

Character Creation

(Identity) Choose your Adventurer's name, appearance, class, and lineage.

(Ability Scores) Determine your Adventurer's ability scores. The default method used to determine your Adventurer's ability scores is to roll 3d6 four separate times. Apply each of the four rolled totals to an ability score of your choice.

Then, add your lineage ability score improvements to the corresponding ability scores. Lastly, calculate and apply each of your ability score modifiers using the chart below. Other methods of determining your ability scores can be found later in this chapter.

(Minor Scores) Determine your Adventurer's minor scores; Bulk Limit, Defense, Health, Mana, Speed, Spell DC, and Stamina using the following Score Quick Reference. Your Adventurer's size is determined by their lineage.

(Skills) Apply your lineage skills. Then, choose and apply 1 starting skill from either your class skill list or the general skill list.

(Experience) Choose your starting equipment, languages, and proficiencies.

(Spells) If your Adventurer is a caster class, choose 2 spells and 2 cantrips to begin with from your class spell list.

Default Level 1 Scores

(Bulk Limit) Equal to your Adventurer's Might score.

(Defense) Equal to your Adventurer's Agility score.

(Health) Determined by your Adventurer's lineage.

(Speed) Determined by your Adventurer's lineage.

(Stamina) Equal to the your Adventurer's Might score.

(Languages) 2.

(Proficiencies) 3.

(Skills) Equal to your Adventurer's level + lineage skills.

Default Level 1 Caster Scores

(Mana) Equal to your Adventurer's level multiplied by 2.

(Spell DC) Equal to Adventurer's primary class ability score.

(Spells Known) Equal to your Adventurer's level multiplied by 2.

(Cantrips Known) 2.

Damage Die

(1d6) Being gashed by a sword - Being bludgeoned with a hammer - Broken bones in hand.

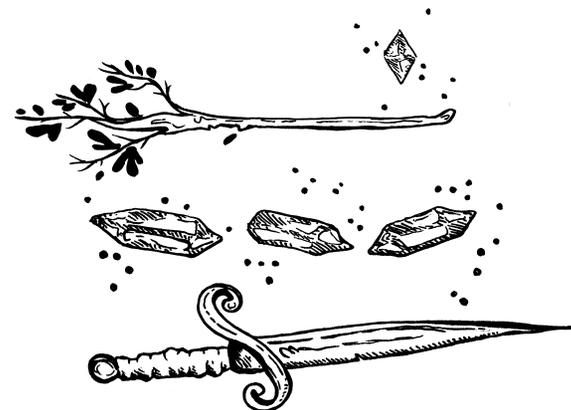
(1d8) Being gored by a maul - Suffering from a blow powerful enough to knock someone to the ground - Suffering a broken wrist or ankle.

(1d10) Being shot by a large firearm - Having your head caved in - Suffering from a broken arm or leg.

(1d12) Being impaled - Having a limb severed or crushed - Suffering from a cracked or broken skull.

(2d10) Being struck by lightning - Being shot with a cannon ball - Being trampled by stampeding animals - Falling into or becoming submerged by lava.

Ability Score	Modifier
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3



Ability Check DCs	
DC 4	A simple activity.
DC 8	An average activity.
DC 12	A challenging activity.
DC 16	A heroic endeavor.
DC 20	A mythic act.

Aiding

If an Adventurer attempts an endeavor that they could receive assistance with, other adventurers can aid them. Adventurers who aid roll 1d20. On a 10 or higher, they aid the Adventurer making the ability check. The Adventurer being aided adds a +2 bonus to their total roll. Aiding can only be done outside of combat.

Agility; Stealth, Reflexes, and Dexterity

Picking a lock - Walking a tightrope - Dodging a projectile - Hiding - Leaping over a wide gap - Cheating while gambling.

Might; Strength, Constitution, and Physical Health

Resisting a poison - Lifting a boulder - Kicking open a door - Holding your breath - Carrying a body.

Will; Charisma, Willpower, and Morale

Resisting psychic effects - Telling a lie - Bartering - Fighting off a possession from an evil spirit - Convincing an enemy to betray their allies - Keeping your hand submerged in icy water.

Wit Checks; Knowledge, Wisdom, and Cunning

Navigating the wilderness - Remembering obscure lore - Seeing through a disguise - Investigating a room - Tracking a creature through the wilderness.

Conditions

(Broken) This condition can only be gained by items and structures. Broken items cannot be used by a creature. Broken structures fall to the ground and become loose debris. By default, enchanted and magical items cannot become Broken.

(Blinded) Blinded creatures cannot see, and make attack rolls with disadvantage.

(Charmed) Creatures with this condition consider their charmer an ally, and cannot target them with damaging abilities, skills, spells, or attacks. The charmer makes Will checks with advantage when attempting to socially influence their Charmed target.

(Corrupted) Creatures that have been Corrupted gain a single Corruption from the Corruption table. The effects of a Corruption last until it is cured by a spell, ability, or skill that can cure a Corruption. A creature cannot have more than 1 Corruption at the same time.

(Covered) Creatures that are Covered gain a +3 bonus to their Defense.

(Encumbered) An Encumbered creature's Speed becomes 20.

(Exhausted) Exhausted creatures make all ability checks and attack rolls with disadvantage. If a creature uses or loses 2 Stamina while they are Exhausted, they become Unconscious and Stabilized.

(Invisible) Creatures with this condition cannot be seen. Attack rolls against Invisible creatures have disadvantage. Invisible creatures roll with advantage on all Agility checks made in an attempt to hide or sneak.

(Prone) Prone creatures lay flat on the ground. Crawling while Prone is considered movement over Rough terrain. Attack rolls against Prone creatures have advantage if the attacker is within melee range of the creature. Otherwise, attack rolls against a Prone creature have disadvantage.

(Restrained) A Restrained creature's Speed becomes 0.

(Sapped) A Sapped creature has disadvantage on all ability checks.

(Stabilized) A Stabilized creature is Unconscious but does not roll Mortality checks.

(Stunned) A Stunned creature cannot use any Actions or Free Actions, and their Speed becomes 0. Attack rolls made against Stunned creatures are rolled with advantage.

(Unconscious) An Unconscious creature is Stunned, Prone, can't move or speak, and is completely unaware of its surroundings.

Unconscious creatures automatically fail all ability checks. Creatures that become Unconscious during a combat encounter make 1 Mortality check on each of its subsequent turns, beginning with its next turn after it becomes Unconscious.

(Wounded) Creatures that have been Wounded gain a single Wound from the Wound table. The effects of a Wound last until it is cured by a spell, item, or skill that can cure a Wound. A bandage, for instance, cures a creature who is Bleeding. A creature cannot have more than 1 Wound at the same time.

Loot - Roll 1d20

- 1 [Some interesting clothing inside of a Mimic]
- 2 [1 Shield]
- 3 [1 Special Weapon]
- 4 [1d12 Ammunition]
- 5 [1d6 Potions]
- 6 [1d100 Coin]
- 7 [1 Orb enchanted with random spell]
- 8 [1 Rod enchanted with random lesser spell - 1d6 charges]
- 9 [1 Suit of Armor]
- 10 [1 Trinket]
- 11 [1d6 Kits]
- 12 [Hiding gremlin with a sharpened spoon - roll initiative]
- 13 [1d20 Gems]
- 14 [1d6 Weapons]
- 15 [1 fully loaded Flintlock]
- 16 [1 piece of rare Adventuring Gear]
- 17 [1 Lost and hungry Animal Companion - if treated, will fight for you until it dies]
- 18 [1 Incomprehensibly esoteric artifact]
- 19 [Bag o' Coin]
- 20 [1 Mythic Weapon]

Encounter - Roll 1d8

- 1 [Some other travellin' folk. They'll play a song and swap tales with the party]
- 2 [A devoted pilgrim intent on reaching his destination]
- 3 [A band of cowardice, opportunist banditos.]
- 4 [A roving monster]
- 5 [A crystal statue with offerings at its feet]
- 6 [A talking tree which has overheard some information useful to the party - if they're patient]
- 7 [A dead body with loot on their person]
- 8 [A minion of the party's enemies has caught up with them - the minion is well trained]

A Guide's Philosophy

Be kind - Ask Adventurers questions more often than you state facts about the world -
Encourage immersion - Give your characters life - Don't intrude on a player's agency -
Breath detail into each scene - Above all, listen.

