1      |
| Pristine        | An attribute is increased by 1            |
| Safeguard       | Immune to afflicted (1 Element)           |
| Wary            | You have resistance to any trap           |
| Braced          | Resistance to Area Effect damage          |
| Immovable       | You can't be moved against your will      |

| Example Basic Armor    |            |                              |
|------------------------|------------|------------------------------|
| Name                   | Armor Type | Qualities                    |
| Wizard Robes           | Mystic     | Resist Arcane, Will +1       |
| Water Vestments        | Mystic     | Resist Water, Safeguard Fire |
| Leather Vest           | Light      | Strider, Wary                |
| Shadow Jacket          | Light      | Strider, Resist Dark         |
| Chainmail              | Medium     | Reflex +1, Resist Physical   |
| Half-Plate             | Medium     | Grit +1, Immovable           |
| Breastplate            | Medium     | Will +1, Braced              |
| Knight's Armor         | Heavy      | Resist Physical, Command +1  |
| Reinforced Heavy Armor | Heavy      | Resist Physical, Braced      |
| Tower Shield           | Shield     | Deflect 2                    |
| Buckler                | Shield     | Deflect 1, Reflex +1         |

| Table of Consumables |                                                        |      |
|----------------------|--------------------------------------------------------|------|
| Item                 | Description                                            | Cost |
| Healing Potion       | Heals 5 HP.                                            | 15   |
| Mana Potion          | Restores 5 MP.                                         | 15   |
| Antidote             | Cures Afflicted.                                       | 15   |
| Alchemist's Kit      | Allows the user to craft potions in the wild. 10 uses. | 100  |
| Miner's Kit          | Allows the user to mine ore with a Power check.        | 25   |
| Rope                 | A Range 1 length of rope.                              | 3    |
| Tent                 | A portable tent.                                       | 20   |
| Data Tablet          | Able to record and access information.                 | 150  |

## Art Crystals

### Big Swing

Attack Art

AP: 1 MP: 1 Range: 0

War Weapons

Description: You swing your weapon with incredible force to strike at two targets. Make an attack roll with one fewer die against two targets in range. If your weapon has the Big quality you do not roll one fewer die.

### Blink Strike (Dueler)

Attack Art

AP: 1 MP: 2 Range: Weapon

Element: Storm

Any Weapon

Description: You strike with lightning speed to catch the target off guard. No interrupts can be used against this ability. The target uses reflex as their defense stat against this attack and you gain Bypass and Infused Storm.

### Chop-Chop

Attack Art

AP: 1 MP: 2 Range: Weapon

War and Finesse Weapons

Description: You hastily attack a target twice. Make two attacks on one target with one fewer die on each attack.

### Cover (Vanguard)

Art

AP: 1 MP: 1 Range: 0

Tags: Buff

Shield

Description: Raise your shield to protect you or an ally, granting them Protected status for 1 turn

### Covering Fire

Attack Art

AP: 1 MP: 2 Range: 3

Tags: Buff

Ranged Weapons

Description: You lay down covering fire for an ally, attacking the enemy in the process. Make an attack against one target dealing damage as normal. Also grant one ally in range Protected status for one turn.

### Dashing Display (Orelia)

Attack Art

AP: 1 MP: 1 Range: Weapon

Any Weapon

Description: You strike with the elegance of an artist; it is a wonder to behold. Use Heart to make your attack roll. Defense is still determined by your weapon.

### Disarm

Attack Art

AP: 1 MP: 2 Range: Weapon

Any Weapon

Description: You focus your attack to knock something out of the target's grasp. On hit, the target drops a held item.

### Display of Power (Tohan)

Attack Art

AP: 1 MP: 3 Range: Weapon

Element: Dark

Tags: Debuff

Any Weapon

Description: You unleash a terrifying attack which leaves any witnesses in terror. You add two boost dice to your roll. You can use a crit to cause fear in one other target in Range 1. Any target made afraid of you in this way is considered Weakened for one turn.

### Fire Blitz

Attack Art

AP: 1 MP: 2 Range: Weapon

Element: Fire

Any Weapon

Description: You ignite your weapon with fire and strike quickly. Attack deals fire damage, adds Mighty 2, and is defended by Reflex.

### Fury Strike (Ravager)

Attack Art

AP: 1 MP: 2 Range: W

Tags: Buff

War and Finesse Weapons

Description: You draw satisfaction from the damage you do and throw yourself into a rage. You gain Empowered for two turns if you hit.

### Go for the Eyes

Attack Art

AP: 1 MP: 2 Range: Weapon

Tag: Debuff

Any Weapon

Description: You disrupt the target's vision, Blinding the enemy.

### Grasp of the Depths

Attack Art

AP: 1 MP: 3 Range: Weapon

Element: Water

Any Weapon

Description: Watery tendrils erupt from the wound, binding the victim. Afflicted (water) and immobilize the target for 1 turn.

### Hamstring

Attack Art

AP: 1 MP: 2 Range: Weapon

Tags: Debuff

Any Weapon

Description: An attack targeting the legs (or other locomotive methods) typically used to prevent escape. reduce movement by 1 for 1 turn.

### Hit and Run

Attack Art

AP: 1 MP: 2 Range: Weapon

Any Weapon

Description: You strike an enemy while deftly moving in and out of combat. Make an attack and then move 1 Range away.

### Knockdown

Attack Art

AP: 1 MP: 1 Range: Weapon

Tags: Debuff

War Weapons

Description: An attack that leaves the target on the ground with the Vulnerable condition.

### Parry (Dueler)

Art

AP: 0 MP: 2 Range: 0

Tags: Interrupt

War and Finesse Weapons

Description: A defensive move to force the attacker's weapon away. Add two Setback dice to an attack targeting you.

### Pin

Attack Art

AP: 1 MP: 1 Range: Weapon

Ranged Weapons

Description: On hit, the target is Immobilized for one turn.

### Power Shot (Hunter)

Attack Art

AP: 2 MP: 3 Range: W

Ranged Weapons

Description: Use your Power to stabilize your supercharged attack. Add Power in addition to your normal attack stat to your roll.

### Puncture Vitals

Attack Art

AP: 1 MP: 2 Range: W

Ranged and Finesse Weapons

Description: A targeted strike to cause internal bleeding. Gives Afflicted (Physical) 2.

### Reckless Dive (Ravager)

Attack Art

AP: 1 MP: 2 Range: 1

War and Finesse Weapons

Description: You dive to the target throwing caution to the wind for a chance to hit harder. Move up to one range band before you attack, add Mighty 2. Misfortunes used for counter damage do twice the normal damage.

### Riposte

Art

AP: 0 MP: 2 Range: 0

Tag: Interrupt

Finesse Weapons

Description: You take advantage of an opening from a missed attack and strike back. When you are targeted with a melee attack and the attack misses, you make a single attack against them.

### Shield Bash (Vanguard)

Attack Art

AP: 1 MP: 2 Range: 0

Shield

Description: Using your shield you slam into the target, knocking them off balance. Use Grit vs Grit to make a melee attack with your shield. On hit, Stagger for one turn and deal half damage.

### Shield Wall

Art

AP: 1, MP: 2 Range: Self

Tags: Interrupt

Shield

Description: You gain the protected status and can not be moved against your will. If an ally in Range 0 also has this crystal, they may use it as an interrupt immediately to join the wall.

### Sneak Attack

Attack Art

AP: 1 MP: 4 Range: W

Any Weapon

Description: You take advantage of a target's distraction to deal massive damage. The target must be Vulnerable. You attack using Sly and your regular attack stat against the target's Sense. Change all but one success into Fortunes after cancellations.

### Suppressive Fire

Attack Art

AP: 1 MP: 2 Range: 2

Tags: Debuff

Ranged Weapons

Description: You lay down suppressing fire, disrupting the target's focus. Make an attack and the target is considered Weakened whether you hit or miss.

### Vampiric Drain

Attack Art

AP: 1 MP: 4 Range: W

Element: Dark

Any Weapon

Description: Infuse your weapon with dark energy that saps the life force from the target. This attack deals Dark damage and you heal HP equal to half the amount of damage dealt.

### Venom Bite

Attack Art

AP: 1 MP: 2 Range: W

Element: Nature

Tag: Debuff

Any Weapon

Description: Your attack mimics the bite of a venomous creature. The attack deals Nature damage and the target is Afflicted (Nature) for three turns. If used with a natural bite weapon add one boost die to your attack.

## Spell Crystals

### Air Boots (Serreno)

Spell

AP: 1 MP: 1 Range: Self

Element: Wind

Tags: Buff

Description: You temporarily bind the power of the wind into your feet. You can release high powered streams of air that allow you to fly. You gain a fly speed of Range 1 or increase fly speed by Range 1 if you have it already. You may move immediately as part of casting this spell. At the end of your turn you fall out of the air unless you had a fly speed before that allows you to stay afloat.

### Air Slash

Attack Spell

AP: 1 MP: 2 Range: 3

Element: Wind

Description: You create a razor sharp blade of wind that launches at the target dealing Wind damage. Make this attack against the target's Reflex dealing Wind damage.

### Alter

Spell

AP: 1 MP: 2 Range: Self

Tag: Buff, Sustain

Description: Alter your physical body to adapt in various ways. You can gain a new type of movement with Range 1, you can adapt to survive harsh environments, or any others approved by the GM . Only 1 instance stays in effect at a time. Sustain cost is paid every hour.

### Arcane

Attack Spell

AP: 1 MP: 1 Range: 2

Element: Arcane

Description: You send a blast of pure arcane energy at the target. Deal arcane damage.

### Arcane Missile (Arcanist)

Attack Spell

AP: 1 MP: 2 Range: 2

Description: You release a small burst of pure Arcane energy that tracks its target with unfailing accuracy. You deal arcane damage equal to half of your magic to a single target without rolling any attack

### Barrier

Spell

AP: 1 MP: 5 Range: Self

Tags: Buff, Sustain

Description: You create a second skin of protective magic that reduces damage you take. You gain Resistance to every damage type and are Protected.

### Berserk

Spell

AP: 1 MP: 2 Range: Self

Tags: Buff, Sustain

Description: You concentrate your mana into adrenaline at the cost of your awareness. You become Empowered as you sustain this magic. Your Perception is not Empowered but Weakened as long as this effect is active.

### Bless

Spell

AP: 1 MP: 3 Range: 0

Tags: Buff, Sustain

Description: You begin a chant channeling your energy into an ally. The target becomes Empowered.

### Block (Arcanist)

Spell

AP: 0 MP: 2 Range: Self

Tags: Buff, Interrupt

Description: You throw up a shield of magical energy to defend against a single attack. You gain Protected for the triggering attack. If you already are Protected, you add 2 Mishaps.

### Bolt

Attack Spell

AP: 1 MP: 4 Range: 3

Element: Storm

Description: You release a powerful blast of electricity energy at your target. Add 2 boost dice to your roll, each Fortune adds one damage no matter how it is spent.

### Chain Lightning

Attack Spell

AP: 2 MP: 5 Range: 2

Element: Storm

Description: You shoot lighting from your hands at a target that can jump to another until the magic fails. On a hit roll another attack at another target within Range 1 with one less die for each jump.

### Chill to the Bone

Spell

AP: 1 MP: 2 Range: 1

Element: Ice

Tags: Debuff, Sustain

Description: You send a shock of cold energy deep into the target's tissue. The target defends with Grit and is Afflicted (Ice) 1 on a hit.

### Counterspell

Spell

AP: 0 MP: 4 Range: Self

Element: Arcane

Tags: Debuff, Interrupt

Description: You quickly interfere with a spell being cast trying to stop its effects. Use your Magic vs the target's Magic. Success negates the spell and they still expend the normal resources. On a fail the spell continues but is Enfeebled.

### Dark

Attack Spell

AP: 1 MP: 1 Range: 2

Element: Dark

Description: A blast of dark energy.

### Dazzle

Spell

AP: 1 MP: 1 Range: 1

Element: Fire

Tags: Debuff

Description: Shoot a small burst of fire to distract a target. Engage the target vs the target's Sense to resist or the target is Weakened.

### Deep Cocoon (Wyoshalom)

Spell

AP: 1 MP: 4 Range: Self

Element: Water

Tags: Buff, Sustain

Description: You envelop yourself in a sphere of healing waters. You heal 5 HP each turn you Sustain the cocoon but are considered underwater.

### Drain Life

Attack Spell

AP: 1 MP: 2 Range: 2

Element: Dark

Description: With forbidden magic you drain the life force from the target to add to your own. Deal Dark damage and heal half the damage dealt to your HP.

### Embiggen (Chocolatier)

Spell

AP: 1 MP: 3 Range: 2

Tags: Buff, Sustain

Description: You select a target and they grow to an immense size. They are Empowered and their weapons gain Big even if they already have it.

### Expose Weakness (Hunter)

Spell

AP: 1 MP: 2 Range: 2

Tags: Debuff, Sustain

Description: You focus your magic on the target creating a vulnerability. The target gains Weakness to 1 damage type of your choice as long as they are not immune to that damage type. Damage types include elements and physical.

### Fireball

Attack Spell

AP: 1 MP: 4 Range: 3

Element: Fire

Tags: Debuff, Overflow

Description: A hurling ball of fire explodes scorching a wide area. The area is a Range 1 diameter circle. You may spend a Fortune to cause Afflicted (Fire) 2 on a target as they are set on fire.

### Flux

Attack Spell

AP: 1 MP: 2 Range: 1

Element: Dark

Tags: Debuff

Description: You warp the dark space around a creature moving it 1 Range and deal Dark damage.

### Fortify (Enhancer)

Spell

AP: 1 MP: 3 Range: 1

Tags: Buff, Sustain

Description: You weave your magic bolstering physical and mental toughness. Gain Protected.

### Frost (Vestia)

Attack Spell

AP: 1 MP: 2 Range: 1

Element: Ice

Description: Frost forms on the target's legs and joints dealing Ice damage and Immobilizing for 1 turn.

### Heal (Enhancer)

Spell

AP: 1 MP: 2 Range: 0

Tags: Buff

Description: You touch the target healing their wounds. Regain HP equal to your Magic.

### Healing Breeze (Halidom)

Spell

AP: 1 MP: 3 Range: 2

Element: Wind

Tags: Buff, Sustain

Description: A soft breeze surrounds and comforts the target healing their wounds. Target heals 3 HP per turn.

### Incite Rage

Spell

AP: 1 MP: 3 Range: 2

Tags: Debuff

Description: You target an enemy and stir them into a frenzy. They are Empowered but must attack the closest creature to them each turn, friend or foe.

### Insult (Noir)

Spell

AP: 1 MP: 2 Range: 1

Tags: Debuff, Interrupt, Shout

Description: A snide remark to distract someone from their current action. Before dice are rolled you must use this ability and the target rolls with 1 less die as you undermine them.

### Into the Depths

Attack Spell

AP: 1 MP: 3 Range: 2

Element: Water

Tags: Debuff, Sustain

Description: You push the target's mind as if into the depths of the ocean. Magic vs Knowledge. Deal Water damage and Afflicted (Water). All Movement speeds are reduced by 1 except swim speed while this is Sustained.

### Neutralize

Spell

AP: 1 MP: 2 Range: 2

Tags: Buff

Description: Cure all instances of Afflicted from the target.

### Poison Coating

Spell

AP: 1 MP: 2 Range: Self

Element: Nature

Tags: Buff

Description: You coat your weapons in poison, this lasts a number of turns equal to your magic. on a hit with these weapons the target is Afflicted (Nature) for 2 turns.

### Root

Spell

AP: 1 MP: 2 Range: 2

Element: Nature

Tags: Debuff

Description: Vines grow up under the target and Immobilize them; they also get -2 Reflex while Immobilized. the target can break out or be broken out using an action power check with the difficulty set equal to half of your magic.

### Sear

Attack Spell

AP: 1 MP: 2 Range: 2

Element: Fire

Tags: Debuff

Description: Intense fire burst on the target dealing fire damage. target becomes Afflicted (Fire).

### Sleep

Spell

AP: 1 MP: 2 Range: 2

Tags: Debuff

Description: You affect the target's mind to lull them to sleep. Magic vs Will. They can be woken up with an action or when they take damage.

### Stabilize

Spell

AP: 1 MP: 1 Range: 0

Tags: Buff

Description: A quick attempt to neutralize common ailments. Remove one debuff from a willing ally.

### Stone

Attack Spell

AP: 1 MP: 1 Range: 2

Element: Stone

Description: A simple spell shooting stones. dealing stone damage.

### Storm

Attack Spell

AP: 1 MP: 1 Range: 2

Element: Storm

Description: A simple spell shooting storm energy. dealing storm damage.

### Taunt

Spell

AP: 1 MP: 2 Range: 2

Tags: Debuff, Shout

Description: You project your voice at the target forcing its attention to you. Command vs Will. The target must try and attack you on its next turn.

### Truffle Bomb (Chocolatier)

Attack Spell

AP: 1 MP: 1 Range: 1

Element: Fire

Tags: Overflow

Description: You infuse a truffle with explosive energy and throw it. consume a truffle in the process, and deal fire damage. Magic vs Reflex to resist. Unique truffles add unique effects.

## Water

Attack Spell

AP: 1 MP: 1 Range: 2

Element: Water

Description: A simple spell shooting water energy. dealing water damage.

## Wind

Attack Spell

AP: 1 MP: 1 Range: 2

Element: Wind

Description: A simple spell shooting Wind energy. dealing wind damage.