

PROTO



Beta

Rulebook



Hello and welcome. Thank you for your interest in Proto, a tabletop role-playing game that blends sci-fi and fantasy together in an easy-to-learn-and-play system. The following guide has been assembled to test the game's mechanics on a wider scale. I hope you enjoy playing and please feel free to send any feedback you have.

This book contains a small selection of options to create a character, an explanation of the rules, and a collection of materials for you to create your own adventure.

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Special thanks to the many Proto playtesters.

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Lore

Long ago, 10 omnipotent titans were born of the elements Fire, Water, Wind, Stone, Nature, Ice, Storm, Arcane, Light, and Darkness. Together, the titans constructed and maintained a world of perfect equilibrium between each of the 10 elements. Eventually, the titan of Darkness, innately drawn to evil and unsatisfied with the balance of power, turned against the other titans and sought to destroy all life. The malevolent titan raised an army of mindless drones under his direct control to swallow the entire world in Darkness. Many nations of the world united to stop the looming threat, but the force of Darkness had become too powerful for the coalescence of heroes to destroy. Instead, the remaining titans shattered the world into hundreds of planes, freeing the drone army of its connection with the titan of Darkness. The planes, connected by gates of magic, finally knew peace, though they were no longer united in balance.

Centuries later, in a state of disarray, many once-allied nations have seemingly forgotten about their battles together against the forces of evil and instead combat each other in a struggle for power and purpose. Secretly, the threat of Darkness looms once again...



Featured: Wingling

Rules

Basics

The main goal of the system is to be quick and fun but to also give the players a satisfying challenge. There is no leveling in Proto; character growth is measured by gear obtained and crystals used. When running a game of Proto, it is best to approach it narratively. Many items are described in function but lack mechanics to reflect this fact.

Stats

There are many components that make each individual unique. They are divided into two categories: combat scores and skills. Each score and skill can receive a single bonus from gear.

Combat scores are used most often in dangerous situations. Many of the combat scores oppose each other. Opposing pairs include Power and Grit, Magic and Will, and Speed and Reflex. The first in each pair is usually the initiating source while the second is how to resist each effect. This is not always the case but this gives the basic outline. Some of these scores are also used in various other ways.

Table of Combat Scores	
Health Points (HP)	How much damage a creature can receive before dying. When a creature reaches 0 HP it is dead.
Mana Points (MP)	The well of energy a creature has to call on Spells or Arts for various effects.
Power	A measure of strength and physical exertion.
Grit	How well you are at holding your ground against attacks and physical endurance.
Magic	Gift in the arcane, bending reality.
Will	Personal drive, defense against Magic, and mana restoration during a rest.
Speed	Quickness to act. Determines initiative in level headed situations.
Reflex	Ability to react to outside forces and avoid danger. Determines initiative when caught unaware.

Skills are most often used in non-combat situations or in combat to bring a nonlethal end to dangerous situations. Skills are broader in use -- these are simply guidelines of examples that fall into different skills. When using skills a number of dice are used equal to your score and the number of Difficulty dice are determined by the game master. Success is calculated in the same way an attack is calculated (see combat). Degrees of success and failure are possible and should be considered by the game master.

Table of Skills	
Command	Ability to lead or inspire others, can also be used to intimidate into submission
Heart	Empathy, Sympathy, working with others, creating or abusing trust.
Ingenuity	Creativity, looting, resourcefulness, problem solving.
Knowledge	Education, recollection, ability to understand facts.
Sly	Skulduggery, underhandedness, going unnoticed, manipulation.
Senses	Perception, smell, ability to sense things of supernatural origin.

Combat

A player or creature has a specified number of Action Points (AP) to use to act in combat. Basic uses of AP are moving, attacking, using skills, or using abilities. Moving uses 1 AP to move up to the max range of movement (for most characters this is one range). Characters can move multiple times in a turn. Performing a skill check with concentrated effort can cost 1, 2, or even more AP, while some skills can be used in passing for no AP. The amount used is determined by the game master. Only one attack can be made per turn unless dual wielding. There is a minimum of 1 die rolled for attacking or defending, even if other rules should reduce that number.

Weapons

Table of Weapon Types			
War	2-handed	+2 Damage	War weapons use Power, which is defended by Grit. Used in melee.
	1-handed		
	thrown	Range 1	
Finesse	1-handed		Finesse weapons use Speed, which is defended by Reflex. Used in melee.
	1-handed, Light	-1 Damage	
	thrown	Range 1	
Ranged	1-handed	Range 2	Ranged weapons use Speed, which is defended by Reflex. If used in melee, there is a penalty of -2 dice used to attack.
	2-handed, Distance	Range 4	
	2-handed, Heavy	Range 2, +2 Damage	

Attacking

Basic attacks take 1 AP and use the attacker's combat score according to the type and range of weapon used. The attacker rolls a number of dice equal to their combat score. Defense of an attack uses the defender's combat score of the attack's opposing stat. The defender rolls a number of dice equal to their opposing combat score.

Table of Opposing Combat Scores		
	Attack	Defense
War	Power	Grit
Spell	Magic	Will
Finesse	Speed	Reflex
Ranged	Speed	Reflex

The results of the attack and defense dice determine the outcome of the attack and are outlined in the table below. This is how all dice rolls are evaluated using Attack for the initiating source and Defense for resisting or difficulty determined by the game master.

Reading the Dice

The only type of die used in Proto is a d6 and you will need many. There are Challenge Dice and Difficulty Dice, best represented by having two distinct colors of dice. The challenger rolls both types of dice. The numbers correspond to the number of points and criticals earned by each side. Points and criticals are canceled by each other and success is achieved in the action if there is at least 1 Challenge Point. The number of Challenge Points also determines the damage done in an attack. Criticals are used to determine other effects beyond the success of the action, which is discussed in the “Critical” section.

Table of Attack Outcomes		
Challenge Dice Results	1	Blank
	2-4	1 Point
	5	2 Points
	6	Critical
Difficulty Dice Results	1	Blank
	2-5	1 Point
	6	Critical

Critical

Criticals can be spent in a variety of ways. Challenge dice criticals provide an advantage to the initiator, while difficulty dice criticals make the situation worse. Multiple criticals can be used for a single greater effect or for several effects. They do not always have to be spent but they should relate back to the action that was rolled. Below are some examples of uses.

Narrative use of criticals can be one of the most impactful ways to influence a story. The number of criticals spent should correspond with the degree of the effect(s), according to game master discretion.

- Reinforcements arrive
- Environment change
- Obstacle introduced
- Resource found

Challenge Dice

- Turn a critical into 1 Challenge Point
- A critical on an attack may add 2 damage
- 1 critical may give an ally a bonus die to their next dice roll, does not stack
- 2 criticals can give an ally 1 automatic success on their next check
- 2 criticals on an attack against a mob can kill one unit of the mob (subtract a full mob's worth of HP)

Difficulty Dice

- Turn a critical into 1 Difficulty Point
- Defend - Counter - 2 damage to an attacker in melee
- Skill - difficulty goes up by 1 for anyone else attempting the skill
- 1 critical - initiator gets -1 die to next roll
- 2 criticals on skill check - no one else can attempt the skill

Dual Wielding

While dual wielding, a creature can make more than one attack per turn. When a basic attack is made while dual wielding, a creature can use 1 AP to make an attack with both weapons. If the creature is dual wielding but not using any light weapons, there is a -1 die penalty to each attack roll. If the creature is using at least one light weapon, there is no penalty. While dual wielding, a creature can only activate a single Art per turn. If an Art is used, the offhand can still make a basic attack at a cost of 1 additional AP.

Arts and Spells

Arts are special attacks made with weapons fueled by mana for various effects. Using an Art counts as making an attack for the turn.

Spells offer a variety of effects, some of which are attacks. Using a spell to make an attack takes the place of using a weapon to attack and cannot be followed by other attacks.

Initiative

Two combat scores can be used to determine initiative: Speed and Reflex. Speed is used if the individual is aware that a fight is possible or is springing a fight on someone else. Reflex is used under instances of surprise or when distracted. Fighters roll a number of dice equal to their appropriate combat score. The turn order sequence is determined by totaling criticals and points: the highest total gets the first turn, and so on. Criticals are worth ten and points are worth one. For example if you roll one critical and three points your initiative would be 13.

Ambush

A creature can set up a preemptive attack by laying an ambush. This forces the ambushed creature to use Reflex for its initiative roll. Additionally, the ambushed creature receives a -1 die penalty on all of their rolls for the first round of combat. The game master can rule on any additional effects based on the circumstances of the ambush.

In the instance of one side of a fight being caught off guard, they are considered surprised. This forces the surprised side to use reflex for initiative and they receive a -2 die penalty on all of their rolls for the first turn of combat. The game master can rule on any additional effects based on the circumstances.



Interrupts and Delays

Interrupts and delays are specific actions that can be taken out of turn. Actions that can take place before or after a turn are called interrupts. During a combat round, a creature can use a number of interrupts equal to its reflex score. However, a creature is still limited by its AP for the whole round.

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

Ranges

Distance in Proto is measured in Ranges. It is best to think of Ranges theoretically rather than in measurable distance. This helps keep the game flow in a narrative sense. For players who use grids and miniatures to play, choose any distance that feels right to you and apply it for each Range band consistently. Melee, the closest Range, represents the ability to reach out and touch something or make minor movements to arrive at it. Interacting with something in Melee Range does not cost any AP for the turn. Range 1 represents being near something but needing to expend some effort to be able to physically reach it. Each subsequent Range represents the amount of effort, and thus, AP, needed to approach something. Most of the time, the number of Ranges between a creature and a location determines the number of AP needed to reach it. However, some creatures might have a higher movement speed, enabling them to move multiple Ranges in a single action.

Recovery

There are two ways to recover lost Health and Mana: resting and sleeping. Resting is a short term break from any strenuous activity. While taking a rest, a creature can roll a number of dice equal to its Grit skill to recover health or its Will skill to recover mana. These dice are rolled as attacks and recover 1 point per Challenge point. The game master might determine that the area of rest makes it difficult to be at ease and can set the Difficulty Dice higher than 0 to inhibit a creature's recovery. Sleeping recovers all health and mana but can only be done once a day.

Status Effects

- **Afflicted (Damage Type):** The victim takes 2 damage of the element at the start of their turn and subtracts 1 fewer die from all rolls. If bleeding, the damage type is considered physical.
- **Afraid:** The victim cannot target the source of the fear with an attack, spell, technique, or skill.
- **Asleep:** The victim is asleep and cannot take actions. -2 on defense rolls. The victim wakes up when damaged.
- **Blinded:** The victim cannot see and must roll 1 fewer die to attack and defend in melee and 3 fewer to attack from range.
- **Chilled:** The victim cannot use any restorative alchemy substance.
- **Deathlock:** The victim could die at any moment. Each turn a die is rolled and a critical results in an injured status. If the victim is already injured, its HP reaches 0. This status can stack, adding one additional die for each stack. All stacks end once a critical is rolled on any die or the number of turns is met.
- **Enraged:** The affected creature cannot perform arts but its damage is increased by 2 for physical attacks. An enraged creature must physically attack someone or move into range and attack.
- **Immobilized:** The victim cannot move but can perform actions that do not require movement.
- **Injured:** A creature which reaches 5 HP or lower is considered injured and incurs a -1 penalty to all rolls made while in the injured state.
- **Invisible:** The affected creature cannot be targeted directly. Any effects targeting the approximate location of the invisible creature take -3 dice. The affected creature gains +2 sly while invisible.
- **Marked:** Add 1 critical on the next attack that hits the marked target. Lasts 1 round or until used.
- **Overheated:** MP cost is doubled.
- **Paralyzed:** The victim cannot take actions.
- **Shielded/Veiled:** The target is immune to one attack: physical=shield; magic=veil. Separate status.
- **Silenced:** The victim cannot use spells and cannot speak.
- **Slowed:** Movement speed is reduced by 1 (if movement is range 1 it becomes range 1 for 2 AP).
- **Staggered:** The victim loses 1 AP every turn.
- **Statued:** The victim is rendered invulnerable but cannot take actions.
- **Surprised:** The surprised creature incurs -2 to all rolls for the first turn of combat, including initiative rolls.
- **Swift:** The affected creature gains 1 AP per turn and may perform one extra attack.
- **Taunted:** The affected creature must target or move into range to be able to target the creature who performed the taunt with an attack.

Elements

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

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

Death

Death occurs when a creature reaches 0 Health. Some powerful spells can be used to reverse the effects of death and most major cities or hubs are able to restore life for 50 gold. This process must be done within seven days, before the individual's essence returns to the greater life force where it waits to be reborn again. For each day a creature is dead, the difficulty to resurrect it increases by 1. After seven days, the process to revive a dead creature is much more onerous. The deceased's essence will have already joined with the greater life force and must be called out to and defined by those still living. The cost of the materials needed increases to 200 gold. Additionally, a gathering in honor of the deceased is required. A high presence of individuals who personally knew the deceased increases the chance of a successful revival.

Recovery from revival is an ordeal on its own, requiring several days of rest. If rest is ignored, a penalty of -3 dice will be applied to all rolls.



Featured: Byte Dueler

Character Creation

Character creation begins with selecting a species, background, role, and home plane. Role determines a character's base combat scores and overall approach to combat. Background can reflect different defining parts of a character's past or present and determines base skills, gear, and features. The species of a character can modify base combat scores and skills as well as provide additional unique abilities. Home plane is a representation of the culture a character belongs to and modifies combat scores and skills.

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

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

Character Advancement

Proto handles character advancement exclusively through gear acquisition. The primary way to advance a character is with crystals. Crystals allow the utilization of a variety of abilities to fully customize a character. Each character is outfitted with a Basic Schema at character creation which allows the equipment of up to five crystals of any kind.



Featured: Sholk Juggernaut

Roles

Sentinel

A Versatile Combatant: The Sentinel has the unique ability to wield a weapon against a foe's weakness. The Sentinel may choose the stat used by the enemy to defend (Grit, Will, or Reflex) when making any attack.

Crystal: Skyward Strike

Starting Gear: 1 War weapon, 1 health potion, 1 mana potion, and 10 gold

Table of Sentinel Stat Scores	
Power	4
Grit	3
Magic	4
Will	3
Speed	4
Reflex	3
Hit Points	25
Mana Points	15
Action Points	2
Weapon	War
Armor	Medium and Mystic



Featured: Virgil, Leader and Co-founder of the No Name guild

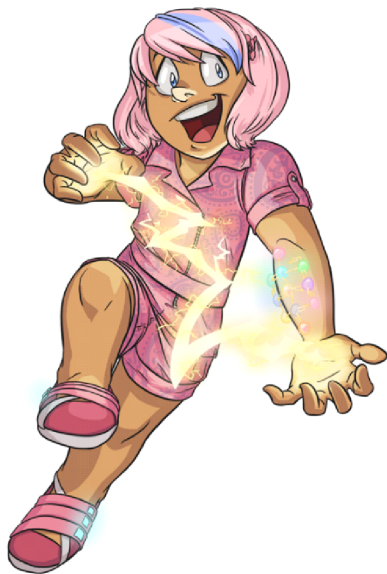
Arcanist

An Esoteric Combatant: The Arcanist wields magic in many forms. All spells cast by the Arcanist have their MP cost reduced by 1 to a minimum of 1.

Crystal: Block and Arcane Missile

Starting Gear: 1 Finesse weapon, 2 mana potions, and 10 gold

Table of Arcanist Stat Scores	
Power	1
Grit	1
Magic	5
Will	3
Speed	3
Reflex	2
Hit Points	20
Mana Points	25
Action Points	2
Weapon	Finesse, Arcane
Armor	Mystic



Featured: Cassia, newest and youngest member of the No Name guild

Dueler

A Nimble Combatant: The Dueler is skilled in using Arts and maintaining defense. The Dueler spends 1 fewer MP on all Arts to a minimum of 1.

Crystal: Blink Strike

Starting Gear: 1 Finesse weapon, 1 health potion, and 10 gold

Table of Dueler Stat Scores	
Power	2
Grit	2
Magic	2
Will	2
Speed	5
Reflex	4
Hit Points	20
Mana Points	20
Action Points	2
Weapon	Finesse
Armor	Light



Featured: Caspar, Co-founder of the No Name guild

Hunter

An Uncanny Combatant: The Hunter can have up to three essences imbued in a weapon which helps when encountering opponents with different weakness. The Hunter must declare which essence is active before rolling to attack.

Crystal: Power Shot

Starting Gear: 1 Ranged weapon, 1 War weapon, 1 elemental essence, 1 health potion, and 10 gold

Table of Hunter Stat Scores	
Power	3
Grit	2
Magic	2
Will	2
Speed	4
Reflex	3
Hit Points	25
Mana Points	15
Action Points	2
Weapon	Ranged, War
Armor	Light



Species

Human

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

- Heart +1
- Grit +1
- Weak to Darkness
- Push the Limit: once per day, a human may add 2 dice to any of their rolls.

Treefolk

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

- Cannot use armor
- Grit +1
- Will +1
- HP +5
- Weak to Fire
- Resistant to Nature
- Can speak with plants
- Ingrain (1 AP): the treefolk reaches their roots into the soil and becomes immobilized. While rooted, the treefolk may spend 1 AP and 1 MP to heal 2 HP. To free their roots from the ground, the treefolk must spend an additional 1 AP.

Pixie

Pixies are small and mischievous with a natural affinity for magic. Their small stature leads most to avoid direct combat, but they make excellent scouts.

- Fly speed Range 1
- Grit -1
- Sly +1
- Magic +1
- Power -1
- Invisibility (3 MP): the pixie becomes invisible for a number of rounds equal to Magic score.

Sholk

Sholk, or sharkfolk, find their homes on any number of planes. They typically show a preference for water but are also comfortable on land. With their large builds and powerful jaws, most Sholk are forces to be reckoned with, but they are vulnerable to Storm damage. They are sensitive to electromagnetic currents and can sense the electric signals of other creatures nearby. Sholk enter a frenzy upon detecting a weakened opponent.

- Power +1
- Bite- Natural Weapon (War): 3 dice minimum to attack
- Swim speed Range 1
- Underwater breathing
- Frenzy: You know when someone within Range 3 distance has less than half HP remaining, you gain +1 damage to attacks against that target
- Weak to Storm

Warg

Wargs are wolf-like bipeds with a keen sense to detect prey and potential threats. Wargs have superior coordination when attacking amongst their allies. They are very connected with nature and typically prefer small communities or nomadic traditions rather than urban regions. A warg who enters an enraged state will have great difficulty returning to normal.

- Sense +1
- Enraged status effect lasts twice as long and cannot be cured. You cannot distinguish ally from foe while enraged.
- Gain +1 die to attacks made against an enemy who an ally has already attacked that round.

Bando

A sentient species distantly related to dragons. Legends vary on the origin of this species but the connection is obvious due to their innate ability to breathe fire. Like dragons, they also have a great sense of pride and a penchant towards greed.

- Resistance to fire
- Fire breath: Range 1, up to three targets, use Magic or Grit fire damage. AP 1 MP2
- Magic or Power +1
- Weak to Darkness



Home Plane

Halidom

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

Tohan

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

Vestia

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

Noir

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

Table of Home Plane Benefits	
Halidom	1 Health Potion, Switch Crystal
	+1 Grit and Heart or Command
Tohan	1 weapon, Display of Power Crystal
	+1 Grit, +1 Power, +1 Command, and -1 Heart
Vestia	1 Mana Potion, Frost Crystal
	+1 Magic, +1 Knowledge, Resistance to Ice, and -1 Speed
Noir	1 Data Tablet, Stabilize Crystal
	+1 Sly, +1 Ingenuity, +1 Reflex, and -1 Heart

Backgrounds

Crafter					
Command	Sly	Knowledge	Ingenuity	Heart	Sense
1	1	5	5	1	3
Start with a scanner of your choice.					
If you fail a crafting check you may reroll dice equal to half of your knowledge, rounded up.					

Scavenger					
Command	Sly	Knowledge	Ingenuity	Heart	Sense
2	4	2	5	1	3
Start with 3 days rations, 1 lockpick, and a glow lantern					
While looting you roll one fewer difficulty dice to a minimum of one					

Socialite					
Command	Sly	Knowledge	Ingenuity	Heart	Sense
3	3	2	1	5	3
Start with regal clothing and 30 gold.					
Saving Grace- on a failed heart roll you may reroll with one fewer die.					

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

Crystals

Abilities in Proto are represented by crystals. As characters adventure, they gain more crystals to better reflect their own styles. Each class has a starting crystal while some backgrounds may provide additional crystals. Most crystals can be used by anyone with varying degrees of success.

Name	MP	AP	Range	Description	Weapon Type	Tag	other Tags	
Air Slash	2	1	2	Magic Wind damage, use Reflex to Defend	any	spell	attack	Wind
Arcane Missile	2	1	2	Arcane Damage, automatically hits with no roll and deals damage equal to half your Magic		Spell	Arcane	attack
Blink Strike	1	1	m	Cannot receive counter damage	finesse	Art	attack	
Block	2	0	self	Add 3 dice to defend against a single attack		Spell	Arcane	Interrupt
Bolt	3	1	3	Magic Storm damage, add 2 dice to an attack, criticals do 3 damage		spell	attack	
Chop Chop	2	1	Melee	Attack a single target twice	war, finesse	Art	attack	
Cover	0	1	Melee	Add 1 die to ally's defense rolls for 1 turn				
Dagger Throw	1	1	1	Attack at Range 1, use Speed vs Reflex	any	Art	attack	
Defend	0	1	self	+1 die to defense rolls for 1 turn		Technique	buff	
Disarming Strike	2	1	Weapon	On a Hit, the target drops their weapon	Any	Art	Attack	
Display of Power	3	1	Weapon Range	You roll 2 extra dice on your attack. You may spend a critical to cause afraid in 1	Any	Art	Debuff	

Name	MP	AP	Range	Description	Weapon Type	Tag	other Tags	
				target within Range 1				
Embiggen	3	1	2	Double Size and weight. +2 Power +2 damage with weapons. Lasts a number of turns equal to your Magic		Spell	Buff	
Fire	1	1	1	Magic Fire damage		Spell	attack	
Focus	0	1	self	Roll 1 additional die on your next roll and drop one result before comparing		Technique	Buff	
Frost	2	1	1	Magic Ice damage, Immobilize with crit for 2 turns		Spell	Debuff	Ice
Heal	1	1	Melee	Heal HP equal to half Magic		spell	buff	
Ice	1	1	1	Magic Ice damage		Spell	attack	
Pierce	2	1	Weapon	Cancel 2 Difficulty points before comparing	any	Art	attack	
Pin	1	1	Weapon	Immobilize target on a hit for 1 turn	Any	Art		
Power Shot	4	1	Weapon	Add your Power to the attack roll	Ranged	Art		
Skyward Strike	3	1	1	Wind damage, lunge forward 1 Range and attack, add stagger on a hit for 1 turn	war, finesse	Art	debuff	
Sleep	1	1	1	Induce Sleep status for a number of turns equal to your Magic		Spell	Debuff	
Stabilize	0	1	Melee	Cure 1 target of afflicted, enraged, or silence		Technique	Buff	

Name	MP	AP	Range	Description	Weapon Type	Tag	other Tags	
Switch	0	1	1	When an ally is targeted with a melee attack you move up to 1 Range and take the place of your ally. You roll with 1 less die		Technique	Interrupt	
Venom Bite	2	1	Weapon	Add Poison on Hit for 3 turns	any	Art	debuff	attack
Wind Seeker	3	1	Weapon	Increase your attack range by 2, deal wind damage, and ignore obstacles between you and the target	Ranged, Thrown	Art	Wind	

Items

Consumables

Table of Consumables		
Item	Description	Cost
Healing Potion	Heals 5 HP.	10
Mana Potion	Restores 5 MP.	10
Antidote	Cures Afflicted.	10
Alchemist's Kit	Allows the user to craft potions in the wild. 10 uses.	50
Miner's Kit	Allows the user to mine or with a Physique check.	25
Rope	A range 1 length of rope.	5
Tent	A portable tent.	30
Data Tablet	Able to record and access information.	100

Accessories

A character may equip up to two accessories at any time. Many accessories provide a small bonus to stats while others provide unique abilities.

Table of Accessories		
Item	Description	Cost
Leather Hat	Increases the wearer's Heart skill by 1.	25
Star Earrings	Grants the wearer +2 Magic.	50
Beautiful Corsage	Grants the wearer +1 Will.	25
Fencer Ring	Grants the wearer +1 Reflex.	25

Armor & Weapons

Any character may equip an armor that is best suited to their needs. Armor acts much like an accessory but provides more bonuses.

Table of Armor & Weapons		
Item	Description	Cost
Fur Vest	Grants the wearer +2 Reflex.	50
Shining Plate	Grants the wearer +2 Grit and +1 Will.	75
Dark Cloak	Grants the wearer +1 Will and resistance to Dark.	50
Golden Hammer	Two-handed War weapon, +1 die while using Chop Chop	
Elemental Staff (one element)	Two-handed War/Arcane weapon, +2 dice to all rolls associated with the element and -1 die to rolls with any other element.	

Crystals

All crystals cost 50 gold.

Crafting

Crafting and Alchemy

A character can gather resources to craft accessories or alchemize potions. There are rules to crafting that must be followed.

- When crafting, a character must be at a workshop or have the appropriate kit. The cost of access to a workshop varies. Some are free while others require payment for the use of tools or resources used in the process.
- When crafting accessories, the materials are not lost if the user fails in an attempt.
- When alchemizing potions, the materials are lost if the user fails in an attempt.
- A crafter may create more than one potion when alchemizing ingredients. On a successful alchemy attempt, every critical can be used to create 1 extra potion during the process.
- When alchemizing potions, the crafter may add up to three ingredients of their choosing. The only ingredients that increase the potency of a potion are HP and MP restoring ingredients.
- Ingenuity is the skill most often used with crafting and is always used for alchemy.
- The difficulty for crafting checks is equal to the number of ingredients used.



Featured: Shimry

Gathering Resources

When a character wishes to gather resources in an area, they must state the area in which they are searching (e.g., a field of flowers, a rocky pass, an abandoned ruff den). The game master will then call for the character to roll a skill check based on the process of gathering. The number of dice used is determined by the character's skill score while the number of blocking dice is determined by the difficulty to gather and amount of resources available. For each success, the game master will allot an amount of resources determined by the abundance in the area. A table below indicates how abundance works. Each success goes toward a single resource gathered.

Abundant/ common	_____			Scarce/ Rare
1:4	1:3	1:2	1:1	2:1

Alchemy Resources

Wild Flower: Wild flowers glow close to the ground and come in a myriad of colors. They are known to remedy sleepiness if combined into a potion. (Cures Asleep)

Tame Flower: Tall and spindly, the tame flower is bright and exuberant, despite its name. The tame flower can be ground down to soothe rashes. (Cures Itch)

Berry: Berries are abundant across the planes. Berries are powerful healing ingredients used in alchemy. They also taste delicious. (Heals HP)

Toadstool: Toadstools are found in dark, damp places. They have antitoxin qualities. (Cures Poison)

Manaroot: Manaroot can only be found during a full moon, or so the saying goes. Manaroot restores magical stamina when combined with alchemizing ingredients. (Restores MP)

Other crafting ingredients include raw minerals and loot gathered from defeated enemies.

Looting

Some enemies may possess items that may be salvaged for use in crafting, crystals, or other miscellaneous objects. Enemies may be looted after they have been defeated. Ingenuity determines the number of Challenge dice and 3 Difficulty Dice are used for all looting.

Enemies

There are four ranks of enemies: Mob, Duel, Mob-Boss, and Boss. Mobs have multiple units working together to be a threat; up to 5 mob units can work together effectively. Mobs behave normally but add 1 die per additional unit in the mob to all rolls they make. They also have a pool of health equal to their HP rating times the number in the Mob, each time the threshold for a single mob is met the number in the mob dwindles. Duel level enemies can hold their own versus new adventurers. A Mob-boss can be a threat on its own against a few adventurers but is often supported by Mobs that make it even more dangerous. Boss ranked enemies are rare and should only be faced in extreme situations; death can be imminent.

When reading an enemy stat block, the combat score in bold is the score used to attack. Standard attacks are usually made in melee – variance is described in the notes section along with any abilities the enemy might have.

Name Howler		Rating: Mob		Domain: Bestia		HP	4	LOOT	
POW	2	MAG	1	SPD	3	MP	4	2 success- Beast Hide 1 success- Sharp Tooth	
BLK	1	WIL	1	REF	2	AP	2		
Weaknesses		Wind		Resistances		none		Gold Value	
Immunities		Notes: Howl , [SPELL] [SUMMON], MP 4, Roll dice equal to Magic. A result of 6 summons one additional ruff into the battle.							
None									

Name Wingling		Rating: Duel		Domain: Avarius		HP	10	LOOT	
POW	2	MAG	4	SPD	4	MP	10	1 Critical Air Slash 1 success- Beauty Feather 2 success- Wind essence	
BLK	2	WIL	3	REF	3	AP	3		
Weaknesses		Storm		Resistances		Wind		Gold Value	
Immunities		Notes: Wind Tunnel , [SPELL] [ATTACK] [ELEMENT: WIND], MP 3, range 2, 3 targets within melee of each other, Magic damage plus gale. Wind Boost , [SPELL] [BUFF] [ELEMENT:WIND], MP 2, Range 1, 1 target gains swift status for 2 turns							
Paralyzed									

Name Trickster		Rating: Mob		Domain: Bytum		HP	4	LOOT	
POW	2	MAG	2	SPD	3	MP	5	1- Flesse weapon 2- HP potion	
BLK	2	WIL	1	REF	2	AP	2		
Weaknesses				Resistances		Fire		Gold Value	
Immunities		Notes: Fire Powder-[SPELL] [ATTACK] [ELEMENT: FIRE],1 MP, Melee, Magic fire damage add itch on hit							
Dark									
								5	

Thug		Rating: Duel		Domain: Sentiens		HP	14	LOOT	
ATK	3	MAG	1	SPD	3	MP	4	1 success- war weapon Critical success-Disarming Strike Crystal	
DEF	3	WIL	1	REF	3	AP	2		
Weaknesses		None		Resistances		None		Gold Value- 2 success	
Immunities		Notes: Disarming Strike , [ART] [ATTACK] [DEBUFF], MP 2, AP 1, melee, on a hit the target drops their weapon.							
none									

Gold Byte		Rating: Mob-Boss		Domain: Bytum		HP	38	LOOT	
ATK	6	MAG	3	SPD	5	MP	20	1 success- Healing Potions x2 2 success-Chop- Chop Critical success- Golden Hammer	
DEF	4	WIL	2	REF	3	AP	2		
Weaknesses		Water		Resistances		Fire		Gold Value- 2 success	
Immunities		Notes: Chop-Chop (See Chop-Chop crystal located in Chapter 07, Halidom), Fire Bomb [SPELL] [ATTACK] [ELEMENT: FIRE], MP 4, one target plus all at melee range of target, range 1, fire damage.							
Enraged, Itch, Disoriented, Deathlock, Petrified									

Slime*		Rating: Mob		Domain: Morpha		HP	5	LOOT	
ATK	1	MAG	2	SPD	1	MP	0	1 success- Mana Root	
DEF	1	WIL	2	REF	1	AP	2		
Weaknesses		None		Resistances		None		Gold Value-	
Immunities		Notes: Converge- mobs with at least 2 units can join and become fully healed but act as if there is one less unit.							
none									