

# **GEAS PLAYTEST PACKET 2: CHARACTER OPTIONS**

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*This packet is playtest material only. It is not the final material and is subject to change. Not every player option from the full game is included within this packet.*

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# ABILITIES

There are three categories of abilities: **physical**, **mental**, and **sway**. Each ability has a sub-ability that further breaks down the umbrella into more specific attributes. Each ability is also represented by a value. This value is the added number of dice you use in your dice pool when making Challenge Rolls for the appropriate ability.

**Physical.** This represents your physical attributes, including raw strength and power, agility, and endurance.

**Mental.** This represents your mental fortitude, intellect, intuition, wisdom, and willpower.

**Sway.** This ability represents the affect you have on others around you. It factors in personality, the strength of presence, persuasion, and intimidation skills.

For example, if you have a Physical score of 2, then you add two dice to your dice pool for any Challenge Roll that is physical related (with the exception of attack rolls, which are described later).

When you create your character, you distribute the following modifiers to your abilities in an order you choose: 2, 1, 0.

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*Example: Alex wants to play a fierce warrior, so they assign the “2” to Power, the “1” to Sway, and the “0” to Mental.*

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## BONUSES FOR ABILITIES

Your ability modifiers grant you other bonuses beyond making Challenge Rolls.

**Physical:** Add a bonus to damage for melee attacks, and a bonus to your vigor and vitality (and each time you roll for new vigor or vitality) equaling your modifier.

**Mental:** Become proficient in an additional sub-ability (see below) for every point you have in this ability.

**Sway:** If you end a rest with zero Heroic Points, gain a number of Heroic Points equal to your Sway score.

## SKILLS

As mentioned above, each primary ability has subcategories as defined below:

**Physical** (Power, Agility, and Endurance)

**Mental** (Intellect, Intuition, and Will)

**Sway** (Presence and Influence)

When you create your character, you gain proficiency in one or more of these subcategories (see *Profession* Descriptions). In addition, you gain a bonus sub-ability to be proficient in for every Mental modifier you have.

Based upon your Circle, the type of dice you use in your dice pool for ability checks is determined as per the following chart. This die type is called your **Proficiency Dice (PD)**.

# PROFICIENCY DIE

Circle	PD	If You Are Proficient in the Sub-Ability
1	d8	2 PD + 1PD for each Ability modifier
2	d10	
3	d12	
4	d20	

## NOTE ON CHALLENGE ROLL PENALTIES

Occasionally you may encounter a scenario that enforces a penalty to your dice pool. This is often written as “suffer a -2 PD penalty”. This means you would remove two dice from your dice pool when rolling. Please note that your dice pool can never go below one dice. You will always have an opportunity to roll at least one dice.

However, there is a cost if the penalty reduces your dice pool dice to zero or below. Yes, you get to roll a dice, but it is one category less than your normal dice.

That is, if your PD is a d20, then you would roll a d12. If it's a d10, then you would roll a d8 instead, etc. etc.

## TYPICAL CHECKS BY SUB-ABILITY

The following list is not exhaustive but should give you a good idea of which sub-ability to use depending on the action.

**Power:** lifting/pushing checks, grappling, carrying capacity, jumping

**Agility:** acrobatics, climbing, balance, dexterity, stealth

**Endurance:** marching, resistance to poison, disease, and illness

**Intellect:** recollection, puzzle solving, learning capacity, spell potency

**Intuition:** detect motive, gut feeling, insight, perception

**Will:** pushing through, resistance to mental effects or attacks, maintaining concentration

**Presence:** charisma, performance, first impressions

**Influence:** persuasion, deception, and intimidation

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### *What Does This Look Like in Game Play*

*Let's say Jo has a Physical score of 1, and they are proficient in all weapons and armor and also Power and Endurance. Jo is an Explorer (1st Circle), so their base PD is a d8. They would roll 3d8 if asked to make an Endurance check. If Jo is asked to make an Agility check (a subcategory they are not proficient in), they would roll only 1d8.*

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# EXPERIENCE CIRCLES

Ceas uses a leveling system to reflect the overall power of your PC, but it's a bit different than other RPGs. Each PC has a Circle that they belong to. Much like a Chapter of a book, ending one Circle and progressing to another represents a significant shift in game play progression.

## CIRCLE TABLE

Circle	XP Needed	Title
1st	0	Explorer
2nd	10	Adventurer
3rd	20	Hero
4th	30	Legend

## CIRCLE ADVANCEMENT

As you progress in your adventures, you gain experience points (XP). You use these XP to purchase new traits. Each new trait of your specialty or profession costs 1 XP to purchase. You can only purchase traits in the same Circle you belong to. When you advance to a new Circle, you can buy traits of that Circle or less.

To advance to the next Circle, you need to have acquired 10 XP since the last advancement. That is, you need a total of 10 XP to have been awarded to advance to the 2nd Circle, a total of 20 XP to reach 3rd Circle, and 30 or more XP to reach 4th Circle.

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*You do not need to spend your XP when you get them. You can save them for later. However, you can only spend XP when you have a significant break in game play (a rest at minimum).*

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## CROSS-TREE LEARNING

There may be a point where you want to learn a skill from another specialty. This is generally difficult, as the skill needed to learn a specialty required a lot of training or life experience. Simply deciding to learn traits from another specialty almost immediately breaks this in-game assumption. That doesn't mean it's prohibited, however. Especially if your table agrees that allowing it will enhance the fun. Realism is great unless it's more fun to ignore it.

To learn traits from a different specialty, first, you must have a reason for it that helps explain how you will acquire the skills of the new specialty. This is usually either learning from a party member who has it or working with a trainer during downtime. If you've come up with a reason the GM is ok with, you may learn these traits during the next time you spend experience. There is a cost, however. Each trait you learn from a different specialty costs 2 XP, rather than 1.

# CREATING YOUR CHARACTER

Your Player Character (PC) is the personality or “character” that a player controls during the game. Think of a fantasy character you might know from a book or movie. You, as the player, create a character of your choosing and play as if you were them. You do this from their perspective during the game, much like a hero progresses in a story or movie.

When you create your character, you follow a certain order:

1. Think of an archetype (dashing warrior, arcane elven wizard, crafty treasure hunter, etc.). Visualize this character in your mind.
2. Determine your ability score modifiers.
3. Determine your ancestry and background, and note any abilities you gain.
4. Determine your character profession, and note any abilities you gain.
5. Outfit your character.
6. Give your character a name. Now you’re ready to jump right into the adventure!

## CHAR GEN WALK-THROUGH

### A

Decide your archetype. This includes choosing your ancestry, background, profession, and character arc.

### B

Choose how to allocate your ability modifiers, and choose which sub-abilities you are proficient in. In this case, Alandris gains a bonus third sub-ability due to being a human. It might be a good idea to note the dice pool for each sub-ability you are proficient with.

### C

Based on your profession and Physical modifier, determine your vigor and vitality and Core Die (CD) type. Alandris is a warrior (d10 CD) and has a Physical modifier of 2, and all starting characters start with maximum vigor and vitality.

### D

Note your traits you have learned as part of your background, ancestry, and profession.

### E

Outfit your character with equipment and note how much money you have left over.

### F

After you’ve purchased equipment, note the benefits they give. For armor and shields, note your final DEF dice pool and your Damage Reduction (DR) if applicable. Then note the relevant stats for the weapons you’ve purchased.

# CHARACTER SHEET

CHARACTER NAME

Alandris Darkshire

ANCESTRY

Human

BACKGROUND

Combat Dancer

CIRCLE

1st

ARC

Courage

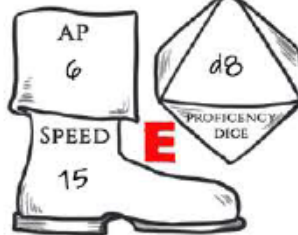
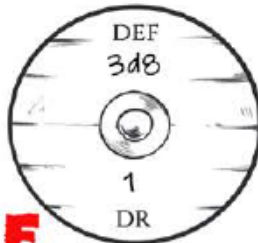
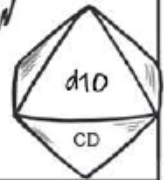
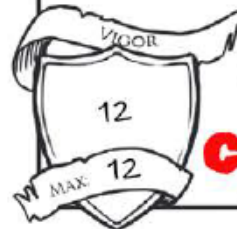
PROFESSION/SPECIALITY:

Mercenary



4d8  
POWER  
AGILITY  
INTUITION  
INFLUENCE

4d8  
ENDURANCE  
INTELLECT  
WILL 2d8  
PRESENCE



TRAITS:

+1 DEF (combat dance

stances

+1 PD to attacks

x2 vitality when winded

WEAPON TYPE: broadsword

AP: 4

ADP: 2d8

WDP(BDP): 2d8+2 RANGE:

WEAPON TYPE: Longbow

AP: 4

ADP: 2d8

WDP(BDP): 2d8+2 RANGE: 600ft

WEAPON TYPE:

AP:

ADP:

WDP(BDP):

RANGE:

EQUIPMENT

backpack, bedroll, crowbar, hooded lantern, 2ea medical kits, small mirror, 2ea oil flasks, large pouch, 2ea small pouches, 50ft hemp rope, small sack, 12ea small spikes, 1 person tent, tinder box, 6ea torches, 2ea waterskins, leather armor, light shield

TREASURE

3 gp

7 sp

NOTES



# ANCESTRIES

One of the great things about a fantasy or science fiction game is that you can play pretty much anything you want! Well, as long as your group is OK with it, naturally. In traditional fantasy role-playing games, some ancestries appear more often than others. Humans, elves, and dwarves are some of the most common fantasy ancestries in literature and film. However, other more fantastical ancestries are also popular, such as beastkin and devilkin.

The ancestries contained herein are the most common available playable types. However, get with your GM during Session Zero to verify if their particular game world includes the ancestry as a playable one. Some GM's might not have devilkin as part of their world lore, for example.

As a GM, a good piece of advice to follow is that unless something is expressly forbidden, then allow it. Try to find compromise when possible. For example, if your default world does not include devilkin and a player really want to play one, try to come up with a compromise. Perhaps they are a one-off that was created under unique circumstances. Advise the player of what that may result in during the game. If a player is playing a devilkin and they don't normally exist in your game world, then most likely they will encounter extreme reactions among the populace.

Additionally, perhaps the game world includes ancestries that are not included here. Feel free to add new ancestries to fit your vision of the game world.

## BEASTKIN

Size: Small or Medium

Speed: 15 feet per AP

Beastkin are a humanoid species with distinctive physical traits of a particular animal. They come in a wide variety of manifestations, nearly as many as animal species. Typically they stand between three and seven feet in height with humanoid bodies. Their heads are almost always that of their bestial heritage, and their skin will often be fur-covered or scaly, depending on the type of animal heritage. A beastkin often has claws, a tail, or even small wings.

When you choose a beastkin as your ancestry, you decide which animal will be your heritage animal. Your size is determined by the size of this heritage. Thus, if your heritage is a medium-sized or larger animal, your overall size is medium. If the size of your heritage animal is tiny or small, your overall size is small.

Based upon your choice of animal heritage, choose one of the following traits:

Trait	Description
<b>Bite</b>	You have long fangs and a powerful jaw that you can use to make an attack with (AP: 4). On a hit, your bite has a WDP of 2 CD points of physical damage. This is considered a natural melee attack.
<b>Claws</b>	Your razor-sharp claws can be used to attack (AP: 3). On a hit, they inflict a base 1 CD of physical damage. This is considered a natural melee attack.
<b>Enhanced Hearing/Smell</b>	You gain the Detect ability (as described in the <i>Bestiary</i> ). This value equals 2 + your Circle level + your Mental modifier. When actively searching for a hidden creature, you gain a +1PD bonus to your Challenge Roll.
<b>Enhanced Vision</b>	You have night vision up to 100 feet.
<b>Fur Coat</b>	You have a thick fur coat, granting you resistance to cold damage.
<b>Gills</b>	You can breathe underwater.
<b>Iron Constitution</b>	You gain resistance to poison damage, and are immune to the poisoned status.
<b>Powerful Legs</b>	Your base movement speed increases by 5 feet. Your long and high jump distances are doubled.
<b>Powerful Tail</b>	You can use your tail to attack (4 AP), using your PD on attack rolls. WPD is 1 CD and if the target is medium-sized or smaller, it must succeed on an Agility check or be knocked prone. The TCN equals your attack roll result.
<b>Wings</b>	You gain a fly speed of 20 feet per AP. You can fly as long as you aren't encumbered. After every minute of flight, spend 5 vigor to continue for another minute.

# CENTAUR

Size: Large  
Speed: 25 feet per AP

Centaurs are majestic and powerful beings that combine the upper body of a human with the lower body of a horse. Their human-like torso features a wide range of skin tones, hair colors, and eye colors, just like humans. Their lower equine bodies come in various coat colors and patterns, with strong, muscular legs that allow them to move swiftly.

Centaur society is deeply rooted in nature and often centered around sprawling, nomadic tribes. They are known for their close connection to the land and its creatures. Centaurs are skilled hunters and gatherers. They revere the natural world and follow traditions that celebrate the changing of seasons and the cycles of life.

Most centaurs have an aversion to enclosed spaces and will avoid them. PC centaurs of course do not necessarily suffer from this as heroes are the exception.

Naturally with the body a centaur has, they have a high rate of movement speed. The drawback is that they are also large and have extreme difficulty when trying to climb things like trees or walls. A creative alternative solution must be made to overcome these challenges.

Circle	Trait
1	Hoof attack (AP: 3). WPD: 2 CD physical damage. You can carry twice the normal amount of weight before becoming encumbered.
2	+5 to base movement speed. Gain a +5 bonus to your long and high jump distance.
3	Enhanced senses. You gain the Detect trait, equaling your Circle level + your Mental modifier.
4	+5 to base movement speed.

# DWARF

Size: Medium or small  
Speed: 10 feet per AP

Short and stocky, most dwarves take great pride in their beards (all genders). They are endurnig, living up to 350 years of age.

**Plains dwarves** are possibly the most common dwarves typically encountered by other people, as they make their homes above ground and are active in trading and building alliances with other peoples. They typically are a bit taller than other dwarves, standing close to five feet in height.

**Granite dwarves** are more reclusive, making their homes in fortresses and citadels deep within mountain passes or within the mountain itself where one hears the constant ring of mining picks and the roar of working forges. They are between 4 and 5 feet in height, and a bit stockier than their plains dwarf cousins.

Circle	Ancestry	Trait
1	Plains	+5 to base speed.
2	Plains	Resistance to toxin damage.
3	Plains	+1 PD on checks to resist poison or disease.
4	Plains	Immunity to disease.
1	Granite	Sense Direction. Able to detect direction and orientation even while underground. +1 CD to max vigor.
2	Granite	Resistance to blunt damage.
3	Granite	+1 CD to max vigor.
4	Granite	Resistance to heat damage.

# ELF

Size: Medium

Move: 15 feet per AP

Elves tend to be more reclusive than humans and are long-lived, up to 750 years of age. Most elves are slightly shorter than humans, with pointed ears and natural agility.

**Elder elves** are the most “civilized” and magical of all the elves, utilizing magic in all aspects of their culture. Their skin tone varies in relation to the climate they are found in, from having a pale sand color to a golden hue skin tone with silky hair of gold, lavender, or silver color in temperate climates, to a deep dark brown to bronze skin and black to dark violet hair in a desert climate.

Making their homes deep within the forests and woodlands far away from populated areas, **forest elves** have a natural affinity for nature, going so far as to craft their homes to appear as natural extensions of trees and natural rock formations. Forest elves rarely are taller than 5 feet in height and are slightly more robust in build than their elder elf cousins. Their skin tones range from dusky grey to deep chocolate brown.

Circle	Ancestry	Trait
1	Elder	Once sorcery incantation.
2	Elder	No longer require sleep.
3	Elder	+1 PD on checks to resist being glamourous.
4	Elder	Arcane vision 60 feet.
1	Forest	Night vision 60 feet.
2	Forest	+1 to max AP.
3	Forest	+2 PD bonus on stealth checks.
4	Forest	Once per rest, cast the <i>invisibility</i> spell as per the sorcery spell of the same name.

# FFOLK

Size: Small

Speed: 10 feet per AP

The Ffolk are an ancestry that inhabits the rolling hills of a world, and are a unique and charming people. Ffolk are characterized by their diminutive stature, rarely reaching more than three feet in height. Despite their small size, they possess a remarkable agility and nimbleness that allows them to navigate their hilly environment with ease. They have ruddy complexions, which gives their skin a warm, earthy tone. Their cheeks often bear a healthy flush, a testament to their outdoor lifestyle. Their eyes are bright and expressive, often adorned with twinkles of curiosity and mirth.

Ffolk are known for their close-knit communities, residing in small villages scattered throughout the rolling hills. These villages are typically hidden amid lush, verdant landscapes, making them difficult for outsiders to stumble upon accidentally.

Ffolk are known for their friendly and jovial nature. They eagerly welcome travelers into their villages, sharing tales, songs, and hearty meals. Their festivals are lively affairs, filled with music, dance, and communal feasting.

Circle	Trait
1	You have the luck of the Ffolk. Once per breather, you can reroll any Challenge Roll, taking the new result.
2	You gain a 5 feet bonus to your movement rate.
3	You gain a +1 PD bonus to DEF against large-sized or larger attackers.
4	Once per rest, you can turn any one weapon or spell attack against you into a miss.

# HUMAN

Size: Medium

Speed: 15 feet per AP

Humans are one of the most versatile and adaptable races in the fantasy world. They are often known for their ingenuity, resilience, and determination, which have allowed them to thrive in a wide range of environments and cultures.

Physically, humans come in a variety of shapes, sizes, and colors, depending on their ancestry and geographical location. Their average lifespan is typically shorter than some other fantasy races, such as elves or dwarves, but this can vary depending on the specific setting. Typically humans live an average of 75 years.

Humans are often known for their diversity of abilities and skills, which can make them valuable members of any adventuring party. They can be skilled warriors, cunning thieves, powerful mages, or anything in between. They are also known for their adaptability and ability to learn quickly, which can make them versatile and well-rounded adventurers.

In some cultures, humans may be portrayed as ambitious and driven, seeking to expand their influence and power at any cost. In other cultures, they may be seen as defenders of justice and freedom, standing up against tyranny and oppression. Whatever their motivations, humans are a resilient and adaptable ancestry that can make for engaging and dynamic characters.

Circle	Trait
1	You gain proficiency in one additional sub-ability.
2	If you finish a rest without a heroic point, you gain a heroic point.
3	+1 bonus to an ability of your choice.
4	+1 to max AP.

# MOSSKIN

Size: Tiny or Small

Speed: 10 feet per AP

There are two different types of mosskin: those with an affinity towards animals, and those with an affinity towards the earth and plants. Animal mosskin are generally small and lithe (between two and three feet in height), with agile bodies that allow them to move quickly and gracefully through their forest homes. Their skin is covered in a fine layer of soft, velvety hair of varying color, providing them with natural camouflage. Their hair and nails are also made of a similar mossy material, which allows them to blend in even further with their surroundings.

Earth mosskin have a much wider variety of body shapes, from thin and vine-like to squat and stout. They have distinct plant-like features. Regardless of type, most mosskin stand between one and three feet in height.

The Mosskin are deeply connected to the natural world and possess a unique ability to communicate with plants and animals. They are also skilled herbalists with extensive knowledge of the medicinal properties of plants and herbs in their forests. They use this knowledge to heal their fellow Mosskin and other creatures they encounter in their travels.

The Mosskin are a peaceful and harmonious race, and they prefer to live in small, close-knit communities within the forest. They build their homes out of living trees and moss and use their natural abilities to cultivate the plants and animals around them. They have a deep respect for the balance of nature and work hard to maintain it.

Despite their peaceful nature, the Mosskin are fierce defenders of their forest homes, and they will not hesitate to fight to protect their community or the natural world around them. They possess sharp instincts and quick reflexes that make them formidable opponents in battle. Their natural camouflage and ability to communicate with animals gives them a significant advantage in the forest environment. When you choose to play a mosskin ancestry, you learn the *False Tracks* incantation, and gain a +1 PD bonus when attempting a stealth ability check in your home habitat.

Circle	Ancestry	Trait
1	Earth Mosskin	When near vegetation, gain +1d20 towards stealth checks.
2	Earth Mosskin	Absorb sustenance from the earth. Does not eat as others.
3	Earth Mosskin	Gain blindsense 20 feet.
4	Earth Mosskin	By spending an hour rooted into the moist earth, recover 4 CD of vigor and vitality.

# WYRMKIN

Size: Medium  
Speed: 15 feet per AP

Wyrmkín are a species of humanoid reptilians, often confused with Lizardfolk by the uneducated. These creatures are more closely related to actual dragons than reptiles in general, and share many of the same iconic features and traits of their true dragon cousins.

Wyrmkín are rare, as no one quite knows their origin as to how they became a species on their own. Some theorize that the first Wyrmkín were created by the dragon gods themselves. Because of this, there aren't any particular Wyrmkín nations or cities, but they live in very small groups in existing nations, cities, or regions.

Most Wyrmkín stand approximately six to seven feet in height with a skin/scale coloration matching that of their dragon ancestry. Thus, a Wyrmkín with swamp dragon ancestry will have the coloration and features of a swamp dragon, along with the swamp dragon's inherent abilities as described below.

When you choose to play a Wyrmkín, you also choose the ancestor dragon type (from the list below). You gain the resistance type and breath weapon type of that ancestry.

Circle	Trait
1	Gain resistance and breath weapon of your ancestor type.
2	Spend 7 vigor to increase breath weapon WDP to 2CD, and 2PD to determine TCN to resist.
3	Spend 9 vigor to increase breath weapon WDP to 3CD, and 2PD to determine TCN to resist.
4	Spend 12 vigor to increase breath weapon WDP to 5CD, and 3PD to determine TCN to resist.

Ancestry Type	Resistance	Breath Weapon	Ability Check to Resist
Swamp	corrosion	acid, 5ft. by 30ft. line	Agility
Desert	electrical	lightning, 5ft. by 30ft. line	Agility
Forest	toxin	poison, 10ft. radius cloud	Endurance
Volcano	heat	fire, 15ft. cone	Agility
Arctic	cold	cold, 15ft. cone	Endurance
Brass	heat	fire, 15 ft. cone	Agility
Cloud	electrical	lightning, 5ft. by 30ft. line	Agility
City	corrosion	acid, 5ft. by 30ft. line	Endurance
Gold	heat	fire, 15ft. cone	Agility
Mountain	cold	cold, 30ft. line	Endurance

*Your breath weapon TCN = your PD, and your WDP = 1 CD. This ability costs 5 AP to use, and costs 5 vigor.*

# BACKGROUNDS

After you have selected your ancestry, choose a background option. Backgrounds reflect how your character grew up before they took up a life of adventuring. Note the trait you gain from each background option.

Background	Trait
Arcane Conduit	Choose one incantation from the Sorcery list and gain a +1 PD bonus to your ASP.
Arcane Resistance	+1 PD bonus on ability checks vs. magic items and spells.
Arctic/Mountain	Cold resistance. Immune to cold exposure and take half damage from cold attacks.
Coastal	+2 PD bonus on navigation checks, can hold breath twice as long as normal.
Combat Dancing	+1 PD bonus to DEF.
Combat Specialist	Reroll natural 1s on attacking Challenge rolls.
Desert	Immune to heat exposure, half damage from heat damage.
Endurance Training	Gain 1 vigor every time you are awarded an XP point (up to 40).
Enlightenment	Immune to magical and mundane fear.
Entertainer	+3 PD bonus on Sway skill checks.
Equestrian	+2 AP for your mount, +2 PD bonus on ability skill checks while mounted.
Farmer	Reroll 1s and 2s when rolling for new vigor and vitality.
Fey	Immune to magical glamour effects.
Forest	+2 PD on stealth checks, +2 PD on wilderness survival checks.
Medical Training	Double healing from medical kits or poultices, +1d6 vitality healed from your spells that recover vitality.
Mining	Gain blindsense up to 15 feet.
Monastic	Once per rest, grant yourself a Heroic Point.
Monster Hunter	Choose one monster category type (Beast, Fey, etc.) +1 PD bonus to attack and +1 CD bonus to your WDP against these creatures.
Nomadic	+5 speed.
Pit Warrior	Proficient in all weapons. If a warrior profession, add a +1 bonus to damage rolls with weapons per Circle level.
Robust Immune System	+2 PD to ability checks when resisting poison, venom, or disease.
Rustic/Hermit	Every time you spend an XP, you gain 1 vitality permanently.
Soldier	+1 PD to attack rolls while within 5 feet of an ally who is not incapacitated.
Subterranean	+60 feet night vision.
Swamp/Jungle	Immune to toxin and the poisoned status.
Urchin	+2 PD to stealth, sleight of hand, trap disarming, and open locks checks.
Well Rounded	+1 PD to all ability checks.

# BACKGROUND SKILL SPECIALTY

In addition to your background, you may choose one Background Skill/Tool that you are also proficient with.

Skill/Tool	Ability Check Type
Agriculture	Intellect
Alchemist Tools	Intellect
Animal Training	Intuition
Artistic	Intuition
Bowyer/Fletcher	Agility
Brewer	Intuition
Calligrapher's Tools	Intuition
Carpentry	Intellect
Cook	Intuition
Dancing	Agility
Jeweler's Tools/Appraisal	Agility
Leatherworking	Agility
Lockpick Set	Agility
Musical Instrument	Presence
Navigator's Tools	Intellect
Singing	Presence
Smithing	Intellect
Stoneworking Tools	Power
Tailor	Intellect
Tinker's Tools	Intellect
Vehicle	Intuition
Woodworking Tools	Agility

If you are attempting any of the above activities without knowing the skill, you would use NPD for the check. You may spend 1 XP to learn three new skills.

# PROFESSIONS

Your profession is the course of training that you completed before starting your adventuring life, and what career focus you continue as you progress in your campaigns. There are six professions in *Ceas*: Operator, Psionist, Rune Mage, Sorcerer, Warrior, and Wilder. With the exception of Rune Mage, each profession has specialties within that you select when you choose your main profession.

When you choose a profession, you gain all of the starting traits of that profession. You also choose your specialty (if applicable).

As you gain XP, you can spend an XP point to learn an additional trait within your profession or specialty. You may only learn traits of a Circle level equal to or less than your Current Circle.

## EPIC TRAITS

If you have purchased every available trait for your specialty, you are able to learn epic Traits by spending 5 XP for each one learned. These are extremely powerful powers or traits that can have world-changing impacts.

## OPERATOR

When you choose to play an Operator, you also choose the Assassin, Executant, Martial Artist, Swashbuckler, or Treasure Hunter specialty.

**Armor Proficiency:** Light armor.

**Core Die:** d8.

**Starting Skills:** Choose any three ability subcategories.

**Weapon Proficiency:** Light and medium weapons.

### PROFESSION TRAITS

**Action Points:** You begin with a pool of 6 AP.

**Agile Defense:** When wearing light or no armor, add 1 PD to your DEF per Circle Level.

**Dirty Fighter:** Gain a bonus PD to your Attacking Challenge Roll when attacking a creature you haven't attacked yet during this combat encounter.

**Planner:** Add your Mental modifier as a bonus to your Combat Order roll.

**Skill Mastery:** Choose any one ability subcategory. Add an additional +1 PD whenever making ability checks for that subcategory.

### CIRCLE 1 TRAITS:

**Vitality:** Increase your vitality by +1 CD. You may select this up to three times in this Circle.

**Vigor:** Increase your vigor by +1 CD. You may select this up to three times in this Circle.

**Cunning Strike:** When attacking from surprise or from behind, add an additional +1 CD to your bonus damage (BDP) and a +1 PD bonus to your attack Challenge Roll. This only applies to your first attack on your turn.

**Action Point:** Increase your maximum AP pool by 2.

**Sub-Ability:** Choose an additional two sub-abilities to be proficient in.

### CIRCLE 2 TRAITS:

**Vitality:** Increase your vitality by +1 CD. You may select this up to three times in this Circle.

**Vigor:** Increase your vigor by +1 CD. You may select this up to three times in this Circle.

**Cunning Strike:** Your bonus Cunning Strike damage increases to +2 CD.



**Action Point:** Add an additional 2 to your AP pool.

**Ability Bonus:** Gain a +1 bonus to an ability of your choice.

### CIRCLE 3 TRAITS:

**Vitality:** Increase your vitality by +1 CD. You may select this up to three times in this Circle.

**Vigor:** Increase your vigor by +1 CD. You may select this up to three times in this Circle.

**Action Point:** Add an additional 2 to your AP pool.

**Cunning Strike:** Your bonus Cunning Strike damage increases to +3 CD.

**Sub-Ability:** Choose an additional sub-ability to be proficient in.

### CIRCLE 4 TRAITS:

**Vitality:** Increase your vitality by +1 CD. You may select this up to three times in this Circle.

**Vigor:** Increase your vigor by +1 CD. You may select this up to three times in this Circle.

**Cunning Strike:** Your bonus Cunning Strike damage increases to +4 CD, and you gain an additional +1 PD to attack Challenge Rolls.

**Action Point:** Add an additional 2 to your AP pool.

**Ability Bonus:** Choose an additional ability subcategory to be proficient in.

## ASSASSIN

As the name says, assassins are those who are skilled at killing. Specifically, killing a target. These are often hired killers, but the motivations of an assassin are often murky and known only to them. If an assassin does take on a contract, they will never break that contract as it's bad for business and will quickly get them a reputation. Often this results in the assassin themselves getting a bounty placed upon their head.

### CIRCLE 1 TRAITS

**Alteration:** You leave behind footprints unlike your own. These can be different humanoid-sized prints, or even animal prints. you can also hold your breath for up to one minute for every vigor spent.

**Disguise:** You can use a disguise kit to alter your appearance. You can change your general appearance, including age by +/- 25 years, your gender, and your height by +/- six inches. This disguise lasts until you choose to remove it. Roll 3 PD to determine the TCN for those trying to see through your disguise.

**Harvest Poison:** You can harvest one dose of poison from a venomous or poisonous creature. The poison can be applied to a weapon (3 AP) or mixed with food/water (if appropriate), applying the same poison to a target creature if it fails the appropriate ability check. That is, if you harvest the poison from a giant spider and apply it to a weapon that then strikes a creature, that creature must succeed on an Endurance check against a TCN d10 or it will suffer 2d8 poison damage. Once the poison is used, it is expended.

**Marked Target:** Spend 2 AP to mark a target you can see. The mark lasts for up to one minute or until you are no longer engaged in combat with the creature, whichever occurs first. Attacks against a marked target gain a +1 PD bonus.

**Stealth:** Add a +2 PD bonus when making a stealth check.

### CIRCLE 2 TRAITS

**Bodily Illusion:** You can now alter your ancestry to that of another humanoid and can adjust your height by +/- one foot.

**Climbing:** Your climb speed equals your movement speed. Additionally, you can fall up to 10 feet for every 5 vigor spent without taking fall damage.

**Crippling Strike:** When you apply Cunning Strike damage to a target, it costs the victim twice the normal AP to move until the end of its next turn.

**Poisons:** You can apply poison to your weapon attacks at a cost of 3 AP. The poison lasts for one minute or until you make a successful weapon attack. On a hit, the poison inflicts +1 CD of BDP toxin damage per Circle tier. You can craft this poison by spending an hour collecting nearby supplies and/or ingredients. The poison remains potent for up to 24 hours after creation.

**Silent Walk:** You can walk with complete silence and have mastered eliminating your visual profile, effectively nullifying the detect ability from creatures if they have it. These creatures can only detect you if they are actively looking for you and they beat your stealth TCN.

## CIRCLE 3 TRAITS

**Backlash:** As a response (3 AP) to being attacked with a ranged weapon of spear-sized or smaller, you can make an unarmed Attack Challenge Roll (The TCN equals the damage of the attack). If you beat that number, you do not suffer damage but instead, catch the missile and hurl it back at a target you can see within 30 feet. Make an Attack Challenge Roll against that target, and if successful, inflict 1 WD of damage.

**Deadly Strike:** When making an Attack Roll, for every die beyond the first in your pool that beats the highest DEF die result of your opponent, add an additional +1 CD to your WDP above and beyond any other bonuses.

**Hide in Plain Sight:** You can now attempt to make a stealth check even when you have nothing to hide behind.

**Passwall:** You create a medium-sized portal to appear on a surface that lasts until the end of your turn. The thickness of this portal equals four inches for every 5 vigor spent.

**Translation:** You can now speak the language of any humanoid species you have chosen as your disguise.

## CIRCLE 4 TRAITS

**Assassinate:** For every 10 vigor you spend, add an additional 1 CD of damage against a marked target above and beyond WDP and BDP results.

**Invisibility:** 4 AP. You can cause yourself to be invisible for up to one minute for every 5 vigor you spend.

**Master Poisoner:** Your poison damage bypasses any resistances or immunities, and you may apply your Cunning Strike damage as bonus damage.

**Targeted Aim:** Spend 3 vigor. Add a +2 PD bonus to attack rolls.

**Teleport:** 4 AP. Spend 10 vigor to teleport to an unoccupied space within 50 feet that you can see.

## EPIC TRAITS

**Eliminate:** If a marked target suffers damage from you, it must succeed on an Endurance ability check or be brought to 0 vitality. This may only be used once per breather.

**Transformation:** At a cost of 4 AP and 5 vigor, you can shift your body to appear as any other humanoid. Gender, height, weight, and other features instantly shift to the new form. This includes learning any language and taking on any accent. This form lasts for one hour or until you spend 4 AP to shift back.

# EXECUTANT

Performers of all stripes, executants are those who specialize in entertainment. They are dancers, bards, skalds, and musicians, and have found a way to unlock arcane magic from their performances.

You gain the *Rhythm Enchantment* Circle 1 Trait for free when you create an Executant.

## CIRCLE 1 TRAITS

**Alluring Performance:** 4 AP. Target a creature that can see or hear you within 30 feet. Your song, dance, or musical instrument becomes laden with magical power. The creature must succeed on a Will ability check against your Performance roll, or it will be *glamoured* by you as per the *Charming Magic* spell.

**Barbed Tongue:** 4 AP. Choose a target that can hear you within 50 feet. Hurl an insult at that target. That creature must succeed on a Will ability check against your ASP or suffer psychic damage with a WDP of 2 CD.

**Entertainer:** You gain a +2 PD bonus to any performance or persuasion check you attempt.

**Inspire:** 5 AP. Choose up to 1 ally for every 5 vigor spent that can see or hear you within 30 feet. Those allies gain a temporary bonus die that lasts up to one minute or until it's used by that ally to augment their Challenge Roll. The bonus level equals your PD.

**Rhythm Enchantment (free):** You gain the ability to cast arcane magic through song, instrument, or dance. You use your ASP for any attack roll or to determine the TCN for creatures attempting to resist your Rhythm magic.

**Warrior Poet:** You gain proficiency in medium armor, shields, and all weapons.

## CIRCLE 2 TRAITS

**Distract:** As a response (2 AP) to seeing a creature making an attack roll, choose that target. If it can hear you, it will suffer a -2 PD penalty to its attack rolls until the start of its next turn.

**Driving Insult:** You may apply your Cunning Strike damage as bonus damage to your magical insult attacks. You may only do this once per turn.

**Give It Your All:** As a response (1 AP), sacrifice vigor. For every 5 vigor sacrificed in this manner, you increase the PD by 1 and the number of affected creatures by 2 from your Alluring Performance trait.

**Lore:** Attempt an Intellect check at a +3 PD bonus when recalling the lore or history behind a person, place, or thing. The GM determines the TCN based on the obscurity of the thing.

**Rejuvenating Song:** 6 AP. For every 5 vigor you invest, allies within 50 feet of you recover 1 CD of vigor.

## CIRCLE 3 TRAITS

**Bardic Warrior:** You can spend your vigor to augment your fighting ability. For every 5 vigor points invested, you gain two benefits to your next attack roll: grant a bonus PD to your attack rolls and inflict an additional +1 CD to your WDP.

**Lullaby:** 6 AP. Choose up to 1 creature for every 3 vigor spent that can hear you and is not actively hostile toward you or your allies. Those creatures must succeed on a Will check against your Performance roll or they will fall asleep for as long as you maintain your performance.

**Now It's Personal:** The WDP from your insult increases to 4 CD.

**Wracking Tune:** Begin a performance and choose one target that can see or hear you within 30 feet. That creature must succeed on a Will check against your Performance skill or be prevented from using vigor or vitality to fuel abilities for as long as you maintain the performance.

## CIRCLE 4 TRAITS

**Arcane Tool:** You can summon a magical spectral version of your instrument or costume at-will. All Sway skill checks are made with a bonus 1d20 dice when playing this instrument.

**Bardic Smite:** Choose a visual effect, either glowing musical notes or a swirling pattern of random colors. Create up to 1 of these images for every 3 vigor spent at a cost of 6 AP. As part of this action, select a number of targets up to the number of images created within 100 feet. The images streak towards these targets and hit unerringly. A friendly creature struck will recover up to 1 CD of vigor. A hostile creature struck will suffer 1 CD of force damage. You can target a creature with more than one image if you choose.

**Killing Joke:** Add +2 CD of BDP to your insults.

**Mass Influence:** Begin a performance costing 5 AP. All creatures that can see or hear you become more friendly, shifting their disposition towards you by one category if they fail Will checks against your Performance skill. This lasts for as long as you maintain your performance.

**Rock Star:** Attract a following of groupies. As long as you treat them relatively well, they will follow you wherever you go (except in very dangerous areas), treating you like royalty. These groupies will do nearly anything you ask of them as long as it is not putting them at significant risk.

## EPIC TRAITS

**Mass Charm:** The creatures subjected to your Mass Influence are now glamourised by you, viewing you as a close trusted friend. This power does not expire, but if they are harmed (either physically or emotionally) by you, the glamour will swing the other way, and they will view you with loathing.

**Rhythm Mastery:** When you engage in Rhythm Enchantment, you no longer are limited by your Circle tier. Instead, you can choose a number of targets that can see or hear your performance.

## Rhythm Enchantment

Music and dance have influenced our emotional state for eons. The athlete might listen to aggressive music before a match to get pumped up. Or a reader might listen to calming music while engaged in a book. One could argue that music and other inspiring art performances have a magical quality already.

Executants uniquely utilize this magic, using rhythms, stanzas, melodies, and dance to weave together arcane effects. This magic focuses on the emotions of creatures, amplifying them to create a magical influence.

Whether you perform a dance, poem, song, or instrumental, you choose a rhythm that focuses on a specific emotion. Depending on your vigor investment, the effect of that power will vary. Unless otherwise specified, invoking this magic costs 4 AP.

By spending 1 vigor, choose a number of creatures equaling your Sway score (minimum 1) or less that can see or hear you and choose one of the following emotions. Add an additional creature for every additional vigor you invest. Choose one effect from that emotion. Unwilling targets can attempt to succeed on an Sway ability check to resist.

Unless otherwise noted, the duration lasts until the start of your next turn, at which point you can spend 2 AP to continue it. You may have the option to spend additional AP and vigor to chain another effect (see below).

If a creature(s) has failed the original ability check to resist your magic and you continue the performance, it does not get another attempt unless you stop and start a new performance.

**Anger**

+1 PD bonus on attack rolls.

Must attack an enemy to the best of their ability on their next turn.

-1 PD penalty to all Will ability checks.

**Demoralization**

-1 PD penalty on Challenge Rolls.

Targeted creatures become discouraged (see *Morale*).

Cannot use Heroic or Villain points.

**Empathy**

Move a Heroic Point from one creature to another.

If the targeted creature is forced to make a Mental or Sway ability check, you both roll and take the best result.

If the targeted creature suffers from a status, move that to yourself for the original duration.

**Gratitude**

All Sway ability checks you make towards targeted creatures are made at a +2 PD bonus.

Targeted creatures' attitudes shift two places more friendly (see *Reactions*).

The duration of another emotional effect chained with this one to a willing target is doubled.

**Fear**

The targeted creatures cannot attack you or target you with spells or traits. They can attempt a new Will ability check to overcome this each turn you maintain it.

By doubling the initial vigor cost, targeted creatures will spend their next turn attempting to flee from you.

The targeted creatures suffer a -1 PD penalty to all attack rolls.

**Hope**

All creatures gain a +1 PD bonus to all Ability check Challenge Rolls.

Creatures become encouraged (see *Morale*).

All creatures gain a +1 bonus to AP.

**Joy**

Targeted creatures are immune to fear.

The natural healing rate is doubled. This power lasts for 24 hours.

Target creatures do not suffer an AP penalty for being *Winded*.

**Love**

Target creatures (cannot be yourself) recover 1 CD of vigor.

Target creatures recover 1 CD of vitality.

If a targeted creature spends its next action helping or defending you, it gains a bonus die to its checks equaling your PD.

**Tranquility**

The target creatures become non-hostile unless attacked.

The target creatures have one status removed from them.

## Chaining Emotions

At the start of your next turn, you can spend 2 AP to continue the original emotional effect, or you can begin to chain them together. By spending another 2 AP and 1 vigor, you can add another effect from the same emotion or choose another effect from another emotion.

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*For example, you spend 4 AP and 1 vigor to target an orc with Anger, imposing the -1 PD on all Will Ability checks on your first turn. The orc fails its ability check to resist it, so it suffers the effect until the start of your next turn. At the start of your next turn, you continue the performance (2 AP), but then spend an additional 2 AP and 1 vigor to chain it to Fear, causing it to suffer a -1 PD penalty on all attack rolls. Since it failed your original performance and this chain is part of the same performance, it does not get another chance to resist. Until the start of your next turn, the orc suffers a -1 PD on all Will Ability checks and a -1 PD on all attack rolls.*

*You continue the performance on your next turn, but are not adding any additional emotions, so you only pay the 4 AP cost and no vigor.*

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## EPIC CHAINS

Some additional powers and effects trigger when you chain together certain combinations. Additional AP and vigor costs are required even if the same emotion is invoked. Examples include the following, but you are encouraged to work with your GM to create your own style:

**Anger + Anger + Anger** = the target must attack the closest creature near it.

**Love + Hope + Anger** = the target also gains resistance to one damage type for the duration.

**Tranquility + Tranquility + Hope + Empathy** = Targeted creatures are immune to all mind-affecting magic.

**Anger + Hope + Gratitude** = Targeted creatures gain +2 DR for the duration.

**Demoralization + Demoralization + Demoralization** = targeted creatures become immobilized for the duration or until attacked.

## MARTIAL ARTIST

A martial artist is one who dedicates discipline and focus into unarmed fighting. Willpower is just as important as any physical trait. Some martial artists also utilize weapons into their forms to great effect, but nearly all prefer to be unarmored, relying on skill to avoid harm rather than bulky armor. When you choose a martial artist as your specialty, you gain access to Unarmed Traits.

Real life inspirations for martial art styles include Wushu, Tai chi, Aikido, Savate, Kickboxing, Boxing, Wrestling, Karate, Tae Kwon Do, and Jujitsu.

### CIRCLE 1 TRAITS

**Battle Dexterity:** If unarmored, gain a bonus PD die to your DEF Challenge Rolls.

**Deft:** You ignore 10 feet of falling damage for every 2 vigor spent. You may also climb vertical surfaces at your base movement rate.

**Iron Skin:** While not wearing armor, you increase your DR by 2.

**Warrior Monk:** Your CD becomes a d10.

**Weapon Master:** Gain proficiency in all weapons.

### CIRCLE 2 TRAITS

**Burst:** Spend 5 vigor. Your unarmed attacks cost 1 AP less until the start of your next turn.

**Crushing Blow:** AP: 3. You can break up to 1 inch thick slabs of wood or 1/2 inch thick stone for every 3 vigor invested. If used against a **construct**, add +2 CD of BDP damage.

**Leap:** Spend 5 vigor. Your jump height and distance are doubled for up to one minute.

**Lightning Reflexes:** You gain a second response you can use per round.

**Magic Attacks:** Your unarmed attacks are considered magical in terms of overcoming resistance.

### CIRCLE 3 TRAITS

**Battle Dexterity II:** If unarmored, your DEF bonus from this trait becomes +2 PD.

**Distance Strike:** The reach of your unarmed and melee attacks increases by 5 feet.

**Fleet of Foot:** Your movement rate increases by 10 feet.

**Hand Master:** When making an unarmed attack, you can apply your Cunning Strike damage even if you are not attacking from surprise or from the rear. You may only apply Cunning Strike once per turn.

**Steel Mind:** You gain immunity to being frightened or glamourised.

**Weapon Deflection:** As a response to being hit by a weapon (AP: 2), make an Agility Challenge Roll against the damage result you would take from a weapon striking you. If you are successful, you have deflected the weapon and suffer no damage.

### CIRCLE 4 TRAITS

**Blurring Strike:** As a response, for every 5 vigor spent, impose a -1 DEF PD penalty to your target against your attacks until the end of your turn.

**Death Touch:** If your unarmed attack succeeds by 10 or more, as a response costing 4 AP and 10 vigor, you may force the target to succeed on an Endurance ability check against your attack roll result or be slain instantly.

**Leap II:** Your jump height and distance are increased to 5x normal instead of doubled.

**Meditation:** Enter a deep meditative state. While in this state, recover 1 vigor and 1 vitality every five minutes.

**Spider Walk:** You can move over liquid surfaces and ceilings using your base movement rate.

## EPIC TRAITS

**One Point:** You are a master of finding your One Point. You cannot be moved or knocked prone against your will. You also gain a +2 PD bonus on all Unarmed Maneuvers.

**One With the Air:** You gain a flight speed of 20 feet per AP spent.

**One With the Earth:** You can move through earth and stone at a rate of 5 feet per AP spent.

**One With the Essence:** You gain immunity to all mind-affecting attacks or influences.

**One With the Fire:** You gain immunity to fire. Additionally, you can control mundane sources of flame. By spending 2 AP and 3 vigor, you can cause flames to leap up to 20 feet away from its source. If used in combat, an unarmed attack roll is necessary, and if successful, your WDP equals 1 CD of heat damage for every die in your Attacking Challenge Roll that beat the target's highest die in their DEF roll.

**One With the Fist:** Your unarmed attacks bypass all resistances and immunities. Any time an unarmed strike lands, that creature's combat order is shifted down one step.

**One With the Water:** You gain the ability to breathe and move freely underwater. You also can control up to 10 cubic feet of water for every 5 vigor you invest until the start of your next turn. The range of control is out to 50 feet from you, and you can move it at a rate of 30 feet per round by spending 2 AP. (Yes, you can "ride" this wave if you choose).

## SWASHBUCKLER

Quick with wit as they are with a sword, swashbucklers don't do anything without flair or trying to look good while doing it. Masters of mobile combat, they prefer to be lightly armored, using agility and charisma to overcome obstacles. When you choose this specialty, you learn the **Martial Expert** trait, allowing you to use Combination Maneuvers.

## CIRCLE 1 TRAITS

**Charismatic Fighter:** Add your Sway ability modifier for melee and thrown damage bonuses.

**Deft Movement:** Your movement does not provoke responses in other combatants.

**Duelist:** Gain a +1 PD bonus on Attack Challenge Rolls when using melee or thrown weapons.

**Parry:** At the start of your turn, you may choose to use your offhand weapon for defense rather than offense, increasing your DEF PD by 1 until the start of your next turn. You cannot use your off-hand weapons for attacks until the start of your next turn if you do this.

**Taunt:** Target a creature that can either see or hear you within 50 feet. Attempt an Influence check contested by the creature's willpower (or Mental stat). If successful, the creature will suffer a -2 PD penalty to attack rolls against any creature other than you until the end of its next turn. You may spend 5 vigor to gain a +1 PD bonus to this roll.

**Weapon Specialty:** You unlock the special *weapon traits* when attacking with weapons.

## CIRCLE 2 TRAITS

**Feint:** 1 AP. Make a contested Challenge Roll of your Agility vs. a target opponent's Intuition (Mental) if they are within melee range of you. If you succeed, you gain a +1 PD bonus to your next attack roll and add +1 CD to your WDP.

**Lunge:** Spend 3 vigor to increase the range of your melee weapons by 5 feet until the start of your next turn.

**Parry II:** Your bonus becomes +2 PD to DEF when parrying.

**Riposte:** As a response (2 AP), you can immediately make a free melee attack against any creature that made a melee attack that was attempted at you.

**Tumble:** You can spend 5 vigor to improve your movement rate by 5 feet per AP spent, gaining a +1 DEF PD bonus until the start of your next turn.

## CIRCLE 3 TRAITS

**Flick:** Spend 2 vigor. Response to an attack of yours landing. You can bend your weapon in a truly skillful way, bypassing the damage reduction of your target for this attack.

**Respite:** If your melee opponent has succeeded on defending against your attack with your primary weapon, your secondary weapon gains a +1 PD bonus to attack.

**Sword Toss:** You can throw a medium-sized or smaller weapon using your normal attack roll with a range of up to 10 feet for every 3 vigor spent.

**Swordplay:** Any attempt to disarm an opponent while you are armed is made at a +2 PD bonus. For every Cunning Strike die you do not use this turn, you can increase the bonus by +1 PD.

**Weapon Specialty II:** You gain a +1 PD bonus when making weapon attacks.

## CIRCLE 4 TRAITS

**Exploit Opening:** If your attack fails by 4 or less, you can spend 5 vigor to instead make that attack hit.

**Parry III:** In addition to the DEF bonus you gain from choosing to use your offhand weapon for defense, you now also gain damage reduction equaling 2 + your Agility or Sway bonus (choose one when you buy this trait).

**Master Taunt:** You inflict +1 CD BDP against creatures you have taunted.

**Vital Strike:** If your attack succeeds on a hit, you may spend 10 vigor to also impart a fatigued status on the target unless it is immune.

**Whirl of Blades:** Spend 6 AP. You can make one attack roll with your primary weapon against all creatures within melee range.

## EPIC TRAITS

**Blurring Blade:** When armed, you gain a +2 bonus to your AP pool.

**Dancing Blade:** You may apply your Cunning Strike damage to any weapon attack regardless of your position. This may only be applied once per turn.

**Quick Blade:** When armed, you no longer roll initiative. Instead, you always choose your combat order last. Only if more than one participant has this trait do you roll initiative, and only to determine which of you goes first.

**Retort:** As a response to a creature attempting a mind-affecting power or skill or spell against you, you automatically succeed and respond with a quit-witted retort of your own. That creature must then succeed on a Will ability check against your Influence check or will suffer a -1 PD penalty on all of its Challenge Rolls until the end of its next turn.

# TREASURE HUNTER

Gold and treasure are your motivations, and you won't let any trap, puzzle, or obstacle get in your way. Whether you're a hunter of artifacts, or a classic burglar, you have the skills to get the goods and get out alive. You gain the *Appraisal Instinct* trait for free.

## CIRCLE 1 TRAITS

**Lucky:** Suffer only half damage from effects that force you to make an ability check on a failed check, and no damage on a successful check.

**Trap Expertise:** Gain a +2 PD bonus when attempting to open locks, or to detect or disarm traps.

**Appraisal Instinct (free):** You have the instinct and intuition to determine the value of items and objects.

**Lore:** By making a successful Lore (Intellect) ability check after studying an item for an hour, you can determine the traits and features of a magical item. The TCN SL is 2 for each rarity category of the item.

**Night Vision:** You gain night vision up to 50 feet. If you already have night vision, this increases by 50 feet.

**Booby Trap:** You can deploy a small quick trap as an action costing 4 AP. When triggered, this trap will inflict 1 CD of physical damage to the creature triggering it. Materials cost 1 gp and weigh 1 pound for each trap. Alternatively, you can gather materials by spending an hour. If you spend 20 gp, you can change the damage type to any elemental damage type by purchasing the appropriate material (fire trap, acid trap, etc.). Additionally, attacks you make against any target that triggered your trap gain a +1 PD bonus to attack rolls until the end of the target's next turn.

## CIRCLE 2 TRAITS

**Puzzle Mastery:** When faced with a puzzle, unknown language, or riddle, you gain a +2 PD bonus to your ability check and get another chance to succeed if the first fails. You also learn two additional languages.

**Seek Treasure:** You know the general direction and distance of an object you are searching for. Specific details are not known, only the general distance and direction. It is impossible for you to become lost.

**Treasure Savant:** If you are attacking with a jeweled or magical weapon, you gain an additional +1 PD bonus to your attack rolls.

**Trap Recovery:** If you are successful in disarming a trap, you recover it and may deploy it yourself at a later time. Typical deploy times range from one to five minutes, depending on trap complexity. Naturally this only applies to traps that can reasonably be recovered. Pit traps, huge slabs of stone, etc. cannot be recovered in this way. You have to be able to carry it.

**Escape:** As a response (1 AP) to taking damage, you can immediately move up to 20 feet, avoiding any opportunity attacks.

## CIRCLE 3 TRAITS

**Trap Mastery:** Spend 5 vigor. If you fail a check to detect or disarm a trap, you can re-roll your attempt at a +1 PD bonus. If you fail again, treat it as a standard failure.

**Invoke Item:** You have gained knowledge on how to use magical items that generally would not be accessible to you. You can use magical wands, staves, and cast spells from spell scrolls if you pass an Intellect skill check against a TCN SL equal to three times the spell tier level.

**Instant Trap:** When you deploy a trap, you can do so as an action costing 2 AP as opposed to the normal amount of time needed.

**Deadly Trap:** Your traps inflict an additional +1 CD BDP damage.

**Waterwalk:** By spending 3 vigor for every 5 feet traveled, you can walk across water as if it were a solid surface.

**Treasure Savant:** When attacking with a jeweled or magic weapon, you increase damage by +1 CD.

## CIRCLE 4 TRAITS

**Spider Grip:** You can climb vertical surfaces and ceilings at a rate equal to your base movement rate without spending additional AP.

**Reactionary Teleport:** As a response (2 AP) to taking damage, you can disappear in a puff of smoke, reappearing in an empty space up to 50 feet away.

**Trap Immunity:** As a response, you can choose to spend 3 AP to ignore the effects of any trap or area of effect negative scenario you find yourself in until the start of your next turn.

**Telekinesis:** You can move an object you can see within 50 feet weighing up to 10 pounds. You can move this object at a rate of 30 feet per round as long as you spend 5 AP maintaining concentration.

**Deft Touch:** You can spend 3 AP to unlock any mundane lock instantly, or to palm a small item without being seen.

## EPIC TRAITS

**Artifact Master:** You automatically know how to use any magical item, no ability check is needed.

**Expedition:** You have acquired a reputation, and may call upon a local lord, ruler, or government to sponsor an expedition of yours. Typical investment into the expedition is a value of 4d6x1,000 gold in supplies, equipment, and funds.

**Research:** By spending a month doing research, you will know the general location and powers of a random artifact or legendary magical item.



# SORCERER

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Sorcerers are those who manipulate the magical energies that exist all around them into amazing and wondrous effects. This profession is the master of harnessing magic and converting it to beneficial effect, ranging from combat spells to helpful utility magic. They are not trained in arms or armor, but their skill at magic far outweighs that drawback.

When you choose a sorcerer, you also choose one specialty to focus on. This specialty gives you additional benefits and traits.

## PROFESSION TRAITS

**Armor Proficiency:** None

**Core Die:** d8

**Starting Skills:** Choose any two ability subcategories.

**Weapon Proficiency:** Light weapons.

**Action Points:** You begin with a pool of 6 AP.

**Arcane Skill Pool:** Your ASP = your PD based on your Circle level. This is used when you make spell attack rolls or when a target is trying to resist your spells. You can spend 3 vigor to add an additional PD to this roll. you may add a number of these dice up to your Mental modifier.

**Specialty:** Choose one sorcery specialty.

## CIRCLE 1 TRAITS:

**Vitality:** Increase your vitality by +1 CD. You may select this once in this Circle.

**Vigor:** Increase your vigor by +1 CD. You may select this up to three times in this Circle.

**New Spell:** Choose one sorcery spell to learn. It must be of a level that you can cast. You may choose this trait up to three times for this Circle.

**Spellcasting (free):** You gain the ability to cast spells. Choose two incantations and two Tier I spells to learn.

**Action Point:** Increase your maximum AP pool by 2.

**Wizard:** You learn an additional two incantations.

**Arcane Recovery:** Once per breather, you pull the arcane/divine forces around you into you, recovering 1 CD of vigor.

**Concentration:** Gain a +2 PD bonus when trying to maintain concentration for a spell (see *Spellcasting*).

**Student of Magic:** Gain a +1 PD bonus to your ASP.

## CIRCLE 2 TRAITS:

**Vitality:** Increase your vitality by +1 CD.

**Vigor:** Increase your vigor by +1 CD. You may select this up to three times in this Circle.

**Arcane Recovery II:** Your recovery now equals 2 CD.

**Combat Casting:** You gain a +2 PD bonus to resist being interrupted when casting a spell.

**Familiar:** You become powerful enough to attract the attention of a familiar.

**Training:** Gain a +1 bonus to an ability of your choice.

**New Spell:** Choose one sorcery spell to learn. It must be of a level that you can cast. You may choose this trait up to three times for this Circle.

**Spellcasting II:** You can cast up to 2nd tier sorcery spells.

**Ability:** Increase one of your abilities by 1.

**Crafting:** You gain the ability to craft magical scrolls.

## CIRCLE 3 TRAITS:

**Vitality:** Increase your vitality by +1 CD.

**Vigor:** Increase your vigor by +1 CD. You may select this up to three times in this Circle.

**Arcane Recovery III:** Your recovery now equals 3 CD.

**New Spell:** Choose one sorcery spell to learn. It must be of a level that you can cast. You may choose this trait up to three times for this Circle.

**Spellcasting III:** You can cast up to 3rd tier sorcery spells.

**Action Point:** Increase your maximum AP pool by 2.

**Archmage:** You gain the permanent ability to read magical writing and learn up to a total of six incantations.

**Warmage:** Become proficient in up to medium armor, shields, and all weapons.

## CIRCLE 4 TRAITS:

**Vitality:** Increase your vitality by +1 CD.

**Vigor:** Increase your vigor by +1 CD. You may select this up to three times in this Circle.

**Arcane Recovery IV:** Your recovery now equals 4 CD.

**New Spell:** Choose one sorcery spell to learn. It must be of a level that you can cast. You may choose this trait up to three times for this Circle.

**Spellcasting IV:** You can cast up to 4th tier sorcery spells.

**Ability:** Increase one of your abilities by 1.

**Master Familiar:** Communicate telepathically with familiar and see through its eyes by entering trance.

**Student of Magic II:** Your ASP bonus becomes +2.

## EPIC TRAITS

**Spellcasting:** You can spend 5 XP to learn an epic spell.

## AP COST BY SPELL LEVEL

Spell Tier Level	AP Cost
Incantation	4
1	4
2	5
3	5
4	6
Epic	7

## Sorcery Specialties

When you choose a sorcerer, you also choose a sorcerer specialty from the list below. You also gain any traits from the specialty depending on which Circle you belong to.

## Draconic

Your skin takes on a scaly appearance and the color of the chosen dragon.

**Circle 1:** You suffer only half damage from damage types of that dragon's breath weapon and can exhale a 15-foot 45-degree cone breath weapon attack by spending vigor. This breath weapon is similar in type to an appropriate dragon's, creating a WDP of 1 CD for every vigor you have invested. Similar to a dragon's breath weapon attack, any creature caught in the area is entitled to an ability check (specific ability depending on breath weapon type) to reduce damage by half. The target TCN equals your ASP roll.

**Circle 2:** Your skin becomes harder, granting you a DR of 1. Each time you buy a vigor or vitality upgrade, add an additional 2 vigor or vitality respectively to your current and maximum totals.

**Circle 3:** You sprout wings and gain a flying speed of 30 feet.

**Circle 4:** Your breath weapon extends to a 30-foot cone.

## Elementalism

When you select this specialty, you have an exceptional bond toward one type of elemental spirit: fire, water, air, earth, or essence. When you cast spells that include that type of element, you can compel the spirits to create a greater effect. You prefer to

wear clothing associated with that element (red and orange for heat, blue and white for cold or water, green or yellow for acid, etc.). For purposes of damage type, water equals force damage.

**Circle 1:** Whenever you cast a spell of the element type you have chosen, your CD for that spell increases by one category. Thus, if your CD is a d8, it now becomes a d10. You can create a minor effect of your elemental type at will. That is, you can create small spark of flame if your element is heat, or cause ripples in a pond if water, etc.

**Circle 2:** You gain resistance to the elemental type. The duration of elemental spells of your chosen elemental type is increased by 50%.

**Circle 3:** Your spells of the elemental type you chose bypass any resistances that a target creature may have.

**Circle 4:** You are immune to the elemental type you chose. Spells using your chosen elemental type have the range extended by 50%.

## Fiendish

Your eyes glow a slightly reddish color, and small horns sprout from your head.

**Circle 1:** You gain devilish charm. Gain a +2 PD bonus to all checks you make that rely on your Sway sub-abilities.

**Circle 2:** You gain immunity to poison, and to being frightened or glamourous.

**Circle 3:** As a response, enshroud your hand or weapon in infernal fire. Any successful attack roll you make with this weapon or unarmed attack adds 2 CD of heat damage to your BDP.

**Circle 4:** You gain the ability to travel through the planes. This costs 6 AP and 10 vigor to invoke. You transport yourself and any gear you are wearing or carrying.

## Necromancy

Your skin takes on a pallid appearance and becomes cool to the touch. Your touch can wilt small plants at will.

**Circle 1:** You gain resistance to necrotic damage and become immune to poison.

**Circle 2:** You can perform a special ritual to animate the dead. This ritual takes six hours and requires a corpse. After the ritual is complete, the creature rises as either a **skeleton** or **zombie** under your control. You can have up to three skeletons and one zombie under your control per Circle level.

**Circle 3:** Undead need to pass a Will ability check against your ASP to take hostile actions targeting you. You may also create up to MC 2L undead using your create undead ability. You may control one of these at any given time.

**Circle 4:** You are immune to necrotic damage and can create up to MC 2H undead using your create undead ability. You may control one of these at any given time.

## Ritualist

You have learned to harness magical powers through ritual and not just magical channeling. This power allows you to create magical effects without spending XP or other resources to learn spells first. The following list of spells you add to your spellbook (or other similar resource). While you can spend a resource to learn them like any other spell and cast them as any other sorcery spell, you aren't required to spend resources to learn them as rituals.

A ritual spell takes 10 minutes per Spell Circle level to cast, and requires complete concentration the entire duration. Any interruption foils the spell. Once the ritual is complete, the spell's effect as if you cast it normally.

**Spell Circle 1:** You cast the following spells as rituals: *animal bond, comprehension, detect magic, identification*

**Spell Circle 2:** You can now cast the following spells as rituals: *arcane lock, lesser recovery, unlock, dispel magic, plant growth, water breathing*

**Spell Circle 3:** You can now cast the following spells as rituals: *divination, summon elemental spirit, consecrate/desecrate, control weather*

**Spell Circle 4:** You can now cast the following spells as rituals: *greater recovery, cloud chariot, force summon, mass sleep, teleport, truesight*

## Scholar

Study has always been your forte. You have a knack for learning magic and tapping into it in ways others cannot.

**Circle 1:** Gain an additional incantation of your choice. Also learn the *identification* spell for free.

**Circle 2:** By investing vigor, you may empower your spells further. For every vigor point you invest per spell Circle level, you can increase the duration of a spell by 10% or the range by 5 feet.

**Circle 3:** If you succeed on a challenge to resist a spell targeting you by 5 or more, not only do you succeed on the check, but you recover 2 CD of vigor as you absorb the energy, up to your maximum.

**Circle 4:** You can always find a way to tap into magical forces. If you start your turn with zero vigor, you can cast a spell as if you had 5 vigor.

## Summoner

You never seem to lose anything. Mundane objects belonging to you that you're looking for are typically always found quickly and easily.

**Circle 1:** You can create small mundane objects weighing no more than 2 pounds. These are simple objects that are non-living and non-mechanical (complex) in nature. The object is created in your hand from thin air. The object remains for up to one minute for every 1 vigor you have invested.

**Circle 2:** Any spell with "conjure" or "summon" in the name that you cast has an extended duration of 50%.

**Circle 3:** Any creature you have summoned via a spell will have its vitality increased by 50%, DEF increased by 1 PD, and WDP increased by 1 CD.

**Circle 4:** You double the number of creatures/objects created when casting a conjuration or summoning spell.

## Familiar

When you purchase this trait, you have gained enough power and reputation to attract the attention of a familiar. A familiar is an exceptionally intelligent creature, often a tiny **beast**, that establishes a magical bond with you. A witch's cat, or a sorcerer's imp are classic examples of a familiar.

Choose one familiar from the list below, and note any special trait it has. Regardless of type, all familiars have a DEF equaling 1 PD for each Circle you belong to, a Mental and Sway modifier of 0, and 1 CD vitality per your Circle level (familiars do not use vigor). You may communicate with your familiar in a tongue that only you and the creature understand.

When you reach 4th Circle and purchase the Master Familiar trait, you can communicate with your familiar telepathically out to 1 mile. You can also enter a trance and "see" through your familiar's eyes. Finally, your familiar gains resistance to non-magical attacks and gains an additional +2 CD of vitality.

If your familiar dies or is otherwise lost, you may choose a new familiar by spending 24 hours in ritual. The new familiar appears within 20 feet of you. The below list are just suggestions. If you want to choose another creature, get with your GM and work that out.

Familiar Type	Trait
Bat	Fly 30 feet. Detect: 6.
Bird	Fly 25 feet. +1 Sway.
Cat	+2d12 for stealth checks. Detect: 5.
Dog	+1 CD of vitality. Detect: 6.
Ferret	+1d12 for stealth checks. Detect: 6.
Hawk	Fly 25 feet. Detect: 7.
Imp	Fly 20 feet. Immune to poison.
Snake	Swim 10 feet. Detect: 4. Venomous (+1d6 poison damage on TCN 5 failed Endurance check).
Toad	Swim 10 feet. Hold breath for 1 hour.

## Scroll Crafting

Purchasing this trait grants you the option to craft scrolls. This is a costly and timely process, as the rare inks and paper are expensive, and you don't want to make a mistake!

The cost to make a scroll equals 100 gp for every spell level of the spell. You must be able to cast the spell on your own before you can craft one.

It also takes one day per level of the spell to scribe it correctly. At the end of the process, you must succeed an Intellect check against a TCN SL 3 + the spell's level. If successful, the scroll is completed! Once you read the magic from a scroll, the magic consumes the scroll.

## WARRIOR

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Warriors are your quintessential fighter archetypes. They are skilled in martial combat, being highly skilled in arms and armor. When you choose to play a warrior, you also choose one of the following specialties: Ancestral Warrior, Arcane Warrior, Brute, Hierophant, Mercenary, or Banneret.

### PROFESSION TRAITS

**Armor Proficiency:** Light, medium, and heavy armor.

**Core Die:** d10

**Starting Skills:** Choose any two ability subcategories.

**Weapon Proficiency:** All weapons.

**Action Points:** You begin with a pool of 6 AP.

**Hold the Line:** You can make one opportunity attack for each creature triggering it this round by spending 3 vigor. This does not count as using your response.

**Martial Expert:** You may use Combination Maneuvers as described in the *Martial Maneuvers* section.

**Winded:** While in the winded status, you recover twice the vitality you normally would when a spell, ability, or effect causes you to recover vitality.

**Stances:** For 4 AP, you adopt a stance that lasts until combat ends or you choose to spend 4 AP to change the stance.

Defensive Stance: +1 DEF PD and +1 DR while stance is active.

Offensive Stance: +1 CD to BDP bonus with weapons or natural attacks while stance is active.

Tactical Stance: +2 AP while this stance is active.

**Weapon Training:** Gain +1 PD when attacking with weapons or natural attacks.

### CIRCLE 1 TRAITS:

**Vitality:** Increase your vitality by +1 CD. You may select this up to three times in this Circle.

**Vigor:** Increase your vigor by +1 CD. You may select this up to three times in this Circle.

**Action Point:** Increase your maximum AP pool by 2.

### CIRCLE 2 TRAITS:

**Vitality:** Increase your vitality by +1 CD. You may select this up to three times in this Circle.

**Vigor:** Increase your vigor by +1 CD. You may select this up to three times in this Circle.

**Ability:** Increase one of your abilities by 1.

**Battle Fortitude:** Recover an additional 2 CD BDP of vitality after completing a rest (up to your maximum).

### CIRCLE 3 TRAITS:

**Vitality:** Increase your vitality by +1 CD. You may select this up to three times in this Circle.

**Vigor:** Increase your vigor by +1 CD. You may select this up to three times in this Circle.

**Cannon Fodder.** Any opponent you hit with an attack that has a MC of 1M or less is brought to zero vitality, regardless of damage. Attacks against these creatures have the AP cost reduced to 1.

**Weapon Training:** Gain +1 PD bonus when attacking with weapons or natural attacks.

**Action Point:** Increase your maximum AP pool by 2.

## CIRCLE 4 TRAITS:

**Vitality:** Increase your vitality by +1 CD. You may select this up to three times in this Circle.

**Vigor:** Increase your vigor by +1 CD. You may select this up to three times in this Circle.

**Ability:** Increase one of your abilities by 1.

**Weapon Mastery:** Gain a +2 CD bonus to your WDP when attacking unarmed or with weapons.

**Cannon Fodder.** Any opponent you hit with an attack that has a MC of 1H or less is brought to zero vitality, regardless of damage. Attacks against these creatures have the AP cost reduced to 1.

# THE “BASIC” FIGHTER

Many folks prefer to play a warrior PC where they don't have to worry about keeping track of Traits or tracking vigor spent on things other than taking damage. For those who prefer such playstyle, the basic fighter might be a good fit.

The basic fighter does not choose a specialty, nor learn future traits from a specialty or the core warrior traits. Instead, you gain the following benefits:

Your CD becomes a d12.

At Circle level 1 and 3, your DR increases by 1 and you get a +1 PD bonus to your attack Challenge Rolls.

At Circle level 2, you gain a +1 PD bonus to any ability check you are called to make.

At Circle level 4, you gain a +2 CD bonus to your BDP when attacking with weapons or unarmed attacks.

# ANCESTRAL WARRIOR

The ancestral warrior is one who taps into the latent energy of long lost ancestors, summoning their power to augment the warrior's. This specialty naturally has a high reverence for ties of family and the spirit world, respecting holy sites and graveyards.

## CIRCLE 1 TRAITS

**Ancestral Guardians:** Summon ancestor spirits to attack a target you can see within 50 feet. Use your dice pool as if attacking with a weapon. Base WDP = 1 CD. The spirits disappear after attacking.

**Blessing:** 5 vigor. Call upon your ancestors to grant you a Heroic Point if you currently have zero.

**Guided Strike:** 5 vigor. Your ancestors guide your attacks. Gain +1 PD for attacks for one minute.

**Healing Ancestor:** 5 vigor. Choose a willing target you touch (can be you). Recover 1 CD vitality.

**Invigoration:** Remove the AP penalty caused by the winded status upon you or a willing creature you touch. Duration: one minute. You are also immune to fatigue as a passive bonus.

## CIRCLE 2 TRAITS

**Ancestral Guardians II:** WDP for your Ancestral Guardians increases to 2 CD.

**Ancestral Guide:** 5 vigor. Choose one of the following:

An ancestral guide appears, guiding your path and detecting any traps or pitfalls within 30 feet of you for up to 1 hour.

You hear the voice of your ancestral guide in your head, guiding you. You gain a +2 PD bonus on all Mental or Sway ability checks for up to 1 hour.

**Ancestral Mount:** 5 vigor. Summon spirit horse or similar animal that only you can ride. Duration: 2 hours.

**Guided Strike II:** Your attacks also bypass resistances and immunities when you use Guided Strike.

**Healing Ancestor II:** 10 vigor. Choose a willing target you touch (can be you). Remove any one negative status.

## CIRCLE 3 TRAITS

**Ancestral Guardians III:** 5 vigor. Choose up to two targets when you invoke this power.

**Ancestral Mount II:** Mount you summon gains flying speed equal to its movement rate.

**Healing Ancestor III:** 5 vigor. Choose a willing target you touch (can be you). Healing becomes 1 CD + 1 CD vitality.

**Invigoration II:** Your invigoration lasts for one hour.

**Spirit Blade:** 10 vigor. Spectral energy surrounds your weapon. Gain a +1 CD bonus to your BDP on a hit. Duration: one minute.

## CIRCLE 4 TRAITS

**Ancestral Guardians IV:** WDP increases to 4 CD.

**Ancestral Mount III:** Mount becomes physical and takes on statblock of type chosen type. It gains the following: add a bonus amount of vitality equal to twice your Circle level, and DEF is increased by an amount equal to your Circle level. Acts on your desires.

**Healing Ancestor IV:** 25 vigor. Bring back a deceased creature to life with one vitality and 2 CD vigor.

**Spirit Blade II:** BDP bonus increased to 2 CD.

**Spirit Form:** 20 vigor. Your body takes on a spectral form. You are immune to all physical attacks but cannot interact with the physical world. Duration: one minute.

## EPIC TRAITS

**Ancestral Guide:** You call forth a specific ancestor to appear before you for up to 1 minute. This ancestor will answer any questions it may have knowledge of, will cure you of any negative effect, disease, or vitality loss at will, and grant you a +2 PD bonus to all Challenge Rolls for the duration.

**Ancestral Horde:** You call forth one ancestral guardian for every vigor you invest at a cost of 7 AP. These guardians remain for up to one minute, and have the same stats the Circle 1 Ancestral Guardian trait.

**Valhalla:** If you perish, your essence is brought to a sacred afterlife of your ancestors as an honored spirit. You become an ancestor that your descendants can call upon as long as you remain in this afterlife in the same way you have called upon your ancestors. You may also present your case to your eldest ancestor to return to the realm of the living. Your cause must be justified (typically a persuasion check against a TCN 2d20 is made). This may happen only one time. If you perish again, you remain in your celebrated afterlife.

# BANNERET

A banneret is more than just a mercenary. They are trained not just in arms and armor, but in leadership and tactics. Commanders, warlords, knights, and marshals are all examples of a banneret specialty.

## CIRCLE 1 TRAITS

**Rally:** Spend 4 AP and 3 vigor to issue a rallying command to an ally you can hear within 50 feet of you. That ally gains a +1 PD bonus on their next Challenge Roll if used within the next minute.

**Shield Mastery:** 1 AP. As a response to an ally being attacked, apply your shield's DEF PD bonus to an ally within 5 feet of you on your shield-bearing side. Your ally gains this bonus from your shield until the start of your next turn as long as they remain within 5 feet of you.

**Tactical Combat:** Add your Mental ability score modifier to your damage when attacking with melee or thrown weapons.

**Tactical Planning:** Spend 3 vigor to swap the combat order of any two willing creatures. This is done at the start of the combat encounter.

**You Can Do It!:** 4 AP. Choose an ally that can hear you within 50 feet. Spend 1 CD of vigor to motivate that creature, causing it to recover a like amount of vitality, up to their maximum.

## CIRCLE 2 TRAITS

**Assist:** When you make a Challenge Roll, reduce your die pool by one die and hold it back. Until the start of your next turn, you may use your response to give that die to a creature you can see when they make any type of Challenge Roll, adding it to their pool. Once used, the die is spent.

**Discover Weakness:** Spend 5 AP to study an enemy. Learn the resistances, vulnerabilities, and immunities of that creature, and all further attacks against that creature by your allies bypass one resistance of your choice for the remainder of the combat encounter.

**Leader:** When attempting any persuasion or intimidation check, add a +1d20 bonus die to your Challenge Roll.

**Leader's Stance:** You gain a new stance option. While taking this stance, all allies including yourself within 10 feet of you gain a +1 PD bonus for ability skill check rolls.

**Shake It Off!:** Choose an ally that can hear you within 50 feet. Spend 4 AP and 5 vigor to remove any one negative trait it is suffering from.

## CIRCLE 3 TRAITS

**Combat Discipline:** Gain immunity to being frightened. **Drill Sergeant:** All allies that can see or hear you increase their movement rate by 5 feet.

**Marked Enemy:** 4 AP. Spend 5 vigor and choose one target you can see within 50 feet. All attacks against that target gain a +1 CD bonus to WDPs until the start of your next turn. This bonus die equals your CD.

**No One Left Behind:** As a response (1 AP) to an ally falling to 0 or fewer vitality from a physical attack (weapon or magic), you can move up to 20 feet and, if applicable, apply a bandage or other healing method to that ally.

**You Can Do It! II:** The amount of vitality recovered increases to twice the amount rolled.

## CIRCLE 4 TRAITS

**Combat Discipline II:** As a response, spend 10 vigor to gain 5 AP immediately. You may not go above your maximum amount.

**Heroic Motivation:** As a response (1 AP) to an ally that you can see failing an ability check, spend 10 vigor and turn that failure into a success.

**No One Left Behind II:** As a response (1 AP) to an ally you can see within 50 feet of you falling to 0 or fewer vitality due to an attack, spell, or trap, you can spend 15 vigor and cause that ally to fall to 1 vitality instead.

**Sacrificial Move:** As a response (1 AP) to an ally you can see taking damage, spend 10 vigor and move that damage to yourself instead, reducing it by half.

**We are Legion:** All allies within 10 feet gain a +2 DR bonus.

## EPIC TRAITS

**Battlemaster:** Initiative is no longer rolled. You determine the combat order at the beginning of the combat encounter.

**General:** Any army you lead, up to 1000 soldiers, will gain a +1 PD bonus on all Challenge Rolls while you remain in sight or earshot.

# BRUTE

Relying on raw power, determination, and a frenzy during battle, brutes are a feared force on the battlefield. They do one thing well--smash their enemies into pulp. Many brutes will forgo armor for mobility, relying on their staying power to outlast their enemies.

## CIRCLE 1 TRAITS

**Berserk:** Spend 5 vigor to gain a damage reduction bonus equal to your Physical modifier from physical attacks. Duration: one minute.

**Brick Wall:** Your CD becomes a d12.

**Defense:** Add your Circle Level to your DR when not wearing metal armor.

**Intimidate:** 6 AP. Spend 5 vigor. All creatures you choose within 15 feet become frightened for one minute if their Will challenge is failed against your Presence Challenge Roll. Gain an additional +1 PD to this roll for each Physical modifier.

**Mobility:** Add 5 to your base movement rate.

**Weapon Specialization:** You are able to use the *Weapon Traits* feature of weapons.

## CIRCLE 2 TRAITS

**Advantageous Attack:** For every attacking die beyond the first that beats your defender's highest die, +1 CD to BDP above and beyond any other bonuses.

**Berserk II:** Gain damage reduction equaling your Circle Level from magical attacks while Berserk is active.

**Weakness is for the...uh..weak:** If you miss with an attack roll, your next attack gains a bonus +2 PD if taken by the end of the next round.

**Mobility II:** Your climb and swim speed equal your base movement rate.

**Power Through:** You ignore the fatigued status.

## CIRCLE 3 TRAITS

**Battle Cry:** The radius of your Intimidate increases to 30 feet.



**Bloodied Vengeance:** If you are winded and are below your maximum vitality, you gain an additional +1 PD bonus to your attack rolls.

**Brutal Strike:** Your attacks ignore the target's resistances.

**Leap:** Your long and high jump distances double.

**Resilient:** Ignore effects from extreme cold or heat conditions. Gain resistance to cold and heat damage.

## CIRCLE 4 TRAITS

**Bloodied Vengeance II:** If you are winded and below your maximum vitality, your reach for melee attacks increases by 5 feet.

**Determined Strike:** Your attacks ignore the target's immunities.

**Iron Mind:** Gain immunity to mind-affecting attacks while Berserk is active.

**Pulverize:** When you roll for damage with a weapon or an unarmed attack, reroll any 1s that appear on any of the dice in your WDP.

**Raging Defense:** Become immune to non-magical attacks while Berserk is active.

## EPIC TRAITS

**Adrenaline Burst:** By spending 10 vigor, you can increase your Physical modifier by +4, and are able to lift items weight 10x your weight until the end of your next turn. You are able to hurl heavy objects (like boulders) up to 50 feet away, and if successful on an attack roll, have a WDP of 4 CD.

**Invigorating Battle:** While actively engaged in combat, your base movement rate increases by 10 feet and your jump distances are doubled.

**Rending Attack:** As a response to an attack of yours landing, spend 10 vigor to increase the damage by 2 CD, and the target will be stunned until the start of its next turn if it fails an Endurance check.

# HIEROPHANT

These are holy warriors, people who have sworn an oath to a deity, deities, or grand cause. This oath has granted the warrior additional divinely powered abilities. When you create a hierophant, you choose a **nemesis**. Classically this might be undead or fiends. However, your nemesis can be any defined opponent that your organization or divine entity loathes above all else. For evil hierophants, the nemesis could be an ancestry or anyone of an opposing faith. Some examples include:

- undead
- fiends
- heretics
- any one ancestry type

## CIRCLE 1 TRAITS

**Divine Healing:** 3 AP. Spend 5 vigor. Heal any single creature you touch (including yourself) for 1 CD of vitality.

**Divine Protection:** Attacks, spells, or effects from opponents that reduce your vigor no longer do so.

**Divine Recovery:** 2 AP. Your divine patron blesses you, removing any negative status you suffer from.

**Divine Warrior:** Gain a bonus +2 PD to all attack rolls against your nemesis.

**Rebuke Nemesis:** 5 AP. Present your holy symbol. A target nemesis that can see the symbol within 50 feet must succeed on a Will ability check contested against your Will check or be forced to spend their turn moving away from you to the best of their ability until the end of their next turn. Additionally, if they fail they cannot attack you for up to 1 hour unless you or an ally harms them.

## CIRCLE 2 TRAITS

**Divine Defense:** Gain a +2 DEF PD bonus against attacks by your nemesis.

**Divine Warrior II:** Blessings from your deity(ies) are imparted into you. You gain a +2 PD bonus on any check to resist a hostile spell or effect.

**Faithful Steed:** Your divine patron blesses you with a spectral steed that you can summon by spending an hour ritual calling it. The steed is large-sized and can take any form but has the stats of a **warhorse**. If slain, you can summon a new steed the following day.

**Purifying Touch:** 2 AP. Touch a creature to remove any poisoned or diseased status upon it.

**Revive:** 3 AP. Spend 5 vigor and touch a creature brought to zero or less vitality in the past minute. That creature recovers 1 CD of vitality and is unconscious until the start of its next turn.

## CIRCLE 3 TRAITS

**Charge:** While mounted, if your steed moves at least 20 feet before you attack, your next damage roll during this turn will inflict an additional +1 CD damage for every 5 vigor you spend, up to a maximum +4 CD.

**Divine Smite:** Your magical weapon gains divine power. Against your nemesis, the weapon inflicts an additional +1 CD divine damage.

**Empowered Steed:** Your faithful steed now also gains resistance to non-magical attacks, and gains a bonus 4 CD of vitality.

**Holy Strike:** Your attacks against your nemesis ignore their DR.

**Purifying Touch II:** 3 AP. Touch a creature to remove any cursed, paralyzed, or petrified status.

## CIRCLE 4 TRAITS

**Destroy Nemesis:** 5 AP. Spend 10 vigor and present your holy symbol. Any of your nemesis that can see this symbol must succeed on a contested Will ability check against your Will ability check or be destroyed. The total amount of creatures affected equal one 3H, or two 3M, or three 3L, or four 2H, and so on.

**Divine Aura:** Holy energy surrounds you in a 5-foot radius. Any creature within this aura, including yourself, gains a +1d12 bonus die to any ability check when resisting magic, a trap, or a creature's special ability.

**Divine Protection II:** Your patron grants you immunity to fear, toxin, and disease.

**Epic Steed:** Your mount is now immune to non-magical attacks, and all attacks from your mount gain a +2 CD to their WDP. Your mount's DEF also increases by +1 PD, and it gains a +1d12 bonus die to all attacks and challenge rolls.

**Holy Champion:** Against your nemesis opponent, gain a DR of +2, and add +1 CD to all damage rolls.

## EPIC TRAITS

**Divine Radiance:** You emit a divine radiance. Any hostile creature must succeed on a Will ability check against a TCN equalling one PD for each Sway modifier you have, or be prevented from attacking you.

**Godly Steed:** Your steed gains a flight speed of 25, and also gains your immunities from Divine Protection I and II.

**Holy Protection:** You are immune to all negative status effects, as well as being dominated or glamourous.

**Righteous Smite:** Your weapon attacks are imbued with divine energy, gaining a +1d20 bonus to BDP.

# MERCENARY

Mercenaries are the most common warrior archetype in literature and history. These include soldiers, swords-for-hire, and wandering warriors without a ruler or patron.

## CIRCLE 1 TRAITS

**Weapon Specialization:** You are able to utilize the *Weapon Traits* feature from weapons.

**Shield Mastery:** Add your shield DEF as a PD bonus to your ability check Challenge Rolls to resist area-of-effect spells/attacks. I.e., if your shield has a DEF rating of +2 PD, you add 2 PD to your Challenge Rolls when called to resist an area of effect attack, such as a dragon's breath or *flame explosion* spell.

**Training:** Gain a +1 PD bonus to any ability skill check.

**Sniper:** Gain a +1 CD bonus to your BDP when attacking with ranged weapons.

**Suck It Up:** Use a response action (2 AP) to recover 2 CD of vigor. You may use this once per breather.

## CIRCLE 2 TRAITS

**Protection:** As a response (1 AP) to an ally within 5 feet of you being attacked, spend 3 vigor and add your DEF PD bonus from your shield to that ally's DEF PD until the start of your next turn.

**Armor Mastery:** Gain a +1 bonus to your DEF PD when wearing armor.

**Precise Strike:** As a response (1 AP) to a successful attack of yours landing, spend up to 1 CD vigor to inflict an extra amount of damage equaling the amount of vigor spent.

**Riposte:** As a response (1 AP) to getting melee attacked, spend 5 vigor to make one melee attack at the creature that successfully hit you.

**Suck It Up II:** Amount recovered increases to 2 CD + 2 CD.

## CIRCLE 3 TRAITS

**Back In The Fight:** As a response (3 AP), spend 5 vigor and end one negative status affecting you.

**Sacrifice:** As a response (1 AP) to an ally within 5 feet being attacked, spend 5 vigor and step in the way of an attack targeting that ally. Move that attack to yourself.

**Training:** Gain an additional +1 PD bonus to any ability skill check.

**Combat Mastery:** Gain a +2 PD bonus when attempting a Martial maneuver or resisting a Martial maneuver.

**Robust:** If at the start of your turn you are in the winded status and do not have any desperation points, grant yourself a desperation point.

## CIRCLE 4 TRAITS

**Long Reach:** The reach of your weapons increases by 5 feet. If it is ranged, add 50% distance.

**Whirlwind:** Spend 6 AP to either attack every creature within 5 feet of you with a chosen melee weapon, or attack each creature in a 5-foot radius for ranged attacks provided you have enough ammunition to do so.

**Precision Strike:** As a response (1 AP) to a successful attack of yours landing, spend 5 vigor to bypass any resistances or immunities the creature might have to your attack until the start of its next turn.

**Imposing:** Creatures are considered one size smaller when you use a trait or maneuver or item that is size limited. I.e., if you could grapple a large-sized or smaller creature previously, you can now grapple huge-sized or smaller creatures.

**Immovable:** You cannot be moved or pushed against your will. If you do not move during your turn, you gain a +2 DR bonus until the start of your next turn.

## EPIC TRAITS

**Armor Master:** You can wear armor comfortably, without any drawbacks from weight or encumbrance or extended wear. You also gain immunity to non-magical attacks.

**Arms Master:** You can apply the special traits from weapons on any successful attack roll, not just ones that have multiple successes.

**Blurring Attacks:** Spend 10 vigor. The AP cost of your weapons is reduced by 1 (minimum 1) until the end of your turn.

**Staying Power:** You may spend 5 XP to choose this trait multiple times. Each time you choose this trait, you gain 2 CD of vigor and vitality.

# WILDER

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Wilders are those who live remotely in the forest, deserts, and other regions away from the civilized world. They tap into the natural world, drawing power from nature spirits or other natural or cosmic forces. When you choose the wilder profession, you may choose the Animist, Hunter, Pack Master, or Symbiote specialty.

## PROFESSION TRAITS

**Armor Proficiency:** Light armor.

**Core Die:** d8

**Starting Skills:** Choose any two.

**Weapon Proficiency:** light and medium weapons.

**Action Points:** You begin with a pool of 6 AP.

**Survivalist:** Gain a +2 PD bonus whenever making any survival ability check. This includes foraging, shelter, tracking, or medicine.

**One With the Forest:** Choose one terrain type as your expertise. This is the terrain you grew up in and have established a bond with. While in this terrain, increase your AP by 1, your movement rate by 5 feet, and attempt all stealth checks at a +2 PD bonus. It is also impossible for you to get lost in your chosen terrain. Example terrains include forest, arctic, swamp, subterranean, plains, and desert.

## CIRCLE 1 TRAITS:

**Vitality:** Increase your vitality by +1 CD. You may select this up to three times in this Circle.

**Vigor:** Increase your vigor by +1 CD. You may select this up to three times in this Circle.

**Action Point:** Increase your maximum AP pool by 2.

## CIRCLE 2 TRAITS:

**Vitality:** Increase your vitality by +1 CD. You may select this up to three times in this Circle.

**Vigor:** Increase your vigor by +1 CD. You may select this up to three times in this Circle.

**Ability:** Increase one of your abilities by 1.

**Strider:** Difficult terrain does not negatively affect your movement rate. You gain this trait for free without spending an XP point.

## CIRCLE 3 TRAITS:

**Vitality:** Increase your vitality by +1 CD. You may select this up to three times in this Circle.

**Vigor:** Increase your vigor by +1 CD. You may select this up to three times in this Circle.

**Hardy (free):** Gain resistance to poison damage and immunity to disease. You gain this trait for free without spending an XP point.

**Action Point:** Increase your maximum AP pool by 2.

**One with Nature:** Your One with Forest trait now applies to all natural terrains and habitats.

## CIRCLE 4 TRAITS:

**Vitality:** Increase your vitality by +1 CD. You may select this up to three times in this Circle.

**Vigor:** Increase your vigor by +1 CD. You may select this up to three times in this Circle.

**Ability:** Increase one of your abilities by 1.

**Druid Sleep:** Enter a hibernation state for a period of time of your choosing or until woken up. While in this state, you age at 10% of your normal rate and do not need sustenance.

# HUNTER

The hunter specialty focuses on being mobile and deadly from range. You are skilled at stealth, tracking, and dispatching your prey once you find them. Most hunters are solitary, roaming the wilds.

There are many types of hunters but most fall into one of two camps: those who protect the wilds from humanoid exploitation, and those who hunt for trophies.

## CIRCLE 1 TRAITS

**Beast Friend:** You can spend 4 AP trying to sooth a beast. You can turn any hostile beast neutral, or any neutral beast friendly.

**Poultices:** You have the knowledge of using herbs to make poultices. Use a poultice to recover 1 CD vitality. You may have a number of poultices at any given time equal to your Mental modifier. Each poultice takes 1 hour to craft and will last for 24 hours before spoiling.

**Sniper:** You gain a +2 PD bonus to any ranged attack you make. If you take the Aim maneuver, you add an additional +1 CD to your BDP with a ranged weapon.

**Survival:** You gain +2 PD bonus to any skill check related to survival (hunting, fishing, finding shelter, etc.)

**Toughness:** Your Core Die becomes a d10.

**Tracking:** You gain a +2 PD bonus whenever attempting to make an Intuition check to track a creature or creatures. On a successful check, you know the number and type of creatures you're tracking and the time elapsed since they left the trail.

## CIRCLE 2 TRAITS

**Enhanced Poultice:** Instead of healing, you can choose to have one of your poultices cure a mundane disease or neutralize a poison. This must be determined at the creation of the poultice.

**Hated Enemy:** Choose one type of creature (**beasts**, **giants**, etc.). Attacks you make against those creatures are made with a +1 bonus to PD and add +1 CD to BDP.

**Nature's Defender:** You gain proficiency with all weapons and medium armor.

**Sense Prey:** By spending 4 AP, you focus on the scents, sounds, and sights around you, picking up spores and hints in the air. You can detect the location of any creature within 50 feet of you.

**Survival II:** You can't become lost in rural areas. Additionally, you and your group can move at a normal rate of speed through difficult terrain.

## CIRCLE 3 TRAITS

**Medicine Poultice:** Your healing poultices can heal 2 CD of vitality per usage.

**Nature's Warrior:** You gain a +1 PD bonus to all attack rolls.

**Pathfinder:** Your movement rate increases by 5 feet, and you gain a +2 PD bonus to detect natural pitfalls or booby traps.

**Purity:** 5 AP. You can purify up to a gallon of water or 5 pounds of food.

**Trapper:** You can employ traps and pitfalls by spending one minute if you have the trap already made, or one hour if you have to craft it from scratch. The trap will have a TCN equal to your PD + an additional PD for each Mental modifier you have, and will inflict 3 CD of physical damage when sprung. Instead of damage, you may wish to have the trap restrain the target when triggered.

## CIRCLE 4 TRAITS

**Beast Speech:** You can speak with beasts. Note that their intelligence may limit them to basic concepts of communication.

**Hated Enemy II** You gain an additional +1 PD against your designated hated creature types.

**Master Poultice:** Your enhanced poultices can cure magical diseases or poisons.

**Nature's Champion:** +2 CD to WDP against any creature that hasn't acted yet during the round in which you take your action.

**Pathfinder II:** You base movement speed increases by 10 feet.

## EPIC TRAITS

**Master Tracker:** You gain an uncanny ability to track your prey, not just by looking for signs. You acquire an innate sense to detect spores and auras of your prey, allowing you to track creatures flying in the air or swimming in an ocean. You automatically succeed on all tracking attempts.

**Slaying Shot:** As a response to hitting a hated enemy with an attack, you can spend 10 vigor to force it to succeed on an Endurance ability check against a TCN equaling your original attack roll. If it fails, the creature is reduced to zero vitality immediately.

# PACKMASTER

When you choose this specialty, you gain an affinity for **beasts**, preferring their company to intelligent humanoids. You have learned the skills to train and incorporate creatures into your pack, with you as the alpha. Whether you lead them through a bond of friendship or power, they will follow your lead and commands.

You also gain **beasts** to become part of your pack. Reference the **Pack Chart** to determine the maximum Monster Circle (MC) of beasts you may have as part of your pack. As you gain XP, you can add more beasts to your pack by learning the Influence Traits.

If one of your beasts dies, you may summon another by spending an 8-hour ritual calling it. The available type of beasts will be determined by the area and habitat where you perform the ritual. That is, if you perform a ritual while deep underground, you may attract burrowing creatures instead of flying creatures.

## COMMANDS

You can spend 2 AP to issue a command to one beast. This beast will follow the command to the best of its ability. If you do not issue a command, the beast will either dodge or flee, whichever makes the most sense for the beast in that scenario. You may issue commands to multiple beasts on your turn, each costing 2 AP. Trivial beasts only require 1 AP to issue a command.

## PACK DETAILS

Your beasts will use the stat blocks as described in the Bestiary with the following adjustments:

When making any Challenge Roll, their dice pool will consist of 1PD, where the PD equals your proficiency die type. I.e., if your PD is a d10, then your beasts would use 1d10 when making attack rolls, ability checks, DEF, and determining the difficulty TCN their opponent must succeed against for things like poison or other special abilities.

The creatures of your pack resolve their actions during your turn.

## Pack Chart

Trait Known	Maximum MC
Starting MC	1L
Influence I	1M
Influence II	1H
Influence III	2L
Influence IV	2M

If you choose to have beasts in your pack that are a MC lower than your maximum, then you can have additional beasts at an increasing exponential level for each MC step below your maximum.

For example, if you have learned Influence III, you can have one 2L beast as your pet. Or you can have two 1H beasts instead, or four 1M beasts, or eight 1L beasts, or 16 Trivial beasts.

## CIRCLE 1 TRAITS

**Beast Tongue:** You gain the ability to understand basic communication with beasts. They understand your commands but remember that their intelligence remains, so the form and content of their communication back to you will be simple regarding how they perceive the scenario. Smells and sounds will typically dominate descriptions rather than visual cues that we humans like to describe things with.

**Cunning Strike:** When a beast under your command makes a successful attack roll and attacks from surprise or behind, it may apply +1 CD bonus to its BDP. Only one beast can apply this damage per turn.

**Defensive Beasts:** Each of your beasts gain a +1 bonus PD to its DEF.

**Efficient:** Each of your beasts gain a +1 bonus to its AP.

**Influence:** The total MC of beasts in your pack increases.

## CIRCLE 2 TRAITS

**Defensive Beasts II:** The DEF die type increases by one category for your beasts. Thus a beast using d6 for DEF now would use d8s, and so on.

**Enchanted Claws:** Natural attacks from members of your pack are considered magical in terms of overcoming resistance and immunities.

**Intercept:** If you are within 5 feet of an attacked member of your pack, you can spend 5 vigor and move that attack to yourself as a response, as if the attack was on you instead.

**Recovery:** Spend 5 vigor (AP: 2) to touch a pack member within 5 feet of you to remove any one negative status afflicting that creature.

**Specialist:** The dice pool for Challenge Rolls that your beasts use increases to 2 PD rather than 1 PD.

**Influence II:** The total MC of beasts in your pack increases.

## CIRCLE 3 TRAITS

**Beast Flurry:** (AP: 4) Reduce the AP costs of attacks of all members of your pack by 1 (minimum 1) until the start of the next round.

**Hinder:** Your beasts do not attack. Instead, they spend 4 AP to hinder a target they can reach. The target's DEF PD is reduced by 2 until the start of your next turn.

**Overwhelm:** If you and your pack all attack the same creature this turn, each of you adds a bonus PD to your attack Challenge Rolls.

**Telepathy:** You can now communicate telepathically with members of your pack up to a range of 1 mile.

**Influence III:** The total MC of beasts in your pack increases.

## CIRCLE 4 TRAITS

**Efficient II:** Each of your pack members gain an additional +1 to their AP pool.

**Monster Hunter:** You can have monsters as part of your pack.

**Pack Form:** (AP: 6) Spend 10 vigor to change your form and all equipment carried into that of a creature type that is a member of your pack. This change lasts until your vigor or vitality is reduced to zero or you spend another 6 AP to change back.

**Specialist II** The dice pool for Challenge Rolls that your beasts use increases to 3 PD rather than 2 PD.

**Influence IV:** The total MC of beasts in your pack increases.

## EPIC TRAITS

**Call of the Wild:** Spend 8 AP and 30 vigor. You call forth animal life from the surrounding area in a one mile radius. Up to 20 1L creatures and 40 Trivial creatures will arrive after 1 minute, emerging from the wilds. The type of creature is appropriate to the habitat in which you called them. These animals will do your bidding for up to 1 hour before returning to the wilds.

**Lord of the Pack:** By spending 8 AP and 10 vigor, any creature type of the same type that you have as part of your pack within 100 feet of you can be compelled to do your bidding for up to 1 minute.

**Master Tamer:** You can now have any type of creature as part of your pack. Unwilling intelligent creatures are entitled to a one-time Will ability check against your Persuasion check.

## SYMBIOTE

When you choose this specialty, your countenance takes on a wild and unkempt appearance, and insects and small woodland animals seem to flock to you. You have an innate bonded relationship with beasts.

**Circle 1:** While in your chosen terrain and physically in contact with the earth or water, you may enter a meditative state. For each minute in this state, recover 1 vigor point. For each hour in this state, recover 1 vitality point. Your Core Die becomes d10 going forward.

**Circle 2:** By spending 5 vigor (6 AP), you can transform into a **beast** up to MC 1H for one hour. Your equipment is transformed with you. Vigor, Vitality, Attack and DEF Challenge Rolls, and Metal Ability modifiers do not change. If you are brought to 0 vigor or vitality, you revert to your natural form. While in beast form, you gain a +1 PD bonus to attack rolls and a +1 CD bonus to BDP.

**Circle 3:** Your shape change ability now allows you to change into a **beast** up to MC 2M.

**Circle 4:** Your shape change ability now allows you to change into a **plant** or a **beast** up to MC 3M. For non-sentient plants, you can transform into a huge-sized or smaller plant.

## CIRCLE 1 TRAITS

**Beast Tongue:** You gain the ability to speak with **beasts**. Their intelligence remains the same, so communication from them would be very rudimentary and in the context of what the animals would know and recognize. You also have a +1 bonus PD on Influence checks when trying to persuade or calm a **beast**.

**Aspect of the Beast:** At a cost of 4 AP and 2 vigor, alter your form to be slightly more animalistic. Grow fangs, gills, claws, or cover yourself in fur for example. It costs another 4 AP to shift back or into another aspect. This power does not allow major changes such as growing wings or completely changing your shape. However, the changes are sufficient enough to accomplish one of the following:

Natural weapons (WDP = 1 CD, +1 PD to attacks)

Water breathing

Increase movement rate by 5 feet

Double jump or climb distance

**Beast Friend:** Cast the *charming magic* spell at a cost of 5 AP that targets **beasts** only.

**Heightened Senses:** Gain the *Detect* trait (see **Bestiary**). The value equals your Aspect modifier + your Mental modifier + Circle tier. You also gain a +2 PD bonus when actively searching for a hidden creature.

**Bestial Desperation:** While you are winded, gain a DR of 2 points.

## CIRCLE 2 TRAITS

**Plainswalker:** Your base movement rate increases by 10 feet.

**Traits of the Beast:** While shape-changed into beast form, you gain a +1 DEF PD bonus and you do not automatically revert to your natural form if you reach 0 or less vigor. Instead, you only revert by spending 4 AP or automatically when you reach 0 or fewer vitality.

When making natural attack rolls, your base WDP equals 2 CD.

**Sacrificial Bond:** As a response (1 AP) to a **beast** within 10 feet of you taking damage, spend 5 vigor and move that damage to you and reduce it by half.

**Bestial Desperation II:** Your DR increases by +2.

**Beast Recovery:** At a cost of 5 AP, you can remove any one negative status upon a **beast** you can see within 5 feet of you, including yourself if you are in **beast** form.

**Symbiosis:** The amount of vigor and vitality you recover while in a meditative state as described above is increased to 5.

## CIRCLE 3 TRAITS

**Bestial Desperation III:** Your DR increases by +2.

**Beast Telepathy:** Gain telepathy with any **beast** you can see within 100 feet of you.

**Enhanced Shapechange:** When attacking while in a beast form, your attacks gain a +1 PD bonus to attack and are considered magical weapons in terms of bypassing resistances.

**Bestial Rage:** Spend 3 vigor to increase your unarmed or natural attacks WDP by +1 CD. Use as a response to one of your bestial attacks landing.

**Longstrider:** Increase your base movement rate by 5 feet.

## CIRCLE 4 TRAITS

**Bestial Desperation IV:** Your DR increases by +1.

**Linked Mind:** The distance between you and a target beast is unlimited; you do not need to see the creature.

**Deadly Claw:** Your bestial attacks WDP increases by 2 CD.

**Elemental Form:** You can now shapechange into an **elemental**.

**Animal Summoning:** Cast the conjure animals spell as per the sorcery spell of the same name at the cost of 5 AP. Double the number of animals summoned and increase the **beast** MC by one step.

**Symbiosis II:** The amount of vigor and vitality you recover while in a meditative state as described above is increased to 10.

## EPIC TRAITS

**One With Nature:** No beast will normally attack you unless compelled by some other influence. You also permanently gain the ability to speak with plants and minerals. Rather than actual "speech", you are having a telepathic conversation with the appropriate spirit tied to that non-sentient natural object.

**Quickshift:** Shifting now only costs 1 AP.

**Shapeshifter:** You can now transform into any **plant**, **beast**, **elemental**, or **monster** up to MC 4M. You take on the physical aspects only, and do not gain spell or spell-like abilities. If transforming into a non-sentient plant, you can change into a plant of gargantuan size or smaller.



# CHARACTER ARCS

In a fantasy role-playing game, character arcs are the journeys your character goes through throughout the game. These arcs typically involve growth, change, and development and are often tied to the character's goals, motivations, and backstory.

At the beginning of the game, your character may have a particular goal or desire, such as seeking revenge, finding treasure, or protecting their homeland. This goal will drive their actions and decisions as they navigate the challenges and obstacles of the game world.

As the game progresses, your character will face trials and tribulations that challenge their beliefs, values, and abilities. They may encounter setbacks and failures that force them to rethink their approach or seek new allies or resources. Through these experiences, they may develop new skills, gain insights, or form new relationships that help them grow and change.

Ultimately, the character arc in a fantasy RPG is about transformation. Your character starts as one person with certain strengths, weaknesses, and personality traits. But as they go through their journey, they change and evolve, becoming someone new. Whether they become a hero, a villain, or something in between, the character arc is a key part of the player's experience, giving them a sense of accomplishment and investment in their character's story.

## What Does This Look Like in Game?

Intuitively, character arcs seem like an organic process that happens narratively within the game. This is true in most cases. However, having a mechanical tool that rewards players progressing through their character arcs can also be good.

It should be noted that the below list is just a suggestion of common character arcs. Work with your GM to develop your own that speaks to you as a player and captures what you want to see from your PC. Because of how Circles work in GEAS, there is an opportunity to tie character arc progression to this core framework.

## Step 1: Determine your Arc

Choose one of the following as your character arc. Throughout your adventuring career, you will encounter scenarios where your character arc comes into play.

**Courage:** You seek to develop your courage and face your fears.

**Faith:** You have a deep faith in a higher power or cause and want to follow it through thick and thin.

**Friendship:** You seek to build strong relationships with others and find a sense of belonging.

**Heroism:** You seek to become a hero and save the world from a great evil or threat.

**Humility:** You want to become more humble and less arrogant, learning to work with others and respect their opinions.

**Justice:** You are motivated by a sense of justice and want to fight against injustice and oppression.

**Knowledge:** You seek to learn more about the world and uncover hidden secrets.

**Loyalty:** You are fiercely loyal to a cause, a group, or a person and will do anything to protect and support them.

**Love:** You are searching for love and companionship.

**Power:** You want more power, influence, or control over your surroundings.

**Redemption:** You seek to make up for past mistakes or misdeeds and become a better person.

**Revenge:** You are driven by a desire for revenge against someone who wronged you or your loved ones.

**Self-discovery:** You are on a journey of self-discovery, seeking to understand yourself better and your place in the world.

**Survival:** You are focused on surviving in a dangerous world through physical prowess or cunning.

**Wealth:** You are driven to increase your personal wealth, either due to wanting financial security or viewing wealth as a measure of success.

## Step 2: Defining your end goal.

After you've chosen your arc, work with the GM to determine what your end goal is for that arc. For example, if your arc is "Revenge," then your goal is completed when you enact that revenge on the creature that wronged you. Or if your arc is "Love," then your goal might be a union between you and others. Some might not have an end goal per se, but you achieve it after a determined number of choices that reinforce that arc—establishing a reputation, so to speak. After identifying your goal, you can identify how you measure progress against that goal. Typically your end goal would occur at some point in the Fourth Circle, but might be sooner if you prefer it. When you complete your end goal, you gain a special trait. The below are some examples, but the actual trait is something that you and the GM worked on together when you defined your end goal.

## TRAIT DESCRIPTIONS

**Bond (Love):** Choose one or more willing creatures to bond to (maximum up to your Circle). As long as you can see each other, you each receive a +1 PD bonus to any ability check Challenge roll.

**Experienced (Power, Self-Discovery):** Epic traits only cost you 4 XP instead of 5 XP to learn.

**Loyal Allies (Loyalty):** Any die type benefit an ally gives you (healing dice, inspiring dice, etc.) is improved by one die type. Thus, if you are healed for 1d8 vitality, you are instead healed for 1d10 vitality.

**Mind Effects (Knowledge):** Gain a +1 PD bonus to check using a Mental sub-ability.

**Reputation (Heroism):** Your reputation has spread far and wide. This may manifest in either a group of followers wanting to serve or learn from you or will alter the reaction of those around you who know who you are and what you've done.

**Reroll (Survival):** Once during your turn, you may reroll any dice roll, taking the new result.

## Step 3: Determine Your Values.

Your values are what helps guide you during your arc. If you engage in actions at significant key points or scenarios in the game that match your values, you will be rewarded. Choose two values from the below list (or come up with two of your own):

**Honesty:** Valuing truthfulness and integrity in all interactions.

**Compassion:** Showing empathy and kindness towards others.

**Courage:** Facing challenges and difficulties with strength and determination.

**Respect:** Treating others with consideration and valuing their perspectives.

**Responsibility:** Taking ownership of one's actions and obligations.

**Equality:** Believing in fair treatment and opportunities for all individuals.

**Freedom:** Valuing the ability to make choices and live without unnecessary restrictions.

**Justice:** Seeking fairness and impartiality in social, political, and legal matters.

**Family:** Prioritizing close relationships and familial bonds.

**Ambition:** Striving for personal and professional growth and achievement.

**Creativity:** Valuing originality and innovation in various aspects of life.

**Environmentalism:** Caring for and protecting the natural world and its resources.

**Patriotism:** Demonstrating loyalty and pride for one's country or community.

**Spirituality:** Seeking meaning and connection through religious or spiritual beliefs.

**Learning:** Valuing continuous education and intellectual growth.

**Innovation:** Embracing new ideas and technologies to drive progress.

**Friendship:** Treasuring and nurturing close bonds with friends.

**Adventurousness:** Seeking new experiences and embracing uncertainty.

**Health and Wellness:** Prioritizing physical and mental well-being.

**Altruism:** Selflessly helping others without expecting anything in return.

## Step 4: Progressing through your Arc.

During game play, when an opportunity arises that place your character in a tough spot where a difficult choice must be made, you will be rewarded by choosing an action that adheres to one of your values. Due to the subjective nature of this, there is no hard and fast rule. It will largely be up to the GM when these scenarios would apply.

If you do follow your value, you will be rewarded a Heroic Point. If the GM determines the decision places the character at significant risk, the reward may even be greater, such as shifting all of the die type in your Challenge Rolls by one category, or allowing you to automatically succeed.

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*For example:*

*Jear's values are courage and friendship. During a battle, one of Jear's friends falls from a deep wound. Jear decides to leap into battle regardless of their own safety to rescue their friend. This would be a significant decision that aligned with their values. The GM decides to reward Jear by adding a +1 PD bonus to all Challenge Rolls for the duration of the combat encounter.*

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# LANGUAGES

Much like our real world, language varies from region to region or culture to culture. Traditional role-playing games have assigned a unique language to each species of intelligent creature, regardless of where they happen to live in the campaign world. That is not how language works or evolves.

In **GEAS**, language is based on either region, culture, or organization. **Regional** languages are those based upon a physical area in the game world, and often align with political boundaries. **Cultural** languages are not defined by region or location, but are based on a particular culture the creature belongs to. Finally, **Organizational** language is that form of communication taught by organizations. Some real world examples are provided below, to give you an idea of based on how you create the game world.

As a general rule, all language-speaking creatures understand the same language of the region they belong to.

When you create your PC, you begin with one regional and one cultural language for each Mental modifier you have. Naturally you will need to work with your GM to determine which languages are available in their campaign world.

## Regional Examples (Real World)

- The United States
- Japan
- Korean peninsula
- Australia
- Romania

## Cultural Examples

- Moving from one region to another, bringing that culture with you
- Heavy slang in the deep south
- Welsh
- Religion based
- Ancestral/Historical "lost" language

## Organizational Examples

- Sign language
- Corporate speak
- Military slang

### Some Examples of Languages:

- Kingdom of Teriboria (Teriborian)
- Dark Speech (the language of an evil empire of monstrous creatures)
- Draconic (the language of dragons)
- Maker's Speech (the language spoken by devout religious followers of a particular deity)
- Archaic (an old forgotten language)
- Slang (a type of slang dialect spoken by a certain demographic--youth, gangs, culture, job, etc.).

# SPELLCASTING

The ability to control and manipulate the forces of magic is the realm of wizards and some fantastical creatures. A spell is a method to manipulate magical energies from the world or from divine purposes to have a tangible effect occur. This effect might be as slight as a gentle breeze or as powerful as a mighty fire explosion erupting.

There are several types of spellcasting: **Rune**, **Bladecasting**, **Animist** magic, and **Sorcery**. Sorcery is by far the most common, with Rune magic being an exotic style known only to a few.

Many spells have a TCN associated with them. Any time you cast a spell, you roll your ASP against this TCN to see if you succeed as you would with any other Challenge Roll. Oftentimes the TCN is based on a Spell Attack Roll (treated like any other attack roll against the target's DEF) or is based on the target making an ability check to resist your spell.

Casting spells require a somatic (movement) and verbal (chanting) component to invoke the magical energy. If your hands are bound, or if you are gagged, you will not be able to cast the spell.

In order for something to be affected by a spell, it must be within the range and/or area of effect of the spell. All spells have these in their description. Some spells are touch-based, while others are cast at targets at range. Many spells also have an area of effect greater than just one target, such as a *flame explosion* spell. For area of effect spells, the center of the spell will be centered on the spot you have chosen within the spell's range.

Unless you are proficient in it, **you cannot cast spells in armor**. The unfamiliarity of trying to cast a spell while wearing armor is too much of a discomfort to invoke the magic.

If you are in the middle of casting a spell and take damage or are grappled before your turn, there is a chance of the spell failing (also causing you to lose any vigor points you invested in it!) You have a chance to resist this by making an Endurance check against a TCN SL that the GM determines is appropriate based on what is interrupting you as outlined in the **Difficulty TCN Value** table.

Getting hit by a small rock might be a TCN SL of 2, while being pushed off a cliff might be a TCN SL 10 for example.

If you fail, you lose the vigor points and the spell fails.

## TARGETING CREATURES WITH SPELLS

Many spells require a target. This may either be one creature, or multiple creatures. In order to target a creature with a spell, you must be able to see it (unless the spell states otherwise). Some powers require an attack roll. In these cases, your dice pool includes a PD (this is your **ASP**: Arcane Spell Pool). You can spend 3 vigor to add another PD to this pool, but cannot add more dice than what your Mental modifier is.

Other powers force an ability check to be made from the target. You use your **ASP** for this as well, and the result of your roll is called your **Spell Resist TCN**.

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*Example: If your PD is a d10 based on being in the 2nd Circle, then you roll 1d10 to determine the TCN the opponent needs to beat when trying to resist your power.*

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## Investing Vigor

Some spells allow you to invest vigor into the spell to increase its effectiveness beyond adding additional PD. You must invest the vigor at the start of the spellcasting, before you roll any Challenge Rolls.

## Successful Spellcasting

(Rune and Sorcery magic only)

Manipulating elemental spirits or arcane energy is a challenging task. For **rune magic** and **sorcery magic**, things may go awry. Imagine trying to draw a picture of a perfect cube while someone is shouting at you next to your ear while standing in the shower and sneezing. Even the smallest error can cause a spell to fail or end in a result other than what was expected.

For this reason, most spells will have a TCN value assigned to them. There are two ways in which TCNs are determined: the magic impacts a creature, and they roll an ability check or DEF Challenge Roll to determine the number you need to beat to be successful, or the spell doesn't have an opposed Challenge Roll and the TCN is determined by the level of the spell being attempted.

Example: Spell impacts creatures

You're casting a sorcery spell (ASP: 2d8) that impacts two creatures, allowing them ability checks (one has 1d6 and the other 2d10), to resist. You roll your ASP, and each creature rolls their respective ability checks. Looking at the Scenario Result table, you compare your ASP pool against the creatures' and determine the effect. Let's say you roll an 8 and 4, and the targets roll a 5 and a 9 and 2 for their ability checks, respectively. You beat the first creature's TCN, so the expected effect takes place. You did not beat the second creature's TCN, so the spell fails to affect them. Note that some spells might take effect even if you fail to meet the TCN. These will be explained in the spell's description.

Example: Spell does not impact creatures

You're casting a spell that does not impact any creatures, like the rune barrier spell. The TCN is assigned based on the total rune spell level. In this case, the TCN for a tier II rune spell is 4. You roll your ASP and get a 5 and 1. One of your die beats the TCN, so the spell resolves as expected.

SPELL TCN

Sorcery Spell Tier	TCN
Tier I	2
Tier II	4
Tier III	6
Tier IV	8
Epic	10

Luckily sorcery incantations do not have this value and are not a risk of failing (attack rolls and ability check rolls might still be necessary).

For all spells with a TCN value, there will be varying results depending on your ASP Challenge Roll: disaster, failure, minimal, expected, and spectacular.

Scenario	Result
All dice in pool are a natural 1	Disaster
Failed to meet or beat TCN	Failure
One dice beats TCN	Expected
More than one dice beats TCN	Additional Success

If a spell is a **disaster**, you have angered the appropriate elemental spirits and will be unable to cast additional spells from that element until you finish a rest. Some spells might have a different disaster result, which is described in the description. A **failed** spell simply putters and no magical affects are created. Certain Area of Effect spells will still impact the creature. **Expected** spells work as you would expect them to. **Additional Successes** follow the standard rule for additional successes unless otherwise noted.

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*For example, let's look at the following spell:*

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*Acid Rain  
Sorcery II  
Range: 100 feet  
Duration: Instant*

*This spell creates a cloud of green acidic vapor 20-foot radius to appear within range at a spot you can see. This cloud begins to rain acid. Any creature in the area of effect must succeed on an Agility ability check or suffer acid damage (WDP: 4 CD). Creatures meeting or beating your ASP result will only suffer corrosion damage equaling the lowest result of your WDP.*

*The acid will also eat through equipment and gear, damaging them. Backpacks will fall apart. Weapons and armor will suffer a permanent -1 penalty to Challenge Rolls respectively. Magical items are immune.*

*When Boosted: For every 7 additional vigor points invested, you can increase the radius of the cloud by 5 feet.*

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*Your ASP includes 3d12, and you roll a 9, 7, and 3. There are two creatures within the area of effect, each of whom must succeed on an Agility check. Their results are: (4,3) and (9, 4). The Spell TCN for a tier II spell is 4, so you have two successes. You decide to spend your additional success to add 1 CD to your WDP. Your total WDP is 5 CD. It doesn't matter that you have multiple successes against each creature individually since this is an AoE spell. The first creature's highest die did not meet or beat your 9, so it takes full damage. The second creature did meet your 9, so it only suffers the lowest result from your WDP as the spell describes.*

*Your CD is a d8, and you decide to trade up rather than roll 5d8. You turn 4d8 into 2d10 and trade those for 1d12. Your final WDP is 1d12 and 1d8. You roll and get a 9 and a 2. The first creature takes 9 corrosive damage and has its equipment corroded, and the second takes 2 corrosive damage and does not have its equipment damaged.*

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## Multiple TCNs

If a spell initially impacts an area and not a creature, then you roll your ASP as normal and compare to the TCN of the spell based on tier. Then apply results based on the scenario description. If a creature is affected, it will roll its appropriate DEF or ability check to resist, and compares that to your original ASP roll. Depending on that result, they may mitigate the spell's effects.

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*For example, if you cast a tidal wave spell and your ASP results in a spectacular casting (more than one die beats the TCN), you have created a 50-foot long wave. Creatures caught in that wave then are allowed an ability check. Let's say you beat one creature and another creature beats your result (which is a failure). You apply the description to the first target, and the spell doesn't affect the second target at all unless others specified in the spell description.*

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In other scenarios, you will find that your ASP beats the TCN of some creatures, failed against others, and may have additional successes against others still. For these area-of-effect spells, the TCN from the **Spell TCN table** is used to determine additional successes or not, not the individual creature's result. The individual's result is used only to determine if it avoids the spell or not. Additional successes against individual creatures doesn't matter for AoE spells.

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*For example, you are casting a flame explosion spell (WDP: 2 CD) and roll your ASP, resulting in a 9, 5, and 2. You are casting as a tier II spell, so the TCN is 4. Two of your dice beat the TCN, so you have one additional success, which you choose to increase your WDP by 1 CD. You roll 3 CD for your WDP instead of 2.*

*There are five creatures in the area of effect, and they all roll their ability check to avoid the spell. The creatures that did not roll a 9 or higher all take full damage regardless of how many of your highest dice beat theirs. Creatures rolling a 9 or higher, even if they did so on more than one dice, all take damage equal to the lowest result of your WPD, as per the spell description.*

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## Take Half (Optional Rule)

If you prefer speed of play, it is recommended that the GM not roll dice pools for each individual creature defending, but applies the *Take Half* result.

## Using Core Die (CD)

Many spells will have verbiage stating to use CD. Typically this will describe how much damage your spell does, or how much vigor or vitality is recovered. In all cases, you always use your CD and not the CD of the creature being impacted.

# SORCERY MAGIC

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## What is a sorcery spell?

Sorcery magic taps into the elemental and spiritual arcane energy that flows in the world. You, as a sorcerer, don't actually cast the desired spell. Rather, you have the arcane knowledge to communicate and compel an elemental spirit to perform the magic for you. These elemental spirits are invisible to most and rarely act outside of predictable ways that we know of. A fire will burn, water will moisten, air creates the wind, etc. To the onlooker, it appears as if you are conjuring the magic directly.

When you cast a spell, you are compelling that spirit to act in a way as defined by the spell rather than a passive or expected way. Some spells allow you to spend vigor to enhance the spell to greater effect, focusing more of your will against the spirit.

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*For example, when you cast the Teleport spell, you're actually compelling an air spirit to use its power to channel the magical energy into the teleportation effect.*

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You can only compel the elemental spirit to perform minor arcane effects when you start learning and casting basic sorcery spells. As you increase in experience and learn more powerful sorcery, you can compel these spirits to perform more powerful magic. The greatest sorcerers can even transform their own bodies into that of an elemental spirit themselves!

## Spell Shapes

Spells also come in many different shapes. Spells that are cone-shaped extend from you to a direction you choose, and always have a 45-degree angle in their shape. Cube-shaped spells are square or rectangular forming within range at a point that you designate. Cylinder-shaped spells have a circular radius from a point of origin, then shoot upwards towards the maximum area of effect. Spells shaped in a line extending from your position out to a distance up to the maximum range. Many line-shaped spells do not affect any creature within the path unless the spell designates it is 5 feet wide or larger. Only the targeted creature or object at the end of the line is affected by thin-lined spells. Finally, sphere-shaped spells are globe-shaped, with the point of origin in the center.

## Boosted Spells

Many sorcery spells can be boosted. This means you can invest additional vigor points into the original spell when you cast it to empower it. When boosting a spell, you follow the instructions as under the spell description.

If the boosted description states you get a bonus up to your Circle, that is a bonus above and beyond what is in the core spell description. I.e., if a spell grants you a +2 bonus to damage, and the Boosted text states, "for each additional 4 vigor points you invest, increase damage by +1 up to your Circle", that means that if you're in the 3rd Circle, you can invest an additional 12 vigor to increase damage by a total of +5 (core +2 plus +3 for boosting it).

## Acquisition of Spells

Learning new sorcery spells is not always an automatic process. There are three primary ways in which your character learns new sorcery spells, assuming they have a trait that allows them to cast these types of spells in the first place. This is accomplished per below:

**Gaining Experience** You may spend 1 XP and choose one spell from your spell list that you meet the requirements to cast, and add it to your memory. This reflects the hours of study your character has completed during the adventure, and you finally have learned to cast the new spell without error.

**Scrolls/Spellbooks:** You can attempt to copy a spell from a scroll or another spellbook into your own. It takes one day per level of the spell to scribe it correctly. At the end of the process, you must make an Intelligence check against a TCN SL 3 + the spell's level.

Success means the spell is permanently transcribed to the spellbook and learned. With scrolls, success or failure results in the scroll being destroyed as you must read the words aloud to analyze it. Additionally, due to the complexity of spells, it takes one day per spell level to copy a spell into a spellbook. Note that you cannot copy a spell that you are unable to prepare and cast.

**Mentor:** you can attempt to learn a spell from a mentor. Naturally, the mentor would have to agree to it and may ask for a steep price. The GM determines this. You must spend one day per spell level studying if learning from a mentor. You will attempt a check to learn the spell by making an Intelligence check against a TCN SL 3 + the spell's Circle Level.



## AP Cost of Spell by Tier Level

Sorcery Spell Tier Level	AP Cost
Incantation	3
I	4
II	5
III	5
IV	6
Epic	7

Note: boosting sorcery spells increases the AP by 1. Incantations cannot be boosted.

## Spellbooks and Scrolls

Sorcerers need to study their spellbooks to keep the spells fresh in their minds constantly. This is why spellbooks and scrolls are jealously guarded and highly sought out. Typically a sorcerer studies this spellbook during rests. If you complete a rest without access to your spellbooks, you may not be able to cast certain spells. If you have learned the Sorcery I trait, then you can cast incantations without spellbooks or scrolls but need them to cast Sorcery I spells. Once you have learned the Sorcery II trait, you can cast Sorcery I and Incantation spells without needing access to your spellbook or a scroll, and so on. Sorcery IV spells always require access to a spellbook or scroll containing the spell in order to cast them.

## SORCERY SPELL DESCRIPTIONS

### Acid Rain

Earth  
Sorcery II  
Range: 100 feet  
Duration: Instant

This spell creates a cloud of green acidic vapor 20-foot radius to appear within range at a spot you can see. This cloud begins to rain acid. Any creature in the area of effect must succeed on an Agility ability check or suffer acid damage (WDP: 4 CD). Creatures meeting or beating your ASP result will only suffer corrosive damage equaling the lowest result of your WDP.

The acid may also eat through equipment and gear, damaging them. Backpacks will fall apart. Weapons and armor will suffer a permanent -1 penalty to Challenge Rolls. Magical items are immune.

**When Boosted:** For every 7 additional vigor points invested, you can increase the radius of the cloud by 5 feet.

**Failure:** Lowest value of corrosive damage from your WDP, and the acid does not damage equipment.

### Acid Spray

Earth  
Sorcery I  
Range: 15-foot cone  
Duration: Instant

A 45-degree cone 15 feet long of acid sprays from your outstretched hands in front of you. Any creature within this area must succeed on an Agility check or suffer corrosive damage (WDP: 1CD).

**When Boosted:** For every 5 additional vigor points invested, you can increase the length of the cone by 5 feet.

**Failure:** Damage is 1 point.

## Acid Sticky Storm

Earth

Sorcery III

Range: 300 feet

Duration: 1 round for every 3 vigor spent

When cast, this spell creates a 20-foot radius sphere within range of falling gooey acid blobs. Any creature within the area of effect must succeed on an Agility ability check or will have the globs of acid stick to them. These globs can only be washed away with alcohol, vinegar, or a *dispel magic* spell.

At the start of a creature's turn who failed their check and has a blob of acid on them, they will suffer corrosive damage (WDP: 2 CD).

## Acid Touch

Earth

Incantation

Range: Touch

Duration: Instant

Your hand becomes coated in acid until the end of your turn. An item you touch will be exposed to this acid, which will burn through and/or melt up to ½ inch of wood, ¼ inch of stone, or 1/8 inch of metal in an area 4 inches in diameter. If used against a creature and an attack roll is successful, that creature will suffer corrosive damage (WDP: 1CD).

## Age

Essence

Sorcery IV

Range: Touch

Duration: Instant

If a successful spell attack roll is made, the creature you touch ages one category instantly, applying the appropriate effects.

### Age Categories

Babe

Youth

Adult

Senior (-1 Physical)

Elderly (-1 to each Ability)

Death

**Disaster:** You age instead of your target.

## Animal Bond

Essence

Sorcery I

Range: 30 feet

Duration: 8 hours

Choose a beast within range. It must see and hear you. The beast must succeed on a Will ability check or be glamourised by you for the duration. You can communicate with the beast as if you shared a language during this time. If you or one of your allies harms the target, the spell ends.

**When Boosted:** You can affect one additional creature for every 2 vigor points invested.

## Arcane Armor

Air  
Sorcery I  
Range: Touch  
Duration: 8 hours

A willing creature you touch who isn't wearing armor gains a protective air spirit surrounding it until the spell ends, granting a +1 DEF PD bonus and a +1 DR bonus. The spell ends if the target dons armor or if you dismiss the spell as an action.

**When Boosted:** For every 3 additional vigor points invested, you increase the DEF by 1 PD, up to a total bonus PD equaling your Circle level.

## Arcane Door

Air  
Sorcery II  
Range: 500 feet  
Duration: Instant

The compelled air spirit creates a magical glowing portal to appear next to you. As a free action, it teleports you to any spot within range. It must be a place you can see, visualize, or describe by distance and direction.

Other creatures and objects may come with you as long as the total weight doesn't exceed 300 pounds.

**When Boosted:** For every 5 vigor invested, you increase the weight limit by 50 pounds.

**Disaster:** The air spirit transports you to a random location within range.

**Additional Success:** You recover any vigor you spent investing into this spell.

## Arcane Lock

Earth  
Sorcery I  
Range: Touch  
Duration: Until dispelled

This spell will hold fast and lock any portal within the area of effect. This includes doors, chests, windows, etc. An *unlock* spell will open any of these locked portals, or the casting sorcerer can end the spell at will.

## Banish

Essence  
Sorcery II  
Range: 50 feet  
Duration: Permanent

Target a summoned creature, fiend, or elemental you can see within range. That creature must succeed on a Will ability check or be banished back to its original plane of existence (or destroyed outright for conjured creatures).

**Disaster:** You are banished to another plane until the start of your next turn.

**When Boosted:** For each additional 5 vigor points invested, select an additional creature.

## Befuddle

Essence  
Sorcery I  
Range: 50 feet  
Duration: 1 minute

Choose a target you can see within range. That target must succeed on an Intellect ability check or become confused for the duration. A confused creature suffers a -1 penalty to its AP and a -1 PD penalty to all ability checks, DEF, and attack rolls.

**When Boosted:** For every 5 additional vigor you spend, you can select an additional target.

**Disaster:** You become befuddled, unable to cast spells or use Traits until the end of your next turn.

## Bend Wood

Earth

Sorcery II

Range: 100 feet

Duration: 1 minute

You compel the wood spirits of vegetation within a 10 sq. foot area of effect to move to your will. They cannot be uprooted but will bend and twist to the best of their ability to follow your command. If commanded to grasp or attack an unwilling creature, a spell attack roll is needed.

**When Boosted:** For every 2 additional vigor you invest, you increase the area of effect by 10 sq. feet.

## Binding Curse

Essence

Sorcery IV

Range: See Below

Duration: Permanent

When you cast this spell, you target one cursed creature you can visualize. Any curse that the creature is suffering from becomes permanent. Any *remove curse* spell attempted on the curse is contested using your Spell Resist TCN against their Spell Attack roll.

**Disaster:** You become the subject of a random *curse* spell effect.

## Blight

Earth

Sorcery I

Range: 50 feet

Duration: Instant

You create a compulsion in the earth spirits to rapidly age and infect a target plant with a terrible blight. A target plant you can see within range will immediately rot and decay. If used against a plant creature, that creature must succeed on an Endurance check or it will suffer necrotic damage (WDP: 2 CD).

**When Boosted:** For every 3 vigor you invest, you can choose one additional plant within range and your BDP is increased by 1 CD.

## Charming Flame

Fire

Sorcery I

Range: 30 feet

Duration: 1 hour for every 5 vigor spent

Target one humanoid you can see within range. If the creature fails a Will ability check, it is glamourised by you for the duration or until you or your allies harm it. If you cast this spell while fighting the creature, it can attempt the ability check with a +1d20 bonus. A glamourised creature views you as a close friend.

**When Boosted:** For every 3 additional vigor points invested, you can increase the number of creatures affected by 1.

**Disaster:** The target creature becomes furious with you, and knows your location.

**Additional Success:** The target creature is infatuated with you, and is compelled to follow your orders for the duration.

## Chameleon

Earth  
Sorcery Incantation  
Range: Self  
Duration: 10 minutes

When you cast this spell, your skin and clothing subtly change hue and pattern to match your surroundings. While this spell is active, you gain a +1 PD bonus to your stealth checks.

## Clone

Earth  
Sorcery IV  
Range: Touch  
Duration: Permanent

This spell requires you to spend one month and 50,000 gp crafting a clay version of yourself in exacting detail. When the spell is complete, the clone animates and appears in your exact visage. You can spend 5 AP to switch your consciousness into the clone or back into your body. If your vitality is reduced to zero or less, you are instantly transported into the clone's body, regardless of distance. The body your conscious is not in appears to be in stasis, immune to stimuli. However, it can be harmed or destroyed like any other body.

## Cloud Chariot

Air  
Sorcery III  
Range: 30 feet  
Duration: 1 hour for every 10 vigor spent

When you cast this spell, air spirits conjure a chariot resting upon a cloud to appear within range. This chariot can carry up to 4 medium-sized creatures, and the driver (designated by you) can command it to move 50 feet in any direction for each AP spent.

## Comprehension

Essence  
Sorcery I  
Range: Self  
Duration: 1 hour

This spell allows you to translate and be able to read any written form of communication, whether that be an actual language, or ciphers, or hieroglyphs. Magical writing is not affected by this spell and remains unknown. The spell also allows you to understand any spoken language for the duration. The reverse of this spell targets a creature, and if they fail an Intellect check, it will speak gibberish and will not understand others for the duration of the spell.

**Disaster:** Your mind becomes befuddled. You can't understand any language, and no one can understand you, spoken or written. This lasts for 1 minute.

**Additional Success:** You can understand magical writing.

## Conjure Animals

Earth  
Sorcery II  
Range: 60 feet  
Duration: 1 hour

You summon spirit beasts to appear in unoccupied spaces magically that you can see within range. Choose one of the following options:

One beast of 1H or lower  
Two beasts of 1M or lower  
Four beasts of 1L or lower  
Eight beasts of Trivial MC

The summoned creatures are considered friendly to you and your allies and disappear when brought to 0 vigor or when the spell ends.

## Consecrate/Desecrate

Essence  
Sorcery III  
Range: Special  
Duration: 1 day for every 5 vigor spent.

This spell covers an area of up to 100 feet by 100 feet to become holy or unholy with magical energy. When cast, you instruct the spirits to either consecrate the area or to desecrate the area. A consecrate spell will force any evil creature to succeed on a Will ability check to enter the area, and even then, it will suffer a -1 PD penalty to all Challenge rolls while in the area.

A desecrate spell will do similar but affects good creatures instead. What is “good” and “evil” is a broad generalization. Typically “evil” include undead, fiends, monsters, or humanoids that engage in malevolent acts. “Good” typically includes creatures that act in benevolent ways.

## Control Flame

Fire  
Sorcery I  
Range: 100 feet  
Duration: 1 minute

Choose a fire source you can see within range. The fire spirit will manifest in a 5-foot-long tendril that instantly sprouts from this source. A spell attack roll is necessary if used to attack, and your WDP is 1 CD of heat damage.

**When Boosted:** For every 3 additional vigor you spend, you can increase the length of the tendril by 5 feet.

## Control Weather

Air  
Sorcery III  
Range: 1 mile radius  
Duration: 1 hour

This spell allows you to compel air spirits to control the weather in the impacted area of effect. When casting is complete, over a time period of 1d4x10 rounds, the weather will change to the desired type to full effect. This spell can change a sunny day into a rainy day, or the reverse, but cannot create major events like a hurricane or tornado.

Maximum wind speeds equal two mph for every vigor point spent, up to 30mph. This spell also cannot shift the temperature more than 2 degrees for every vigor point spent, up to a maximum 30-degree change. Thus, a caster in a hot desert can form rain clouds, but not a blizzard of snow.

## Counterspell

Essence  
Sorcery II  
Range: 60 feet

Duration: Instant, as a response when you see a creature within range casting a spell

Your spirit interrupts a creature casting a spell, causing it to fizzle. You roll your ASP directly against the targeted caster's ASP for the spell they are attempting.

**Disaster:** Not only have you failed to counter the spell, but the spell doubles in potency (damage, range, etc.).

**Failure:** Their spell completes, but to minimal effect (range, duration, lowest result of the WDP, etc.).

## Create Flame

Fire

Sorcery Incantation

Range: 30 feet

Duration: Instant

A 6-inch-tall flame is conjured in your hand. You can hurl this flame up to 30 feet away. If used to attack, a spell attack roll is necessary and base WDP is 1 CD of heat damage. The AP cost of this spell is 3.

## Create Sustenance

Earth

Sorcery II

Range: 30 feet

Duration: Permanent

When you cast this spell, an earth spirit conjures enough food and water to sustain up to six medium size creatures for one day.

**When Boosted:** For every 3 additional vigor points invested, you can increase the number of creatures affected by 1.

**Disaster:** The food is poisonous.

## Create or Destroy Water

Water

Sorcery I

Range: 30 feet (30 feet cube)

Duration: 1 minute

You can create up to 10 gallons of water or destroy up to 10 gallons within range.

**When Boosted:** For every 3 additional vigor points invested into this spell, the amount of water is increased by 10 gallons.

## Curing Shout

Essence

Sorcery I

Range: 60 feet

Duration: Instant

As a response to a creature you can see within 50 feet taking damage, you can spend 4 vigor and cast this spell to heal them 1 CD of vitality, up to their maximum.

**When Boosted:** For every additional 5 vigor points you invest, you can increase the number of creatures affected by 1 and the amount healed by +1 CD.

## Curse

Essence

Sorcery II

Range: 50 feet

Duration: 1 hour for every 5 vigor spent

You target a creature you can see within range and utter a curse. The creature must succeed on a Will ability check, or it will suffer one of the following detrimental effects for the duration of the spell:

Reduction of one ability score by 1 (Physical, Mental, or Sway).

-2 PD penalty to any one sub-ability check

Warts, boils, and other unseemly physical effects cover the creature, suffering a -3 PD penalty to persuasion checks.

Clumsiness. At the start of its turn, it must roll one d20. A result of 1 means the creature falls prone and drops any weapons.

Forgetfulness. Can't recall names or what was said in the past minute, only recalling it a minute later.

Food spoils after touching it.

Constantly itching and scratching.

Loud and frequent flatulence.

Reduces maximum vigor by 50%.

Weakness (use the lowest result from their WDP).

**Disaster:** You are cursed instead.

## Darkness

Air

Sorcery I

Range: 60 feet

Duration: 10 minutes

An air spirit creates a 10-foot radius sphere of magical darkness to appear within range. This sphere flows around corners and prevents all light or vision from penetrating, even night vision. This spell will cancel a *light* spell if cast in the same area.

**Disaster:** You are blinded until the start of your next turn.

## Death Touch

Essence

Sorcery IV

Range: Touch

Duration: Instant

You must make a spell attack roll against a target within 5 feet of you. On a hit, necrotic energy drains the life from the creature, causing necrotic damage (WDP: 4 CD).

**Disaster:** The necrotic energy is reversed. You suffer 1 CD of necrotic damage and the target is healed that amount.

**Additional Success:** The life energy is drained and cannot be regenerated or healed for 24 hours. You recover 1 CD of vigor for each die beyond the first that beats the target's DEF TCN, up to your maximum.

## Detect Intent

Essence

Sorcery I

Range: 30 feet

Duration: 1 minute

A spirit helps you discern the intent of creatures within the area of effect for the duration, whether malevolent or benevolent.



## Detect Magic

Essence

Sorcery I

Range: Self

Duration: 10 minutes

This spell allows you to detect magical objects for the duration up to a range of 30 feet in front of you. You will see a faint magical aura around any magical object or creature for the duration, but you do not learn the exact type of magic.

## Dispel Magic

Essence

Sorcery II

Range: 120 feet

Duration: Instant

This spell allows you to end any spell on any one creature, object, or magical effect you can see within range.

**Disaster:** One magical item you are carrying or wearing is rendered mundane for 24 hours.

## Divination

Essence

Sorcery III

Range: Self

Duration: Instant

You make contact with a deity or other supernatural entity. You ask a single question concerning a specific goal or event to occur within seven days. The GM will provide a truthful reply. Note that this reply will be made from the perspective of the entity asked so that it may be in a riddle or rhyme.

## Doorway

Earth

Sorcery III

Range: 30 feet

Duration: 1 hour

This spell creates a passage 5 feet wide by 8 feet tall and up to 20 feet deep upon any wooden, stone, or plaster surface you see within range.

This spell lasts for the duration or until you dismiss it at a cost of 4 AP. Any creature within the passageway when the spell ends will be safely ejected to an unoccupied space nearest to a surface.

**When Boosted:** For every additional 10 vigor points invested, the distance increases by 20 feet.

**Disaster:** The doorway appears right below your feet, possibly sending you into a fall.

## Druidspell

Earth

Sorcery Incantation

Range: 30 feet

Duration: Instant

You can create one of the following effects within range:

- predict the weather for the next 24 hours.

- instantly make a small plant bloom or wilt.

- create a harmless effect such as rustling leaves, faint breeze, musky smell, etc.

instantly light or snuff out a candle or torch.

## Earthform

Earth  
Sorcery IV  
Range: self  
Duration: 1 minute

You compel the earth spirits to impart some of their power directly into you. Your skin takes on the texture and color of stone, and your weight triples for the duration. While in earthform, you are immune to poison, disease, and petrifying affects. You also gain a +4 DR bonus, and your fists will have a base 1 CD damage rating. You may also move through rock, stone, dirt, clay, or sand at a rate of 10 feet per AP spent.

**When Boosted:** For every 5 additional vigor you invest when casting, the duration is increased by 1 minute.

**Disaster:** You are turned to stone until the start of your next turn.

## Earthquake

Earth  
Sorcery IV  
Range: 300 feet  
Duration: Instant

The earth spirits cause the ground to shake violently in a 50-foot-radius centered on a point within range. Any medium-sized or smaller creature in the area will fall prone. Large-sized or larger creatures are entitled a Power check to avoid. Any buildings in the area will suffer 1 CDx10 shattering damage to them.

**When Boosted:** For every 5 vigor spent, the radius increases by 10 feet.

**Disaster:** The spell is centered on your position.

## Electrifying Touch

Air  
Sorcery Incantation  
Range: Touch  
Duration: Instant

Electrical sparks flicker around your hand. If used in combat, a spell attack roll is necessary, and your WDP is 2 CD electrical damage.

## Elemental Ray

Varies  
Sorcery Incantation  
Range: 60 feet  
Duration: Instant

When you cast this spell, you choose an elemental type: corrosive, poison, fire, lightning, cold, divine, necrotic, or force. A ray of magical energy matching that elemental type streaks forward toward a target of your choice within range. You must make a spell attack roll to determine if you hit. WDP: 1 CD of the elemental type you chose.

## Entangling Vines

Earth  
Sorcery I

Range: 90 feet (20 feet square)

Duration: 1 minute

The earth spirit causes vines, roots, and plants to writhe and reach up out of the ground to grasp anything within the 20-foot square area of effect. Any creature within the area of effect will need to make a Power ability check or will be restrained for the duration, unable to move and having their AP pool reduced by 4. They can still attack targets within range and cast spells, but their movement will be reduced to zero.

Even those that make their check will have their AP pool reduced by 2 as long as they are in the affected area.

**Disaster:** The area is centered on you.

## False Tracks

Earth

Sorcery Incantation

Range: Self

Duration: 1 hour

This spell allows you to alter the tracks of one creature you touch, which may include yourself. You can alter the tracks to any similar-sized or smaller track of any creature or humanoid.

## Fan of Elemental Fury

Varies

Sorcery I

Range: 15-foot cone

Duration: Instant

Choose either fire, ice, force, or electrical energy. You create a sheet of the chosen element to billow forth in a 45-degree cone out to 15 feet. Each creature caught within this cone must succeed on a Physical ability check or suffer the appropriate type of elemental damage (WDP: 2 CD).

**When Boosted:** For every additional 3 vigor points invested, you increase the size of the cone by 5 feet.

**Disaster:** The fan backlashes on you, causing 1 CD of damage of the elemental type to you.

**Failure:** Use the lowest result from your WDP.

## Flame Explosion

Fire

Sorcery II

Range: 150 feet

Duration: Instant

You cause a fire spirit to streak forward to a point within range, exploding into a 20-foot radius sphere. Any creature within the area of effect must succeed on an Agility ability check or suffer heat damage (WDP: 2 CD).

This fire flows around corners and forms to passageways or rooms if the area of effect is larger than the cubic footage of the area it was cast, so caution must be used.

**When Boosted:** For every additional 5 vigor points invested, you increase the BDP by 1 CD.

**Disaster:** The fireball explodes before you throw it, causing 1 CD of heat damage in the area of effect centered on you.

**Failure:** Even if you fail to beat a creature's TCN in the area of effect, they will still suffer damage equaling the lowest result of your WDP.

## Flame Shield

Fire

Sorcery II

Range: Self  
Duration: 1 minute

You compel a flame spirit to manifest and swirl around you for the duration. The flames of the spirit do not damage you or any of your carried equipment. However, any other creature that comes within 5 feet of you for the first time or starts its turn within 5 feet of you will suffer 1 CD of heat damage.

**When Boosted:** For every 10 vigor you invest, the radius of the spirit increases by 5 feet.

**Disaster:** The spirit burns any non-magical clothing or gear you have before disappearing.

**Failure:** Damage becomes 1 point of heat damage.

## Flame Storm

Fire  
Sorcery IV  
Range: 150 feet  
Duration: Instant

The compelled fire spirit creates a literal rain of fire in a 30-foot-radius within range. Any creature within this area of effect must succeed on an Agility check or suffer heat damage (WDP: 4 CD).

**When Boosted:** For every 5 vigor you invest, the radius increases by 5 feet.

**Disaster:** The spell is centered on your location.

**Failure:** Creatures within the AoE suffer damage equaling the lowest results of your WDP only.

## Flame Wall

Fire  
Sorcery III  
Range: 120 feet  
Duration: 1 minute

This spell has two forms: a wall or a ring. A wall can be created up to 40 feet square, centered out to a 60-foot range, while a ring will have a radius of 15 feet and height of 20 feet centered on the caster. In both cases, the side facing you will emit warmth, while the opposing-facing side emits great heat. Any creature within 10 feet of the heated side will take heat damage once per round (WDP: 2 CD). Any creature passing through the wall will instantly take additional (WDP: 2 CD) heat damage. Undead will take double this damage.

**When Boosted:** For every additional 5 vigor points invested, increase your BDP by 1 CD.

**Disaster:** The wall moves towards you at a rate of 20 feet per round, moving at the start of each round.

## Flameform

Fire  
Sorcery IV  
Range: Self  
Duration: 1 minute

You force a fire spirit to impart part of its magical nature into yourself. Your body and all equipment you carry is transformed into fire. While in flameform, you gain resistance to all physical attacks, immunity to heat damage, your physical attacks cause extra heat damage (BDP: 2 CD), and any creature that starts its turn within 5 feet of you suffers 1 CD of heat damage. You take double damage from cold or water attacks, but can squeeze through any opening at least 1 inch wide.

**When Boosted:** For every 5 vigor you invest, the duration increases by 1 minute.

**Disaster:** You are enshrouded in flame for an instant, suffering 2 CD of heat damage. The spirit then leaves.

## Flaming Weapon

Fire

Sorcery II  
Range: Touch  
Duration: 1 minute

You compel a fire spirit to enshroud a touched weapon, causing flames to dance the length of it. The flames do not harm the wielder but add heat damage to successful attack rolls (BDP: 2 CD).

**When Boosted:** For every 2 vigor you invest, the duration is increased by 1 minute.

## Flesh to Stone

Earth  
Sorcery IV  
Range: Touch  
Duration: Permanent

Make a spell attack roll against a creature within 5 feet of you. If successful, an earth spirit will begin to turn that creature into stone. It instantly becomes restrained. At the end of its next turn, if it fails an Endurance check, it is permanently turned to stone. Even if it succeeds, it remains restrained for 1 minute.

## Flight

Air  
Sorcery II  
Range: Touch  
Duration: 10 minutes

Any willing creature you touch, including yourself, is granted a flying speed by an air spirit for the duration of the spell. The speed equals 20 feet for each AP point you spend.

**When Boosted:** For every additional 6 vigor points invested, you can select an additional creature, and the duration is increased by 10 minutes.

**Failure:** The target does not gain flight, but its jump distance is tripled for the duration.

## Force Summon

Essence  
Sorcery IV  
Range: 1 mile for every 10 vigor spent  
Duration: Instant

After casting this spell, you must visualize your target and call forth their name. If they fail a Will ability check, a spirit will instantly teleport them to an unoccupied space within 50 feet of you of your choosing. Willing creatures can choose to fail their Will check intentionally.

**Disaster:** You are transported to an unoccupied space near your target instead.

## Greater Recovery

Essence  
Sorcery III  
Range: Touch  
Duration: Instant

When this spell is cast, you can remove one of the following on a target:

One glamour effect

One curse, which may include magical item curses  
Any reduction to an ability score modifier  
One effect of reducing the target's maximum vigor  
All poisons or diseases  
One petrification effect

## Gust of Wind

Air  
Sorcery 1  
Range: 30 feet  
Duration: Instant

An air spirit causes a strong gust of wind to blow forth from your location out to 30 feet, in a 10-foot wide path. This wind will extinguish any flame source up to a torch or small campfire. It will also blow up debris and other clutter, possibly blinding a creature. Small-sized or smaller creatures within the path will need to succeed on a Power ability check or be blown backward to the limits of the spell range.

**When Boosted:** When you invest 5 additional vigor, you can impact medium-sized or smaller creatures as well. Investing 10 vigor impacts large-sized or smaller creatures and grants you a +1 PD bonus to your Challenge Roll.

**Disaster:** A gust of wind spins you in a circle, disorientating and stunning you until the start of your next turn.

## Hasten

Essence  
Sorcery II  
Range: 30 feet  
Duration: 1 minute

The willing creature you chose with this spell that you can see within range will have its AP pool increased by 2 points for the duration.

**When Boosted:** For each additional 5 vigor points you invest, you can increase the AP pool of the target by 1 point.

**Disaster:** The target has its AP increased by 10 points until the end of its next turn. It must use all AP in its pool. At the end of its turn, it becomes fatigued for one hour.

## Heal Wounds

Essence  
Sorcery I  
Range: Touch  
Duration: Instant

Spend 3 vigor. A living creature you touch regains up to 1 CD + your Mental modifier of vitality, not exceeding their maximum total. This spell does not affect constructs and will instead cause damage (WDP: 2 CD) to **undead** rather than heal them.

**When Boosted:** For every 5 additional vigor points invested, you can increase the amount healed by 1 CD plus your Mental modifier.

**Disaster:** Not only do you not heal the target, they are prevented from receiving any healing from any source until the end of their next turn.

**Failure:** Healing becomes 1 point.

## Heat Metal

Fire  
Sorcery I  
Range: Touch  
Duration: See Below

Choose a metal object you can see within 50 feet. The flame spirit begins to heat that metal up increasingly for each round you maintain concentration. At the end of your turn after casting, the metal becomes uncomfortable to touch. If worn (such as armor, bracelet, etc.), the victim will suffer a -1 PD penalty to all Challenge Rolls. You must spend 3 vigor at the start of each of your turns to maintain the spell.

At the end of your second turn after casting, the metal becomes very hot, damaging any creature it touches (WDP: 1 CD). At the end of your third turn and every turn after that, the metal is red hot, damaging any creature it touches (WDP: 2 CD).

**Disaster:** A metal object you are wearing heats up instead, inflicting 1 CD of heat damage to you before fading.

## Ice Cone

Air  
Sorcery III  
Range: 60-foot cone  
Duration: Instant

An arctic blast of ice and snow emits from your hands, filling a cone up to 60 feet long. Each creature within this cone must succeed on an Endurance ability check or suffer cold damage (WDP: 3 CD).

**When Boosted:** For every additional 5 vigor points invested, you can increase the BDP by 1 CD.

**Failed:** Even if you fail to beat the target's Challenge Roll, they still suffer cold damage equaling the lowest value of your WDP.

## Ice Shards

Air  
Sorcery II  
Range: 90 feet  
Duration: Instant

When you cast this spell, your spirit conjures a shard made of ice which instantly shoots forth toward a target you can see within range. Make a spellcasting attack roll, and if the shard hits, the target suffers physical damage (WDP: 1 CD) and cold damage (BDP: 1 CD). The shard then shatters in a blast of ice, causing 1 CD of cold damage to each target within 5 feet of the target that fails an Agility check. A missed attack roll will force all creatures within 5 feet of the area of impact to succeed on an Agility ability check or suffer 1 CD of cold damage.

**When Boosted:** For every 7 additional vigor points invested, your spirit creates an additional shard.

**Spectacular Casting:** The target also suffers a -1 penalty to its AP until the end of its next turn.

## Ice Storm

Air  
Sorcery I  
Range: 300 feet  
Duration: Instant

A spherical area of effect with a radius of 20 feet within range is bombarded with frost and ice. Each creature within the area of effect must succeed on an Agility ability check or fall prone. Against creatures vulnerable to water or ice, or made of fire, they also suffer 1 CD of cold damage. The area of effect also becomes difficult terrain until the end of your next turn.

**When Boosted:** For every additional 5 vigor points invested, the radius increases by 10 feet.

**Disaster:** The area of effect is centered on you.

## Ice Wall

Air  
Sorcery III  
Range: 100 feet

Duration: 10 minutes

The air spirit creates a wall of ice at a point you choose within range. The wall is 12 inches thick and is made up of five 10-foot by 10-foot slabs. Each slab must be touching another slab. The wall can be any shape you desire but cannot occupy the same space as an object. If a creature exists in the area impacted, it will be expelled in one direction or the other, suffering cold damage (WDP: 3 CD) if it fails an Endurance ability check.

Each slab is made of ice with a DEF of 4, with 5 structural points (SP) for every inch of thickness.

**When Boosted:** For every 2 additional vigor points invested, you create another 10-foot by 10-foot slab.

**Disaster:** The ice wall is brittle, and shatters once anything strikes it.

## Identification

Earth

Sorcery I

Range: Touch

Duration: Instant

When you cast this spell and choose one object you are touching, the item's properties are revealed to you if it is magic or has been enchanted with magic. You learn not only the magical features of the object but also any command words to activate it if applicable.

You may also cast this spell on a creature, revealing all magical effects impacting it.

**Disaster:** You are confused, unable to take actions until the start of your next turn.

## Invisibility

Air

Sorcery II

Range: Touch

Duration: 1 minute

You select one willing target, which may be yourself, to have them and any gear carried to turn invisible. The creature remains unseen, even by those with night vision. While invisible, you gain a +1d20 bonus die to your DEF Challenge Rolls. Note that this spell does not hide scent or noise.

**When Boosted:** For every additional 4 vigor points you invest, you may choose an additional creature.

**Disaster:** The air spirit illuminates the target in a faint blue glow until the end of their next turn, making them easily seen.

## Lesser Recovery

Essence

Sorcery I

Range: Touch

Duration: Instant

This spell instantly cures either a disease or one negative status afflicting it, including but not limited to blinded, deafened, frightened, or poisoned.

## Levitate

Air

Sorcery I

Range: 60 feet

Duration: 10 minutes



This spell allows you or one creature you choose to begin to levitate vertically only (no horizontal movement is granted) at a rate of 1 AP for every 5 feet moved. Up to 100 pounds of weight for every 3 vigor invested can be levitated in this way. If cast upon an unwilling creature, it is entitled to a Willpower ability check to resist.

**Disaster:** You start to levitate instead of the target creature, rising straight in the air 20 feet each round for the duration. You cannot dispel this spell early.

## Light

Fire

Sorcery I

Range: Touch

Duration: 1 hour

This spell creates a globe of light centered on an object that illuminates an area of 20 feet radius in bright light. You can end this spell at any time. If cast upon a creature, they are entitled to an Agility check in order to avoid it, or it will suffer the blinded status.

## Lightning Fork

Air

Sorcery II

Range: 100-foot line

Duration: Instant

A bolt of lightning blasts from your hands to form a line 100 feet long and 5 feet wide in your chosen direction. Each creature within this line must succeed on an Agility ability check or suffer electrical damage (WDP: 2 CD).

**When Boosted:** For every additional 5 vigor points invested, the BDP is increased by 1 CD.

**Disaster:** Electrical shocks jolt through you, stunning you until the end of your next turn.

## Major Illusion

Air

Sorcery II

Range: 120 feet

Duration: 10 minutes

This spell allows you to compel air spirits to create any visual illusion as long as it fits within the area of effect. It does not replicate the sound, smell, or any tactile sensation, and you must maintain concentration to keep it (not allowing any other spell casting). While you cannot take any other action actions except moving, you can cause the illusion to change shape or make any illusionary creatures move within the area of effect. If a subject of the illusion has reason to doubt it (no sound for a charging giant for example), they can disbelieve the illusion by making an Intuition ability check.

If there is no check, or if the check fails, the creature(s) will view the illusion as real, and may even receive “fatal” damage from the illusion. If any creature is brought to zero or fewer vitality from an illusion, they believe it and will fall unconscious for 1 minute. Anyone who knows the illusion to be an illusion can help others, granting them a +1d20 bonus to their ability check rolls.

**Disaster:** Swirling images assail your vision, causing confusion and reducing your AP by half until the end of your next turn.

**Additional Success:** The illusion also replicates sound, smell, and other senses.

## Mass Sleep

Fire

Sorcery III

Range: 120 feet

Duration: 1 hour

You compel fire spirits to create thin wisps of smoke anywhere within range. You can create one smoky tendril for each vigor you invest. Each tendril targets one creature. That creature must succeed on a Will ability check or will fall into a deep sleep. Ambient noise and light jostling will not wake them, but loud shouts or damage will waken the creature.

## Metamorphosis

Earth  
Sorcery II  
Range: 60 feet  
Duration: 1 hour

You may choose a target or yourself for this spell. If the target is unwilling, it may attempt a Will ability check to avoid the effects.

By means of this spell, an earth spirit changes the shape of your body, or the body of a target creature, into that of any beast of 1H Circle or lower. If you have learned the Sorcery III trait, the beast Circle increases to 2H. If you have learned the Sorcery IV trait, the beast Circle increases to 3H or lower.

When transfigured, all of the creature's gear and equipment are changed into the new shape and are not usable. While the shape and form of the creature is changed, the caster or target will not gain any special abilities of the creature, including but not limited to spellcasting ability, breath weapon, spell resistance, etc. Additionally, the transfigured creature retains its vigor, vitality, and Mental stats, but all other attributes are changed to that of the new form.

**Disaster:** You change shape into a tiny creature until the end of your next turn.

## Mind Blank

Essence  
Sorcery III  
Range: 50 feet  
Duration: 1 Round

Choose a target you can see within range. That creature must succeed on an Intellect ability check or its mind will become muddled, preventing it from using any spell or mental ability until the end of your next turn.

**When Boosted:** For every 10 additional vigor points you invest, the duration increases by one round.

**Disaster:** You become muddled, suffering a -2 PD penalty on your next Challenge Roll.

## Minor Illusion

Air  
Sorcery Incantation  
Range: 30 feet  
Duration: 1 minute

You create a sound or an image of an object within range for the duration or until you dismiss it as an action. If a sound, the volume can be a voice, dog barking, chopping tree, or any other sound of your choosing. It is not powerful enough to cause damage or deafen. As a free action for the duration of the spell, you can create another different sound.

If you create an object, such as a chair, door, or trap, the image must fit within a 5-foot cube. It does not create any sound, smell, or thermal traits. Physical interaction reveals the illusion, as does any successful Intuition ability check for a creature examining it.

## Minor Teleport

Air  
Sorcery I  
Range: Self  
Duration: Instant

An air spirit surrounds you in a magical mist that instantly teleports you up to 30 feet to an unoccupied space you can see.

**Disaster:** You are teleported to a random unoccupied spot within 30 feet.

## Necrotic Leech

Essence

Sorcery II

Range: 30 feet

Duration: Instant

You cause necromantic energy to envelope a target you can see within range. That creature must succeed on an Endurance ability check or suffer necrotic damage (WDP: 2 CD) and you recover 1 CD of vigor. This spell has no effect on undead or constructs.

**When Boosted:** For every additional 3 vigor points invested, the WDP is increased by 1 CD.

**Failure:** The target suffers necrotic damage equaling the lowest result of your WDP, but you do not heal any.

## Parachute

Air

Sorcery Incantation

Range: Self

Duration: 1 minute

You cast this spell as a response to falling (costing 1 AP). For the duration, your fall speed becomes 20 feet per round, preventing any fall damage from occurring to you while the spell is active.

## Paralyze

Essence

Sorcery I

Range: 60 feet

Duration: 1 minute

When you target a humanoid you can see within range and cast this spell, that creature must succeed on a Will ability check or be paralyzed for the duration.

**When Boosted:** For every additional 4 vigor points invested, you increase the number of affected creatures by one.

**Disaster:** You are paralyzed until the end of your next turn.

## Permanent Levitation

Air

Sorcery IV

Range: 100 yards

Duration: Permanent

This spell takes one minute to cast. Upon completion, choose one non-living object you can see within range and within size limitations. Air spirits make that object levitate permanently. You can spend 1 AP for every 5 feet you choose to move it. The area of effect is a 20-foot sphere, and the object must fit within this area or the spell will fail.

**When Boosted:** For every 5 additional vigor points you invest, you increase the radius by 10 feet.

## Plague of Insects

Earth

Sorcery III

Range: 300 feet (20 feet sphere)

Duration: 10 minutes

Upon completion of the casting of this spell, you choose a point with range. From that point, earth spirits create a cloud of stinging and biting insects to burst forth from the ground or vegetation to fill the area of effect. Within this cloud, vision is limited to 10 feet, and all creatures suffer damage (WDP: 1 CD) each round that they start their turn within the cloud.

Any creature within the cloud must also succeed on a Will ability check or be frightened for up to 2 rounds. A *dispel magic* or AoE spell such as *flame explosion* will destroy the cloud.

## Plane Walk

Varies

Sorcery IV

Range: 50 feet

Duration: Instant

When you cast this spell, choose one willing creature you can see within range, which may include yourself. You compel a spirit native to the plane where you wish to travel to teleport you to its plane of existence. You must be aware of this plane and know its name. If you do not know the plane's precise location, you or your affected creature appear randomly in that plane.

**When Boosted:** For every 10 additional vigor points invested, you can choose one additional creature to be transported.

## Planer Binding

Essence

Sorcery III

Range: 100 feet

Duration: 1 hour

A creature you target with this spell must succeed on a Will/Mental ability check against your TCN or be unable to shift between planes for up to one hour.

## Plant Growth

Earth

Sorcery II

Range: 150 feet

Duration: Instant

Choose a point within range. Earth spirits cause normal plants within a 100-foot radius of that point to become thick and overgrown. Any creature moving through the area will have to spend 1 AP for each 5 feet of movement.

## Poison Spray

Level: Incantation

Range: 10 feet

Duration: Instant

You spray toxic poison in a 15-foot-long 45-degree cone. Any creature in the area of effect must succeed on an Endurance ability check or be poisoned.

## Prestidigitation

Varies

Sorcery Incantation

Range: 10 feet  
Duration: 1 hour

This spell conjures a minor magical effect to come into being. You can create one of the following within range:  
An instant harmless sensory effect, such as a breeze, faint melody, small flashing lights, or smell.  
Instantly snuff out or light a candle, torch, or small campfire.  
Instantly clean or soil an object no larger than 1 cubic foot in size.

## Quicksand

Earth  
Sorcery II  
Range: 100 feet (20-foot radius)  
Duration: 1 minute

You compel earth and water spirits to create a 20-foot-radius area within range to become quicksand. Any creature starting its turn or entering this area for the first time will need to succeed on a Power ability check or become restrained. A restrained creature starting its turn in the area will sink one foot into the quicksand. Any restrained creature can attempt to succeed on a Power ability check to move 5 feet at a cost of 4 AP.

**When Boosted:** For every 5 additional vigor you spend, the radius is increased by 5 feet.

**Disaster:** You are paralyzed until the end of your next turn.

**Failure:** Creatures suffer the movement penalty, but do not sink.

## Raise Dead

Essence  
Sorcery IV  
Range: Touch  
Duration: Instant

This spell allows an essence spirit to return a dead creature you touch to life if it has not been dead for longer than a week. The creature returns to life with 1 vitality and 1 vigor, and any poisons or nonmagical diseases will be cured. Magical diseases or curses are not cured or lifted, and this spell does not affect undead.

## Ranger's Stride

Earth  
Sorcery I  
Range: Touch  
Duration: 1 hour

One creature you touch will be able to move an additional 5 feet per AP spent, and ignores difficult terrain for the duration.

**When Boosted:** For every additional 2 vigor points invested, you can choose one additional creature to be impacted.

**Disaster:** Your movement rate is reduced by half for one minute.

## Ray of Flame

Fire  
Sorcery II  
Range: 50 feet  
Duration: Instant

You compel a flame spirit to create a line of flame to erupt from the ground, starting at your feet, and shooting straight forward along the ground out to 50 feet away. The flames are 4 feet tall, and any creature in a 5-foot wide line out to the terminus must succeed on an Agility check or suffer heat damage (WDP: 2 CD).

**When Boosted:** For every 3 vigor invested, you increase the WDP by +1 CD.

**Disaster:** The ray shoots out in a random direction (roll a d12 and use the numbers to match a clock for direction).

**Failure:** Damage is 1 point of heat damage.

## Remove Curse

Essence

Sorcery III

Range: Touch

Duration: Instant

Your essence spirit removes and ends all curses to a target creature you touch with this spell, which may include curses from magical items.

## Repair

Earth

Sorcery Incantation

Range: Touch

Duration: Permanent

You are able to repair small breaks, tears, or other minor damage in a single object. Examples include fixing chain links, tears in canvas, broken pots, etc. This spell does not repair broken magical items in a way that brings back the enchantment. If used on a construct, it heals 1d6 damage.

## Reverse Gravity

Air

Sorcery IV

Range: 100 feet

Duration: 1 round for every 5 vigor invested

Choose a 20-foot radius wide by 60-foot-tall area within range. That area has its gravity suddenly reversed for the duration of the spell.

**When Boosted:** For every 5 additional vigor points invested, you increase the duration by 1 round.

**Disaster:** Massive gravity hits you, knocking your prone and preventing you from taking any actions. This lasts until the end of your next turn.

## Second Chance

Essence

Sorcery II

Range: Touch

Duration: Instant

A creature you touch who has died within the past minute will be returned to life with 1 vitality and 1 vigor. This spell does not bring back those dead longer than 1 minute, or those who have died from old age, and does not regenerate lost limbs nor cure diseases.

A creature can only benefit from this spell once per day.

## Shattering Blast

Air  
Sorcery I  
Range: 60 feet  
Duration: Instant

When cast, this spell creates a reverberating force to cause an item to shatter into pieces, affecting items of up to 25 pounds and only impacting breakable objects (glass, pottery, etc.). If used against a magical item, it is entitled to a check to avoid being destroyed. The item gains a +2 SL for each rarity level on this check. If used against a construct, that creature is allowed an Endurance ability check or will suffer force damage (WDP: 4 CD, half damage on a successful check).

**When Boosted:** For every additional 5 vigor points invested, the BDP increases by 1 CD.

**Disaster:** You become deaf for 1 minute.

## Shelter

Earth  
Sorcery II  
Range: 50 feet  
Duration: See below

You compel earth spirits to magically cause the rock and stone to rise up from the ground, forming a dome 15 feet in diameter and 5 feet high. A doorway allows access into the rock shelter and may be closed. The shelter remains for 1 hour for every 2 vigor you invest into the spell.

## Shield of Protection

Air  
Sorcery I  
Range: Self  
Duration: 1 minute

You create a magical invisible shield of air to hover in front of you, granting you a bonus +2 PD to your DEF.

**When Boosted:** For every additional 5 vigor points you invest in the casting, the DEF bonus increases by +1 PD.

## Silence

Air  
Sorcery I  
Range: 120 feet  
Duration: 10 minutes

When you cast this spell, the air spirits prevent any sound from passing through a 15-foot radius sphere centered on a point you choose within range. Any creature or object inside the sphere is considered deafened. Casting spells with a verbal component within the sphere is impossible.

**When Boosted:** For every additional 3 vigor points you invest in the casting, the radius increases by 5 feet.

**Disaster:** You are deafened for up to 1 minute.

## Skeletal Army

Essence  
Sorcery IV  
Range: 1 mile  
Duration: 1 hour per Mental score

When you cast this spell, any corpse or skeleton may animate and rise from the earth. You create one skeleton for every vigor you invest, as long as there are that many sets of bones within range. These skeletons follow your commands.

**Disaster:** The undead do not follow your commands, but ransack the area searching for any living creature to slay for the duration.

## Sleeping Smoke

Fire

Sorcery I

Range: 90 feet

Duration: 1 minute

When this spell is cast, a tendril of smoke encircles a creature you can see within range. That creature must succeed on a Will ability check, or it will fall into a deep sleep. Moderate noises or jostling won't wake it, but damage or loud noises will.

**Disaster:** The tendril strikes you, causing you to fall asleep until the end of your next turn.

## Smoke Wall

Fire

Sorcery I

Range: 100 feet

Duration: 1 minute

You compel fire and air spirits to combine, creating a thick wall of smoke to appear within range. The wall is 20 feet wide by 10 feet tall by 5 feet thick, obscuring all vision.

**When Boosted:** For every 3 vigor invested, you lengthen the wall by 10 feet.

**Disaster:** A cloud of thick smoke swirls around you, causing you to choke, effectively blinding and stunning you until the end of your next turn.

## Sparkle

Air

Sorcery Incantation

Range: 120 feet

Duration: 1 minute

This spell allows you to create up to four torch-sized lights within range. You can have them appear as torches, lanterns, or glowing orbs, and you can spend a free action to move them up to 60 feet as long as they remain in the original spell's range. Each light emits a dim light up to a 10-foot radius.

## Sphere of Protection

Air

Sorcery III

Range: 5-foot radius

Duration: 1 round for every 3 vigor invested

When you cast this spell, a spherical globe of magical force surrounds you in a 5-foot radius. While active, no non-magical weapon can pierce the sphere, no gas, vapor, or water will seep through, and spells cast will need to make an Intellect ability check against your ASP TCN to penetrate.

Any ability check required due to an area-of-effect spell or ability (such as dragon's breath or *flame explosion*) is attempted at a +2d12 bonus while inside this sphere. This spell requires your concentration, preventing you from taking any attack or spellcasting actions while maintaining it.

**Disaster:** The sphere does not move, and prevents you from moving outside of it.



## Spirit Protector

Air  
Sorcery II  
Range: Self  
Duration: 1 minute

You call forth air spirits to protect you. They manifest as swirling translucent shapes that weave around you in a 5-foot radius. Any creature entering this radius is hindered and will suffer a -2 PD penalty to all attack rolls it makes while within the area.

**When Boosted:** For an additional 5 vigor, you can extend the radius by 5 feet.

**Disaster:** The spirits hinder you, reducing your DEF by 2 PD until the end of your next turn.

## Stone Fist

Earth  
Sorcery 1  
Range: 60 feet  
Duration: 1 minute

You cause an earth spirit to create a fist of stone to erupt for the earth at a target you can see within range. A spell attack roll is necessary. On a hit, the creature takes force damage (WDP: 1 CD) and is grasped by the fist, reducing its movement by half for as long as the fist exists.

**Disaster:** The fist grabs you until the end of your next turn.

## Stone to Flesh

Earth  
Sorcery III  
Range: Touch  
Duration: Permanent

Touch any petrified creature. That creature regains its fleshy form in the same state it was in when it was petrified. This spell will kill any construct made from clay or stone if it fails an Endurance ability check.

**Disaster:** The target creature crumbles into rock, permanently killing them.

## Storm Lightning

Air  
Sorcery III  
Range: 120 feet (60 feet cylinder)  
Duration: 10 minutes

A storm cloud appears as a cylinder that is 10 feet tall with a 60-foot radius within range above you. When you cast this spell, you choose a point where a bolt of lightning strikes. Each creature within 5 feet of that point must succeed on an Agility ability check or suffer electrical damage (WDP: 2 CD).

At the start of each of your turns for the duration of the spell, you can spend 4 AP and select another point within range to cause another bolt to strike down.

**When Boosted:** For every additional 3 vigor points invested, the WDP is increased by 1 CD.

**Disaster:** A bolt of lightning strikes you for 2 CD of electrical damage and the spell ends.

**Failure.** Creatures beating your ASP result still suffer the lowest result of your WDP of electrical damage.

## Suggestion

Essence

Sorcery I

Range: 30 feet

Duration: 8 hours

This spell grants a supernatural power of persuasion to you. You target one creature when casting this spell and speak a one-sentence-long suggestion. If the suggestion sounds reasonable and plausible (“We are not the people you’re looking for.” or “We are harmless, and you will let us pass.”) then no ability check is allowed. If the suggestion is unreasonable or puts the target in danger, then the target is allowed an Intuition ability check to resist.

**Disaster:** The target is convinced you are a liar and reacts with hostility.

## Summon Elemental Spirit

Varies

Sorcery III

Range: 90 feet

Duration: 1 minute for every 2 vigor invested

When you cast this spell, you choose a type of spirit—earth, fire, water, or air. That spirit summons an elemental of the same type in an unoccupied space you can see within range. This creature uses the air, earth, fire, or water **elemental** stat block (see Bestiary) with the exception of having half vitality and doing half damage. It obeys your verbal commands (1 AP). If you don’t issue any, it takes the dodge action.

**Disaster:** You lose control of the elemental.

## Summon Fiend

Essence

Sorcery IV

Range: 50 feet

Duration: 1 hour for every 10 vigor invested

This spell takes one hour to complete and summons a fiend in an unoccupied space you choose within range, bound to your will. The fiend must not have a Circle of 3M or higher, or it is entitled to a Will ability check to break free, most likely wanting to kill you. A bound fiend must obey your commands for the duration when it will be sent back to its home plane.

**Disaster:** The fiend breaks control and attacks you.

## Teleport

Air

Sorcery III

Range: See below

Duration: Instant

This spell instantly transports you or a single object you can see within range to your selected destination. If you target an object, it must be able to fit entirely inside a 10-foot cube, and it can’t be held or carried by an unwilling creature.

The destination you choose must be known to you and be on the same plane of existence as you.

**When Boosted:** For every additional 3 vigor points you invest, you can choose one additional willing creature or object you can see.

**Disaster:** You are teleported to a random location within 100 feet.

## Tidal Wave

Water

Sorcery IV  
Range: 300 feet  
Duration: Instant

You cause a spirit to create a magical wall of water 30 feet wide by 5 feet high by 2 feet thick to appear within range. Instantly the wall of water rushes forward 30 feet. Any creature caught in the wave must succeed on a Power ability check or be knocked prone, pushed back 10 feet, and suffer force damage (WDP: 2 CD).

**When Boosted:** For every 10 vigor invested, BDP is increased by 1 CD, and the width is increased by 10 feet.

**Disaster:** A wave hits you, knocking your prone and stunning you until the end of your next turn.

## Tornado

Air  
Sorcery IV  
Range: 100 feet  
Duration: 1 minute

An air spirit manifests into a whirling tornado 30 feet high and 10 feet wide within range. Any creature caught in the tornado must succeed on an Endurance check or be knocked prone. They will also be blinded as long as they remain in the tornado's area. Small-sized or lighter objects are lifted into the air and caught spinning for the duration or until something else helps them escape.

At the start of your turn, you can spend 5 vigor and 1 AP to move the tornado up to 15 feet.

**When Boosted:** For every 10 vigor invested, the radius increases by 5 feet and height increases by 10 feet.

**Disaster:** You spin in circles until the end of the round. However you are disorientated and stunned until the end of your next turn.

**Failure:** Creatures are not blinded if they fail their check.

## Truesight

Air  
Sorcery III  
Range: Self  
Duration: 1 minute for every 5 vigor spent

When you complete casting this spell, you gain the ability to see through and detect all illusions, invisible or hidden creatures, and concealed objects for the duration.

**When Boosted:** For each additional 2 vigor points you invest into this spell, the duration is increased by 1 minute.

**Disaster:** You are blinded until the end of your next turn.

## Unlock

Earth  
Sorcery I  
Range: 60 feet  
Duration: Instant

One door, box, chest, lock, or other mundane or magical means of preventing access within range can be unlocked with this spell. The target becomes unlocked, unstuck, or unbarred if it is mundane. If you choose a magically locked target, the magic locking it is suppressed for one hour.

## Wall of Stone

Earth  
Sorcery II  
Range: 120 feet  
Duration: 10 minutes

This spell creates a wall of stone to erupt out of the earth at a point you choose within range. The wall is 6 inches thick and is made up of a 10-foot by 10-foot slab.

**When Boosted:** For every 2 additional vigor points invested, you create another 10-foot by 10-foot slab. Each slab must be touching another slab. The wall can be any shape you desire but cannot occupy the same space as a creature or object.

Each slab is made of stone with a DEF of 4, with 10 vitality for every inch of thickness.

**Disaster:** The wall is made of sand, and immediately falls apart.

## Water Agility

Water

Sorcery I

Range: touch

Duration: 1 hour

Water spirits assist a creature you touch (which may be you) when in the water. That creature gains a swim speed equal to its base movement rate, and can move just as freely underwater as it does on land.

**When Boosted:** For every 5 vigor invested, you can increase the duration by 1 hour.

**Disaster:** You are unable to move until the end of your next turn.

## Water Breathing

Water

Sorcery II

Range: 30 feet

Duration: 24 hours

This spell grants up to one creature for every 5 vigor spent you can see within range the ability to breathe underwater for the duration.

**Disaster:** The creature can only breathe underwater and will suffocate if out of the water.

**Spectacular:** Your vigor costs is refunded.

## Water Tendril

Water

Sorcery Incantation

Range: 50 feet

Duration: See below

You compel a water spirit to manifest as a 20-foot-long tendril of water to emerge from any source of water within range. This tendril can be commanded to move as you wish, and has the strength of a thick rope. If used to attack, a spell attack roll is necessary and base damage force damage (WDP: 1 CD). The tendril remains for as long as you concentrate on it (cannot cast other spells).

## Waterform

Water

Sorcery IV

Range: Self

Duration: 1 minute

You compel a water spirit to impart part of its essence into you, altering your form and all equipment carried to transform into water. Your basic rigidity remains and you can move as normal, but you gain immunity to non-magical damage and resistance to all physical damage. You take double damage from heat damage however.

While in waterform, you can move through any opening, gain a swim speed of your base movement rate, and can “breathe” underwater for the duration. You also are effectively invisible while underwater.

**When Boosted:** For every vigor invested, you increase the duration by 1 minute.

**Disaster:** Your entire body turns to water, which immediately falls to the ground in a large puddle. At the end of your next turn, your body reforms.

## Windwalk

Air

Sorcery Incantation

Range: Self

Duration: 1 minute

Air spirits cause you to hover one inch above the ground. You “walk” as normal, but appear to hover just slightly. This allows you to walk on water, but you would still be affected by difficult terrain.

# EPIC SPELLS

## Imprison

Essence

Range: 30 feet

Duration: See below

Target a creature you can see within range. That creature must succeed on a Presence ability check or it will be imprisoned to an inter-dimensional space. While imprisoned, the creature is placed in a stasis that does not require food, water, sleep, or air. They do not age while imprisoned. The duration of this imprisonment equals one year for every Mental modifier you have. Certain powerful magics or artifacts may exist where imprisoned creatures may be freed. You may only ever have one imprisoned creature at a time.

**Additional Success:** The duration of this imprisonment equals the length you are alive or until you set them free.

## Malaise

Essence

Range: 25 miles

Duration: 1 day per 10 vigor spent

This spell creates a pall to fall upon the land. Choose a 1-mile radius within range of the spell. All creatures within that affected area will be overcome with a feeling of depression and sadness, suffering a -1 PD penalty to all Challenge rolls.

**Additional Success:** The radius becomes 10 miles.

## Shapechange

Essence

Range: Touch

Duration: 1 hour for every 10 vigor invested

A more powerful version of Metamorphosis, this spell allows you to alter the shape of a touched target creature or yourself into any other Circle 4M or lower creature.

When transfigured, all of the creature’s gear and equipment are changed into the new shape and are not usable.

While the shape and form of the creature is changed, the caster or target will not gain any special abilities of the creature, including but not limited to spellcasting ability, breath weapon, spell resistance, etc. Additionally, the transfigured creature retains its vigor, vitality, and Mental stats, but all other attributes are changed to that of the new form.

**When Boosted:** For every 20 additional vigor points vested, you can also choose one innate special ability of the new form to incorporate. That is, if you boost an additional 20 vigor into this spell when you cast in on yourself to change into the shape of a dragon, you can also gain the dragon’s breath weapon.

## Volcano

Fire

Range: 300 feet

Duration: 1 minute

You compel the fire spirits to cause a 10-foot-wide pillar of lava and flame to erupt out of the earth up to 100 feet high. Any creature directly caught in this pillar will need to succeed on an Agility check or suffer heat damage (WDP: 4 CD, BDP: 4 CD) and be hurled 50 feet in the air. Any creature within 10 feet of this pillar will automatically suffer heat damage (WDP: 2 CD).

At the end of the round you cast the spell, and at the end of each round it continues after, a 20-foot-long flow of lava 5 feet wide will flow away from the pillar in a random direction. Contact with this pillar will inflict heat damage (WDP: 1 CD).

**When Boosted:** For every 10 vigor invested, the radius of the pillar increases by 5 feet.

**Failure:** Even creatures beating your ASP result will still suffer heat damage equaling the lowest value of your WPD.

## Whirlpool

Water

Range: 300 feet

Duration: 1 minute

You call forth the water spirits in the area to create a massive whirlpool in a large body of water (river, lake, ocean, etc.). This whirlpool is 20 feet in diameter and will suck down small crafts and medium-sized or smaller creatures immediately. Larger creatures are entitled a Power check to remain swimming on the surface.

**When Boosted:** For every 5 vigor invested, you increase the diameter by 10 feet. At 30 feet, medium-sized craft or large-sized creatures are sucked down automatically. At 50 feet, large-sized crafts and huge-sized creatures are sucked down automatically. And at 100 feet or greater, all crafts and gargantuan-sized creatures are sucked down automatically.