Attributes

_____ / _____
spent / total

Physical	Sub.	score	cost	bonus	dice
Agility					
Fortitude					
Might					
Mental					
Learning					
Logic					
Perception					
Will					
Social					
Deception					
Persuasion					
Presence					
Extraordinary					
Alteration					
Creation					
Energy					
Entropy					
Influence					
Movement					
Prescience					
Protection					

Feats

_____ / _____
spent / total

Name	cost

Player Name _____

Archetype _____

Description _____

Character Name _____

Level _____   Experience _____

Guard

Agility _____
Might _____
Armor _____
Feats _____
+ 10

Toughness

Fortitude _____
Will _____
Feats _____
+ 10

Resolve

Presence _____
Will _____
Feats _____
+ 10

Hit Points

Max	
	2 x (Fort+Will+Presen)+10
Lethal	
Damage	

Initiative

d20 **+**	
Advantage:	

Perks

Flaws

Legend

Wealth

Speed

Attributes

Score	Total Cost	Dice	Avg CR Boon CR
1	1	1d4	12
2	3	1d6	14
3	6	1d8	16
4	10	1d10	18
5	15	2d6	20
6	21	2d8	22
7	28	2d10	24
8	36	3d8	26
9	45	3d10	28
10	-	4d8	30

Cannot purchase a score of 10

Calculations

Guard	10 + Agility + Might + Armor + Armor Bonus + Feats
Toughness	10 + Fortitude + Will + Feats
Resolve	10 + Presence + Will + Feats
Hit Points	10 + 2(Fortitude + Presence + Will) + Feats
1 XP	3 Attribute Points & 1 Feat Point
3 XP	1 Level

Exploding Dice
Any dice that roll the maximum value explode! You can roll them again and add the new total to your action roll as well. Continue rerolling dice until none of them explode.

Advantage X
Roll X extra attribute dice where X is your advantage level. Discard the lowest X attribute dice. Explode the remaining dice as normal.
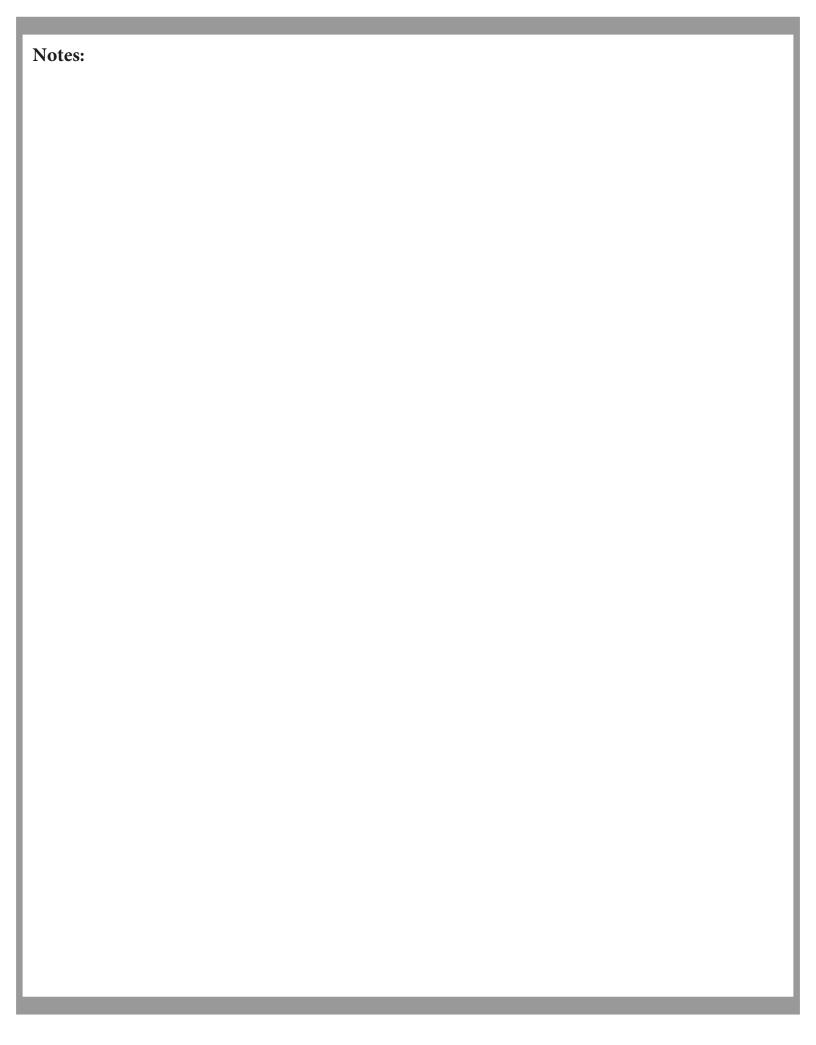
Disadvantage X
Roll X extra attribute dice where X is your disadvantage level. Discard the highest X attribute dice. Explode the remaining dice as normal.

For No Attribute Dice
Roll 2d20 and keep the highest for Advantage or keep the lowest for Disadvantage. You cannot gain greater than 1 advantage or disadvantage when rolling with no Attribute Dice.

Every Roll Matters
Every action roll should drive the story in a new direction. A failed roll should not let the story stagnate, nor should a failure be easily negated by a successful roll from another character.

Damaging Attack or Bane Attack

Step 1	**Determine Range**	**Melee** – Within your reach **Projectile** – Weapon Range Disadvantage 1 for 1 extra range increment Disadvantage 2 for 2 extra range increments **Extraordinary** – Based on Attribute Score 1-3 = 25' 4-6 = 50' 7-9 = 75'	***Ranged Attacks in Melee*** *If enemy within melee reach, you have disadvantage 1. Area attacks are ranged attacks if the area doesn't have at least one space adjacent to the attacker.*
Step 2	**Determine Target(s)**	*If more than one target...* **Melee** – Disadvantage = total # of targets **Ranged** – Disadvantage = total # of targets (Max 5 within 25' square) **Area** – Disadvantage varies as follows: • Cube – Disadvantage 1 per 5' of cube's side. • Line – Disadvantage 1 per connected 5'x10'x10' line (w x l x h) • Cone – Disadvantage 1 per 5' length of cone (width = length)	
Step 3	**Determine Targeted Defense**	Weapon Attacks always target Guard. Extraordinary Attacks target the most logical defense. **Guard** – Dodging or Deflecting **Toughness** – Bodily Health **Resolve** – Psyche or Will	
Step 4	**Action Roll & Calculate Result**	Attack & Bane Success = Matching the Target Defense Damage Dealt = Action Roll minus Defense (minimum 3 damage) Exceptional Success = 10+ over Defense • Inflict an appropriate Bane for the Attribute and/or Weapon • End one Sustained Boon by your Target	

Invoking a Boon

Target(s) are same as Damaging or Bane Attacks. Your roll determines the Power Level you invoke at (see "Attributes" table). Max Power Level is your Attribute Score invoking the boon. Remember, on a failed roll, your GM might still allow you to succeed with a twist.

Preferred Attacks	Attribute		Target	Special
		vs		
		vs		
		vs		
		vs		
		vs		
		vs		
		vs		
		~~vs~~		
		vs		
		vs		
		vs		
		vs		

Preferred Boons	Attribute	PL	Action Type	~~Duration~~

Notes:

Properties

Augmenting - Banes associated with this item can be delivered via an alternate method, such as a weapon or other damaging attack. Applying the item's augmentation to an attack is a move action which consumes the item. Upon application, you choose a bane the item can invoke. The next attack made with the augmented item triggers that bane if your roll is equal to or above the target's defense score. Examples of the augmenting property include poison, special ammo cartridges, and magical jewels that can be attuned to a weapon to enhance its power. All augmenting items must have the expendable property.

Area - An item with the area property always makes multi-target area attacks or invocations of the listed size and shape and cannot be used to make non-area attacks. If an item has multiple area sizes, the attacker chooses from them with each attack. Attack and action rolls do not incur any of the disadvantage penalties usually associated with multi-targeting.

Autonomous - When created, the item's crafter sets a specific condition that causes the item to trigger one particular action. This autonomy could be magical guidance, algorithmic targeting via a guidance system, or even mundane autonomy, such as pressure plates surrounded by murder holes (arrow slits with self-reloading crossbows).

Baneful (bane) - When making a damaging attack with this item, you may automatically inflict a listed bane if your attack roll exceeds the target's defense by 5 or more. The bane can be triggered this way in lieu of other banes, even if the item or wielder cannot access the bane. The invoking attribute for this bane is equal to the attacking attribute.

Consumable - A consumable item can be used once to invoke a boon at the listed power level. This boon invocation succeeds automatically without a roll and cannot be invoked with multi-targeting. Afterwards, the item is consumed and cannot be used again.

Cursed (bane) - The wielder of this item is automatically afflicted with the indicated bane at the listed power level. The bane cannot be shaken off using the resist bane action. Furthermore, the cursed item cannot be unequipped unless the wielder is subject to the restoration boon at a power level high enough to dispel the bane.

Damage (type) - When making a damaging attack with this item, you may choose to have it inflict damage of the listed type in lieu of the type it would otherwise deal. This property can only be applied to an item once. The damage types are: precise, forceful, fire, cold, lightning, acid, influence, and entropy, though a GM may allow or create other types.

Deadly - Some weapons are so effective that their potency makes the wielder significantly more capable. Attacks made with this weapon gain advantage equal to their deadly value. A weapon cannot have a deadly value greater than 3.

Expendable - An expendable item can be used once to make an attack or invoke a bane. Afterwards, the item is expended and cannot be used again.

Persistent (boons) - An item with this property automatically invokes and sustains a single instance of the indicated boon without requiring the wielder to make an invocation roll or use the sustain a boon action. If the duration of a boon is instantaneous, the item automatically invokes the boon each round at the start of the wielder's turn. The wielder does not have to invoke this effect. The item's effect persists automatically unless the wielder spends a minor action to deactivate it, in which case it remains deactivated until the wielder spends a minor action to reactivate it.

Potent - Targets suffer disadvantage 1 on resist rolls to shake off banes inflicted by this item.

Powerful - Bane or boon invocations made with this item have advantage equal to the item's powerful value. An item cannot have a powerful value greater than 3.

Reliable - The wielder does not have to roll to invoke this item's listed boons if they are targeting a single creature. The invocation automatically succeeds. If the item also has the area property, it may still benefit from the automatic success granted by the reliable property.

Sentient - The item becomes either self-aware or capable of basic human reasoning. It has no inherent bond with its creator, and is treated like any other NPC. It gets its own turn and array of actions. The item gains no mental or social attributes, only the ability to think. At the GM's discretion, it may also gain a particular mode of movement, such as walking, climbing, flying, or swimming.

Special - The item possesses a unique property that is explained in full detail in its description.

Defensive - A defensive weapon grants advantage equal to the listed value when its wielder takes the defend action. Additionally, you gain a +1 armor bonus when wielding a defensive weapon (regardless of the defensive value listed). While wielding an item with the defensive property, you don't gain the advantage 1 to attacks normally associated with Melee One-handed or Two-handed weapons. A weapon cannot have a defensive value greater than 3.

Delayed Ready - This weapon can only be used once per round. In addition, prior to using the weapon, the wielder must spend a move action to ready it.

Forceful - This weapon can make attacks with the Might attribute and invoke banes accessible via Might.

Heavy - The weapon is particularly heavy to carry. You may carry a maximum number of heavy items equal to your Might score.

Precise - This weapon can be used to make attacks with the Agility attribute and invoke banes accessible via Agility.

Reach - This weapon extends the natural melee range of the creature by 5'.

Slow - If you are wielding this weapon at the beginning of combat, you gain disadvantage 2 on your initiative roll. If you are not wielding the weapon but plan to use it on your first turn, this penalty is still applied. If you are wielding multiple weapons, your initiative modifier is equal to the slowest among them (slow, swift, or neither).

Stationary - The bulk and weight of this weapon is enormous. Moving it requires a focus action, which allows it to be moved up to 30 feet.

Swift - If you are wielding this weapon at the beginning of combat, you gain advantage 2 on your initiative roll. If you are not wielding the weapon but plan to use it on your first turn, you still get this bonus. If you are wielding multiple weapons, your initiative modifier is equal to the slowest among them (slow, swift, or neither).

Inventory:

Attribute & CR Breakdown

Score	Total Cost	Dice	Boon CR Average CR
1	1	1d4	12
2	3	1d6	14
3	6	1d8	16
4	10	1d10	18
5	15	2d6	20
6	21	2d8	22
7	28	2d10	24
8	36	3d8	26
9	45	3d10	28
10	n/a*	4d8	30

*cannot purchase a score of 10

Calculations for Defenses and XP

Guard	10 + Agility + Might + Armor Bonus + Feats
Toughness	10 + Fortitude + Will + Feats
Resolve	10 + Presence + Will + Feats
Hit Points	10 + 2 x (Fortitude + Presence + Will) + Feats
1 XP	3 Attribute Points and 1 Feat Point
3 XP	1 Level

Character Stats Beyond First Level

Level	XP	Attribute Points	Max Attribute	Feat Points	Example Wealth Score
1	0	40	5	6	2
2	3	49	5	9	2
3	6	58	6	12	3
4	9	67	6	15	4
5	12	76	7	18	4
6	15	85	7	21	5
7	18	94	8	24	6
8	21	103	8	27	6
9	24	112	9	30	7
10	27	121	9	33	8

Advantage/Disadvantage

Examples, not exhaustive:

Advantage

Conducting research in well-stocked library
Attacking a foe during an acrobatic stunt
Attacking a surprised or unaware foe
Negotiating while you have leverage
Expending a valuable arcane focus
Attacking a flanked foe
Tracking a large group

Disadvantage

Attacking while prone
Attacking in a confined space
Conducting research while sick
Attacking while balancing on a beam
Tracking creature smaller than a child
Casting a spell in midst of a heavy storm
Negotiating with someone who has leverage

Core Mechanic: Every Roll Matters

The Action Roll

Roll 1d20 + attribute dice (all dice explode)

If the action roll...	then the result is...
equals or exceeds the CR	the player succeeds
is less than the CR (GM's Choice)	success, but with a twist – OR – failure, but the story progresses

Interpreting Success with a Twist

The player gets what they wanted originally, but there is an unintended consequence or unexpected cost. Example twists include, but not limited to:

- Put a character in danger
- Expend a resource
- Make an enemy OR Lose a friend
- Overlook an important detail
- Waste Time
- Attract attention
- Find something you weren't looking for

Interpreting Failure, but the Story Progresses

Story Progresses can mean a lot of things. Examples include, but are not limited to:

- The character finds an opportunity for success... later or in another way.
- The danger snowballs (more trouble has arrived)
- The information is false, they just don't know it yet

Challenge Ratings (CR) by Difficulty

Difficulty	CR	Example Actions
Everyday	10	leap a 5' gap, climb a surface with ledges break down a household door, haggle a simple merchant for a discount
Challenging	15	climb a rough surface, catch the drift of a text in an unfamiliar language, break down a strong wooden door
Heroic	20	climb a smooth surface, leap a 15' gap, translate a text in an unfamiliar language, convince a neutral party to take a risk for you
Epic	25	translate a text in an alien language, break down an iron door
Legendary	30	leap a 25' chasm, climb a flat surface, befriend an enemy with a vendetta

Running Combat

Taking Your Turn

- 1 Major Action
- 1 Move Action
- Any number of unique Minor Actions
- Free Actions (Usually from Feats)

-OR-

- 1 Focus Action
- Free Actions
  - Usually from Feats

Initiative

Determine Surprise, make an Agility Action Roll (remember Swift/Slow Property), the total is their initiative score. NPCs may be individual, or as a group for NPC enemies and allies.

Start your list with all combatants that are not surprised, order them from highest down to lowest. After these, order the remaining combatants from highest to lowest. This is your initiative order for the entire combat.

Major Actions

- Make a damaging attack
- Make a bane attack
- Invoke a boon
- Assist an Ally
- Take extra Move Action

Move Actions

- Move your Speed
- Take a Special Movement
  - Climb/Swim at half Speed
  - Might Action Roll to:
    - Long Jump distance in feet equal to the roll
    - High Jump distance in feet equal to half the roll
- Resist Banes

Minor Actions

- Draw OR Sheath a weapon
- Retrieve item stored on your person
- Sustain a Boon
- Perception roll to observe surroundings
- Learning roll to recall useful information
- Open a door/chest/drawer/etc
- Make an Opportunity Attack with Melee Weapon
- Other Minor Actions via GM discretion

Focus Actions

- Superior Action
  - Make any one action roll with advantage 1
- Charge
  - Move up to twice your speed and make one melee attack at disadvantage 1

Interrupt Actions

Lose Major Action on the next turn in the initiative order.

- Defend - if roll is higher than defense, it replaces it
- Improvise - generally non-offensive

Damaging/Bane Attack or Boon Invocation

Step 1 - Determine Range

Step 2 - Determine Target(s)

Step 3 - Determine CR

- **Attacks (Damaging/Bane)** are the Defense of the target:
  - Weapon Attacks generally always target Guard
  - Extraordinary Attacks target the most logical defense:
    - Guard - Dodging or Deflecting
    - Toughness - Bodily Health
    - Resolve - Psyche or Willpower
- **Boons** are all the Power Level(s) available based on the invoker's Attribute Score.

Step 4 - Perform Action Roll and Determine Results

- Damaging Attacks succeed if equal or higher than Defense.
  - Damage Dealt is Action Roll minus Defense (min of 3)
  - Exceptional Success if Action Roll is 10+ over Defense
    - Inflict appropriate Bane for the Attribute/Weapon
    - or End one Boon being sustained by the target
- Bane Attacks succeed if equal or higher than Defense.
- Boon Invocation roll determines Power Level you invoke at, Max Power level is equal to Attribute Score.

Ranges

Melee

- Within your reach
  - Based on Weapon

Non-Physical/Extraordinary

- Based on Attribute Score
  - 1 to 3 - 25'
  - 4 to 6 - 50'
  - 7 to 9 - 75'
- Cannot aim farther

Ranged Attacks in Melee

- Disadvantage 1 if enemy is within melee reach
- Area attacks are ranged attacks if the area doesn't include at least one space adjacent to the attacker

Ranged

- Weapon Range
  - Close - 25'
  - Medium - 75'
  - Long - 125'
  - Extreme - 300'
- Disadvantage to aim farther
  - 1 for double
  - 2 for triple

Multi-Targeting (Determine Disadvantage)

Melee

- Disadvantage = # Targets

Area

- Cube - Disadvantage 1 per 5' cube's side
  - no Disadvantage if only a 5' cube
- Line - Disadvantage 1 per line segment (must touch)
  - 5' x 10' x 10' (width x height x length)
- Cone - Disadvantage 1 per 5' of cone (width = length)

Ranged

- Disadvantage = # Targets
- Max of 5 within 25' square