Aspect Prime™

Free RPG Day Basic Edition

About Aspect Prime

Fast. Flavorful. Flexible.

Aspect Prime is a standalone tabletop fantasy role-playing system. We combined the best of other game systems with new innovations to create what we think is the best in creative strategy fantasy role-playing.

Here are some of the highlights:

Aspect Prime uses the same mechanics for the three Aspects: **physical, social, and mental combat**. An encounter can focus on one or two of them or use all three aspects. All characters can fruitfully engage encounters in any of these three arenas.

Success and **Edge** mean that even when you fail, you just might still get something from your roll, even though it is not what you originally intended.

Aspect Prime uses a **skill point** and **talent buy system**, not character classes. Make your character as flexible or focused as you want without worrying about falling behind *(or being overpowered)* because you were multiclassed. The rules are made to fit your character, not the other way around.

Flexible talents let you build your own attacks and skill uses in real time with the very simple and quick die upgrading and downgrading system. This means versatility with a simple easy to read character sheet.

Power Sources let you decide where your combat skills come from and how you boost them. Arcane components and experiments; Divine favor and retribution; Elemental essence and sources; Martial forms, stunts, and weapons; Supernatural blood and contracts; these all supercharge your abilities in different ways.

Trained Skills let players be chronomancers, tacticians, elementalists, sages, thespians, dancers, demonologists, shapeshifting druids, necromancers, artificers in mechanized armor, and more in addition to classic mages, priests, rogues, and warriors. Make the character *you* want to play.

Aspect Prime has **4 unique combat roles**. Want to be a demonologist **defender**? A wizard **leader**? A barbarian **controller**? A preachy pastor who is a **striker**? You decide how your character contributes to the combat dynamic, regardless of backstory.

Aspect Prime has more than **30 ready to play species** and **easy species creation** for making half Elves and other mixed species. Humans, Gnomes, Dragonkin, Desert Elves, Forest Elves, Eumykin, Catkin, Foxkin, and more are ready to play in the *Aspect Prime Core Rulebook*. We even have rules for playing monsters if your GM allows it.

Your species matters as much as you want it to. Hyflind warrior, Dweor wizard, Giantkin rogue – these are viable in Aspect Prime. Your species gives you physical traits and makes you eligible for species-specific talents, but doesn't pigeonhole you.

Gear is free form. **You define your gear.** Want a pet calico cat that increases your perception skill? A flaming toe that gives you fire magic? A poison tattoo from a dark god that makes your weapons venomous? You define your character and their gear.

Attack talents aren't just for combat. Fire powers allow you to create a dim light or set logs aflame. Wind and Force powers let you levitate light objects. Cold powers can freeze water to bridge raging rivers. Descriptive keywords aren't just fluff, they give your character extra utility out of combat.

The **basic talents** that every character gets for free mean characters can meaningfully contribute to combat in any aspect no matter what other talents they buy.

No more long rests after 3 fights. Everything in the system is designed to keep the flow of the story going without being stopped up by obsolete game mechanics.

All abilities are at-will in Aspect Prime. Nothing is limited to once per day: fireballs, mighty blade attacks, demon summoning, and even healing are limited by character skill and the time they take to execute.

Encounters are easy to design and manage. Following monster budgets, GMs can challenge the players without leaving serious lasting marks OR they can make a tough boss battle they will have to recover from. This is because health is split into two separate pools: **composure** that heals easily and **wounds** that are harder to heal.

Monsters are simple to make. Building monsters uses the same quick system as player characters. Not only will monster making feel familiar, but monsters can use anything a player can. Because talents scale, they adjust to fit the monster's difficulty grade and combat role. As if that's not enough, we have **Instant Monsters** and **130+ pre-made foes** to save you time.

Flipping through this book, you might think "Hey, that's how X system did this." Why reinvent the wheel? We took inspiration from many other games to build something we love. We stand on the shoulders of giants so you can reach for the stars.

Heather Gunn, author of Aspect Prime

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Design

Heather Gunn

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Character, Cover, and Monster Art

Heather Gunn

Playtesters

Caroline Bouchard, Tishia Browder, Alice Buchanan, Alexandra Bullard, Zachary “Macaroni & Cheese Elemental” Clayson, Shawn Endresen, Nicodemus Estee, Ephraim Gunn, Gabriel Gunn, John Hanely, Stephen Hilber, Russell Johnson, Caroline Kersten, Noel Overkamp, Matt Perrett, Jenevieve Power-Defer, Kimberly Power-Defer, Sarah Capri Richmond, John Stack, Jacob Yanovsky

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Playing Aspect Prime

In Aspect Prime, participants work together to weave a tale of danger and heroics in a world of fantasy. Characters use Physical, Mental, and Social aspects to overcome danger.

Above all, Aspect Prime is a role-playing game, or RPG. In an RPG, participants engage in adventures while playing the roles of characters in that story.

***IMPORTANT**: This is the Free RPG Day edition of the game, so does not have every species, trained skill, ritual, or monster! We skip some pages. Pick up the full version if you want the full system and content. But don't worry, all the rules are the same.*

How it works

In Aspect Prime, there are two kinds of participants:

The players and the Game Master.

Players make or choose a character to play in the adventure.

While there are predesigned character examples in this book and several premade characters available on our website, there really is nothing like playing a character you were inspired to create yourself!

The Game Master (usually written as GM) guides the players through the adventure, plays the other characters in the story, and adjudicates the rules of the game.

What You'll Need

The GM will need this book. It is a good idea for the players to have a copy as well.

A set of Aspect Prime dice. Preferably each player has four or more each of A dice, B dice, and C dice (see Dice, page 3). The Game Master will need at least as many, and we recommend they also use an Oracle die (page 128).

Paper for notes and a pencil is helpful, as well as some tokens or coins to keep track of Action Points (page 8).

A premade or blank character sheet for each player. We have an automated sheet you can use to make your character, or you can print a blank and write it by hand:

tinyurl.com/AspectPrimeSheet

A bit of imagination. The GM will have to come up with an adventure to run. We have details on how to do that in the Running the Game section of the book (page 121).

You can also get updates on the system and grab free content available on our Patreon:

patreon.com/AspectPrime

Okay, I've Got All That

So you're ready to run or play a game of Aspect Prime? Cool. Let's dive right into the basics.

The Basic Mechanic

Aspect Prime uses a simple die-rolling mechanic to resolve both the success and results of an action in one step. Swinging your sword, climbing treacherous cliffs, bluffing the town guards, casting magic spells, and even persuading the Count to grant clemency is all done with one simple mechanic.

Select an appropriate skill, modify the skill's dice pool based on the situation, then roll.

Count your successes. If the successes are equal to or greater than the Success Target, the action succeeds.

Excess successes mean a better result. Edge and crits can then be spent to modify the situation in various ways.

Picking this apart, there are two mechanics that work together. Dice pools that are associated with each of your character's skills, and Difficulty Targets (DTs) made of Success Targets and Edge Targets that you are trying to meet with those rolls.

Let's go over this in order: How die pools are notated so you can select the correct dice, how to upgrade and downgrade dice before the roll, and then how to read the roll.

Dice

There are four kinds of dice in Aspect Prime. Add (or A) dice, Basic (or B) dice, Crit (or C) dice, and the Oracle die (page 128).

The A, B, and C dice are the combat dice and the ones both players and the GM use. The Oracle die… we'll discuss later.

Dice Notation

Dice are notated in Aspect Prime materials with just their letters: A, B, and C. So a dice pool of AABC is two Add dice, one Basic die, and one Crit die.

Reading Combat Dice

The combat dice have three different kinds of symbols. The slashes are successes. The dots are Edge. The crit symbol is shown as three slashes. This is worth three successes plus a crit.

Successes

Successes are your character doing well at the actual task being attempted. These get compared to the Difficulty Target for an action, and if your successes are equal to or greater than the Success Target, you succeed at the task.

Additional successes mean you succeeded with greater skill. For attacks, this means damage unless otherwise specified. For other skill checks, it can mean other things like healing, extra speed while running, and so forth.

Edge

Edge represents other positive results of your action other than just succeeding at the task.

Edge can be spent on various talents, but they must be spent before any subsequent action is taken by you or anyone else, or else they are lost. If you do not know what to spend them on, pass them as upgrades to the next roll made by yourself or an ally in that situation (using the Enhance basic talent, see the Basic Talents list on page 169). For every two Edge you spend, the next roll is upgraded by one. You can spend Edge on yourself or allies even if your roll did not succeed.

If you hit a foe with an attack and overcome their Edge target, remaining Edge can be spent on that target. You cannot spend Edge on an opponent unless you reach both their Success and Edge targets!

Crits

Crits represent impressive results of your action. Each combat role has a unique talent they can spend them on. Additionally, there are various talents that you can purchase that give you special effects you can spend crits on. Spending a crit does not negate the successes that came with it.

Dice Pools

Every skill, whether blade, charm, tactics, fireball, demon summoning, or entertain, has its own dice pool. Talents use different skills, whose die pools are rolled to determine results of an action.

To build a dice pool for a skill, determine the value of the Attribute, Skill, and Gear for the skill. The three values determine the quantity and quality of the dice.

Take the highest value. That is how many A dice are in the pool.

Take the 2nd highest value. Convert that many A dice to B dice.

Take the lowest value and convert that many B dice to C dice. This is your dice pool.

An ability score of 4, skill rank of 3, and gear value of 2 thus makes ABCC. An ability score of 2, skill rank of 2, and gear value of 0 makes BB. An ability score with no skill ranks or gear value just makes that many As.

For reference, these are the sides of each combat die (E for Edge, S for successes, Crit for crits).

Die Kind	Side 1	Side 2	Side 3	Side 4	Side 5	Side 6
A	blank	blank	1 E	2 E	1 S, 1 E	2 S
B	blank	1 S	1 S, 1 E	1 S, 2 E	2 S	2 S, 2 E
C	1 S	1 S, 3 E	2 S	2 S, 1 E	2 S, 2 E	Crit, 3 S

As you can see, more dice means more Edge, while higher quality dice means more consistent success rates. (Highlighted are faces unique to each die, for ease of identification.)

Modifying your Dice Pools

A key part of what makes Aspect Prime so fluid is the ability to quickly modify your character's dice pools in meaningful ways.

You might be making your character's pool stronger because of some assistance given by an ally, or weakening a pool because an opponent has moved further out of range. In either case, you have choices as to how you make these changes. We call this Upgrading Dice and Downgrading Dice.

Upgrading Dice

Many talents will give die upgrades. Usually this is written as ↑X, where X is either a specific number of die upgrades, or the variable X which is defined elsewhere in the talent.

To upgrade dice, you can convert an A to a B, a B to a C, or simply add another A die to the die pool (your choice). Upgrading two dice? Do this twice.

Downgrading Dice

Many talents will require die downgrades. Usually this is written as ↓X, where X is either a specific number of die downgrades, or the variable X which is defined elsewhere in the talent.

To downgrade dice, you can convert a C to a B, a B to an A, or simply discard an A die, your choice. Downgrading three dice? Do this three times.

Don't have enough dice to downgrade? No worries, you always roll at least one A die, even if your total downgrades and upgrades leave you with 0 or fewer dice.

Design Note: *You may apply your upgrades and downgrades in any order, but you can only use a downgrade to downgrade to at least one remaining A die. If you can't apply a downgrade yet, apply an upgrade if you have any. If all you have left is downgrades and one A die, ignore the remaining downgrades.*

For example, if you have CC and four downgrades and four upgrades, you can apply them in the order you want. You can easily end up with AAAAAA, AAAAB, AABB, BBB, ABC, or CC.

As another example, if you have a dice pool of AA and get 4 downgrades and 2 upgrades, you have a single A die left, not AAA, AB, or a C. You can't apply all the downgrades first in order to negate two of them. Nice try.

Total Failure

If you roll all blanks, this is called a Total Failure. It is impossible to get Total Failure with any C dice in your pool. Be wary of downgrading a pool with C dice in it so that it has none!

If you suffer a Total Failure, the GM will roll A dice equal to the Success Target of the task. The number of successes rolled is how much damage you take from your failure. The Edge rolled is how disadvantaged you end up.

The damage aspect is dependent on the situation. If you fail a customs check, you fail so badly you end up embarrassing yourself, taking social damage. If you fail a climbing check you take physical damage from the fall.

The disadvantage also depends on the situation. In the above customs check, you have have wound up insulting the target. In the climbing check, perhaps you fall somewhere worse than where you started. A total failure on a weapon check might mean your weapon goes clattering across the room.

Note that rolls with no difficulty target cannot result in any A dice rolled against you. So a Total Failure of an initiative check won't disadvantage you.

Design Note: *When upgrading a roll, if you want more success you can upgrade the As to Bs and Bs to Cs. If you want more Edge, just add more As instead. Also consider that C dice have at least one success on every side, so that can be helpful for consistent success and Total Failure prevention, and it is the only kind of die that has a Crit on it.*

Each A die contributes to a roll, on average, 2/3rds of an Edge and 1/2nd of a success. Each upgrade of a die (from A to B or B to C) adds an average of 1/6th of an Edge and 2/3rds of a success.

A die = $^1/_2$ S, $^2/_3$ E

B die = $1^1/_6$ S, $^5/_6$ E

C die = $1^5/_6$ S, 1 E, $^1/_6$ Crit

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AAA dice = 1 1/2 S, 2 E

Three As instead of 1 C is DOUBLE the Edge. So maybe the A for the A die actually stands for Edge! Though it is good to note the C die brings an extra 2/3 S, a Crit, AND prevents a Total Failure due to consistently rolling an S. C dice are very consistent while A dice are much more volatile!

DTs or Difficulty Targets

A Difficulty Target is the target success quantity that you are trying to reach when rolling a check. It is notated as DT X,Y where X is the Success Target, or target number of successes you are trying to roll and Y is the Edge Target, or the amount of Edge inherent to the task.

Success Target

To have success, the active character's total successes on a roll must be equal to or exceed the Success Target. More than that target means a stronger success. When counting successes, subtract the target from the successes rolled. So rolling a 5 against a DT of 1 counts as 4 total successes.

With attack talents, each counted success deals one damage based on the talent's specified keywords. Some creatures may be more or less vulnerable to different keywords.

For example, a fire attack talent would deal fire damage equal to the excess successes past the target. So rolling a 2 against a DT of 1 in this case would do 1 fire damage, and a 5 against a DT of 1 would deal 4 fire damage.

Just meeting the exact amount still means a success for the purposes of spending Edge against the target, though it won't deal any damage. When you reach the success target, that foe is Affected.

Edge Target

Whether or not you succeed, you may still have Edge. The Edge Target is the amount of Edge you have to overcome in order to use Edge against the target. When you reach the foe's Edge target, we call the target Impaired.

Edge is spent to either do positive things for members of the active character's team that aren't related to the success or failure of the roll or spent on negative effects for the targets.

If you have any Edge rolled on your die, you can spend it on yourself or on allies. Spending Edge on die upgrades can be particularly effective.

If your Edge is greater than the Edge Target, you have Edge against that foe and may spend it minus the foe's Edge Target on effects that target that foe. You may only spend Edge on an enemy if you succeeded in hitting the target, whether or not you dealt damage to it.

Edge you subtract in order to affect a foe is not usable elsewhere. Likewise, if you have 4 extra Edge against one foe and only 2 against a second that you hit, if you spend the 4 Edge, that effect cannot be used on the second foe. However if you use 2 instead, that could potentially be used to affect both foes.

If you miss the target or fail to reach the target's Edge Target, you might as well spend that Edge on yourself or your allies.

Defenses

Each character has 6 defenses. These are the DTs for when that character is the passive character. Talents specify what the target defense is for specific skill uses.

When more than one defense is specified or a specific aspect is specified, the defending character can choose which defense to use. For example, with an attack that is vs Physical, the defender can choose to defend with either Brawn or Dexterity defense. Skill defenses are only used when specified.

Bonuses

Bonuses are shown as (value) (name) (bonus or penalty) to (target). For example: +2 dodge bonus to physical defenses

The value is either a number, ability score, or skill. Penalties are always negative, and bonuses are always positive. If the value is an ability score, it is the value of that ability score. If it is a skill, it is the ranks in that skill.

The type of bonus is the name of that bonus. Named bonuses of the same name from multiple sources do not stack. All unnamed bonuses are considered basic bonuses, and thus do not stack with other unnamed bonuses. A deflection bonus to defense of +2 from one power added to a deflection bonus to defense from another power of +1 will yield only the +2 from the higher bonus, they will not add together to give a +3. However, a deflection bonus to defense of +2 from one power added to a dodge bonus to defense from another power of +1 will yield a total defense bonus of +3.

However, if you have a +2 shield bonus to Brawn defense from a ritual, and a +2 shield bonus to Dexterity defense from a talent, they both count, as they apply to two different scores. But a +1 shield bonus to Dexterity defense from the ritual is ignored because the +2 bonus from the talent is greater.

This applies to Soak, and other numerical bonuses as well. Upgrades and downgrades are not treated this way, and will always stack.

Math and Bonuses

Some bonuses are a specific ability score minus a set number (such as Dexterity - 3). If the total is less than 1, the total is 1. Whenever a number is halved (such as damage dealt by a weakened creature), always round up.

Physical x 2 means 2 times your highest Physical ability score. If your Physical is 3, for example, then the total would be 6.

Rounding

Whenever a value is halved, the final result is rounded up, while the remainder (if used) is rounded down. If a number is quartered or divided in some other way, round up if the remainder is half or more, down otherwise.

Physical, Mental, and Social

In Aspect Prime, conflict can happen using the physical, mental, or social aspects of your character.

Most games focus just on the physical aspect, so that realm is a known quantity. But what is the difference between mental and social aspects? Mental is about can, and social is about should.

Mental questions are about facts. Can this work? Can I defeat this foe? Is the sky blue? Mental attacks will question one's perception and understanding of reality. Convincing someone of a tall tale, stalling tactics, confusing a foe, and fighting a battle of wits all fall under mental conflicts.

Social questions are about "should". Should I do this, should she be allowed to do that, should I fight this creature. Social attacks question the target's morality and social position. Peer pressure, persuasion, negotiation, proper etiquette, and leading a team to victory all involve the social realm.

For example, convincing someone that they shouldn't eat apples because the invisible purple giant doesn't want them to must be done in two steps.

First you must convince them the invisible purple giant exists and doesn't want them eating apples. This is a Mental battle, as it is about asserting the existence of the invisible purple giant and her specific preferences regarding apple eating.

The next battle would be a Social one convincing them that they should care about what the invisible purple giant thinks. But they've already been worn down enough to be defeated mentally, though, so a social victory won't take as long.

Encounters

Encounters occur when multiple actors in the game are actively working towards different goals. This could be a clash of weaponry to determine who will escape with the artifact, a battle of wits to determine the victor of this particular card game, a diplomatic engagement to determine whether a kingdom might pledge aid to another kingdom, putting out a fire before it consumes a building (the fire being counted as an actor), or even a test of agility and athleticism to see who can reach the top of the cliff the fastest.

The same base rules are used for each sort of conflict, but characters target different defenses and use different kinds of skills.

Characters engaged in a conflict take turns being the active character.

Initiative Order

Encounters are divided into rounds, each representing about 6 seconds of action. There are 10 rounds per minute of in-game time. During each round, each participant in the encounter gets a turn, in initiative order from the start of the encounter (you roll only once per participant per encounter).

At the beginning of an encounter, you need to determine the turn order. Each creature involved in the encounter rolls an initiative check to determine who goes first. New characters can be added by rolling on the turn they join for where they go in order.

Suggestion for GMs: During an encounter, make a list of the participants in turn order on your scratch paper. Making a mark next to the character whose turn it is helps you keep track.

This also lets you easily track how many rounds have passed. It also means you can tel whose turn it is when characters take actions out of turn due to a Quick action (see Quick Action, page 8), Free Action (page 8), or a granted action.

Each character involved in the conflict rolls initiative at the start. Characters may roll either their Shrewd or Vigilance dice pool.

The character who rolled the highest number of successes goes first. If there is a tie, the character with the most Edge goes first. If there is still a tie, play Rock-Paper-Scissors until one character wins.

Shrewd and Vigilance work differently when it comes to initiative. That is because Vigilance represents your character's constant alertness to their surroundings and their preparedness to react quickly any situation, while Shrewdness how well you understand the motivations of others and assess the opportunities in a given conflict.

Shrewd Initiative

Edge rolled in a Shrewd initiative roll carries over to the character's first roll on their first turn this conflict. This means when you make your first roll on your character's turn, add the Edge from your character's Shrewd initiative result to the result of that roll.

Vigilance Initiative

Edge from a Vigilance initiative roll can be used immediately after rolling initiative (in initiative order when more than one character has this effect). This means your character can spend it on giving an ally some Edge, or potentially taking an extra action.

Position

Where your character is relative to the other combatants in a battle can mean the difference between victory and defeat. Whenever your character is granted some movement, they may always choose to move less the full amount, even 0.

Threatening Squares

Your character threatens all squares that they are adjacent to (each of the squares surrounding your character, including the ones above and below you). This allows your character to make Quick Strikes against foes that attempt to use normal movement to leave any of the squares that your character is threatening.

Cover and Concealment

Cover provides defense from attack. Cover is measured in how much of a creature is concealed by the covering, based on quarters of concealment. Each quarter of concealment provides a cumulative +1 concealment bonus to defenses to a total of +4 if you are completely hidden by the concealment.

Thus, if a creature is half covered by something, it gets a +2 concealment bonus to all defenses (not just physical, having a physical barrier from someone also gives a sense of safety in the mental and social defenses as well).

Concealment bonuses do not stack, of course, because they are a named bonus.

Movement

Aspect Prime measures distances in areas of 5 feet by 5 feet, simply called squares. Areas and movement are all measured in squares.

Squares

Each square of movement can be to any of the 8 squares surrounding your character (or 12 for large characters who take up a 2x2 space). This means diagonal movement is measured the same as orthagonal.

Moving around a corner, however, characters cannot just diagonally step through the corner, they must step around the corner.

Characters may move through allies freely as long as they don't end an action in an ally's square. Characters cannot freely leave a space adjacent to an opponent or enter an opponent's space without provoking a Quick Strike (page 8). For more details, see Overlapping Spaces, page 7.

Squares are technically cubes, 5 x 5 x 5 feet, but usually the vertical aspect of this does not come into play.

Shift

Shifting is a special kind of movement that does not provoke Quick Strikes when leaving a threatened area. When shifting, your character may shift through an opponent's square as long as you do not end in that square (see Overlapping Spaces, page 7). Your character may shift a single square using the basic Maneuver action named Shift (see Basic Maneuver Actions, page 20).

Some shifts you might gain specify a specific kind of movement (such as a flying shift). Your character gains that movement type temporarily for that move if they don't already have it.

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Swapping Places

Some talents let characters swap places with a target. This is tricky if one or more of the creatures involved are bigger than a 1x1 square. If the creatures are adjacent, each creature shifts a number of squares equal to the other creature's size towards the other. If the creatures are not adjacent, add the distance between to the amount they shift.

This means that the smaller creature will always move to the furthest place from its original location possible in the larger creature's old space. And the larger creature will always move as few spaces possible until it totally encompasses the smaller creature's old space.

Moving Through Other Characters

Characters may attempt to shift through an adjacent square that contains an enemy. If the shifting character attempts to end their turn in a square with that enemy, however, the foe gets a Quick Strike on them. If the attack hits, it has the added effect of sliding the shifting character to whatever adjacent square the foe wishes. Shifting out of a square containing a foe does not provoke a Quick Strike. Moving out of a square containing an enemy does provoke a Quick Strike, as it is moving into a square they threaten.

Characters may use a normal square of movement to move into an ally's space if ally allows it. Otherwise characters must shift as above. This is usually used to move through an ally's space to get somewhere else.

Overlapping Spaces

When occupying a square containing another character, they have a ↓4 penalty to their rolls. The effect is cumulative for each character in the square. These penalties are reduced by 1 for each size category smaller that the overlapping creature is. For instance if a small and large creature occupy the same square, the large creature only suffers a ↓2 to accuracy, while the small creature suffers the full ↓4 penalty to accuracy. Additionally, any area attacks will target each character in the square equally.

Creatures that are more than two categories larger than a character or smaller than a character do not count for this rule. There is no penalty for overlapping spaces with them, nor do either get a Quick Strike as their spaces overlap.

When attacking into a square containing multiple creatures using an attack that is not an area attack, creatures of the same size as the intended target grant one quarter concealment (see Cover and Concealment, page 6). Creatures that are one or more sizes larger grant two quarters concealment, and smaller creatures grant no concealment.

Riding a creature lessens the concealment it grants by one quarter (movement is more predictable while riding a creature). This means that a medium creature riding a large creature only gains one quarter concealment.

Movement Forms

Most movement is Ground, that is to say traversing a solid floor or ground. There are a number of other Movement Forms, however:

Burrow Movement

Characters may move their burrow speed while digging through dirt and loose rocks less than a tenth of their height.

Climb Movement

If a character has a climb speed, when making a climb check, they can subtract their climb speed from the Success Target for that check. If the Success Target is 0, they don't need to roll to climb that surface, and may move at their full climb speed along it.

Flight Movement Forms

Flight allows characters to soar through the air with no support but atmosphere. There are three kinds of flight: gliding, flying, and hovering. At the end of any turn where a character is in the air, if they have not used a flight Movement Form during their turn, they begin falling.

Characters in flight may land as a free action if they are their height or less from the ground.

Using any form of flight while wounded requires a Durability check each turn equal to the number of wounds a character has taken. Failure means falling (see Falling, page 7).

Fly Movement

Fly is one of the three flight Movement Forms.

When flying, characters must move at least two squares per turn or fall. Characters cannot move upwards more than two squares more than they did in their previous turn using flight.

Glide Movement

Glide is one of the three flight Movement Forms.

Gliding is much faster movement, and a bit more uncontrolled. Characters cannot move upwards more than one square more than their previous turn. Gliding characters cannot turn sharply or shift. They must turn 45 degrees or less per square of movement. While gliding, characters must move at least four squares per turn or fall.

Hover Movement

Hover is one of the three flight Movement Forms.

Hovering is the aerial equivalent of ground movement, except in all three dimensions, meaning a medium character has 8+9+9 squares they can move to (the 9 squares above and 9 below the character). Characters can shift freely, there are no turning speed limits, no squares of movement required per turn, and no limits to how many squares a character can ascend in a turn.

Swim Movement

Swimming is like Climbing, in that characters can subtract their swim speed from the Difficulty Target for a swim check. Swim is otherwise like hover, in that characters can shift, there are three dimensions, there are no turning speed limits, and no limits to rising or descending.

Teleport Movement

Teleportation allows characters to get to places instantaneously, even places that might be otherwise impossible to reach. A teleport move can be in any direction and through any object or substance. Most teleport movement requires the user to see their destination. This prevents teleporting through solid stone and similar places. However, teleporting through a window, jail cell bars, into a moving carriage, or through a transparent barrier is easily done.

Teleportation does not provoke Quick Strikes, ends immobilization effects, and is not affected by slow effects.

At the end of a teleport move, if the character is not supported by a solid surface, they begin falling (see Falling, page 7). See also Teleport (Keyword), page 107.

Falling

When in the air with no support, creatures begin falling. The falling rate increases by 100 squares per round.

Maximum falling speed for most humanoids (AKA terminal velocity, where most falling things no longer accelerate) is 200 squares per round if attempting to slow down, and 350 squares per round if intentionally diving. An unconscious typical humanoid's terminal velocity is 250 squares per round.

For example, during the first round a wood Elf will fall 100 squares, the second round they will fall 200 squares, and the third round will depend on whether or not they are attempting to slow themselves down or not. If the Elf is unconscious, they would be falling at 250 squares. If diving, they'd be at 300 (not quite maximum yet), and if they are trying to slow down, they'd be at 200 squares per round still.

For timing purposes, creatures fall a sixth of their falling speed not during their turn, a third during a maneuver action, and half during a major. (Note: Using only maneuvers will not let you fall slower! Nice try. The remaining fall speed happens after your actions.)

Note that some creatures and objects have lower terminal velocity due to wind resistance from wings, etc.

Birdkin, for example, have a much slower unconscious terminal velocity of 180 due to their lighter bones and wind resistance from their feathers, intentionally slowed terminal velocity of 10 (because wings) and a dive speed of 420 (birds are aerodynamic when they want to be). Also note that flying characters can simply start flying to minimize and even stop their falling speed.

Hitting the Ground

If a creature fell fewer than their terminal velocity in squares before hitting the ground, their falling speed is equal to the number of squares they fell.

When finally hitting a solid surface, roll one A die of damage per 2 squares of falling speed at that time. Falling 1 square is safe.

Roll the creature's Nimble die pool and reduce the damage by that result's successes. If a creature takes more than their Dexterity in damage from hitting the ground, they fall prone.

When attempting to fall onto another creature, the falling creature can roll a basic melee attack against that target, dealing damage as above to the target, except that the target does not get to reduce damage by its Nimble.

Actions

Each turn, your character gets four actions, one Major (▢), one Maneuver (▫), one Free (•), and one Quick action (↻). Here are their differences and uses.

Major Action

Major actions (▢) are most active skill uses and attacks. Characters get one each turn and can use it during their active turn.

You may use a Major action to make a Maneuver.

Maneuver Action

Maneuver actions (▫) don't typically contribute directly to the conflict, but rather are used in getting the character into a more advantageous position. Characters get one each turn and can use it during their active turn.

You may use a Maneuver action to make a Free action.

Free Action

Free actions (•) are actions that can be done after any action, yours or someone else's. Characters get one each turn and can use it after any event occurs or any action is completed.

Each time an event happens or a creature finishes taking an action, a character may use their free action. Free actions are done after the thing the character is reacting to.

A character can use a free action to do one or more of the following at once:

- drop any number of items they are carrying,
- say two words,
- make a gesture,
- drop to prone (see Prone, page 19),
- and change their facial expression.

There are some talent uses that cost a Free action. These actions cannot be done in conjunction with the above functions.

If more than a single character wishes to use their Free Action at the same time, the actions occur in initiative order.

Your Free Action recharges at the end of your turn.

Quick Action

A Quick action (↻) is an action done in response to a specific trigger. Quick Actions happen before the triggering action. You may only use one Quick Action per turn, and you may respond to a specific trigger only once.

If more than a single character wishes to use their Quick Action at the same time, the actions occur in initiative order.

Your Quick Action recharges at the end of your turn.

Quick Strikes

Quick Strikes are attacks you can do when it is not your turn, but actually interrupt the action of an adjacent creature (an adjacent creature is one that is 1 square away from you). You get a Quick Strike against an adjacent enemy that:

- Moves so they are no longer adjacent without using a shift or disengaging with Nimble Escape, and is not being moved by an enemy's slide, push or pull.
- Uses any ranged attack that isn't a reaction attack.

You may use any Basic Major talent for your Quick Strike, as long as it targets the one who triggered it. When characters use a ranged attacks as a Quick Strike, they do not provoke Quick Strikes.

Using a Quick Strike costs your Quick Action.

If you hit with a Quick Strike while the target was attempting to enter a square you are in or is adjacent to you, your attack halts their movement. They can no longer make any movement actions into that square until their next turn.

Complex Actions

There are a number of other kinds of actions characters can make that are more complicated, using combinations of the above actions in different ways.

Full Action

Sometimes we specify a Full action. Full actions cost a Major, Maneuver, and Free Action, so combine those three symbols: ◎.

Action Points

Action points (AP) represent your adrenaline and energy reserves. Characters use action points to perform heroic feats.

When characters wake up from a long rest and eating a meal, your character has one action point (except humans, who get two). At the end of any challenging combat or major event your character is

involved in, the GM will give out another action point to each player. The GM should hand out tokens to the players to represent their current number of action points (we like to use glass gems).

When you use an action point, give the token back to the GM.

Your character may only use one action point per round (from the beginning of your turn to the beginning of your next turn). An action point may be spent to make a Heroic Effort (see Heroic Effort, below). Talents and powers can grant other uses of action points.

Heroic Effort

As a free action during your turn, you may spend an action point to immediately gain a +6 Edge. Often this is spent on 3 immediate die upgrades or one extra Major action.

Healing Wounds With Action Points

Any time you initiate or receive healing, you may spend an action point to heal wounds rather than composure. This is the reason that composure healing often will specify what aspect or pool that they effect. This only matters when using action points to heal wounds. When aspect or pool is not specified, you may heal any pool with that wound healing.

Timed Actions

Timed actions are actions that take more than one action of a single type, such as a Major x2, or a Maneuver x3. Actions that do not have a multiplier, such as three rounds, five hours, or ten minutes, are not considered timed actions.

A timed action can be performed as a single action of its type by spending an action point. Alternately, timed actions can be done at-will, but cost more actions than other kinds of actions. To do a timed action as an at-will, you must save up a number of actions equal to the multiplier of the type specified.

Saving for Timed Actions

Characters can only save actions while not using other actions.

So if you are saving for a Major x2, that's 2 turns. But you can use a Free and Maneuver action in the first turn before saving up your Major, and on the second turn after you use the timed action (but not before).

With a Full x2, you use all of your normal actions (Major, Maneuver, and Free) for two whole rounds.

A Free x3 can be done in a single round (or over the course of two). As soon as you use any action, any saved actions are lost, including using a Quick action.

A Full Action can be saved up for in the same manner as a Timed Action by saving up any number of actions from the previous turn (such as a Maneuver and Free) and spending the missing actions on the next turn (a Major, in this case).

Repeat Actions

A talent with Repeat (action type) allow you to do the action again your next turn by spending the action type specified instead of the normal action type. If no initial action requirement is specified, it is the same as the repeat action type.

You may only repeat the same action once per turn, and only if you performed the action on your previous turn. You can use different actions in-between the two uses.

When you repeat a talent, you need to make a Durability check if you are not at full health (see Durability (Brawn), page 55).

Repeat talents allow you to change the targets or areas affected by the talent.

Sustain Actions

A talent with Sustain (action type) below the action line allows you to continue the effects in the action's Hit or Effect lines as well as repeat any particular actions and reroll attacks mentioned in the Hit or Effect on subsequent turns.

You must sustain the talent before you end your turn (but not the first turn), or the Effect is not sustained. You cannot sustain a talent more than once in a turn.

When you sustain a talent, you need to make a Durability check if you are not at full health (see Durability (Brawn), page 55).

Sustain talents do not allow you to change the targets or areas affected by the talent, but they do allow you move further from the sustained effect. The talent will continue to work in that specified location for as long as you are still sustaining it, even if you are miles away.

Sub Actions

You can divide any Movement action into sub actions by spending individual squares of movement on sub actions. This is generally used for things you can do while moving, like pulling out a weapon, sticking something in your bag, etc.

Downgrading Actions

You can downgrade your actions to use them for other smaller actions. For example as a Major action, you can move your full speed, though it is normally a maneuver action. You can spend a Maneuver to do a Free Action. Quick Actions are unique, however, and you only get one per turn.

Note that you can use a Major action to do a Sprint or Run rather than just a basic Move action, you get a lot more movement if you succeed at your rolls (see Basic Major Actions, page 20).

Range

Range is the distance between you and a target. Range is measured in squares, hexes, or increments of five feet.

Range Increments

Range Increments (or RI) are increments of 5 squares for medium-sized characters, 4 squares for characters smaller than medium, and 6 for large creatures (see Size for details, page 22).

Your Turn

On a character’s turn, they use actions to do things like move, attack, shout or use skills. Characters get a major and maneuver action each turn. They may use them in any order they like.

The Turn

On the active character's turn, there are three steps. The beginning step, the main step, and the end step.

Beginning Step: Ongoing Effects (see Ongoing Effects, page 10)

Main Step: Major and Maneuver actions

End Step: Make saves against any ongoing effects, recharge Free and Quick actions

Beginning Step

The beginning step is when things that say “at the beginning of *(a particular character's)* turn” happen. If there is more than one thing, the active character *(the one whose turn it is)* can choose in what order they trigger.

Ongoing Effects

Ongoing effects trigger in the beginning step, such as ongoing damage. This is why it is important to help allies that are dealing with ongoing effects before their turn starts *(see Saves, page 10)*. You can tell that an effect is ongoing if it says "save ends" at the end.

Main Step

The main step is when the active character may take their Major action and Maneuver action. Characters can use their Free action during the Main Step, as well as their Quick action, if appropriate.

End Step

The end step is when things that say "at the end of [this particular character's] turn" happen. Like the beginning step, if there are multiple things, the active character chooses the order. This is when both your Quick and Free actions recharge.

Note that if you used your Free action any time after your previous turn, you cannot use a Full action without spending the Free action that recharges at the end of your turn. This means that technically using a Full Action this way means the action happens right after the end of your turn, so after you make your saves.

It is unlikely this will ever be relevant to gameplay, but is something to be aware of.

Saves

Saves happen during the end step. Saves are used to end ongoing effects. Ongoing effects are effects with (save ends). These effects must be saved against in order for them to end.

To roll a save, roll your Save Pool against the attacker's Save DT.

If the number of successes are equal to or greater than the Save DT's Success Target, the save is a success and the ongoing effect is ended.

Ongoing effects that are given by the same attack are all grouped together. When one ends, they all end. When making saves, make a save against each group, not each individual effect.

Improvised Saves

An active character that can target someone suffering from an ongoing effect can use an appropriate skill as a major action to attempt to give that character an immediate save.

For example, Akili has caught fire and is suffering from ongoing 1 fire damage with a ST of 4. Sarai uses her maneuver to get next to him, then uses her major action to give Akili an improvised save using her Nature skill to smother the flames with a blanket. Sarai gets to roll her Nature, and if it beats the save target of 4, she manages to put out the flames.

Any appropriate skill could be used in this instance. If a character has a skill in Cold, Water, or Air, they could certainly use that to attempt an improvised save, possibly even from range. A character could use a bucket of water to put out the flames, even.

When It's Not Your Turn

Characters have one quick action and one free action each round. These are actions they can use even if it's not their turn.

Named Actions

A named action is the one your character takes when the prescribed event occurs. When you name an action, you can choose to specify an event that will cause your character to take the action. To name an action, you use up that action on your character's turn when the named action is specified.

The triggering action must be fairly simple. It needs to be something that can easily be reacted to. For example you can say "If an ally moves to my character's side, then she will use my heal ability on them." or "As soon as a foe comes within two range increments, I'll fire my bow at them." Your character can only have a single response named for a trigger.

A named response must be a single action. It can be a full action, but cannot be three different actions that add up to a full action. It may be a timed action, but then you must use an action point to reduce it to a single action.

If the beginning of your character's turn comes before your character uses the named action, your character loses the chance to do so this time around, though you can specify it again at the cost of the same action until your character's next turn.

For example, Febbit wants to wait in the shadows for a guard to walk by. He's named an action, which is to grapple the guard and knock him out as he walks by, which is a Major action. On his turn, he spends the Major action, then waits. No guard walks by before his next turn, so on his next turn, he has to spend another Major action to continue waiting for a guard.

Character Make Up

While your character will eventually have stats, abilities, etc., we like to start with who your character is. If you want to start with the numbers, you can skip this part and go right to Character Mechanics (page 12). Just make sure to come back here later.

Characterization

Your character is more than just numbers on a page. Your character is an idea, a persona, and an integral part of the story that you are about to tell with your fellow players and GM.

Starting with some questions can help flesh out a general history and persona before digging into numbers and such.

Characteristics

This can be a good place to start building ideas about what makes your character tick. This section helps you explore who your character is and what their motivations might be.

You don't need to answer all of these or even any of them. But they can be a great starting point.

Some helpful questions:

- What is this character's greatest flaw?
- What would this character never admit?
- What doesn't this character know yet?
- Does this character have a vice?
- What is this character's proudest achievement?
- What is this character's deepest regret?
- Name three cherished items this character owns.
- Describe where this character lives.
- Who are this character's parents and family?
- What calms this character?
- List the choices that brought this character to this point.

Having even vague answers to these questions can help you understand how they might react in different situations. If you don't really know where to start, feel free to come back to this part later when you have a better idea.

Character Flavor

Beyond just your character's history and persona, your character's interests can have a powerful impact on the game, not just on the story but also in encounters as well.

Interests

Interests are things that your character cares about.

Your character has various interests based on their aspects. Each character has a number of interest points for each aspect equal to the larger of the two ability scores for that aspect. You may put up to two points into each interest.

Interests cannot be simply one of your character's skills. For example, they cannot simply have an interest in fencing if they are someone who uses a rapier. Instead thy might be particularly interested in the history of rapiers, blade making, 1 on 1 dueling, or perhaps are part of a regular fencing group.

Interests must be at least a subset that covers fewer than half of your character's expected uses of a given skill. There are three different interest groups, one for each aspect.

Devotions

Social interests are devotions. Some examples are faiths, social causes, teaching, entertainment, celebrities, ideals, convictions, bringing word of Tarlek's loathing to unbelievers, etc.

Devotions are things your character doesn't want to give up. These tend to be things that are integral to the character's identity, and are often linked to social circles they tend to be involved in.

Topics

Mental interests are topics. Some examples include mechanics, philosophy, gardening, the history of dueling in Southside, etc.

These are things your character loves to discuss and learn about. These tend to be things that are on your character's mind a lot.

Activities

Physical interests are activities. Some examples include spelunking, sports, climbing, swimming, constructing miniature aerial circus automatons from bits of scrap, etc.

These are things that your character loves doing, whether or not they are good at them. These tends to be things your character does during their down time for fun, enjoyment, or relaxation.

Using Interests

Once per scene per interest, when you are making a roll that is related to that interest, you may upgrade that roll by the total points invested in that interest. You may apply multiple interests to a single roll if they are applicable.

Characters that know they have similar interests get social bonuses when interacting. The each character's social defense targets are reduced by the other character's points in the interest.

For example, Berk has a 3,1 Appeal defense and 2,1 Empathy defense and a 1 point activity interest in swimming. He's talking with a city guard who has a 2 point interest in swimming. Berk's social defenses to the city guard are reduced to 1,1 each (we don't reduce success targets below 1). The guard's social defenses are also reduced, but only by 1.

A character can use trickery to attempt to fool others into believing they have similar interests as another character (see Trickery (Empathy), page 60).

GM Note: Make sure to learn the interests of the characters in your group. Try to include some of those interests every session. This can be fertile ground for you and your players' creativity!

Flavor Words

Aspect Prime enforces word counts on characters talking during encounters. This prevents monologues where other characters don't get any actions. The word count (10 words per quip) represents a certain amount of focus that is needed to say whatever it is.

Some words come to our minds easier than others. Each character has one or more flavor words that never counts towards this word limit. The articles "the," "an," and "a" also never count towards total word count. However, these free words can never be used to more than double the actual total word count.

Your character shouldn't have more than a couple of flavor words. They might be favorite responses, catchphrases, or maybe just a pet name for everyone they meet. Some examples:

- Alrighty (sarcastic disbelieving character)
- Axe (the character's favorite weapon)
- Believe me (con artist)
- Blasted or Blast (perhaps as a curse word)
- Chill (a character that specializes in cold)
- Darling (posh but friendly)
- Eldar or Eldar's (the character's deity)
- Excellent (enthusiastic optimist)
- Friend (outgoing but a bit clueless)
- Fun (happy-go-lucky)
- Great, perfect (exaggerating)
- Hooray (celebrates the little things)
- Honey (sweet but patronizing)
- I Want (bossy character)
- Me, My or I (egocentric)
- Mraow (cat character)
- My pet (sweet character)
- Neighbor (friendly and down to earth)
- Precisely (studious)
- Quite so (calm and well-learned)
- Ruffian (posh but paranoid)
- Somehow (unbelieving)
- Sorry (obsequious or low confidence)
- Thanks (considerate)
- True (thoughtful)
- We and They (always choosing or creating sides)
- What (always confused)
- You'll see (keeps folks guessing)
- You know (deferential and vague)

You need not choose flavor words right away, but should choose them once you understand your character's personality. Flavor words are not a required part of Aspect Prime, but having some can help you get into character quickly.

Character Mechanics

While your character is a being and personality of your own creation, in Aspect Prime we need to be able to resolve conflict. To that end, your character sheet will have ability scores, skills, items, talents, a combat role, defenses, and health pools. You will also need to select your character's species, background, and interests.

We will talk through each part in brief here, then in detail after.

Ability Scores are your character's base qualities. How strong are they? How agile? Do they think quickly on their feet? Are they well-learned? Is your character well liked by others? Do they understand people? These are used for defenses, health, and basic skills.

Skills are broad categories of knowledge and expertise the character has practiced and learned or is just naturally good at. This includes basic skills like athletics, science, and customs as well as trained skills such as swinging a sword, tossing fireballs, or manipulating time. Each skill has a related ability score, maybe some gear, and a resulting dice pool of A, B, and C dice. For Trained Skills, you choose the associated Ability Score.

Designer Note: We initially had trained skills only usable by specific Ability Scores, but we found that hindered creativity too much. Who are we to say your warrior doesn't use their Savvy ability score to power their Blade skill. Why couldn't a mage's Evocation skill be powered by her Empathy?

Your **Power Source** is how you can boost your abilities so they are stronger. Each Power Source does this differently. When you pick your Trained Skills, you get to choose what Power Source to associate with them.

Talents are ways you use your dice pools to succeed in encounters. This can be uses like distracting targets with your entertain skill, bolstering allies with your leadership skill, or slicing a foe with your blade skill. All characters can use the Basic Talents (page 169 for the full list), as well as Prime talents from skills they have ranks in. Characters can also purchase more talents from Basic Skills that have ranks, their Combat Role, Power Source, and Trained skills.

Combat Role gives you a few base talents for free as well as a pool of additional talents you can purchase that specifically help you contribute to encounters according to your role.

Items can be gear or equipment. Items that improve your skills' dice pools are called gear. Items that do not are equipment.

Defenses are based on your Ability Scores, Skills, and Gear. When a skill is used to affect you adversely, this is the difficulty target the opponent uses to determine success. Each aspect has two defenses, corresponding to the two ability scores. When you are attacked in aspect, you choose which one to defend with.

Health is a set of pools that determine how much damage it takes to neutralize, hobble, humiliate, flummox, chasten, baffle, or otherwise defeat a character.

Species in Aspect Prime determine some additional basic physical traits such as size, kind of vision, movement speed, and additional skill bonuses. Species have unique traits, perks, and culture as well.

Backgrounds in Aspect Prime determine a few additional skill bonuses or perks, usually based on your career or the career of those who raised you thus far.

Interests are things your player is interested in. Topics, devotions, and activities that are part of your character's every day.

Rituals are magical spells your character knows how to use. These are less reliable than just regular talents, and some cost material components. They can be learned by purchasing some ritual talents.

All of these elements tie together to answer two questions.

- Who is my character?
- How do they handle conflict?

These determine how your character contributes to the story.

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Ability Scores

Your character's six base ability scores mainly determine how strong your basic skills innately are, and how good you are at defending against different kinds of attacks (even mental or social ones).

The ability scores are Brawn, Dexterity, Genius, Savvy, Appeal, and Empathy. There three aspects – Physical, Mental, and Social. Each aspect has two attributes – a Power and an Agility. Power is the ability to endure difficult situations, and Agility is the ability to avoid difficult situations.

All ability scores are a value of 1 or more. 1 is considered weak, 2 is average, 3 is good, and 4 is impressive.

You have 15 Ability Score points you can distribute among your character's ability scores. The lowest score you can have is a 1, the highest a 4. You may only have one 1.

Most characters start with the following scores in any order: 4, 3, 3, 2, 2, 1. This is called the standard array.

Design Note: The other optional starting array is 3, 3, 3, 2, 2, 2. This is not highly recommended, but can work. The downside is that is your best die pool is BCC and best defense has a 3 ST. The upside is that no specific ability score is a weakness.

As the character advances, they will get additional ability score points that they can use to upgrade their ability scores. It costs 1 ability score point to upgrade to the next ability score.

Physical

Physical is about the body and how your character moves, resists, dodges, and the quality of their raw muscle. Their Physical aspect determines how well they can stand in the front line of combat.

Physical is about acrobatics, stamina, movement, force, and strength.

Their physical ability scores are Brawn and Dexterity.

Brawn (Physical Power)

Brawn represents your character's raw muscle mass and brute force capability. The three basic skills for brawn are Athletics, Durability, and Intimidate.

Dexterity (Physical Agility)

Dexterity represents your character's speed and flexibility. The three basic skills for dexterity are Nimble, Precision, and Stealth..

Mental

Mental is about the mind and how your character learns, knows, discovers, and creates. Your character's Mental aspect determines how well they perceive, plan, and manipulate the battlefield.

Mental is about knowledge, belief, intuition, cleverness, plans, learning, focus, truth, and reason.

Your character's mental ability scores are Genius and Savvy.

Genius (Mental Power)

Genius represents your character's raw mental power and knowledge. The three basic skills for Genius are Craft, Lore, and Nature.

Savvy (Mental Agility)

Savvy represents your character's quickness of thought and how they intake information. The three basic skills for Savvy are Perception, Tactics, and Vigilance.

Social

Social is about the heart and how your character influences and understands the desires of others. Their Social aspect determines how well they can aid their allies and affect the will of their foes.

Social is about charisma, confidence, respect, influence, friendship, spirituality, motivation, and discipline.

Your character's social ability scores are Empathy and Appeal.

Appeal (Social Power)

Appeal represents how other people react to your character. The three basic skills for Appeal are Charm, Entertain, and Leadership.

Empathy (Social Agility)

Empathy represents your character's ability to read and navigate others' intellectual and emotional states. The three basic skills for Appeal are Customs, Shrewd, and Trickery.

Skills

Skills are how characters in Aspect Prime resolve conflict and overcome difficulty. Purchasing Skill Ranks during character creation and character advancement is one of the ways your character gets better at using particular skills. You will also get some Skill Ranks from your character's Species and Background.

There are two skill groups: Basic Skills and Trained Skills.

Basic Skills are skills all characters can use, even without any Skill Ranks. Each Ability Score has three Basic Skills associated with them, and we discussed those in the Ability Score section earlier.

Trained Skills require Skill Ranks to use them. These tend to be skills that are more combat oriented. Trained skills come from one of the five Power Sources: Arcane, Divine, Elemental, Martial, and Supernatural. Trained skills within each Power Source tend to work well together, though characters can take a mix of skills from all five power sources.

Similar to how the character earns ability score points, they will get skill points that they can use to upgrade their skills. Use the following chart to determine how many skill points are needed to upgrade a skill rank. The cost to upgrade a single rank is equal to the difference in ranks.

Cost to upgrade a skill	New Skill Rank					
Score	1	2	3	4	5	6
Value	1	2	3	4	5	6
Cost to upgrade	1	1	1	1	1	
Minimum Level	-	-	2	5	12	

Picking Skills

The standard array for skills is 3, 3, 2, 1. You may apply these to any skills you like.

These skill bonuses will stack with skill bonuses from your Species and Background. However, the skill rank cap at first level is 3, so you cannot use these bonuses to increase any skill above 3.

Upgrading skills works the same way as upgrading ability scores.

Note: By putting the standard array together with a background and species, you can potentially get 3, 3, 3, 3, 3, 2. Like so:

Array	3	3	2	1		
Species			1	1	1	
Background				1	2	2

Prerequisite to Use

Each skill has a prerequisite in order to use it. Basic skills all can be used at any time, but are downgraded if the character is damaged. Trained skills have situational prerequisites, such as having access to a certain type of weapon, being around specific elements, etc.

Skill Challenges

Any skill can be pitted against the same skill. These are simply opposed skill rolls. The losing participant(s) take damage in that aspect equal to the difference of their roll and the winning roll.

Usually, the first one wounded loses. Some examples are using Athletics rolls to arm wrestle, opposed Tactics rolls to win a game of chess, or opposed Trickery rolls to win at poker.

Talents

Talents give characters additional flexibility when overcoming obstacles in scenes. There are three categories of talents.

Basic Talents. Anyone can use a basic talent. Basic talents do not need to be purchased. All characters have all Basic Talents (see Basic Talents, page 169).

Basic talents are formatted like this text box.

Prime talents. Every skill set has one or more Prime talents you get for free when you have a rank into the skill or are wielding gear for this skill. It does not cost you a talent point. Each Role has a several Prime talents you gain simply for having that Role as well.

Prime talents are formatted like this text box.

Tier talents. In order to gain the other talents in the set, you must spend one talent point per talent you wish to learn.

In order to learn Tier talents, you either need a talent of the previous rank from that skill or you have purchased a number of ranks in the skill equal to the Tier of that talent (see Skills, page 13). If you don't have any ranks, that means you cannot learn any Tier talents from that skill.

For instance, if you want a Tier 2 talent from a skill, you must either have a Tier 1 talent in that skill or two ranks in that skill.

Tier talents are formatted like this text box.

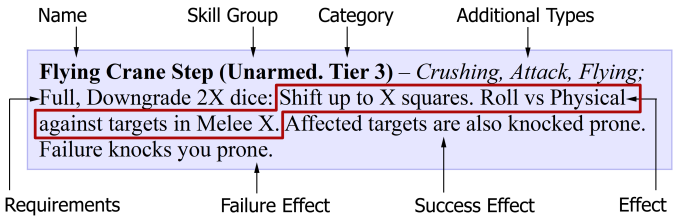
A level one character purchases 4 talents of this category.

Reading a Talent

Talents are made up of (in order):

- Name
- Skill Group
- Category (Basic / Prime / Tier)
- Additional Types (Attack, Stance, Etc.)
- Requirements
- Effect
- Success Effect (if any)
- Failure Effect (if any)

For this section, we will consider the following Unarmed talents: Flying Crane Step, Cramping Strike, and Death Brand, as well as the Striker talents.



Cramping Strike (Unarmed. Tier 2) – Spend 4 Physical Edge: Affected targets are immobilized, save ends.

Death Brand (Unarmed. Tier 4) – *Modifier;* Downgrade X dice: Affected targets take X damage at the end of their next turn if they stay in the same square.

The first bit before the parentheses in a talent is the **name** of the talent. These talents are, of course, Flying Crane Step, Cramping Strike, and Death Brand. Note that talents with the same name function identically, but can only be used when that skill's usage prerequisite is met. Unarmed talents require the user is mobile.

Inside the parentheses, we specify the associated **skill**, and the talent **category** (Basic, Prime, or Tier). These talents are Unarmed and Tier 3, 2, and 4, respectively.

After the parentheses before the colon, we specify **additional keywords** (if any), and then the requirements to use that talent. If there are additional keywords, they are specified first in italics, and then a semicolon before the requirements.

The Flying Crane Step talent has Crushing, Attack, and Flying in addition to the keywords of Unarmed (the skill), Physical (the defense it is targeting), and Martial (the Power Source for Unarmed). Cramping Strike has no additional keywords. Death Brand adds the Modifier keyword.

Next are the **requirements**. Flying Crane Step requires the use of a Full action, and downgrade dice in a multiple of 2 to power some additional effects. The X here is how many multiples of 2. When a value for X is chosen as part of a requirement, that is the same value for X in the rest of that talent.

Cramping Strike requires just the expenditure of some Physical Edge. We can't use that without using some talent to make a roll that has the Physical keyword first. So we'll use Flying Crane and hope to roll some Edge to use the Cramping Strike with.

Death Brand has the requirement of ↓X dice. Because it is a modifier, we can use it to modify Flying Crane. This X is separate from the previous one because this is a new talent. So if we combine this with Flying Crane, we would downgrade an additional different amount of X dice.

Tananda has been ambushed by some goblin fodder. She's dealing with 5 of them, two flanking her to the left and right, and three more two squares in front of her. They are in a perfect formation for a Flying Crane Step.

She's going to use her ABCC Unarmed dice pool to take them down. She downgrades 2 dice for Flying Crane Step, getting us an X of 1. Shifting 1 square will get her in the middle of all 5, and a melee of 1 will let her hit all 5 at once. She will downgrade an additional 4 dice for Death Brand, for a total of 6 downgrades. That doesn't give us much left to work with. But since she really wants to take these mooks down, she's going to spend her Action Point to get 3 immediate upgrades. That means she could potentially roll ABBB, ACC, BBC, or a few other options. Because she wants to use Cramping Strike to guarantee damage from Death Brand, and Goblin Fodder are fairly easy to hit, she uses AAAAAB in order to maximize her chance to roll Edge and still probably hit.

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After the colon is the **effect**. Section. If there is a roll involved, you will see 'Roll vs [a difficulty target]', followed by targeting information.

For Flying Crane Step, the effect section is a shift of X, then an attack that targets all enemies in Melee of X, rolling Unarmed (whenever you see "Roll", it means to roll the dice pool for this talent's associated skill) against the Physical defenses of those targets. X could be zero, though with Flying Crane Step that means Melee 0, which only lets you hit creatures in the same space as the attacker.

Cramping Strike's effect inflicts an ongoing immobilize.

Death Brand's effect deals damage to a target if they don't move. If we used 0 for X in the requirement here, it would do 0 damage, so this will need to be a 1 or greater to be effective.

An area discussing 'Affected foes', 'Impaired targets', or 'Success means' is the **success effect**.

If the talent is an attack (see Attack (Keyword), page 15) and no alternate success effect is specified here, success translates to damage to the targets. Whenever rolling against a defense, excess successes beyond the success target are always converted to damage to the target defense's health unless specified otherwise. So in this case rolling 5 successes against a success target of 3 would deal 2 damage and knock the target prone.

In Flying Crane Step, we can see that affected targets are knocked prone. An important note is that Flying Crane Step says "also" knocks targets prone. This means that the talent will still do damage as well as knocking the opponents prone.

Cramping Strike has no success effect, as it isn't part of an actual attack, just an outlet to spend Edge after an attack succeeds.

Death Brand, however, tacks an additional success effect onto whatever it is used to modify.

The only talent of these three with a **failure** state is Flying Crane Step. Failure knocks the user prone. This means if the user does not manage to hit any enemies with the attack, they are knocked prone. As this attack is most effective when leaping into a group of enemies, failure is a pretty bad option. If there are several enemies, this attack only has to hit one of them to avoid failure here.

Tananda rolls a 2,9 against the goblins. Their best Physical defense is a 2,3. She succeeds with no additional damage (her 2 successes are enough to reach a success target of 2, but without excess successes). Since she succeeded, she knocks them prone with Flying Crane Step's secondary success effect and she can use her Edge against them.

After subtracting 3 from their defense's Edge target, she has 6 remaining Edge she can use. She uses 4 for the immobilize, and since she is a Striker, spends the last two Edge to upgrade her successes by 1. She deals 1 damage to them all with the attack because of her Striker ability.

Because the goblins are now prone, they will have to get up to be able to attack effectively. Because they are immobilized, they can't even get up in the first place. At the end of their next turns, they all take 4 additional damage because they are immobilized, which is enough to physically defeat them.

Keywords

Any successes, Edge, or crits that result from use of that talent are considered to have those keywords. The talent's associated skill, ability score, aspect, and target aspect are also applied as a keyword to those results. This can be relevant when another talent can only spend results of a specified keyword.

Not all talents have additional keywords.

Descriptor Keywords

There are a number of keywords that are only there as descriptors or for other talents and abilities to specifically reference them. Here is a non-exhaustive list of a few of those:

Agile, Bonus, Buff, Check, Debuff, Feral, Knowledge, Movement, Planning, Primal, Stable, Summon, Teleport.

Delivery Keywords

These are keywords that specify how the roll is delivered, either in game or in some cases in real life.

Attack (Keyword)

Attacks typically provoke a return attack in response, even if it misses. All successes from attack talent rolls deal damage of the keyword of defense they target unless specified otherwise. Anything else listed in the talent is in addition to the damage dealt from successes.

Actions without the Attack tag won't typically provoke a physical attack in response initially. These are usually social or mental assaults in which a physical attack response could be interpreted as weakness. Recpients will typically respond in kind.

That said, there is such a thing as fighting words. Any roll that results in wounds will trigger self-defense of attack or flight.

GM Roll (Keyword)

This is a roll that should be made in secret by the GM, as the results would be a spoiler. This includes stealth (are you SURE they didn't see you?), rope tying (you are pretty sure the knot will hold just fine) and so forth.

Grapple (Keyword)

You cannot use weapons in a grapple unless they have the unarmed keyword. Whenever you hit with a grapple, you automatically move into the space occupied by the target, unless specified otherwise.

Modifier (Keyword)

Modifier talents can only be used to modify other talents that have Rolls in them. Generally this is because these talents are used to modify the dice pools used for other talents. Death Brand is a good example of one of these.

Quip (Keyword)

Quip means that this action is accompanied by a quip of 10 words or less. Quips must convey the meaning of the action.

A quip is one or more sentences that total around 10 words or less. We use quips to measure speaking in combat or other stressful situations in order to keep the action moving and to allow other characters to have a chance to speak.

Quips take a maneuver action to perform. All Vocal powers are delivered by quips. Using a quip is an obvious action, perception DT 1 to notice. You may attempt to use Stealth or Trickery to hide the command from creatures other than the target of the quip.

Stance (Keyword)

Stances are talents that change the way your character behaves in a specific way. Some will give you increased damage, defenses, mobility, new attacks, or any number of other things. You may only use one stance at a time. Starting a stance immediately cancels any other stances. You cannot be in a stance while resting (because resting is a stance).

You may choose any stance you have to be your default stance. If you do, you are presumed to be in that stance whenever you are not resting or specifically in another stance (as long as you have

opportunity to pay the action cost to change into that stance). However, as some stances impose movement and action penalties, these penalties need to be compatible with your normal behavior. Otherwise, it is assumed that you always revert to the universal talent Alert Stance (see Passive Skill Checks, page 50).

Some stances specify that you can end the stance as a certain kind of action. You must use that action to end the stance before starting another stance. Unless a stance specifies otherwise, ending a stance is a free action. If you end a stance without starting another stance, you are in no stance at all.

When a stance has one or more element keywords associated with it, all basic attacks and attacks from the same Skill that you use while in that stance also gain those element keywords.

Suggestion (Keyword)

Suggestions are a way to convince other characters to do what you want. A suggestion talent gets delivered with a free quip, which is not only used to describe what the attacker is trying to get the target to do, but for the target to interpret the attacker's request to the best of their ability.

Vocal (Keyword)

Ranged vocal attacks do not require line of sight, only that the target is within range. However, vocal attacks work better on creatures that can hear, see, and understand you. You have ↓2 to hit with a Vocal attack if the target cannot either hear, see, or understand you. If more than one of these states (cannot hear, see, or understand) are true, the target is immune to the attack. Note that whether or not you see your target has no affect on your vocal attacks.

Whenever you use a vocal power, you get one or more free quips (see Quip, page 15) to deliver it. A vocal power that uses more than one action (such as a Full action or a minute action) will give you up to one free quip per action (2 for a Full, 20 per minute).

Creatures that only have vibrosense, heatvision, echolocation or another rough sense that does not give a continuous detailed view of the target do not count as able to see you. This means that vocal attacks will not work at all on some monsters.

Weapon (Keyword)

Weapon means that this action is delivered by a weapon. The Weapon Gear Perks from the weapon being used will apply to this talent's results.

Keywords

Keywords specify a kind of element that is present during the attack itself. These keywords bring extra functionality that can be useful in non-combat situations as well as in combat.

Some talents list two or more element keywords in an or list at the beginning of the additional keywords area. When a character uses that talent, they choose one of those keywords. The talent gains that keyword.

For details on what each element keyword can be used for, see Keyword Functions in the Adventuring chapter, page 105.

Talent Requirements

After the semicolon, but before the colon, we specify requirements to use that talent. You must satisfy all requirements listed in a talent to use that talent.



Action Cost

Action Costs specify the action type you must spend to use the talent. It has an action cost if it specifies Major, Maneuver, Free, or Quick. Talents without a specified action can be used at any time (such as the talent Cramping Strike).

Downgrade or ↓

Downgrade or ↓ means you must downgrade the dice used in any rolls made by the talent by the number specified. Sometimes there is an X specified here. This means you can choose how many dice you are downgrading, with the value you choose affecting the talent's effect. Sometimes there is a number like 2X. This means for every 2 you downgrade, increase your X value by 1.

Spend Edge / Crits

These talents require that you spend some edge or crits in order to get the effect. Sometimes a keyword is specified. This means the character spending it must have that keyword in the roll that generated the Edge. For instance, Cramping Strike requires that the Edge has the Physical keyword. It will have this keyword automatically if the target is Physical or a Physical defense.

Spending Crits works the same way. However, it is important to note that Crits are not the Successes on that side. When a Crit is spent, it does not negate the 3 Successes that were rolled with it.

Engage X Dice (requirement)

These talents require that you downgrade some dice for a duration. You can never downgrade more dice than you have in the skill that gave you this talent. When you engage dice, it downgrades dice for ALL of your skills for that duration.

These are usually used to give you some sort of defensive bonus or to use some non-combat ability.

Perk (requirement)

Perks are effects that are always true.

Sustain (requirement)

A sustain requirement means that you must expend whatever the sustain requirement is every turn or the effect ends.

Active (requirement)

This is a talent that can only be used by an active character. This means it must be done during their turn.

Success (requirement)

This is a talent that can only be used in conjunction with an action that succeeded. No excess Successes are required, just a meeting of the Success target.

Variable (requirement)

Variable means the action used for this talent varies, usually based on the Time table (see Time Modifiers, page 50).

Effect

After the colon is the Effect section.

Roll vs Difficulty Target

This talent targets another character's defenses. Roll the appropriate dice pool (the one for this talent's skill) and compare it against the specified DT to determine success and Edge.

Some talents might be less specific than a skill, but specify an ability score, aspect, or even just any. The character can choose any skill they have that fits in that category for this roll.

Targeting

Most talents target a single creature. Area talents are used to affect multiple characters in a group.

If the target does not list you as a target, you are not affected. However, when it says each creature, that means each creature in the area, including allies and enemies, but not yourself.

Sometimes a target is even more specific, such as 'One creature that you hit with a fire power this turn'. You can only use the power if there is a target that meets that requirement.

Allies and Enemies

Allies are characters your character believes are working with them in the encounter, or at least those your character wishes to aid.

Foes, Enemies, and Opponents are the words for the same thing: antagonists to your character.

Targeting allies with powers that have 'each creature' can change the effects. For example, something that would slide a foe instead will move an ally. These differences are noted under the effects in the combat chapter.

Line of Sight

Line of sight is a check made in order to tell if you can affect a target. If there is anything solid that wholly blocks the target square from your square, you cannot affect targets in that square. You do have line of sight through the bars of a prison cell, but you do not have line of sight through a solid ice sheet.

For example, if you are looking through a thick glass window, you would have to break through the window before being able to affect targets on the other side. In such a case, you could fire an arrow at a target behind a window, but the arrow would have to do enough damage to destroy the window, and the remaining damage would hit the target.

Melee

Melee attacks can affect creatures within the specified range. When it is listed as simply Melee (with no number), it means the range is specified by the weapon being used and the user's natural reach (see Reach Weapons, page 100). Melee 3 means the range is up to three squares away from the caster. Melee attacks let you choose your targets within the range.

Ranged

Ranged specifies the distance from the caster the targets can be. Range is the distance between you and a target. Range is measured in squares, hexes, or increments of five feet.

A ranged attack provokes Quick Strikes from adjacent foes that can make quick actions.

Ranged attacks always let you choose your targets.

Range Increments

Range Increments (or RI) are increments of 5 squares for medium-sized characters, 4 squares for characters smaller than medium, and 6 for large creatures (see Size for details, page 22).

Area (Area of Effect)

Area is an area of effect where each creature in the area can be targeted by the power. They are cubes with lengths on each side equal to the area's size. One of the squares of the area must be with in the range specified.

A melee area 3 for instance is a 3 x 3 x 3 cube where one of the squares of that area is in Melee range of you.

An RI 3 area 4 is a 4 x 4 x 4 cube where one of the squares of that area is within 3 range increments (15 squares for a medium-sized character) squares of you.

Line (Area of Effect)

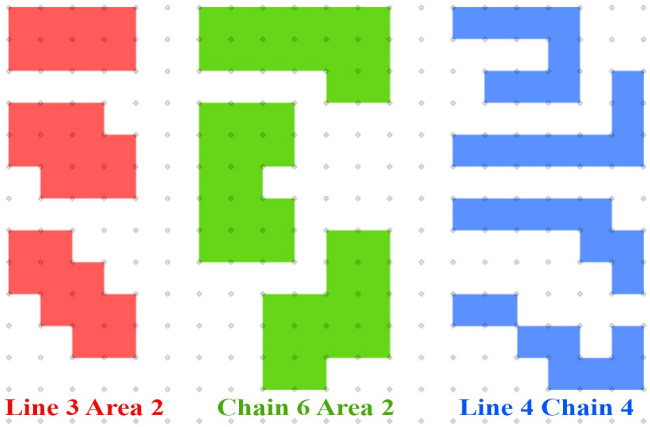
Lines are a special kind of Area. A line is defined by drawing a straight line from the center of the starting square towards any other location. Each square that the line passes through is affected, up to a number of squares equal to the specified length. An adjacent line's starting square is always adjacent to the caster. A ranged line's starting square must be within range, though its ending square may be further. Lines are only one square tall.

Chain (Area of Effect)

Chains are a special kind of line that does not have to be straight. Chains are a contiguous number of squares equal to the specified length. Except for the ends, each square of the chain must be adjacent to at least 2 other squares in the chain. Unlike lines, diagonally adjacent squares are not allowed. Chain squares can be stacked vertically and the squares of a chain can be tightly packed together if desired. For example, a chain 8 could be arranged into a 2 x 2 x 2 cube.

Combining Areas Types

When an Area is combined with a Line, each "square" of the line is the size of the Area. So a line 3 area 2 is either a 2x4, a 3x4 with a square removed from two opposing corners, or a 4x4 with three squares removed from the opposing corners.



Combining an Area with a Chain works the same way.

When a Line and Chain are combined, they are attached end-to-end. So a Line 4 Chain 4 is 8 squares long.

If you have more than one talent giving the same area type to an effect, just add the values. So an Area 3 + Area 4 is just an Area 7.

Areas and Size

Area, Lines, and Chains are the same size and shape in squares, no matter what size character is using them.

Partial Area Overlaps

If an area overlaps a square that a target is in, it counts as affecting that target. This means a Colossal creature who only overlaps a single square of your area attack will be targeted by the attack. It also means that a Puny creature's ¼ x ¼ area can affect a Medium creature in the square their targeting area overlaps. See Size for further details on Space (page 22).

Save Ends or Ongoing Effects

Some talents can be used inflict ongoing effects. These effects are marked with "save ends". When an effect is ongoing, it remains in place until the effect is saved against (see Saves, page 10).

Ongoing Status Effects

An ongoing immobilize would mean the target cannot make move actions until that ongoing effect ends.

Stacking multiple status effects of a similar type works differently depending on the category of effects.

For movement status effects (slowed and immobilized), take the highest slow value then add one for each other slow applied to the character. A character's speed will never drop below 1 unless they have an immobilize effect on them, however.

For action status effects (distracted, dazed, and staggered), the highest debilitation of all the action status effects is the applied effect.

Ongoing Damage

Ongoing damage deals damage to the character every turn, at the beginning of their turn.

This means that unless the creature is granted a save, that creature will take the damage at least once, and possibly again on subsequent turns if the save is failed. This damage occurs when the creature's turn comes up, delaying one's turn does not delay ongoing damage.

For ongoing damage, take the highest of all the damage of the ongoing damage effects, then use that value plus one ongoing damage effect. For keyword vulnerability, all the damage is treated as all keywords at once. For keyword resistance, the resistance is applied to those ongoing damages first before combining them.

For example, if a character has ongoing fire damage 3 and then is hit with an attack that gives ongoing fire damage 4, the total ongoing dame is now 5. If one of those effects ends, the other then applies as normal.

Action Status Effects

Action status effects are status effects that affect your number of actions per round. When a creature has multiple action status effects on it, only the strongest one affects it.

For instance, consider a foe that is staggered until end of turn and dazed (save ends). Until the stagger wears off, they are staggered. But when the stagger wears off, if the target hasn't saved against the daze, they are dazed instead.

Staggered

When you are staggered, you only have one maneuver action per turn and grant leverage to all adjacent enemies. You cannot take free actions or quick actions and you lose your major action. You can use action points to get major action as normal. Staggered is the strongest action status effect.



Dazed

When you are dazed, you lose your maneuver and free actions and only have one major action and one quick action per turn. You can still take free actions and quick actions and use action points.

Distracted

When you are distracted, you only have one major and one maneuver action per turn. You lose your free action. You can still use quick actions and action points. Distracted is weaker than dazed.

Forced Movement Status Effects

Force movement effects are effects that move enemies around the battlefield. These moves do not trigger things that a move or even a shift would, their purpose is merely to put foes in disadvantageous locations. The three types are push, pull, and slide.

If a creature attempts to forced move a foe over rough terrain, off their mount, or off a ledge, the target gets a Nimble roll to stop the slide in the square before the rough terrain, pit or chasm. The DT is the number of squares of movement remaining, if any, plus one if the attacker is a controller.

If a creature is slid into a solid object, any remaining squares of the slide are converted into physical damage.

Slide effects can be used on allies if they get hit with an ally's attack that has a push, pull or slide. Slide effects used on allies are converted to normal movement for that ally, thus triggering reaction attacks like a normal move. This movement is also reduced by slow, hinder and rough terrain. Direction of the movement is still directed by the instigator, not the target.

Some slides specify a specific kind of movement (such as a flying slide). The target is treated as having that movement type temporarily for that slide if they don't already have it.

Slide

Slide is the most flexible, allowing the attacker to choose where the target goes, up to a number of squares indicated by the slide. A slide 5 for instance would allow the attacker to move the target up to 5 spaces, each move in any direction. A single slide can be used to move characters around corners if it is long enough.

Push

Push is simply a slide where every square of movement must be away from the source (the attacker unless specified otherwise). A push of one square always has three possible squares the target could be pushed to (assuming the squares are empty).

Pull

Pull is the opposite of push, meaning every square of movement must be towards the source. If a target is pulled any closer than to an adjacent square, they do not enter the occupied square. There are always three possible squares a target can be pulled to unless the target is adjacent to source.

Leverage

Leverage is a situational benefit. When a creature has leverage on a target, they gain Savvy upgrades to hit that target or use skill checks against that target. Here are some ways to gain leverage on a target.

- A threatened cornered foe grants leverage to those threatening them. A cornered foe is a foe who has no squares it can move into that are not impassible or threatened by a foe.
- A staggered or prone creature grants leverage to adjacent foes.

When a foe is successfully surprised by a creature they are unaware of, that creature gains leverage against that foe until the end of the creature's turn (see Perception (Savvy), page 58).

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Movement Status Effects

Movement status effects are status effects that only affect your movement ability. Like the action status effects, only the strongest effect on a creature affects it. However, a creature can have an action status effect on it and a movement status effect on it at the same time.

Immobilized

When you are immobilized, you cannot move, shift, drop to prone, or get up from prone (if you are prone). You can still be slid, pulled, pushed, and teleport, or be teleported.

Slowed X

When you are slowed, your move speeds are reduced by X to a minimum of 1. You may still convert your major action into maneuver actions. Any ability that you use that allows you to shift a number of squares will only let you shift a maximum of 1.

Sensory Status Effects

Sensory status effects are status effects that only affect your senses. The sensory status effects are: blinded, deafened, and numbed.

Blinded

Blinded creatures treat all visual perception checks as 0 and treat all targets as if they were invisible.

Deafened

Deafened creatures treat all auditory perception checks as 0 and treat all targets as if they were silenced.

Numbed

Numbed creatures have a ↓2 penalty to all die rolls.

Temporary Composure

Sometimes you are granted temporary composure. These increase your composure pool. They do not affect the composure damage you have taken, even when the temporary composure go away.

For example, a character with a composure pool of 7 gains 4 temporary composure. Their composure pool is now 11. They take 10 damage and it all goes to their composure. Once they lose those temporary composure, their composure pool is reduced to 7, but they still have 10 composure damage in that pool. Any further damage dealt to them will go right to wounds because their composure pool is full. Excess damage already in the composure pool does NOT go to wounds, it remains in the composure pool. If the character is healed 2 composure, they now have 8 composure, so damage would still go right to wounds.

Like other bonuses, temporary composure do not stack unless they have unique names.

Until Your Next Turn Ends (or UYNTE)

Many effects last until your next turn ends.

This means that at the end of your next turn, after you have a chance to do your turn's actions, the effect ends.

You cannot extend this by delaying your next turn. The effect then ends when your turn would have happened.

For One Turn (sometimes FOT)

This effect lasts until your next turn begins. You cannot take any actions on your turn before this effect ends. You can, however, use a free action just before your turn begins, if it has not been used yet.

Other

Here are miscellaneous other status effects.

Aloft

Aloft means the target is hovering in the air, but granted no movement ability. Aloft creatures can be affected by slide effects. Aloft is effectively Hover 0. If an aloft creature has flying movement speed, they can move at half speed using that movement.

Charmed X

Charmed creatures have their attitudes shifted up by X times 5 temporarily. See Attitude Definitions, page 125. Multiple Charmed effects do not stack, the highest effect wins.

Disoriented

Disoriented creatures cannot use non-Basic talents.

Invisible

Invisible creatures gain a +5 bonus to stealth DT against visual perception checks. Invisible creatures gain a concealment bonus to defenses equal to Dexterity.

When attacking invisible creatures with attacks that are not areas, the attacker must pick a square to attack. If the creature is not in that square, the attack automatically misses.

Creatures may attempt an auditory, scent, or visual perception checks to find invisible creatures as a maneuver action. If they succeed, they find the square the creature is in and gain Savvy attack upgrades until they leave that square.

Polymorph

When a creature polymorphs into another creature, they look like the creature and become that creature's size. They do not gain or lose any memories or knowledge (such as languages). Physical defenses and hit points get adjusted for size (see Size, page 22), but other defenses, skills, and stats do not change.

Unless the ability used to polymorph specifically notes that it aids in disguise checks, the only way that polymorph will aid in impersonating another target is by allowing one to gain the species, general coloration, and visible gender markers of that target. Polymorphing won't grant exact facial features of a specific creature, for instance.

If the creature polymorphed into is of a different size or different morphology (humanoid, beast, arthropod, etc.), all equipment falls off during the transformation.

When polymorphed into a creature that is of a different morphology, the polymoprhed creature loses the ability to speak languages the new creature species is unable to speak.

Prone

While prone, non-adjacent creatures have ↓2 to hit you and the prone creature has a ↓2 to attack rolls. Prone creatures grant leverage to adjacent foes (see Leverage, page 18). Getting up from prone is a basic maneuver unless immobilized. A prone creature's speed is reduced to 2. Getting up from prone does not provoke Quick Strikes from adjacent foes. Dropping to prone position is a free action.

When you are knocked prone, your current stance ends.

Silenced

Silenced creatures cannot be heard (this adversely affects Vocal powers). Silenced creatures have a ↓4 penalty to cast rituals.

Sleeping

Sleeping creatures lose all actions. They heal one composure at the end of each full round of sleep. If a sleeping creature takes wounds or composure damage, they immediately awaken.

Sleeping creatures usually fall prone at the beginning of their next turn. This does not wake them unless the fall for some reason causes them damage.

Weakened
Weakened creatures deal half damage with attacks.

Measurement in Aspect Prime
Measurement in Aspect Prime uses Imperial Units: feet, inches, miles, pounds, tons, etc. Here are some useful conversions.

Units in Aspect	
12 inches = 1 foot	16 cups = 1 gallon
5280 feet = 1 mile	7.5 gallons = 1 cubic foot
2000 pounds = 1 ton	1 round = 6 seconds

Squares
Squares are five foot by five foot by five foot units of space, or five foot increments of distance. Thus a ranged 5, area 3 power is really a 15x15x15 foot area (area 3) whose center is up to 25 feet (5 squares) from the caster.

A square is generally assumed to contain 5 feet of height, or an entire medium creature, even if that medium creature is at max height for a medium creature (7'5").

Square Units
Square units are a flexible measurement of volume. They are rectangular volumes whose sides add up to the number of square units or less. For example, 6 square units could be a 1x1x4 volume, a 2x2x2, or a 2x1x3 volume. A 6 square unit volume could even be 1x1x3 or even 1x1x1 if the caster desires. Square units of less than three are always 1x1x1.

Feet Units
Feet units are the same as square units, but in feet.

Inch Units
Inch units are the same as square units, but in inches.

Basic Talents
Here are the Basic talents all characters can use.

Basic Major Actions
Major actions (🖵) are most active skill uses and attacks. Characters get one major action each turn and can use it during their active turn. Here are several actions any character can use:

Basic Melee (Physical. Basic) – *Attack;* Major, Weapon: Roll vs Physical on a foe in Melee.

Basic Ranged (Physical. Basic) – *Attack;* Major, Ranged Weapon, ↓X+1 dice: Roll vs Physical on a foe in X+1 range increments.

Mental Assault (Mental. Basic) – *Quip;* Major, Vocal, ↓X dice: Roll vs Mental on a foe in X range increments. Success deals Mental damage.

Social Pressure (Social. Basic) – *Quip;* Major, Vocal, ↓X dice: Roll vs Social on a foe in X range increments. Success deals Social damage.

Sprint (Nimble. Basic) – *Movement;* Major: Move your full speed, and then move an additional number of squares equal to a Nimble roll if your previous action was not a movement action.

Run (Athletics. Basic) – *Movement, Stance;* Major: Move your full speed, and then move an additional number of squares equal to an Athletics roll if your previous action was a movement action.

Specify a named major action *(see Named Actions)*.

You may use a Major action to make a Maneuver.

Basic Maneuver Actions
Maneuver actions (▫) don't typically contribute directly to the conflict, but rather are used to get the character into a more advantageous position. The following are some maneuvers all characters can use:

Alert Stance (Any. Basic) – *Stance;* Maneuver: You make non-combat checks passively at (B + C dice, A + C dice).

Move (None. Basic) – *Movement;* Maneuver: Move your full speed.

You may use two move actions in a turn by using your Major action as a move action.

Shift (None. Basic) – *Movement;* Maneuver: Shift one square.

Shifting does not provoke Quick Strikes (see page 8).

Sub-Move Actions (None. Basic) – You can divide a movement action into multiple parts by subtracting some movement from it:

1 Move: Get out or put away a piece of equipment.

2 Move: Open a door, pick up something, or use simple equipment (drink something, put on a glove, flip a lever, etc.)

Focus (None. Basic) – *Movement;* Maneuver: ↑1 to your next die roll or defense *(no matter what it is)*. You may move one square.

Stand (None. Basic) – *Movement;* Maneuver: Stand from prone.

Scoot (None. Basic) – *Movement;* Quick, Spend 2 Edge: Move 1.

Specify a named maneuver action (see Named Actions).

You may use a Maneuver action to make a Free action.

Spending Edge
You can spend acquired Edge on a number of talents. Here are some universal talents that all characters can use to spend Edge. In addition, each character's combat role gives additional talents they can use Edge with (see Combat Roles, page 24).

Imperil (None. Basic) – *Debuff;* Success, Spend 2X Edge: ↓X to the target's defenses until your next turn ends.

Enhance (None. Basic) – *Buff;* Active, Spend 2X Edge: ↑X the next very roll made by you or an ally.

Rush (None. Basic) – *Bonus;* Active, Quick, Spend 3 Edge: Take an immediate extra maneuver action.

Lucky Break (None. Basic) – *Bonus;* Quick, Spend 6 Edge: Take an immediate extra major action.

Basic Skill Talents
Additionally, all characters can use the basic talents for each of the basic skills. You can look them up individually by skill (see Basic Skills, page 51), or you can see them all summarized at the end of the book in the Appendix (see Basic Skill Talents, page 169).

Renaming Talents
You can rename any talent you take. Just make sure to let your GM know and to keep track of where it came from by putting the listed name of the talent in parentheses.

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Talent Utility

Sometimes you don't want to decimate an entire room while trying to light a candle with a flame attack. Or freeze a cup of water with an ice power without shattering the glass. You might want to stagger your target without doing any damage. You may even want to single out your foes from a group of enemies and allies.

Talent utility lets you do that.

You can focus a talent's effects and area by adding a full action to the action cost of the talent. For example, a major action becomes a major + full action, a full x2 becomes a full x2 + full action.

For purposes of using action points with a timed power, the time is reduced before the full action is added. This means the previously mentioned full x2 + full action becomes a full + full action when an action point is used to reduce the multiplier. The simple way to think of it is that whenever you use Talent Utility, it always takes an additional full action.

Repeat and sustain talents do not require the full action for repeats or sustains, just the initial action.

When you use talent utility with a stance, the stance ends immediately at the end of your next turn.

Items

The main items we will discuss are your Gear. Gear is what affects your defenses and skill dice pools.

Equipment is the other kind of item you can have (rope, rations, and such), but you don't need to explicitly add those things to your character sheet. While on the adventure, you can use your Vigilance skill to have remembered to bring the rope and pitons that of *course* you would need when exploring a cave (see Did I Bring the Thing?, page 103).

Starting characters get 8 wealth ranks to spend on gear. Gear quality is based on the ranks spent on it.

The standard array for gear quality is 2, 2, 2, 1, 1. A level 1 character may only have up to rank 2 gear. For more details on Gear, see Items: Gear & Equipment, page 99.

Health and Defenses

Each of the three aspects (Physical, Mental, Social) have two defenses and two health pools. Attacks target different aspects, depending on the kind of attack. The defender gets to choose which defense in that aspect to use. When the ogre swings a club at your character does your character use Dexterity defense to dodge out of the way or do they block it with their Brawn defense? Probably depends on which defense is higher. It is your choice.

Composure

Most damage will go to Composure. This damage is superficial, representing a wearing down of a character's readiness as the opponent tries to find weak points. If a character has taken damage to equal their Composure, the excess will go to one of their health pools in the aspect they are being attacked in. Damage to composure represent scratches, anxiety, or self-doubt, not lasting damage. Resting for a single minute and doing nothing else will heal all Composure damage a character has taken.

Wounds

A wound is damage that visibly affects a character. When a character takes damage to health, it has a noticeable effect and that damage is called Wounds.

When only an aspect is specified, the one taking the damage can decide which pool in that aspect it goes to. All the damage from that event goes to that pool. Be sure to track excess damage in that pool.

Characters have a health pool for each of the six ability scores. Each health pool is identical in size to the defense in that score. The first number is how much damage can be taken in that pool before the defense is defeated (see Defeat, below). This damage is actual Wounds. When a character takes Wounds, it is always noticeable and not easily healed.

GM Note: Though you will be keeping track of damage to non-player characters, players should not know how much composure a creature has remaining. Players get to know if the creature is taking damage (for instance, if a creature seems to have resistance to an attack), and whether a creature's aspect is wounded or a defense is defeated.

Determining Health

Health in a defense is equal to that defense's Success Target. We don't write them separately since they are the same. The box below the DT on the character sheet is used to track how many Wounds the character has taken in that ability score.

The Edge target of a defense is how much excess damage in that defense a character can take before they reach an unstable condition and start dying, descending into madness, or losing the will to live.

Defeat

Whenever a pool has damage in it equal to or greater than the success target for its defense, that pool is defeated. If that excess equals or exceeds the second pool's size, that pool is also defeated.

Vilpa has 2,2 Dexterity health and 4,5 Brawn health. If she takes 6 or more wounds, she is defeated in both defenses.

If she takes 4 damage when already has 2 damage in Brawn, no matter which of the two defenses she puts that damage in, the 2 excess damage in that pool defeats the second pool as well.

This is particularly important for fighting fodder or other weak opponents with very small defenses and health pools. Often a single hit will wipe out a Fodder's entire health in an aspect.

When a character takes damage, they cannot assign damage to a pool that is already defeated unless both pools are defeated.

Once both pools are defeated (the Agility and Power Ability Scores in that Aspect), the character is defeated in that aspect.

If excess wounds in a pool equal or exceed the second number (the Edge Target), they are in **unstable condition** (see Unstable Condition and Dying, page 22).

When you take wounds in an aspect, you choose which health pool it goes to. This can allow you to choose how you want to continue in the fight, because defeat in each ability score means something different.

- Brawn defeat means you are **neutralized**. You cannot target physical defenses, use skills based on brawn, or use weapons and shields (though you can carry them).
- Dexterity defeat means you are **hobbled**. You cannot use any movement actions or use skills based on dexterity.

Defeat in both means you are physically defeated and **unconscious**. You cannot use actions.

- Genius defeat means you are **stumped**. You cannot target mental defenses or use skills based on genius or Forms (see Techniques, page 101).

- Savvy defeat means you are **baffled**. You cannot refute any assertion or use skills based on savvy.

Defeat in both means you are mentally defeated and **flummoxed**. You cannot communicate or form coherent thoughts.

- Appeal defeat means you are **cowed**. You cannot target social defenses or use skills based on appeal.
- Empathy defeat means you are **ashamed**. You cannot ask others for anything or use skills based on empathy.

Defeat in both means you are socially defeated and **chastened**. You cannot refuse a request without fleeing or being physically violent.

Unstable Condition and Dying

When you have wounds in a pool for an aspect that equal or exceeding both success and Edge targets, that means you are in unstable condition for that aspect. This means you can be dying without being unconscious. But it does mean that you are either neutralized or hobbled.

Lorrenna has 4,2 Dexterity health and 3,1 Brawn health, but has taken 2 wounds in both. She is not yet defeated in either pool.

A goblin hits her for 2 more damage. Because she wants to be able to escape, she takes the damage in her Brawn pool, making her wounds a total of 2 damage in Dexterity and 4 in Brawn. She can no longer make physical attacks or use her Brawn skills.

She has 2 Dexterity damage and 4 Brawn damage. Because her Brawn pool is completely filled on both sides (3+1 = 4), she is in unstable condition, and is dying.

As she is fleeing, she takes another hit of 2 physical damage. Because her Brawn is defeated, those wounds go to her Dexterity and now that she is defeated in both Brawn and Dexterity, her Physical aspect is defeated and she falls unconscious.

She is now unconscious and dying because she's in unstable condition. Hopefully help comes soon!

Once you are physically in an unstable condition, you start taking **death marks**. This means you are **dying**. At the end of each of your turns, make a save against your total wounds and death marks in that aspect. (see saves, pg 10). If you fail you take one death mark. If you receive any physical wound healing, you become physically stabilized and stop dying.

If you are dying and have death marks equal to or exceeding your grade, you die. Death marks can only be healed one per long rest.

Design Note: Fodder have a grade of 0, so as soon as they start dying, they are dead. They do not need any death marks.

Defeat for the other two aspects works the same, but with a different name for the marks and end results.

If you are in a mentally unstable condition, you take **delirium marks** as you lose your grasp on reality and can eventually **descend into utter madness**.

If you are in a socially unstable condition, you take **despair marks** as you lose all hope and can eventually **lose your will to live**.

Stabilizing

You can stabilize an unstable character by using Nature to physically **Staunch Bleeding**, Customs to socially **Talk Down**, or Shrewd to mentally **Recenter**.

Recenter (Shrewd. Basic) – *Healing*; Major, A target that is descending into madness: Shrewd vs target's excess mental wounds. Success mentally stabilizes the target.

Staunch Bleeding (Nature. Basic) – *Healing*; Major, A target that is dying: Nature vs target's excess physical wounds. Success physically stabilizes the target.

Talk Down (Customs. Basic) – *Healing*; Major, A target that is losing the will to live: Customs vs target's excess social wounds. Success socially stabilizes the target.

Self-Stabilizing

Characters can spend an action point to attempt to self-stabilize by using Durability instead of Nature if they are dying, using Science instead of Shrewd if they are descending into madness, or using Vigilance instead of Customs if they are losing the will to live. However, this difficulty target is increased by the sum of their death marks, delirium marks, and despair marks.

Healing

Healing composure is easy. A character can simply rest one minute in order to collect themselves and heal all their composure. All healing is to composure unless otherwise specified.

A character using healing or being healed can force that healing to affect wounds instead by spending an Action Point (see page 8). Otherwise, wounds are healed back during long rests (see Long Rests, page 104).

Size

Various sizes of creature have a number of differences. Smaller characters move slower, are harder to physically hit, are easier to physically overcome with Edge, have less composure, take up less space, and have less reach. Larger characters move faster, are easier to physically hit, are harder to physically overcome with Edge, have more composure, take up more space, and have greater reach.

Base Size

Character sizes are relative to base size, which is a measurement from the top of the head to the furthest end of any appendage in the typical combat stance, usually a foot, usually meaning height.

A snake, for example, has its size based on a typical S shape, not the entire length of the snake.

As a general rule, long tails only count for half of their length because the relaxed S shape is best for balance and quick movement.

The Min and Max are the extremities of the size category. Always default to the larger size, so a character that is exactly 15' tall is considered Huge, not Large.

Defense Adjustments Due to Size

Smaller creatures have an easier time dodging larger foes, but have a harder time resisting applied Edge. Larger foes are just easier to hit. These defense adjustments are relative and do not kick in until more than one size category of difference. Beyond that, physical defenses adjust by one per size difference. No success target will be lowered below 1. Edge targets can be lowered to 0, but no lower.

A gigantic foe fighting a medium foe will have a +2,-2 to the target DT (taking a 2,2 defense and turning it into a 4,0 defense), while the medium foe has a -2,+2 to the DT in order to hit the gigantic foe (taking a 2,2 defense and turning it into a 1,4 defense – remember that a success target cannot be lowered past 1).

A Vast creature fighting a Colossal foe will not have any defense DT adjustments, as they are very similar in size.

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A Fine creature fighting an Immense foe will have a -3,+3 to the target DT, while the Immense will have a +3,-3 to contend with, since both creatures are so far distant in size from one another.

Health Adjustments Due to Size

After calculating composure, the creature's composure is adjusted based on the values listed here. A creature's composure cannot be adjusted lower than 0.

Design Note: Since the scratch pool is a health buffer for each aspect, small creatures are at a slight disadvantage mentally and socially, while the larger foes have the advantage. That's intended. Big bullies are more intimidating than small ones.

Space

This determines how many squares of space a creature takes up. This determines several things.

- A creature takes up this many squares and threatens each square adjacent to one of these squares that the creature itself is not occupying.
- If a creature takes up less than a 1x1 square, several can fit in a single square without penalty. For example, at ¼x¼, 16 can stand in a single square without suffering penalties for overlapping spaces.

Movement for creatures is based on where the center point of the creature is. A 1x2 creature's center point is the center of the line between the two squares. A square of movement for such a creature is the center point moving to any line touching one of the two squares on either side of that line or moving a single square perpendicular to the creature's length.

Creatures that have two sides of different lengths may rotate once per square of movement or shift when moving.

Weight Allowance

Your base weight allowance is equal to your Brawn x 20 (in lbs.) x size multiplier. Medium creatures have a size multiplier of x1. Multiply by ½ for each size category below Medium (½ for Small, ¼ for Tiny, and so forth) and double for each size category above Medium (2x for Large, 4x for Huge, 8x for Gigantic, etc.).

If you carry more than this, you are Encumbered, meaning you are hindered. If you are carrying more than double your base weight allowance, you are Heavily Encumbered, meaning you are slowed 3.

If you attempt to carry more than triple your base weight allowance, you are immobilized. You cannot lift more than quadruple your base weight allowance (unless you make an Athletics check, see the skills chapter for more details).

Reach

Larger creatures have greater reach. Reach is a bonus to the number of squares you can reach in Melee. Most creatures have a reach of 1, meaning they can reach into all adjacent squares when making Melee attacks. Huge and larger creatures have greater reach. (see Reach Weapons, page 100 for more information.)

Long Size

Note that non-bipedal creatures will use a 50% longer space if their base size in squares is longer than their longest side. For example, a large worm that is more than 10 feet long (the base size range for a large creature is 7'5" to 15') would be a 3x2 creature. This is designated by putting long after the size, for example: Large Long.

Range Increments and Size

Different sizes have different Range Increments. See Range Increments, page 9, for more information on how those work.

Size as Indication of Grade

Many creatures, like dragons, not only increase in size as they age, but they also increase in grade (see Grades, page 162). For example, some smaller dragons start as a tiny fodder when born, grow to a small minion as a wyrmling, then a medium basic in preadolescence. The adolescent is a large elite, and the adult is a huge boss.

Immense Fodder

Please note that there are very few things that would count as Colossal or Vast Fodder, so unless you have a very good reason (a humongous balloon golem, perhaps?), you probably shouldn't be making them.

Design Note: For reference, a mature blue whale (the largest living animal in the world) is Colossal in size, usually from 70' to 100' in length. The largest known dinosaur (Pagotitan) barely reaches Vast in size, and is estimated to be about 121' in length.

Hyperion, a coastal redwood and the tallest tree in the world, is over 380' in height, so is Immense.

Size	Speed	Base	Min	Max	Phy Def vs Med	Phy Def vs Med	Health	Space	Reach	Range Inc
Fine	-2, 4	3"	2¼"	5"	-3 Edge	+3 Success	-3	¼ x ¼		4
Puny	-2, 4	7"	5"	11"	-2 Edge	+2 Success	-2	¼ x ¼		4
Tiny	-1, 5	1'3"	11"	1'10"	-1 Edge	+1 Success	-1	½ x ½		4
Small	-1, 5	2'6"	1'10"	3'9"	+0	+0	+0	1 x 1		4
Medium	+0, 6	5'	3'9"	7'6"	+0	+0	+0	1 x 1		5
Large	+1, 7	10'	7'6"	15'	+0	+0	+0	2 x 2		6
Huge	+2, 8	20'	15'	30'	+1 Edge	-1 Success	+1	3 x 3	+1	7
Gigantic	+3, 9	40'	30'	60'	+2 Edge	-2 Success	+2	6 x 6	+2	9
Colossal	+4, 10	80'	60'	120'	+3 Edge	-3 Success	+3	10 x 10	+3	12
Vast	+5, 11	160'	120'	240'	+4 Edge	-4 Success	+4	16 x 16	+4	16
Immense	+6, 12	320'	240'	480'	+5 Edge	-5 Success	+5	20 x 20	+5	24

Combat Roles

There are four roles in Aspect Prime. Each has a unique way to succeed and contribute to the success of an encounter.

Controller

Controllers nullify foes. Controllers use powerful debuffs to reduce the effectiveness of their foes, making it easier to take them down.

Dampen (Controller. Prime) – *Debuff;* Success, Spend 3X Edge: Affected foes ↓2X dice for one turn.

Nullify (Controller. Prime) – *Debuff;* Success, Spend X crits: Affected foes ↓X dice, save ends.

Discourage (Controller. Prime) – *Debuff;* Once per turn: A foe in line of sight has ↓X for one turn.

Irresistible (Controller. Prime) – Perk: Saves against your status effects have +1 to their DT.

Note that Controllers can Dampen, Nullify, and Discourage foes even if those foes are not Impaired.

Fan the Flames (Controller. Tier 1) – *Debuff;* Spend 2X Edge: An affected foe you inflicted an ongoing effect on this encounter has +X difficulty to their next save.

Insult to Injury (Controller. Tier 1) – Perk: Whenever you hit a wounded foe, you gain an extra 4 Edge against that target.

Debilitating Effect (Controller. Tier 2) – *Debuff;* Perk: Whenever you inflict an ongoing effect on a foe, they ↓1 for one turn.

Maddening Condition (Controller. Tier 2) – Perk: When a foe fails a save against your ongoing effects, they take 2 mental damage.

Defender

Defenders shield themselves and their allies. Defenders reduce damage to their allies, keeping their team alive.

Shield (Defender. Prime) – *Buff;* Spend 3X Edge: You and allies adjacent to you gain Soak X until your next turn ends.

Barrier (Defender. Prime) – *Buff;* Spend X crits: Choose yourself or an ally you see. They gain X Soak until the end of this combat.

Taunt (Defender. Prime) – *Attack, Quip;* Once per turn: Choose a foe within one range increment that can see you. Attacks by that foe that do not target a defender are downgraded by your grade.

Resolute (Defender. Prime) – Perk: You have additional composure equal to your grade. (heroes have a grade of 3)

Fly to Aid (Defender. Tier 1) – *Movement;* Maneuver: An ally within 1 range increment may shift one square. If they do, you may move up to your movement to the space they vacated.

Stalwart Defender (Defender. Tier 1) – *Bonus;* Quick, An adjacent foe shifts away: Take a Quick Strike with 3 downgrades.

Immovable (Defender. Tier 2) – Perk: If you would be pulled, pushed, or slid, reduce that movement by 2, to a minimum of 1.

Ablative Presence (Defender. Tier 2) – Free, Once per turn, An adjacent creature would take damage: Take half of that damage on their behalf. This damage ignores your soak and is taken from the damage they would take after applying their soak.

Leader

Leaders make themselves and allies more successful. Leaders give upgrades to themselves allies and are particularly good at healing.

Inspire (Leader. Prime) – *Buff;* Spend 3X Edge: ↑2X to the very next roll either you or an ally make.

Galvanize (Leader. Prime) – *Buff;* Spend X crits: Choose yourself or an ally that can see you. ↑X until the end of this combat.

Hone (Leader. Prime) – *Buff;* Once per turn: Choose one ally you can see, or yourself and adjacent allies. ↑1 for one turn.

Medic (Leader. Prime) – Perk: +1 success to your Healing rolls.

Incite (Leader. Tier 1) – *Bonus, Quip;* Free, Spend 1 action point: give an immediate Major action to an ally that can see or hear you.

Motivate (Leader. Tier 1) – *Healing;* Success, Spend 2X Edge: Heal a creature in X range increments X physical composure.

Embolden (Leader. Tier 2) – *Buff;* Spend 2X+3Y Edge: Upgrade rolls made by allies in X range increments by 2Y dice until your next turn ends.

Unburden (Leader. Tier 2) – *Bonus;* Maneuver, ↓X dice until your next turn ends: An ally in X range increments may make an immediate save with X die upgrades.

Striker

Strikers have more powerful success and deal greater damage. Strikers are especially good at defeating tough foes.

Conquer (Striker. Prime) – *Buff;* Success, Spend 2X Edge: Increase your successes by X on this roll.

Slay (Striker. Prime) – *Buff;* Spend X crits: Increase your successes by X on this roll (even if you didn't succeed).

Precise (Striker. Prime) – *Buff;* Once per turn: Do 1 extra damage to a foe you hit this turn.

Pierce (Striker. Prime) – Perk: Damage you deal can only be reduced to 2 by soak.

Injury to Insult (Striker. Tier 1) – *Buff;* Free, Success, the target you hit is suffering an ongoing effect: Deal +2 damage.

Windup (Striker. Tier 1) – *Buff;* Maneuver, Success, Spend 2X Edge: Your turn ends. ↑3X your next attack against the target.

Incisive Strikes (Striker. Tier 2) – *Buff;* Free, Leverage: ↑2 your next attack against the target.

Use Leverage (Striker. Tier 2) – *Buff;* Free, Leverage, Spend X Edge: Damage from this attack ignores X soak.

There is no need to have an even amount of each role in a given party, the individual roles simply determine the style and pace of how the party will manage their successes.

Each role has four Prime talents. One for spending Edge, one for spending Crits, one they can (and should) use every combat round that doesn't cost an action, and a perk that is always true. Characters get their Prime combat role talents for free, and may purchase additional talents in the tree for talent points.

For a quick and easy way to determine a character's combat role, see Choosing a Combat Role, page 48.

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Advancement

Advancement in Prime is how your character increases in power. Whenever your XP total reaches a certain threshold (XP in the chart below), you advance to that level, earning points to spend in Ability Scores, Skills, and Talents, and unlocking new maximums for your stats (ability scores), skill ranks, and gear values. Don't forget to add a composure point each level as well! (see Composure, page 49)

Level	XP	Maximum			Ability Scores	Skill Ranks	Talents	XPV	BEV
		Ability Score	Skill	Gear					
1	0	4	3	2	4,3,3,2,2,1	3,3,2,1	4	30	20
2	200	4	3	3	+1	+1		32	21
3	600	4	3	3		+2	+1	34	23
4	1200	4	4	3	+1	+1		38	25
5	2000	4	4	3		+2	+1	44	29
6	3000	5	4	3	+1	+1		54	36
7	4200	5	4	3		+2	+1	60	40
8	5600	5	4	4	+1	+1		68	45
9	7200	5	4	4		+2	+1	76	51
10	9000	5	5	4	+1	+1		84	56
11	11000	5	5	4		+2	+1	92	61
12	13200	6	5	4	+1	+1		110	68
13	15600	6	5	4		+2	+1	116	73
14	18200	6	5	5	+1	+1		130	87
15	21000	6	5	5		+2	+1	150	100
16	24000	6	6	5	+1	+1		170	115
17	27200	6	6	5		+2	+1	190	145
18	30600	7	6	5	+1	+1		220	175
19	34200	7	6	5		+2	+1	240	180
20	38000	7	6	6	+1	+1		300	200

The chart here lists all the advancements and what you earn at each new level. For the GM, we also list an expected Base Encounter Value for that character as well as the character's XP Value if they are defeated. See Encounters, page 126 for more detail.

The three Maximum columns represent hard caps on your Ability Scores (Ability Score), Skill Ranks (Skill), and Gear value.

Remember that you cannot have skill ranks higher than your cap, even if your Species and Background bonuses stack. When creating a level 1 character, if your Species and Background already total 2, you cannot put more than 1 of your Ranks in that skill. If they total 3, you cannot put any ranks in it at all.

The Gear value cap is more about what you can get out of gear. You can use gear whose value is over your cap, but the amount of good you get from the gear is capped. So a level 1 character could use value 4 gear, but it would only work as well as value 2 gear for them. Once they reach level 2, then they could get value 3 out of it. Once they hit level 8, though, then they get the full value.

Whenever you gain an Ability point, you may add it to any one of your Ability Scores, as long as you do not go over the level's cap. Skill Ranks work the same way.

When you raise the highest Ability Score in an aspect, don't forget to add another Interest point to your interest list. See Interests, page 11.

Retraining

Each time you gain a level, you may also retrain a little. This represents your character focusing their skills and abilities to better adjust to their experiences. Retraining lets you change choices you made previously in the creation of your character.

When you retrain, you may swap out up to 2 talents, rituals, ability score points, or skill ranks for different ones. You lose any benefits of talents, skills, or rituals you no longer qualify for, so make sure you still meet the prerequisites for all rituals and talents you have.

Sudden Inspiration

This is an optional rule. At the beginning of the game, the GM will tell you whether or not they are using this rule.

Once per level as a free action, your character may gain access to a talent they do not currently have until the end of their current turn. This represents a flash of inspiration, a happy accident, or just a moment when things become clear to them.

The talent must be from a skill they have ranks in. The effects only last until the end of the turn. It is not required that you take the exact same abilities when your character does reach their next level.

You can use sudden inspiration for your character to spontaneously learn a talent of any action requirement and use it. You may also use the Repeat or Sustain action of a sudden inspiration or even a stance. As soon as you stop casting or using the new power or ritual, it is lost. You cannot use a new talent for more than one turn, however.

Species

Species determines your typical size, movement, starting languages, favored ability score, senses, species traits, and any cultural skill bonuses.

Species Talents

Each species has a number of available talents unique to that species. These talents are due to unique physiology of your species, so are not available to other characters.

Species talents are treated similar to Trained talents but instead of a Ability Score, you choose what Skill is used with these talents. When a species talent uses a roll, use the die pool from that skill. Apply that skill and power source to the talents as keywords. If a power source is specified in a species talent, you may only use it with skills from that power source.

Some talents are inherent to a species, while some are inherent to traits that species has. For example, Catkin have Natural Weapon (Claw), which means they can purchase the Sharpened Claws talent.

Favored Ability Score

Favored Ability Score is an ability score that tends to be prized in your specific species' culture. If your ability score is lower than 2, it means that your character is not well-accepted in their culture - when interacting with members of your own species, you are treated as if your social rank is 1 rank lower. If your favored ability score is over 3, you are instead treated as if your social rank is 1 higher by members of your own species.

Skill Bonuses

Skill bonuses are ranks in specific skills your character automatically gets based on their cultural background. This isn't a natural inherent ability of the species, but rather your character's cultural heritage.

Movement

Movement is the number of squares your character can traverse during a simple move action. Each square represents 5 feet. The Common Accord all have ground movement as their base speed, though some creatures have additional Movement Forms.

Creature Type

Creature type is the Size (page 22), Origin (page 140), Morphology (page 140), and Species (page 140) of the creature.

Species Size

Size is how much space your character takes up, and determines the size and weight of your equipment. Most of the Common Accord are Medium in size.

Senses

Senses are how we experience our world.

Vision Senses

Vision Senses are how we visualize the space around us and are able to know where we can move, what is around us, and where. Different Vision Senses care about light differently. Most creatures have normal vision, but some have slightly enhanced or even worse vision.

Visibility

There are three levels of visibility. Good, Faint, and Zero.

Good visibility is normal, your eyes have adjusted and you can see well. This is assumed to be the default.

Faint visibility means you can make out shapes, but have a hard time seeing details. In faint visibility, any roll you must make that requires you to see what you are doing is downgraded by 4.

In zero visibility, you cannot make any sight-only skill checks (like anything involving reading) and all rolls where sight is helpful are downgraded by 8.

Fine Vision vs Rough Vision

There are two types of senses, rough and fine. Fine sense types can detect things like text written in ink, color, facial expressions, or similar fine details. Rough sense types cannot.

Normal Vision (Fine)

Those with Normal Vision follow the above guidelines for light and visibility.

Darkvision (Fine)

Those with Darkvision can always see with Faint visibility when there is no light source brighter than a Soft light in their view. Otherwise, they have Normal Vision. This means they can see with Faint visibility even in utter darkness.

Infravision (Fine)

Those with Infravision can see colors that most creatures cannot. Their view of the light spectrum is a huge benefit in low light conditions. Their penalties for skill checks and attack checks against targets in faint light are reduced by 2 downgrades.

Dimvision (Rough)

Creatures with Dimvision treat Faint visibility as Zero visibility.

Blind (Rough)

Blind creatures treat all light as zero visibility.

Other Major Senses

Non-vision senses are not affected by light. If a creature has one of these senses and normal vision is not listed, that creature does not have normal vision.

Echolocation (Rough)

Echolocation is the ability to use the reflection of sound as a means to visualize your surroundings. A creature with echolocation is treated as being in constant faint visibility within range increments equal to their Savvy plus ranks in Perception. Loud noises increase their visibility to good for one round. Creatures with echolocation may emit sound as a free action in order to increase visibility to good instead of faint for that turn. Echolocation is nullified by deafness or magical silence.

Creatures without echolocation may attempt it as a move action by rolling a Perception check against a DT of 5. A success means the creature gains temporary echolocation in range increments equal to the amount they passed the check by until the end of their next turn.

Heat Vision (Fine)

Heat vision is completely unaffected by light. Heat vision has a maximum range of squares equal to their Savvy plus ranks in Perception. A creature with heat vision can see terrain and all warm blooded creatures and water or fire elemental creatures with good visibility. Most other creatures are treated as faint visibility.

Scentsense (Rough)

Scentsense allows you to visualize an entire scene using just your sense of smell. It can sense nearly anything with good visibility within range of squares equal to their Savvy plus ranks in Perception, even things hidden away. With a strong breeze, this becomes faint visibility. In a strong breeze or better, you are blind to anything

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downwind of you. You gain three upgrades when attempting to find other creatures. Scentsense is useless in any environment where you cannot breathe.

Vibrosense (Rough)

Vibrosense is the ability to sense movement, not just on the ground, but vibrations in the air as well. A creature with vibrosense is able to get a sense of the shape of the immediate terrain within range of squares equal to their Savvy plus ranks in Perception at faint visibility, as well as any creatures within that area with good visibility.

Creatures without vibrosense may attempt it as a move action by rolling a Perception check against a DT of 6. A success means the creature gains temporary vibrosense within squares equal to the amount they passed the check by until the end of their next turn.

Traits

Traits are innate components that each member of your species is born with. Lizardkin have tails, desert Elves are fast, Dweor have darkvision. These traits are prerequisites for some talents, which are listed here with the traits for your convenience. These traits also give special bonuses or additional abilities you can use in certain circumstances. Here are the various traits and what they do.

Climbing Claws

You have four upgrades to climb checks because of how well-suited your claws are to climbing.

Climb (Climbing Claws. Tier 1) – Perk: You have a climb speed of 2 less than your species' base speed (minimum of 1).

Digging Claws

You have a natural +4 bonus to digging checks because of how well-suited your claws are to digging.

Burrowing (Digging Claws. Tier 1) – Perk: You have a burrow speed of 2 less than your species' base speed (minimum of 1).

Fast (1, 2, or 3)

Fast creatures can move more quickly than other species of the same size. Whenever you use a major action to make a basic movement action, you may move an additional number of squares equal to your fast type (1, 2 or 3) during that action (even if you're shifting, though the additional movement is normal movement, not shifting). The Fast talents require your fast type to be at least the Tier value in order to purchase them. For example, a Fast 2 character could purchase Longstrider or Greater Longstrider, but not Improved Longstrider.

Longstrider (Fast. Tier 1) – Perk: You gain a +1 species bonus to your ground move speed.

Greater Longstrider (Fast. Tier 2) – Free: move 2 squares.

Improved Longstrider (Fast. Tier 3) – Free: shift one square.

Innate Keywords

An innate keyword is a keyword that the creature can use without learning a talent with that keyword.

Mighty X

You gain a +X species bonus to damage with melee weapons. This bonus is applied after determining success.

Natural Weapon (type)

You have a natural weapon. This weapon cannot be disarmed, though surgery can remove it. Each natural weapon has unique advantages that come with it.

Bite: Spend X Bite Crits: X Impaired foes are hindered, save ends. Bite counts as a light weapon.

Claws: Claws count as light blades. You can use your claws with any attack that requires you are unarmed or using a light blade.

Horns: If you critically hit a foe with a horn attack you may slide that foe 1 square as a free action. Horns count as heavy weapons.

Tail: You may pick things up with your tail up to a quarter of your weight allowance. You can use your tail as an extra hand at +1 reach, but with three die downgrades. (Your tail can even attack an extra square away, but at ↓3.) Tails count as unarmed or heavy weapons.

Tongue: Spend X Tongue Edge: Push Impaired foes X squares. Tongues count as heavy weapons.

Tusks: You may can easily puncture through tough material, your tusks naturally have Puncture 1. Tusks count as light weapons.

Brutal Bite (Natural Weapon Bite. Tier 1) – Perk: Your bite is Puncture 1 and gains +1 damage on hit.

Forceful Tonguelash (Natural Weapon Tongue. Tier 1) – Spend X Tongue Edge: Slide Impaired foes X squares.

Goring Tusks (Natural Weapon Tusks. Tier 1) – Perk: Your tusks cause 1 ongoing damage for each crit whenever you hit with them (this does not spend those crits).

Honed Horns (Natural Weapon Horns. Tier 1) – Perk: Your horns are Puncture 1. You gain Soak 1 against attacks from in front of you.

Long Tail (Natural Weapon Tail. Tier 1) – Perk: You have no downgrade penalty for using your tail at +1 reach.

Sharpened Claws (Natural Weapon Claws. Tier 1) – Perk: Your claws are Puncture 2. Gain ↑1 when grappling with your claws.

Resist (Keyword) X

You gain X soak against attacks of this keyword.

Scent

You are good at tracking using only your sense of smell. As a major action examining an object, creature, or creature's trail, you can memorize the target scent for later comparison. You can accurately remember up to Genius or Savvy specific complex scents and easily recognize them later.

Scentsense (Scent. Tier 1) – Perk: You gain scentsense.

Soak X (Keyword)

Soak reduces damage of a specified keyword by X, to a minimum of 1. If no keyword is specified, it is Physical Soak. Damage from Strikers can only be reduced to 2 by Soak.

Skinny X

You are treated as X size categories smaller for the purposes of tight spaces and the number of squares you take up. Your height can instead be considered your length.

Sturdy X

You have a +X species bonus to your composure. Elite grade characters add it again. Boss grade characters add it a third time. Epic grade characters add it a fourth time.

Swimmer

You have four upgrades to swim checks because of how well-suited your body is to swimming.

Swimming (Swimmer. Tier 1) – Perk: You have a swim speed equal to your species' base speed.

Voracious

By eating a meal, you can get some of the benefits of a long rest. Your action points reset, and you heal wounds and marks as if you slept in an inn equivalent to your current location.

Vulnerable (Keyword) X

You have -X defense and take X additional damage per hit from attacks of this keyword.

Weak X

You gain a -X species penalty to damage with melee weapons. This bonus is applied after determining success. This cannot reduce the damage below 1, or 2 for Strikers.

Wings (1, 2, or 3)

Wings let you learn how to fly though the air. There are three types of wings, and each type offers a differing degree of control over flight.

Wings grant two upgrades to jumping when you use them, multiplied by the wing type. For example, type 3 wings grant six upgrades to jumping (2 x 3=6).

The Wings talents require your fast type to be at least the Tier value in order to purchase them. For example, a Wings 2 character could purchase Glide or Fly, but not Hover.

These are the talents available to species who have wings.

Glide (Wings. Tier 1) – Perk: You have learned how to use your wings, but can only glide. You have a glide speed equal to your species' base speed plus twice the number of additional Wings talents you have taken.

Fly (Wings. Tier 2) – Perk: You have learned how to use your wings to fly. You gain a fly speed of 1 less than your species' base speed plus the number of additional Wings talents you have taken.

Hover (Wings. Tier 3) – Perk: You have learned how to use your wings, and can now hover. You gain a hover speed of 2 less than your species' base speed.

Starting Languages

These are the languages your character knows automatically, based on your cultural heritage. You can put skill ranks in Customs to learn more languages.

Gender and Families in Aspect Prime

While the world of Annor is a fantasy world, we choose to have gender and families within that world as diverse as they are in ours.

Our real world scientists have made amazing discoveries regarding gender and family organization in nature, which has greatly expanded our understanding. It has been found that mushrooms have 36,000 genders. All clownfish start as male and then can choose to become female. Mushroom coral can change back and forth. Some female snakes can reproduce without males. In seahorses, males are the ones who become pregnant. Many trees have both stamen and pistils. Amphibians can change their gender based on environmental shifts. Some cuttlefish can change their gender presentation at will.

Family groupings vary wildly as well. Ants and bees have queens that give birth to all of the others, while most of the colony is composed of infertile workers or soldiers that cannot have children. Many species such as salmon just deposit eggs and leave them to survive on their own. When octopi are born, they are immediately left to their own devices. Anglerfish females often have multiple males permanently attached to them.

In real life, gender is much more complex than just male and female, presenting instead a spectrum of gender roles and expressions.

Aspect Prime's world of Annor is filled with many different forms of magic. With magic, even more is possible, such as two species that otherwise are unable to reproduce bearing children, beings who are born out of spontaneous magic or created by gods rather than born to parents, and whatever else your imagination can bring to the table.

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Cephaloid

Cephaloid are from the undersea realm of Kel-Sir. They are cephalopods who have gained the ability to take humanoid form.

Cephaloid can change their shape from their typical humanoid form to a smaller cephalopod form. Cephaloid choose their humanoid form in early adolescence, locking in by the age of 12. Their "hair" is actually their tentacles, though one wouldn't notice because of their ability to even create patterns and texture with their chromatophores. Even then touching it one might assume their hair is just very soft.

Humanoid forms of Cephaloid raised in Kel-Sir's hidden realm will not look very similar to other humanoids, always having the cephalopod eyes and pointed "ears" that are actually fins.

Humanoid forms of Common Accord Cephaloid often take on rounded pupil shapes rather than those of their cephalopod forms. These often are mistaken for Hylind or short Elves.

Personality: Cephaloid are curious and intelligent. They are often solitary, so are sometimes socially awkward.

Relations: Cephaloid are newcomers to the Common Accord. Descendants of Kel-Sir's followers, they had spent most of their existence deep in the ocean in Kel-Sir's hidden realm. As a rarity in the Common Accord, the Cephaloid are still seen as outsiders.

Cephaloid Lands: Cephaloid are from the realm of Kel-Sir, deep in the sea. Cephaloid who have come to the realms of the Common Accord are quite rare.

Religion: Cephaloid often revere Kel-Sir, the term worship does not exactly apply here. Cephaloid simultaneously consider Kel-Sir their ancestor and wisest living kin. They will listen to what she says, but they have no organized religion around Kel-Sir.

Names: Cephaloid names tend to have very few consonants and multiple vowel sounds in a row. Veeana, Ooly, Aeonio, Nooae, Ootaino, Vebaae, Jiiniao, Naaojaa are some examples.

Cephaloid who wish to blend in with the Common Accord to avoid discrimination will often take Elven or Hyflind nicknames.

Adventures: Usually Cephaloid will adventure to satisfy their own curiosity about the world.

Average Starting Age: 14-20. Cephaloid are usually not fully able to master their morphing into humanoid forms and breathing air until around 14, so don't start adventuring until then.

Gender and Family: Cephaloid can express their gender identity however they like, because they have control over their forms. Their families are generally polyamorous, not so much pairing up, but finding others they adore and banding together as a family.

Ink

Cephaloid all have the ability to squirt ink with tremendous force. The ink is expelled from ink sacs between their gills, consequently approximately where their mouth and nose are in humanoid form. Cephaloid ink evaporates after an hour and is water soluble.

You blast stinging ink into your foes' eyes in self-defense.

Ink Blast (Ink. Prime) – *Crushing or Slicing, Attack;* Major, ↓X dice: Roll vs Physical on an area X+1.

Your ink is not just a liquid, but can take semi-solid form.

Pseudomorph (Ink. Tier 1) – Spend 3X Ink Edge: You, adjacent allies, and allies in the target area gain an X,X bonus to defenses until your next turn ends.

You've gotten good at getting some real distance with your ink shots.

Ink Shot (Ink. Tier 1) – *Modifier;* ↓X Ink dice: This roll gains X range increments.

Your ink irritates the senses of your foes, make it difficult to strike you.

Neuroxide Ink (Ink. Tier 2) – *Stance;* Full: Whenever you deal Ink damage to a foe, they are numbed, save ends.

It is hard for your foes to tell if they are striking you or your ink.

Ink Shield (Ink. Tier 2) – Quick, Engage 2X Ink dice until your next turn ends: Gain Soak X against an attack that just hit you.

Cephaloid, Cuttle



Average Height: 2'6" to 3'2"

Average Weight: 13 to 27lbs

Creature Type: Small Natural Humanoid Cephaloid

Favored Ability: Appeal

Skill Bonuses: +1 Stealth and Ink

Movement Forms: 5 Ground (5 Swim as cuttlefish)

Senses & Traits: Dark vision, skinny 1, Morph to Tiny cuttlefish

Languages: Common, Cephalopod

3 skill, 2 Dark Vison, 1 language, 1 skinny, 1 morph

The natural pupil shape for a cuttlefish is a sort of squashed W. Cuttle Cephaloid retain some color shift ability while humanoid, giving them an advantage to stealth. Cuttle Cephaloid ink is brown.

Cephaloid, Octoid

Average Height: 4'9" to 5'6"

Average Weight: 80 to 175lbs

Creature Type: Medium Natural Humanoid Cephaloid

Favored Ability: Appeal

Skill Bonuses: +1 Nimble and Ink

Movement Forms: 6 Ground (6 Swim as octopus)

Senses & Traits: Dark vision, Skinny 1, Morph to Small octopus

Languages: Common, Cephalopod

3 skill, 2 Dark Vison, 1 language, 1 skinny, 1 morph

The natural pupil shape for an octopus is a horizontal rectangle. Octoid Cephaloid ink is black.

Cephaloid, Squid

Average Height: 2'7" to 3'5"

Average Weight: 14 to 32lbs

Creature Type: Small Natural Humanoid Cephaloid

Favored Ability: Appeal

Skill Bonuses: +1 Athletics and Ink

Movement Forms: 5 Ground (5 Swim as squid)

Senses & Traits: Infrared Vision, Skinny 1, Morph to Tiny squid

Languages: Common, Cephalopod

3 skill, 2 Dark Vison, 1 language, 1 skinny, 1 morph

The natural pupil shape for a squid is circular, like most other humanoids. Squid Cephaloid ink is a bluish-black.

Dweor

Dweor are members of a stout, proud species. They love gems and precious metal and are expert crafters.

Personality: Dweor are sturdy and resilient in all ways, with the patience that comes from long lives. However, their culture is gruff and not given to pandering. They tend to be practical folk.

Relations: Dweor get along with peaceful species, but are proud and have no tolerance for trespassers infringing on their territories.

Dweorn Lands: Dweor are mountain-dwellers whose mines are legendary. Dweor live either in encampments near the mines they work, or massive underground complexes.

Religion: Dweor worship gods of earth and crafting. Herulok, Mereth, and Eldar are common preferences.

Names: Dweorn first names are strong and sturdy and their last names tend to contain references to their earthbound heritage. Some Dweorn male first names are Doran, Nogget, Sardon, Thorston. Some Dweorn female first names are Corrin, Flanian, Soroi, Zannin. Some Dweorn last names are Granitenoggin, Ironshield, Stonethrow.

Adventures: Most Dweor will go adventuring for their clan or to protect their lands. Adventuring is a tradition for Dweor. Much Dweorn lore speaks of heroic adventures had by Dweorn ancestors.

Average Starting Age: 76-90. Dweor tend to send their local champions to adventure. These are the ones who have risen to the top and are ready for the next challenge. They look forward to making their mark on Dweorn history.

Gender and Family: Dweor pair for life and do not consider ability to bear children a requirement for a pairing. Dweor pairings usually involve one masculine and one feminine Dweor, regardless of gender. There are other types of gender expression amongst the Dweor, but they are not always recognized by their cultures.

Dweor childbearing and childrearing are considered two separate things. Each pairing may be interested in one more than another, so adoption is very common among the Dweor. All Dweor can grow beards, though beards on Dweor children is highly uncommon.

Standing amidst your allies, nothing can stop you.

In The Fray (Dweor. Tier 1) – *Stance, Stable;* Maneuver: ↑X to melee attack rolls, where X is how many allies are adjacent to you.

All the barbs of the infernal realm could not move you from this place.

Stand Your Ground (Dweor. Tier 1) – *Stance, Stable;* Maneuver: You are immobilized. Reduce forced movement used against you by 2. Next time you are hit, gain Soak 2 until your next turn.

**** =1.5*2-2*3*0.5+1*2

Putting your shoulders into it, you charge headlong into your foe.

Toppling Charge (Dweor. Tier 1) – *Martial, Attack;* Major, Weapon, you moved at least 1+X squares this turn: Roll vs Physical on a foe in Melee. Impaired foes are pushed X. If X is greater than 2, they are also knocked prone.

Dweor, Deep

Average Height: 3'4" to 4'2"

Average Weight: 82 to 152lbs

Creature Type: Medium Natural Humanoid Dweor

Favored Ability: Genius

Skill Bonuses: +1 to Craft, Shrewd, and Vigilance

Movement Forms: 5 Ground

Senses & Traits: Darkvision, Resist (Poison) 2

Languages: Common, Dweorn

1 language, 5 skills, 2 darkvision, 2 tough, -2 speed

Physical Description: The deep Dweor are smaller and more compact than their mountain-dwelling cousins. Used to working deep underground, they are extremely durable, with skin the color and texture of stone. Most mature deep Dweor have beards, ranging from dark ragged beards to softer, smooth beards.

Dweor, Mountain

Average Height: 3'5" to 4'6"

Average Weight: 85 to 156lbs

Creature Type: Medium Natural Humanoid Dweor

Favored Ability: Brawn

Skill Bonuses: +1 to Athletics, Craft, and Vigilance

Movement Forms: 5 Ground

Senses & Traits: Darkvision, Sturdy 1

Languages: Common, Dweorn

1 language, 5 skills, 2 darkvision, 2 sturdy, -2 speed

Physical Description: A mountain Dweor's shoulders are nearly as wide as the Dweor is tall. Not all grow beards, but ones who do wear long beards. Beards are decorated with braids or trinkets in some clans, or with dirt, mud, and bits of recent meals in other clans.

Example Level 1 Mountain Dweorn Character:

Thorston Stonechin, Vanguard			**Hero: Grade 3**
Medium Natural Humanoid Dweor			***XPV: 30***
Composure Pool: 7 – Striker: +1 damage on a hit / turn			SR 6
Physical	Mental	Social	Speed: 5
Brawn 4,5	Genius 3,5	Appeal 3,0	Saves 6, ABCC
Dexterity 2,0	Savvy 3,2	Empathy 2,0	AP: 1

Inspiring Strike *(Vanguard P) Atk;* Major, Weapon, ↓X dice: Roll vs Phy. on a foe in Melee. Allies get ↑X+1 on affected foes for one turn.

Ranger's Focus *(Vanguard T4) Atk;* Free, Weapon or Shield: Vanguard Ranks (3) vs Phy. on foes in an adj. Area 2 *(Do not roll).*

Storm of Strikes *(Vanguard T5) Atk;* Full, Weapon, ↓X Vanguard dice: Roll vs Phy. on a foe in Melee, making X+1 attacks. Each attack deals half dmg. If 5 or more hit, the target is staggered, save ends.

Paralyze *(Vanguard T3)* Maneuver, Spend 6 Phy. Edge: Impaired foes are staggered and immobilized, save ends.

*** Brawn: 4, Dexterity: 1, Genius: 3, Savvy: 2, Appeal: 3, Empathy: 2; Background Guard; Skill Ranks: Athletics 2, Craft 1, Customs 2, Durability 1, Vanguard 3

Stand Your Ground *(Dweor T1) Stance, Stable;* Maneuver: You are immobilized. Reduce forced movement used against you by 2. Next time you are hit, gain Soak 2 until your next turn.

Vanguard ABCC *(Stunt Bonus: +AAA);* Athletics ABCC, Craft BCC, Durability ABBC, Intimidate AAAB, Lore AAB, Nature AAA, Perception A, Tactics A, Vigilance AAC, (Appeal AAA, Dexterity, Empathy AA); Darkvision, Sturdy 1; Languages: Common, Dweorn

Gear: Battleaxe (2pts) **1H Heavy Blade ↑1** **Vanguard** (Vanguard 2), Support Belt (Athletics 2), Tough Skin (Durability 2), Travel Book (Customs 1), Multitool (Craft 1), 48gp



Thorston hails from the western city of Velous, at the cliffs on the edge of the Great Desert. He was trained to be a city guardsman there, but since has ventured to the east to find his fortune.

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Eumykin

Eumykin are sentient humanoid fungi created by Tariana. Eumykin are not often found outside of the deep forests and caverns, as they prefer minimal direct sunlight.

Personality: Eumykin are often curious, bold, and creative. Eumykin often have a strong sense of empathy due to their early life.

Physical Description: Eumykin are humanoid and grey skinned, with a cap above the stem where their eyes and mouths are. Eumykin vary greatly in size, and can change size and somewhat their shape at will. A Eumykin can have a broad cap that can be used to glide, can form a massive tongue weapon, or they can slim themselves down to be less obtrusive and fit themselves through narrow passageways. Medium-sized Eumykin are quite fast, though have a slight penalty to melee weapon damage due to their softer flesh. Large-sized Eumykin are a good deal slower, but gain a bonus to melee weapon damage due to their tougher muscle fiber.

Relations: Eumykin are treated with respect by the Dweor, who have had trade relations with them for centuries. Eumykin of the forests are well respected by the Elves as well. Most other races know very little of the Eumykin.

Eumykin Lands: Eumykin lands are in ancient forests or deep underground, some also in the more shadowed parts of Underside. A particularly large colony thrives deep underneath Vortex.

Religion: Eumykin are often followers of Herulok due to their associations with Dweor, or Tariana, as she is the one who created the Eumykin in the first place..

Names: Eumykin have flippant names. Ibblepek, Ledynik, Jibb, Geppa, Fabed, and so forth. Eumykin come up with their own names when they are gleaned.

Adventures: Eumykin adventure to escape to somewhere new.

Average Starting Age: 10-70. In their early development, Eumykin are grown in mycelium fields, attached to one place and immobile. It is not until around 10 years that they finally glean and gain mobility and the ability to communicate. Up until 10, they do progress mentally, so often a Eumykin will begin adventuring just to get away from where they have been stuck their life thus far.

Gender and Family: As fungus, Eumykin do not experience gender as most other species do, instead they have many thousands of different genders. Eumykin prefer eumy/eum/eumys pronouns, but often begrudgingly accept they/them/theirs when interacting with other species just for simplicity. Eumykin settlements crop up around mycelium fields where they spray their spores. Eumykin don't often pair up romantically, so the entire group is just one family. As such, it is impossible to know one Eumykin's specific parentage.

You quickly fold in your mantle, enough that you can still fit through.

Greater Fungomorphisis (Eumykin. Tier 1) – Perk: You can Fungomorph as a Maneuver and can use two of the forms at once.

Eumykin

Average Height: 5'0" to 15'0" (Mobile stages only)

Average Weight: 40 to 250lbs

Creature Type: Medium or Large Natural Humanoid Fungus

Favored Ability: Empathy

Skill Bonuses: +1 to Customs and Nimble

Movement Forms: 7 (medium), 6 (large) Ground

Senses & Traits: Infravision, Weak 1 (medium only), Mighty 1 (large only), Fungomorphic: As a major action can switch to one of the following forms: Fast 1, Skinny 1, Natural Weapon (Tongue), Wings 1

Languages: Common, Eumykin

2 speed / mighty, 1 language, 2 infra, -2 weak/slow, 2 morph, 3 skills

Example Level 1 Eumykin Character:

Jibattap, Reality Artist — **Hero: Grade 3**
Medium Natural Humanoid Fungus — ***XPV: 30***

Composure Pool: 7 – Leader: ↑1 (ea adj or 1 ally) / turn — SR 6

Physical	Mental	Social	
Brawn 3,3	Genius 4,5	Appeal 2,0	Speed: 7
Dexterity 2,2	Savvy 3,0	Empathy 3,5	Saves 6, ABCC
			AP: 1

Energy Bolt *(Evocation P) Cold, Fire, or Lightning, Atk;* Major, ↓X dice: Roll vs Phy. on a foe in X+2 RIs.

Boon *(Evocation T1) Chaos;* Maneuver: Random.
1 Heart: Heal AAA dice composure to you or an adj. ally.
2 Hand: ↑your next roll by 3 dice.
3 Lung: Heal 1 composure and make a save with a +3 bonus.
4 Foot: You may shift 4 squares.
5 Mind: Gain 2 Soak for one turn.
6 Muscle: +3 to dmg for one turn.

Curved Bolt *(Evocation T3) Modifier;* Maneuver, ↓2X+2 dice: Your roll targets a Chain 3X+4. This attack ignores cover.

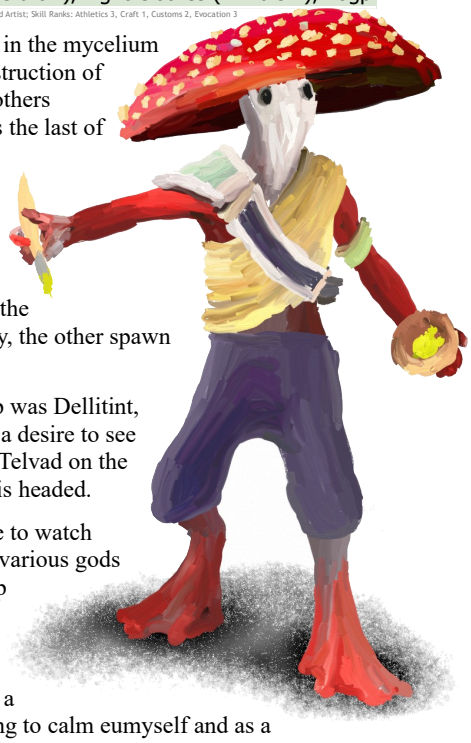
Jaunty Step *(Evocation T4) Chaos, Teleport, Movement;* Maneuver: Choose a direction. Roll Evocation. Teleport to the furthest unoccupied and immediately safe square in that direction up to the lesser of Success and Edge squares away.

Wild Warp *(Evocation T5) Stance, Chaos;* Maneuver: Free, Spend X crits: Roll X Boons or Weirdnesses.

Evocation ABCC *(Max Favor: ↑6, Max Retribution: 3C);* Athletics ABC, Craft ABBC, Customs BCC, Durability A, Intimidate A, Lore AAAA, Nature AAAA, Nimble AC, Precision AB, Shrewd AAA, Stealth AA, Trickery AAA, (Appeal AA, Savvy AAA); Infravision, Weak 1, Fungomorphic: - As a major action can switch to one of the following forms: Fast 1, Skinny 1, Natural Weapon (Tongue), Wings 1; Languages: Common, Eumykin

Gear: Paintbrush (Evocation 2), Support belt (Athletics 2), Curious and Bold (Customs 2), Paintbrush (Craft 1), Light Clothes (Nimble 1), 48gp

*** Brawn: 1, Dexterity: 2, Genius: 4, Savvy: 3, Appeal: 2, Empathy: 3; Background Artist; Skill Ranks: Athletics 3, Craft 1, Customs 2, Evocation 3



As a little primordium growing in the mycelium field, Jibattap witnessed the destruction of eumys village and most of the others growing with eum. Jibattap was the last of the mycelium colony to glean.

When Jibattap gleaned, there were no Eumykin remaining to aid eum, so Jibattap has had to make eumys own way in the world. Eumy has ventured into the world to find eumys only family, the other spawn from Jibattap's colony.

The last to glean before Jibattap was Dellitint, who, before leaving, expressed a desire to see the waterways of the great city Telvad on the Falls. So that is where Jibattap is headed.

From the little Jibattap was able to watch eumys colony worshipping the various gods before it was destroyed, Jibattap became an ardent follower of Eldar. Eumy now uses eumys creativity to bring unique magic to life through Eldar and a paintbrush. Jibattap uses painting to calm eumyself and as a way to escape from grim realities and create a much better reality.

Giantkin

Giantkin are massive humanoids with tremendous strength.

Personality: Giantkin are methodical beings. They are naturally amicable, but certain tribes can be quite cruel or unpleasant if resources are scarce or they have been treated badly by other species.

Relations: Other species tend to think of Giantkin as dumb creatures, but they really are no less intelligent than other beings. Their plodding and methodical approaches to problem-solving are a bit slower than the other species, but Giantkin are often quite insightful, having thought through all the possibilities.

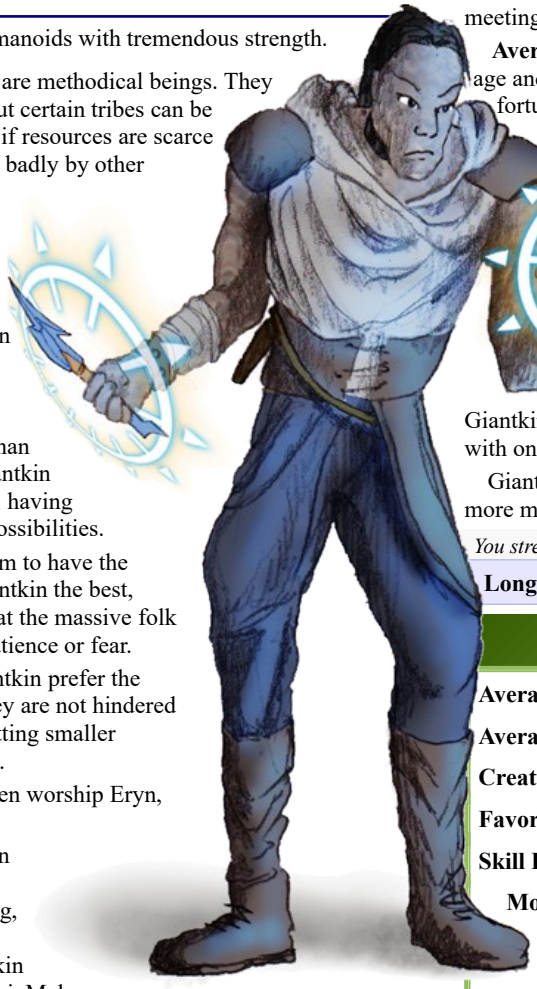
Elves and Plantkin seem to have the patience to deal with Giantkin the best, while humans tend to treat the massive folk with derision out of impatience or fear.

Giantkin Lands: Giantkin prefer the stony foothills, where they are not hindered by the natural terrain, putting smaller species at a disadvantage.

Religion: Giantkin often worship Eryn, Kala, or Eldar.

Names: Some common masculine Giantkin first names include Esk, Grong, Thad, Stokk. Some common feminine Giantkin first names are Doria, Feaj, Mala, Xoxa.

Some common last names for Giantkin include Barlchust, Hichyn, Lorshtoe, Langriche, Nobnies, Toltwier.



Adventures: Giantkin crave adventure and the new. They love meeting new folks and exploring the unknown.

Average Starting Age: 22-26. The Giantkin reach full size at this age and often are kicked out of their homes to seek their own fortunes.

Physical Description: Giantkin are very tall beings who tower over most other humanoids. Their faces are very long and their joints tend to be a bit knobby, a trait they get from their giant heritage. Those that live in cities tend to have a permanent hunch from ducking under door frames not built with them in mind.

Gender and Family: Societal norms in Giantkin families tend to have a single creative head of any gender with one or more partners who follow that leader.

Giantkin who do not fall into this binary are either solitary or find more mixed communities they are more comfortable in.

You stretch a bit to extend your natural reach.

Longarm (Giantkin. Tier 1) – *Stance;* Maneuver: Gain +1 reach.

Giantkin

Average Height: 9'5" to 11'4"

Average Weight: 750 to 1315lbs

Creature Type: Large Natural Humanoid Giant

Favored Ability: Genius

Skill Bonuses: +1 to Athletics and Craft

Movement Forms: 7 Ground

Senses & Traits: Normal Vision, Fast 2, Mighty 1

Languages: Common, Giant

↑ language, 3 skills, 2 fast, 2 mighty

Example Level 1 Giantkin Character:

Baloc, Giantkin Chronomancer			**Hero: Grade 3**
Large Natural Humanoid Giant; 2 x 2 sq.			***XPV: 30***
Composure Pool: 7 – Leader: ↑1 (ea adj or 1 ally) / turn			SR 6
Physical	Mental	Social	Speed: 7
Brawn 3,5	Genius 2,1	Appeal 4,5	Saves 6, ABCC
Dexterity 1,0	Savvy 3,1	Empathy 2,0	AP: 1

Accelerate Entropy *(Innovator P) Temporal, Atk;* Major: Roll vs Phy. on a foe who was in Melee this or the last two turns.

Revise History *(Innovator T3) Healing;* Spend X+2Y Temporal Edge: Heal X physical composure on Y creatures you were adj. to at least once since the start of your previous turn. Max of Innovator.

Impede *(Innovator T2)* Spend X Innovator Edge: Affected foes are slowed X, save ends.

Channel Time *(Innovator T4)* Free, Spend X+7 Temporal Edge: An ally of your grade or lower in X+1 RIs may take an immediate major action. You may shift X.

Backup Plan *(Innovator T4) Stance, Temporal;* Maneuver: Free: Roll Innovator. Teleport up to Success + Edge to a square you have been in since entering this stance. This stance ends. Major: Use the ability above, but teleport willing adj. allies also.

Innovator ABCC *(Experiment Total: 3E, Max Component: ↑3);* Athletics AAC, Charm AABC, Craft AB, Durability BCC, Entertain AAAA, Intimidate AAA, Leadership ABCC, Lore AA, Nature AA, Perception AAA, Tactics AAB, Vigilance AAA, *(Dexterity A, Empathy AA);* Normal Vision, Fast 2, Mighty 1; Languages: Common, Giant

Gear: Crooked Wand (Innovator 2), Tough Skin (Durability 2), Neat Uniform (Leadership 2), Nice Boots (Charm 1), Support Belt (Athletics 1), Experiment **+3E to Channel Time,** Crystallized Time Shard ↑**2 Temporal,** Gear Assembly ↑**2 Innovator**, 5gp

*** Brawn: 3, Dexterity: 1, Genius: 2, Savvy: 3, Appeal: 4, Empathy: 2; Background Mayor; Skill Ranks: Charm 2, Durability 3, Leadership 1, Innovator 3

Baloc is the son of Deegan, the mayor of Derriston. Baloc is not sure he can fill his father's shoes. Luckily for Baloc, mayorship is not hereditary. Over the past few years Baloc has begun learning to manipulate time and has learned a few tricks.

IMPORTANT: This is the *F*ree RPG Day edition of the game, so does not have every species, trained skill, ritual, or monster! We skip some pages. Pick up the full version if you want the full system and content. But don't worry, all the rules are the same.

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Background

Your background is what you have been involved with the majority of your life. Was your mother a blacksmith? Were you an apprentice hunter? Were you raised by bandits? Were your parents adventurers? These influences give you different starting skill ranks or perks.

Here are some potential backgrounds to consider:

Acrobat: +2 Entertain, +2 Nimble, +1 Athletics

Adventurer: +1 Athletics, +1 Customs, +1 Nimble, +1 Stealth, +1 Vigilance

Alchemist: +2 Craft, +1 Durability, +1 Lore, +1 Precision

Arbiter: +2 Shrewd, +2 Tactics, +1 Leadership

Archer: +2 Precision, +2 Stealth, +1 Nimble

Artist: +2 Craft, +1 Precision; Perk: +2 Artisan social ranks

Assassin: +2 Stealth, +2 Trickery, +1 Nimble

Athlete: +2 Athletics, +2 Durability, +1 Intimidate

Bandit: +2 Intimidate, +2 Stealth, +1 Vigilance

Barbarian: +2 Durability, +1 Intimidate, +1 Lore, +1 Vigilance

Bard: +2 Charm, +2 Entertain, +1 Perception

Blacksmith: +2 Craft, +2 Athletics, +1 Precision

Burglar: +2 Nimble, +2 Vigilance, +1 Stealth

Captain: +2 Perception, +1 Durability, +1 Shrewd, +1 Vigilance

Carpenter: +2 Athletics, +2 Lore, +1 Customs

Charlatan: +2 Charm, +2 Trickery, +1 Perception

Cleric: +2 Customs, +1 Lore; Perk: +2 Clergy social ranks

Collector: +2 Intimidate, +1 Charm, +1 Customs, +1 Durability

Counterfeiter: +2 Craft, +2 Trickery, +1 Shrewd

Dancer: +2 Athletics, +2 Nimble, +1 Charm

Druid: +2 Perception, +2 Nature, +1 Athletics

Engineer: +2 Precision, +2 Lore, +1 Craft

Entertainer: +2 Charm, +2 Entertain, +1 Leadership

Explorer: +2 Nimble, +2 Lore, +1 Nature

Falconer: +2 Intimidation, +2 Nature, +1 Athletics

Farmer: +2 Athletics, +2 Nature, +1 Craft

Fisher: +2 Nature, +2 Vigilance, +1 Stealth

Gamekeeper: +2 Nature, +2 Stealth, +1 Customs

Gladiator: +2 Athletics, +2 Tactics, +1 Entertain

Grifter: +2 Leadership, +2 Trickery, +1 Entertain

Guard: +2 Durability, +2 Leadership, +1 Intimidate

Hunter: +2 Perception, +1 Lore, +1 Nature, +1 Stealth

Innkeeper: +2 Entertain, +2 Intimidate, +1 Shrewd

Juggler: +2 Precision, +2 Entertain, +1 Perception

Knight: +2 Customs, +2 Durability, +1 Athletics

Locksmith: +2 Craft, +2 Precision, +1 Perception

Mage: +2 Craft, +2 Lore, +1 Nature

Marshal: +2 Leadership, +2 Tactics, +1 Shrewd

Mason: +2 Precision, +1 Athletics, +1 Craft, +1 Lore

Mayor: +2 Leadership, +1 Tactics; Perk: +2 Government social ranks

Merchant: +2 Shrewd, +1 Leadership; Perk: +2 Merchant social ranks

Minstrel: +2 Customs, +1 Entertain, +1 Lore, +1 Nimble

Ninja: +2 Stealth, +2 Nimble, +1 Perception

Noble: +1 Customs; Perk: +4 Nobility social ranks

Officer: +2 Vigilance, +1 Customs, +1 Leadership, +1 Tactics

Oracle: +2 Perception, +2 Vigilance, +1 Tactics

Outcast: +2 Nature, +1 Athletics, +1 Trickery, +1 Stealth

Outlaw: +2 Intimidate, +2 Tactics, +1 Stealth

Peddler: +2 Entertain, +2 Shrewd, +1 Charm

Physician: +2 Nature, +2 Leadership, +1 Craft

Pirate: +2 Intimidate, +2 Trickery, +1 Shrewd

Poet: +2 Craft, +1 Charm, +1 Customs, +1 Lore

Politician: +2 Charm, +1 Customs, +1 Entertain, +1 Tactics

Preacher: +2 Leadership, +2 Intimidate, +1 Charm

Pugilist: +2 Athletics, +2 Durability, +1 Trickery

Rat Catcher: +2 Nimble, +1 Nature, +1 Durability, +1 Venom

Sailor: +2 Durability, +2 Nature, +1 Nimble

Scholar: +2 Lore, +1 Nature; Perk: +2 Academia social ranks

Scout: +2 Perception, +2 Stealth, +1 Nature

Sharpshooter: +2 Vigilance, +2 Precision, +1 Tactics

Shepherd: +2 Charm, +2 Shrewd, +1 Intimidate

Shill: +2 Tactics, +2 Customs, +1 Trickery

Soldier: +2 Athletics, +1 Vigilance; Perk: +2 Military social ranks

Spy: +2 Customs, +2 Trickery, +1 Nimble

Strategist: +2 Tactics, +1 Charm, +1 Intimidate, +1 Vigilance

Storyteller: +2 Charm, +2 Lore, +1 Entertain

Street Rat: +2 Shrewd, +2 Trickery, +1 Intimidate

Thespian: +2 Leadership, +2 Entertain, +1 Trickery

Thief: +2 Precision, +2 Stealth, +1 Trickery

Tinker: +2 Shrewd, +2 Craft, +1 Precision

Watcher: +2 Perception, +2 Vigilance, +1 Shrewd

Skill bonuses from Species and Background stack. For example, a +2 and a +1 on the same skill will give a character 3 ranks. These count as Skill Ranks. Level 1 Heroes can only have a total +3 ranks in a skill, including Species and Background ranks. See also Making Custom Backgrounds, page 163).

Building a Character

Not really sure what you want your character to be like? We can help with that. Decide a little bit at a time as you quick build your character using our character builder. In a series of questions, you decide who your character is in a few easy steps.

Choosing Ability Score Values

You have 15 Ability Score points you can distribute among your stats. The lowest score you can have is a 1, the highest a 4. You may only have one 1.

Quick Ability Scores

Having a hard time deciding your Ability Scores? Here is a series of questions that should sort you out right quick.

1. Put a single mark in each of the six ability scores: Brawn, Dexterity, Genius, Savvy, Appeal, and Empathy.
2. Is it is more important to your character to be smart than social? If so, put another mark on Genius and Savvy, otherwise put a mark on Appeal and Empathy.
3. Is it is more important to your character to be healthy than smart? If so, put another mark on Brawn and Dexterity, otherwise put a mark on Genius and Savvy.
4. Is it is more important to your character to be social than healthy? If so, put another mark on Appeal and Empathy, otherwise put a mark on Brawn and Dexterity.
5. Is your character better at long distance running than short sprints? If so, put another mark in Brawn, otherwise put it in Dexterity.
6. Is your character better at figuring things out than just knowing the answers? If so, put another mark in Savvy, otherwise put it in Genius.
7. Is your character better at understanding people than making friends? If so, put another mark in Empathy, otherwise put it in Appeal.

Tally up the marks in each ability score. You should have one 4, two 3s, two 2s, and a 1 (unless you chose healthy, smart, and social each once, then you will have three 3s and three 2s). These are your stats. Feel free to swap a few now or later in the character building process if we didn't quite get it just right.

Choosing a Combat Role

Now a quick set of questions to determine your combat role.

1. When your allies are attacked, who do you interact with, the allies or the attackers? If you said attackers, go to 2, otherwise 3.
2. Are you more interested in harming your foes than preventing them from acting? If yes, your combat role is Striker, otherwise it is Controller.
3. Are you more interested in protecting your allies than making their actions more effective? If yes, your combat role is Defender, otherwise it is Leader.

Now we have determined your combat role and an outline of your character's stats. Now how does your character actually deal with conflict? What is their primary conflict resolution method? If it is a physical method, what do they use as a backup when physical resolutions are impossible? If it was a non-physical method, what happens if that one is impossible?

Do any of the following skills sound like what you are looking for?

Air, Death, Earth, Evocation, Fire, Hunter, Innovator, Mind, Spirit, Stalwart, Swift, Transform, Unarmed, Vanguard, Water

How about these basic skills?

Athletics, Charm, Craft, Customs, Durability, Entertain, Intimidate, Leadership, Lore, Nature, Nimble, Perception, Precision, Shrewd, Stealth, Tactics, Trickery, Vigilance

Take note of anything interesting, we discuss them in the skills chapter. Next we recommend you follow these steps in order:

1. Define some characteristics of your character (see Characteristics, page 11).
2. Think about your character's interests (see Interests, page 11) and flavor words (see Flavor Words, page 11). You can determine them later, but this a good time to start thinking about them.
3. This can be a good time to pick your Species (See Species, page 26) and Background (See Background, page 47).
4. Decide on what skills you want to spend ranks on and spend those ranks (see Skills, page 13).
5. Check out your role and buy talents from there and your best skills (see Roles, page 24 and Talents, page 14).
6. Choose your gear skills and assign them value (see Gear, page 99). Don't worry too much about Equipment, we got you covered (see Did I Bring the Thing?, page 103).
7. Calculate your Die pools, Defenses, and Composure Pool (see Defenses, page 48).
8. Start playing! Maybe finish up flavor words, interests, and decide what your gear values represent during play.

Defenses

Defenses are how your character avoids negative consequences from conflicts. Defenses are based on their ability scores, skill ranks, and/or gear. Each ability score has a Difficulty Target (DT) composed of a Success Target followed by an Edge Target. They are shown in order, separated by a comma like so: 3,2.

There are six defenses. These are the DTs for when that character is the target of a skill check. Talents specify what the target defense is for specific skill uses.

When more than one defense is specified or a specific aspect is specified, the defending character can choose which defense to use. For example, with an attack that is vs Physical, the defender can choose to defend with either Brawn or Dexterity defense. Skill defenses are only used when specified as a defense.

If a defense is hit, the success result is applied, often in the form of damage to an aspect's health pools. Each ability score has a health pool equal to its Success Target (see Success Target, page 5).

Determining Defenses

For each ability score, determine the following values:

- Your character's ability score
- The greatest rank of the skills using that ability score (including any trained skills)
- The highest gear value for skills using that ability score

The highest of those three values is used for the Success Target and the other two values are added together for their Edge Target.

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Skills as Defenses

When rolling against a skill of an unaware target, use the DT for that skill's source Ability Score. So if the target is Perception, the DT would be the character's Savvy Defense.

Save Pool and Save DT

Your Save Pool is a die pool created by your highest Ability Score, highest Skill Ranks in a single skill, and the highest value piece of Gear you have. Level 1 heroes usually roll ABCC.

If no Save Target is specified, the attacker's Save Target is the number of dice in the attacker's total Save Pool, plus the number of C dice in that pool, plus one if they are a Controller.

Hit Points

Your character has one composure pool. Each of the six defenses has a separate health pool. Composure is easy to heal and always the first to take damage. Health is much harder to heal and is only damaged when is are no remaining composure.

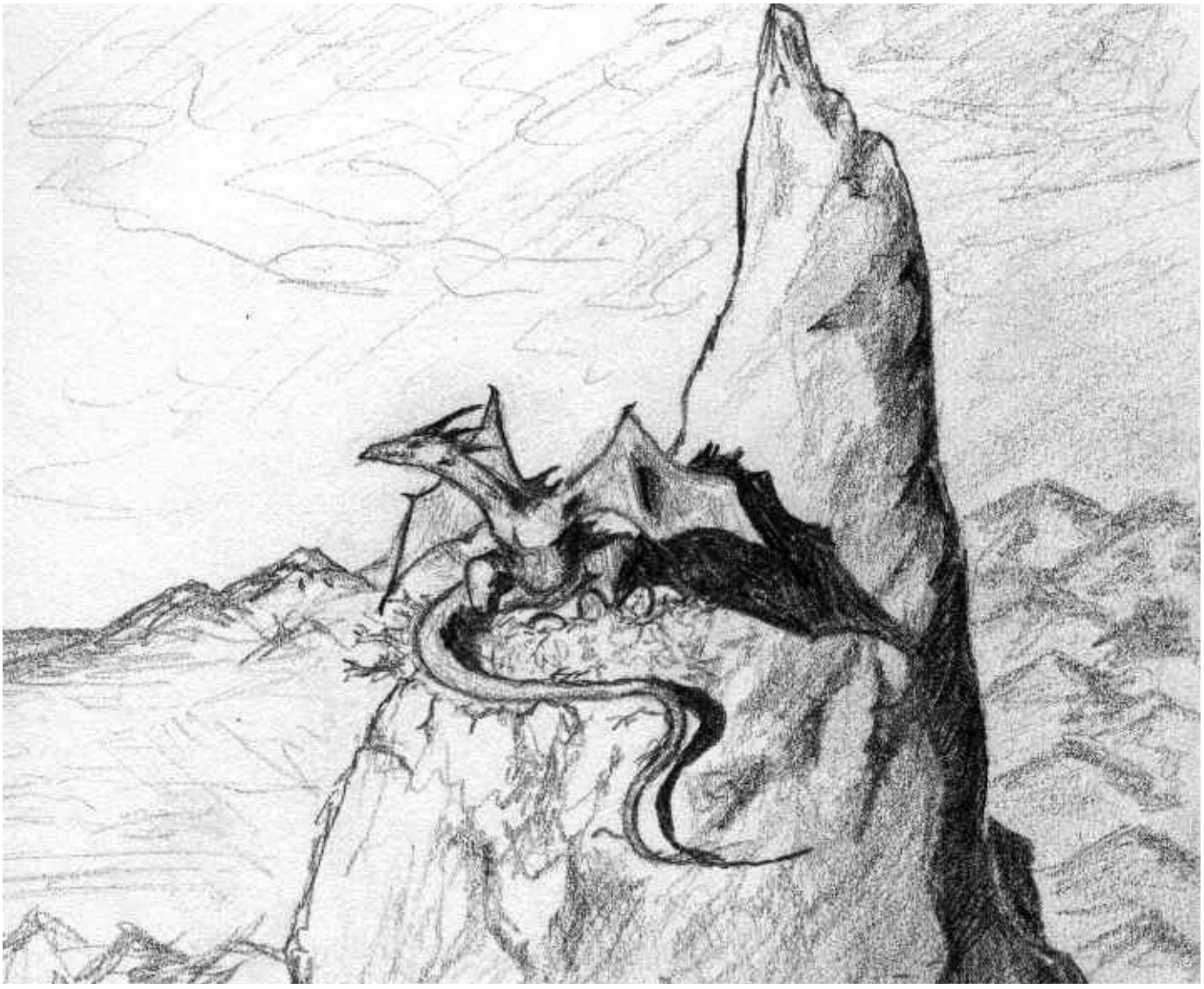
Composure

Think of composure as the wearing down before one is visibly affected by damage. In cinematic conflicts, this is just the back and forth that happens early in the battle. The parried punches, the insults that are laughed off, the mental tricks that are easily unraveled or ignored.

If a character has any composure left, damage always goes to composure first before going to health. Excess goes to health. It doesn't matter which defense target you were hit in, composure is used for all aspects. Once all composure is depleted, remaining damage in a defense is assigned to health in that aspect. Thus if you take 10 points of damage to Mental and you only have 7 composure, the remaining 3 damage will go to a mental health pool of your choice.

Determining Your Composure Pool

Your composure pool is equal to your character grade times 2 plus your level. For a level 1 hero, this should be 7 unless you are a defender, who adds their grade a third time and has a 10.



Skills

Overcoming an obstacle in Aspect Prime is either a simple yes or a skill contest.

In some cases, the GM should just say yes (such as when a skill roll will be rolling a number of C dice that is equal to or greater than the success target). Otherwise, the characters should use skills.

Using Skills

Skills are used in two different ways: active and passive.

Active Skills

An active skill use is rolling your skill against a target. Usually this is a set difficulty target (see DT)

Opposed Skill Check

Opposed skill checks are a kind of active skill check involving both the active character and the target. In these cases, both are actively trying to overcome the other's skill (like an arm wrestling contest). This is different from a combat where there is a back and forth of multiple attacks. Those we just use normal active skills for.

Passive Skills

Passive skill checks are checks the GM makes for characters that aren't even aware of the check happening. A common example is spotting a character that is using stealth.

You can also attempt a passive skill check as a smaller action than the active action would be.

Your passive skill roll is equal to the value of your die pool. Count the number of C dice in your pool. That's your successes. Default passive skill rolls don't have Edge.

Alert Stance

If you are not in a stance, it is assumed you are in Alert Stance. Whenever you say something like "I'll stand watch", "I'm going to look around carefully" or "I'm being very cautious", the GM will assume you are getting into Alert Stance unless you tell them otherwise or unless you are already in Alert Stance. You cannot be resting and in Alert Stance. Resting turns off all stances. Alert Stance's bonus is not added to active skill rolls.

Alert Stance (Any. Basic) – *Stance;* Maneuver: You make non-combat checks passively at (B + C dice, A + C dice).

The primary use of alert stance is passive knowledge or perception checks. Here are a few example uses:

A character with ABCC for Perception will passively make (3,3) skill checks on checks against inanimate targets This would be enough to notice a poorly hidden door.

A character with BB for Nature will passively make (2,0) Nature checks, enough to notice plants that are not native to an area familiar to the character.

Helping Skill Checks

Multiple characters can help with a single task. All involved characters have the same requirements and costs as if they were doing the same action.

One character makes the main roll, while everyone helping can roll A dice equal to their skill ranks.

If the main roller is a Leader, however, they may choose instead to make the only roll, but their roll is upgraded by the skill ranks from every other character helping. If so, the others do not roll.

It is generally beneficial to have the character with the highest ability score and most powerful gear doing the main roll, as the roll is based on the roller's dice pool.

Note that the helping characters still have to be in range of whatever the target is, spend the action, have the needed tools, meet skill usage requirements, etc. Material components are spent only by the one making the roll, however (including any action point, health, or other non-time resource expenditures).

Note that in an initiative encounter situation the helpers must take their actions first and the roller takes the last action, even if the roller would have gone before them in initiative order.

Time Modifiers

Some skills are easier the more time you spend, some are harder based on how long it has been since the event in question. Here is a handy chart for how much of a modifier to make to the roll or DT based on the time.

Mod	Total Time	Mod	Total Time	Mod	Total Time
0	Full action	11	1 day*	22	4 months
1	1 minute	12	2 days	23	7 months
2	2 minutes	13	3 days	24	15 months
3	5 minutes	14	4 days	25	2 years
4	10 minutes	15	6 days	26	4 years
5	15 minutes	16	9 days	27	7 years
6	30 minutes	17	12 days	28	12 years
7	50 minutes	18	15 days	29	20 years
8	90 minutes	19	21 days	30	35 years
9	3 hours	20	1 month	31	60 years
10	5 hours	21	2 months	32	100 years

**note that this chart assumes 8 hours of effort per day, not 24 hours per day*

Knowledge Checks

All skills have one or more types of knowledge associated with them. Unique DTs for the knowledge are listed with each skill's knowledge type, otherwise use the following chart.

Passive knowledge checks should be automatically done by the GM, these checks represent information that you just know already, either through study or intuition. These cost no action.

Knowledge Check (Lore. Basic) – *GM Roll, Knowledge;* Variable, Upgrade based on skill ranks, talents, interests, available materials, and time modifier: Roll vs DT. Success reveals relevant information. Crits can be spent to answer additional questions.

Material: Your time modifier cannot be more than three times your material modifier, but both are capped by the available material value. For example, a well-stocked library with a +5 knowledge modifier for this subject means you can use up to a +15 time modifier. If you were to only spend 30 minutes (a +6 time modifier), however, at best you could consume +2 worth of information, so your total modifier would be +8.

Skill Ranks: Knowledge checks can be used with nearly any skill that you have ranks in to learn more about subjects specifically related to that skill. Upgrade your Lore roll by your ranks in that skill and the number of Tier talents you have in the skill.

Design Note: If you are making a knowledge check about a Lore topic, you still upgrade the check by your ranks of Lore, so yes your Lore ranks are effectively being applied twice to that roll.

Otherwise it would be unfair that every other topic gets the Lore skill ranks plus the ranks of the other skill.

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Interests: Upgrade your roll further by 2 if it is one of your Interests. For each additional interest past the first that is applicable, ↑1.

For example, if you have racing as a favorite activity, and snails as a favorite topic, you would get three upgrades total when researching famous snail racing champions.

If you were in a library with a +3 overall knowledge value, you could spend 1 minute and get a +1 material upgrade as well as a +1 time upgrade. If you spent 30 minutes there, that would be a +2 material upgrade and +6 time upgrade. If you spent 3 hours there, you would exhaust all material available, getting a +3 knowledge value as well as a +9 time upgrade. No time spent there could increase your roll further.

Some examples of knowledge checks by skill:

Athletics	Athletes, sports, legendary feats
Charm	Genealogy, heraldry, nobility, people
Craft	Architecture, art, materials, things that are crafted
Customs	History, legal systems, modern languages, trade
Durability	Weather survival, poisons, armor usage
Entertain	Composition, writing, performing arts
Intimidate	Motivation, sales, tax collecting
Leadership	Ethics, philosophy, rhetoric, theology
Lore	Dragons, fae, glyphs, legends, magic, prophesy, sciences, secrets, other worlds, unnatural creatures
Nature	Natural animals and plants, climate, elements, riding
Nimble	Acrobatics, climbing, exercise
Perception	Your own memories of places, things, and people
Precision	Ciphers, codes, knots, locks
Shrewd	Current / local events, money, politics
Stealth	Camouflage, sleight of hand, underworld
Tactics	Logic, military history, wars, engineering, weaponry
Trickery	Games, fallacies, psychology, swindles
Vigilance	Military protocol, preparedness, survival

When making checks regarding Trained Skills or Power Sources, an identical Skill or Power Source can be used as the knowledge skill.

Additionally, you could use Tactics for Martial talents and rituals; Customs for Divine talents, rituals, rituals, and items as well as undead creatures; Craft for constructs and devices; Lore for Arcane talents, rituals, and items as well as magical and extraplanar creatures; Nature for Elemental talents, powers, rituals, and items as well as elemental or natural creatures; and Trickery for Supernatural talents, rituals, items, and unnatural creatures.

Identifying With Knowledge

You can use knowledge checks to identify creatures, talents, rituals, and items. This may be either knowledge regarding that target or inferred knowledge, based on knowledge of similar things. Different creature origins and power sources are identified by knowledge checks with different skills. You also can always use a skill to identify something that has a keyword that matches the name of the skill.

A passive check to identify a target is automatic (even a cursory glance is enough), but an active check is a major action. Depending on how well the check is made, you could learn the target's keywords, and other information as shown below.

DT	Information
3	Identify origin of a creature or power source of an item, power, talent, or ritual or a creature's species
5	Identify keywords or item's inherent bonus or a creature's species traits, or identify a power's powet set
7	Identify a creature's grade, a power, talent, or ritual as it is being used, or an item's powers or rituals
9	Identify creature's best or worst ability, defense, or skill
11	Identify creature's powers, stats, or other data, identify item's creator
4	Identify a creature or item
-3	Intimate familiarity (a talent or ritual you have, a friend, or family)
-1	Passing familiarity (a power source you have talents in, a member of your community, an item created by someone you are familiar with)
+1	Target is uncommon (uncommon item or an uncommon creature)
+3	Target is very rare (expensive item or an elite+ creature)
+5	Target is unique (a custom item or creature)
+1 / 5 years	Target is unknown for many years
+2	Target is unique to an unfamiliar place (cumulative)
+4	Target is unique to an unfamiliar country (cumulative)
+8	Target is unique to an unfamiliar continent (cumulative)
+16	Target is unique to an unfamiliar world (cumulative)

Basic Skills

The 18 skills that all characters can use without training are called the basic skills: Athletics, Charm, Craft, Customs, Durability, Entertain, Intimidate, Leadership, Lore, Nature, Nimble, Perception, Precision, Shrewd, Stealth, Tactics, Trickery, and Vigilance

Basic Skill Chart

Here are all 18 basic skills and some common uses for them.

Skill	Ability Score	Typical Uses
Athletics	Brawn	Climb, lift, jump, terrain, swim
Charm	Appeal	Convince, coax, haggle, persuade
Craft	Genius	Craft, improvise, repair, salvage
Customs	Empathy	Culture, heraldry, history, language
Durability	Brawn	Fortitude, health, survival, withstand
Entertain	Appeal	Dance, distract, entice, theater, music
Intimidate	Brawn	Bully, enrage, insult, scare off
Leadership	Appeal	Console, dissuade, inspire, military
Lore	Genius	Detect & identify magic, science
Nature	Genius	Find shelter, forage, medicine, track
Nimble	Dexterity	Acrobatics, dash, dodge, escape, ride
Perception	Savvy	Listen, search, read lips, weather
Precision	Dexterity	Catch, deflect, disable, rope, toss, traps
Shrewd	Empathy	Appraise, assess, initiative, local info
Stealth	Dexterity	Blend in, hide, sleight of hand, sneak
Tactics	Savvy	Games, plans, outwit, strategy
Trickery	Empathy	Bluff, gamble, persuade, supernatural
Vigilance	Savvy	Awareness, inititative, preparedness

Each basic skill has one or more basic talent that anyone can use even without taking any ranks in it, one or more Prime talent, and one or more Tier 1+ talent.

At the GM's option, skill rolls can be attempted for basic skill talents even if the character does not have them unlocked, but the character will have to make the attempt with two downgrades.

Core Basic Talents

These four talents can be used by any character. To use one of these talents, the player chooses any skill from that aspect, describes what they are doing, determines the dice to be used, then rolls the skill.

For example, a character can use their Athletics check for a Basic Melee attack roll. They could similarly use Perception for a Mental Assault or Shrewd for a Social Pressure.

Basic Melee (Physical. Basic) – *Attack;* Major, Weapon: Roll vs Physical on a foe in Melee.

Basic Ranged (Physical. Basic) – *Attack;* Major, Ranged Weapon, ↓X+1 dice: Roll vs Physical on a foe in X+1 range increments.

Mental Assault (Mental. Basic) – *Quip;* Major, Vocal, ↓X dice: Roll vs Mental on a foe in X range increments. Success deals Mental damage.

Social Pressure (Social. Basic) – *Quip;* Major, Vocal, ↓X dice: Roll vs Social on a foe in X range increments. Success deals Social damage.

It is important to note that Mental Assault and Social Pressure are not Attacks, and as such will not normally trigger physical reprisals unless the target feels they have no other option to defend themselves. See Attack (Keyword), page 15.

Damage Conversion

When using a skill to attack, you may choose before the attack to convert the damage to something else, depending on which skill is used. Each skill has a different thing or set of things you can convert the damage to.

Athletics (Brawn)

Athletics is a general measurement of controlled and applied strength. You can use Athletics for knowledge checks (see Knowledge Checks, page 50) regarding sports and related feats of strength. Extremely athletic characters aren't stopped by obstacles.

Athletics talents can be used at any time. Downgrade your roll by 1 die for each Physical wound you have.

When you make an attack with Athletics, you can exchange damage for an immobilize with a save equal to the damage spent.

Overcome (Athletics. Basic) – Maneuver: Roll vs DT against any rough terrain, rough current, wind, etc. Success means you move at 2 plus excess successes to a maximum of your normal speed.

Overcome can be used to jump gaps, swim in rough current, run across rough terrain, fight against a strong wind, lift a heavy load, succeed at an athletic contest, etc. Overcoming a vertical wall of half your height is a difficulty 1, plus one for each addition of that height. So a wall twice your height is a 4, three and a half times is a 7, etc.

Overcoming Obstacles	
Vertical Wall Climb	1 per ½ of your height
Horizontal Leap	1 per ½ of your height
Vertical Leap	1 per ¼ of your height
Rope Aid Climbing	Upgrade by your Dexterity and Nimble ranks, treat the height as no more than 2x your own
Running Start	Upgrade the roll by your ranks in either Nimble or Athletics
Pole Vault (only with Running Start)	Upgrade by 1 per length equal to your height, max of Athletics or Nimble ranks
Lifting a Heavy Load	1 per 1/6 of your weight
Pushing a Heavy Object	1 per 1/3 of your weight, assuming the terrain is relatively smooth

Rough Terrain X(,Y)

Rough Terrain is a difficult to traverse area. Ground movement in the area is reduced to 1 unless it is Overcome with an Athletics roll. The DT is as specified. Y is an optional Edge target requirement to succeed at the Athletics roll.

You cannot use Sprint or Run while standing in Rough Terrain unless you have Overcome the Rough Terrain this turn.

Movement Speed Changes

Note that when moving into Rough Terrain, a character's speed is changed. When moving, speed is considered at every square of movement. So a character with a Ground speed of 5 that uses a basic Move to go 2 squares and then one more into Rough Terrain is halted immediately. They have moved 3 squares during this move, which is not less than their temporary Ground speed of 1, so they have no more squares of movement remaining.

They could then use their Major action for additional movement, but that movement is reduced to 1 square.

Athletic Grapple (Athletics. Prime) – *Attack, Stance, Grapple;* Major: Roll vs Physical on a foe in Melee.

If you are already in this stance, success deals damage, otherwise start the stance. If the foe moves, you move with them.

The foe has ↓X to attack creatures within one size category of yours, where X is your successes. If their size is not larger than you, end their stance and the foe is slowed by your size category difference.

Yes, Athletic Grapple can be used on a foe of any size. Against a much larger foe, it more of a climbing grapple.

Note that you can use an Athletic Grapple to get out of someone's Athletic Grapple if they are not larger than your size category.

Grapple Stances

Grapples that are stances end not just your character's stance but the opponent's stance, if the grapple successfully hits. Having an opponent in a Grapple does not stop them from attempting to start a stance, even if that stance is not another Grapple.

Take Down (Athletics. Tier 1) – *Attack;* Major, ↓1: Roll vs Physical on a foe in Melee. Impaired targets are knocked prone.

Spend X Edge: Push impaired targets X squares.

Binding Grapple (Athletics. Tier 1) – Spend 8 Grapple Edge: The target is staggered until your next turn ends.

Well Built (Athletics. Tier 2) – *Modifier;* Free, Perk: Add A dice to Grapple attacks equal to your ranks in Athletics.

Feat of Athleticism (Athletics. Tier 3) – *Bonus;* Free, Spend X+2Y Crits: Make X immediate Maneuver Athletics actions at ↑X+2Y and Y immediate Major Athletics actions at ↑X+2Y.

Charm (Appeal)

Charm is how much people like how you present yourself. What you wear, your voice, your general hygiene and grooming all affect this, as well as your expressions and how they reflect your inner heart and thoughts all affect how people react to you. Extremely charming characters are liked by all.

A charmer gets people to want the charmer to like them.

You can use Charm for knowledge checks (see Knowledge Checks, page 50) regarding famous people, heraldry, genealogy, and nobility.

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Charm talents can be used at any time. Downgrade your roll by 1 die for each Social wound you have.

When you make an attack with Charm, you can exchange damage to modify the target's Attitude (see Changing Attitudes, page 125).

Persuasion (Charm. Basic) – *Quip;* Major, Vocal: Roll a Social Pressure with Charm on a target. Impaired targets are convinced of something you believe to be true.

Coax (Charm. Prime) – *Suggestion, Quip;* Major, Vocal, ↓2X dice: Roll a Social Pressure with Charm on a target. Wounded targets try to meet the request, save ends.

Charming Look (Charm. Tier 1) – *Debuff;* Success, The target is not hostile, Spend X Social Edge: Adjust the target's attitude by X.

Enthrall (Charm. Tier 2) – *Suggestion, Quip;* Major, ↓3X dice: Roll a Social Pressure with Charm on a target in X range increments. Impaired targets are staggered, save ends.

Charming Rogue (Charm. Tier 3) – *Quip;* Free, Success, Spend X Quip Crits: X Impaired or wounded targets are charmed, save ends.

Craft (Genius)

Craft is a general measurement of your creativity and its application to the real world. Crafting allows you to make useful objects using tools and raw materials. Extremely creative characters are quite inventive and can make anything.

You can use Craft for knowledge checks (see Knowledge Checks, page 50) regarding materials, art, things that have been crafted, architecture, and crafting trades.

Craft talents can be used at any time. Downgrade your roll by 1 die for each Mental wound you have.

When you make an attack with Craft, you can exchange damage for a weaken and -2 to defense with a save equal to successes spent.

When you take a skill rank in Crafting, you choose a type of material that you train to work with, such as wood, stone, metal, twine, etc.

To craft, you need appropriate materials of a value equal to one fifth of the value of the completed item. Half of the materials will be consumed on a successful check. This means if you want to create multiple items that use similar materials, you could save a lot of materials. The first item you need the full 1/5th of the value. Each subsequent item you only need 1/10th of the value in additional materials, as you already have 1/10th remaining from the previous item you crafted.

Whenever you fail a crafting check by more than your skill ranks in Craft, some of the materials are ruined and wasted. One fifth of the materials are wasted per point you failed the check by, minus your ranks in craft. Since C dice never fail, if your C dice and skill ranks added together equal the target DT, you cannot waste any material.

If you do not have the proper tools, you cannot craft anything of 1sp value or greater (even piecemeal). Some tools are higher quality than others. Tools cost one tenth of items from the maximum DT they are able to craft. Tools last for a number of failures equal to the maximum check they are able to be used for. Tool kits can be upgraded by paying for tools equal to the difference. Don't forget, tools can also be crafted!

So tools needed to craft a value 2 arcane focus, a 80gp item (at DT of 9) would cost 8gp. Alternately a crafter could craft the tools, a 6 DT. That requires 8sp of tools, which could be crafted from 8cp of material, at a DT of 4. The 8cp tools to make those could be crafted from scraps worth less than 1cp at a DT of 2.

In all, you would need 16gp of material for the item, 16sp materials for the best set of tools, 16cp for the tools made to use those, and less than 2cp for the tools made to make those. Since you would have leftover materials from previous tool crafting, you only actually need a total of 16gp, 8sp, and 9cp materials to craft the tools and the item itself.

To craft the first base tools, it takes slightly less than 1cp in material. Because the tool value you are making is less than 1sp, no tools are needed, but you will need to take 2 minutes and successfully roll a DT of 2.

After crafting the base tools, you have a bit more than 16gp, 8sp, and 8cp in material left. Crafting the next set of tools is a DT of 4 and will take 10 more minutes, using up 8cp in material, leaving you with 16gp, 8sp, and a bit of scrap.

You need 30 minutes and a successful DT of 6 check to craft the final set of tools with those, leaving you with 16gp of material to make the item with. Crafting the final item will be a DT of 9 and take 3 hour.

In the end, you'd have taken 3 hours and 42 minutes to craft an 80gp value item, and 8gp, 8sp, 8cp value in tools that can be used to craft arcane focus items, and 8gp in materials remaining.

A passive craft item check takes one tenth the time.

Check	Item Value	Crafting Time
0	Less than 1/3cp	1 round
1	1/3cp to 4cp	1 minute
2	5 – 9cp	2 minutes
3	1 – 4sp	5 minutes
4	5 – 9sp	10 minutes
5	1 – 3gp	15 minutes
6	4 – 9gp	30 minutes
7	10 – 19gp	50 minutes
8	20 – 39gp	90 minutes
9	40 – 89gp	3 hours
10	90 – 199gp	5 hours
11	200 – 399gp	1 day*
12	400 – 899gp	2 days
13	900 – 1999gp	3 days
14	2000 – 3999gp	4 days
15	4000 – 8999gp	6 days
16	9000 – 19,999gp	9 days
17	20,000 – 39,999gp	12 days
18	40,000 – 89,999gp	15 days
19	90,000 – 199,999gp	21 days
20	200,000 – 399,999gp	1 month
21	400,000 – 899,999gp	2 months
22	900,000 – 1,999,999gp	4 months
23	2,000,000 – 3,999,999gp	7 months
24	4,000,000 – 8,999,999gp	15 months

Check	Item Value	Crafting Time
25	9,000,000 – 19,999,999gp	2 years
26	20,000,000 – 39,999,999gp	4 years

**note that this chart assumes 8 hour workdays, not 24 hours of work per day*

Those Checks are SO HIGH! How?

Crafters often make one or more simple practice pieces before starting a large project. Make some easy checks, try and get a bunch of Edge so you can apply that to a tougher project. You could even make these checks just be for tools needed such as in the above example. It is likely the crafter made that roll of 2 to make the first item with plenty of Edge to apply as upgrades to the next roll.

Don't forget you can always work together with other artisans in order to increase your upgrades (see Helping Skill Checks, page 50). This is another good place for 0 rank crafting gear (see 0-Value Gear?, page 102), as the roll would be based on only the gear used by the one doing the actual roll.

Remember, while you might be able to craft something worth millions in gold... who will be able or willing to buy it from you? If you are not in a place where the social ranks are high enough, you won't be able to sell it. Worse yet, you might find it stolen from you very quickly. And don't forget, if you cannot sell it for more than the cost of your raw materials, you have not made a profit.

Divided Crafting ***(Crafting)***

A crafter who wants to make an expensive item can attempt to create it more slowly to reduce the difficulty, the quality of tools required, and chance for catastrophic failure. Instead of tackling the object as one roll, the crafter can make rolls against portions of the value of the item. Failure that damages materials here only damages material from the portion currently being worked on.

For instance, that final crafting check for the arcane focus in the previous example is a DT of 9 for an 80gp item. With only a single upgrade from using the Focus basic talent, that's a tall order even for an ABCC base roll.

Instead, the crafter would craft the item at 9gp worth at a time, so the check is only 6, but must be made 9 times.

This means the project takes 4 and a half hours at best (30 minutes x 9) instead of the 3 it would take a more skilled crafter who just did the normal check of 9. It takes longer to complete the project, but it is far less likely to waste materials due to failure, risking less than 1gp in material value per roll.

Note that with 3 ranks in Crafting (as an ABCC implies), if each roll uses at least 3 C dice (by using the Focus talent to change that B to a C), you are guaranteed to never waste materials because you cannot roll lower than a 3.

Breaking up items into multiple checks can only be done where it makes sense. A blacksmith may craft a suit of armor in pieces, many workers can build a massive monument of stone one block at a time, but a glassblower cannot blow an exquisite single piece hand blown glass ornament in pieces.

Elemental Crafting (Crafting)

Those with the ability to mold and shape the elements can make excellent crafters.

Characters with elemental talents and rituals can use crafting to create objects from raw materials appropriate to their element, using no tools but their own raw magic. You use B dice equal to your ranks in Crafting as your die pool and upgrade your roll by the number of rituals you have in the appropriate element. A crafter using this method can salvage 50% of raw materials that are otherwise ruined and wasted on a failure.

Element	Materials
Air	Stone (at a -4 penalty), Cloth, Paper, Ice
Earth	Crystal (at a -2 penalty), Stone, Glass, Wood
Fire	Metal (at a -2 penalty), Wax, Wood (charred)
Spirit	Food (at a -2 penalty), Wood, Leather
Water	Stone (at a -2 penalty), Metal (at a -4 penalty), Ice

Handy (Craft. Basic) – Variable action based on value, Spend material: Roll vs target gear value to create an improvised item with success durability. It is obviously slapdash.

A device has durability equal to your successes. When used, the user makes a Craft roll against the DT of creating the item. Each use, the item loses 1 durability. Success means the item works fine. Failure means the item does not work. If the Craft roll is failed, the item loses additional durability equal to the amount failed by. If the item has less than 0 durability, it is destroyed.

Handy can be used to investigate the quality of an item, its durability, and so forth.

Crafting (Craft. Prime) – Variable action based on gear value *(see Gear, page 99),* Spend appropriate materials of your target value: Roll vs target gear value. If you succeed, you create a quality item. If you fail, the materials are ruined.

Perk: You may now make Handy checks in 2 time ranks lower with ½ the material cost.

Exceptional Crafter (Craft. Tier 1) – *Perk;* When you exceed the target crafting roll for an item, increase the value of the item by 10% per success due to your exceptional artisanship.

For each 5 that you exceed the roll by, choose one: the weight is halved, you gain ↑1 using it. You can choose each more than once.

Intuitive Crafter (Craft. Tier 1) – *Perk;* You may craft using materials you have not trained in crafting, with four downgrades.

Device Crafter (Craft. Tier 2) – *Perk;* You may use Handy to create limited use devices that use trained talents you have.

You must have Craft ranks equal to the specified values here to be able to craft these items, as well as ranks in the skill from which talent you are crafting. You may attempted to craft devices with talents you don't have, but the DT increases by the talent's tier.

Durability for devices works the same as any other devices created with Handy.

The cost listed here are the material costs for crafting the device. Devices that mimic non-Martial powers will require a charged Power Stone as at least one quarter of the cost of materials.

It is possible to craft devices that cast Rituals. The Ritual component costs must be built into the device multiplied by each activation, however. If the device runs out of components before running out of durability, it simply doesn't activate, but it will still spend durability each time it is attempted to be activated.

The following listed DTs and costs are after factoring in the Craft discounts for Handy checks.

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Device Action	DT	Cost	Time to Craft	Ranks
Free Action	1	5gp	2 rounds	1
Maneuver Action	2	12gp	5 rounds	2
Major Action	4	35gp	1 minute	3
Full Action	5	65gp	2 minutes	4
Free x2 or x3	3	25gp	1 minute	2
Manuever x2 or x3	6	60gp	2 minutes	3
Major x2 or x3	7	70gp	4 minutes	4
Full x2	8	130gp	8 minutes	5

Magic Crafter (Craft. Tier 2) – *Perk;* You may craft magical items.

Artistic Inspiration (Craft. Tier 3) – Free, Spend X Crits: Your next Craft check today gets ↑X, or ↑2X if it is in the next hour, or ↑3X if it begins this minute.

Artistic Inspiration is very useful for when you are psyching yourself up for a big project by doing easy ones. However, if you want to get the most out of it, you will have to stop your easy project so you can start the new one within the minute. The materials for the easy project will then not be used.

Note that Artistic Inspiration can come from crits resulting from any skill roll. It does not have to come from a Craft check.

Improvisational Crafter (Craft. Tier 3) – Perk: You may choose to make Handy checks in 2+X time ranks lower at $^{1}/_{X}$ the material cost, but the difficulty increases by 2X. X cannot be more than your ranks in Craft.

Set Trap (Craft. Tier 3) – Perk: You can set devices to activate in a prescribed manner when set off by a trigger mechanism.

Setting a trap takes as long as crafting it does. The base difficulty is 5 plus modifiers as listed below. You must choose a target square for a single target talents, or a target area for an area of effect talent. If you succeed, the device will activate as prescribed based on the triggers you set up. If you fail, the device is destroyed.

Whenever you fail this check enough to take damage, you not only destroy the device, but its talent is activated on you.

The base DT to disarm or detect the trap is 1 plus the amount you succeed this check by.

When setting your trap, you may instead choose to have the trap easier to detect, disarm, or remove (choose only one of the three) by the amount you passed the check buy.

DT Mod	Trap Type
+0	Basic Trip Wire or Remote Activation*
+2	Pressure Sensitive, choose a weight range†
+X**	Line of Sight, Heat, or Sound activated (choose one)†
+0	Manually Reset
+4	Automatic Reset after X time (1 round minimum)
+2	Secret method to disable without destroying the trap

** remotely triggering a trap takes as long as the triggered talent to activate*
*** the detector has a +X passive perception against the target's stealth. The more points allocated here, the better detection it will have.*
† the DT to disarm or detect the trap is increased by this value as well

Inventor (Craft. Tier 4) – Perk: Cut your Craft times in half.

Customs (Empathy)

Customs is a general measurement of your knowledge of the way society works in other regions and social classes. Extremely cultured characters are comfortable in any social situation.

You can also use Customs for Knowledge Checks (see page 50) regarding history, culture, legal systems, trade, and languages.

Customs talents can be used at any time. Downgrade your roll by 1 die for each Social wound you have.

When you make an attack with Customs, you can exchange damage to modify a target's attitude towards you. (See Changing Attitudes, page 125)

Linguistics (Customs. Basic) – *Quip, GM Roll;* Maneuver: Use this to communicate with creatures that do not share a language with you. If the target is actively trying to understand, add their roll to yours.

The base difficulty is (3,0) to get a general sentiment but no actual meaning (they are asking a question, greeting you, trying to scare you off, etc). With a (4,1) or better, take the higher of the excess successes and Edge, that is the number of simple words the communicator can try to convey. The GM secretly rolls A dice equal to the lower value. Success is how many of those words are actually understood (the words are chosen by the GM).

Total Failure means the listener tragically misunderstands the other in some way.

Customary Gesture (Customs. Prime) – Major: Customs vs a DT representing the severity of the disagreement. Success prevents immediate rash action. Each additional success downgrades the DT of the disagreement.

Failure upgrades the DT of the disagreement by the amount you failed by, minus your ranks in Customs.

Linguist (Customs. Tier 1) – Perk: Learn two simple languages or one complex language. You can take this talent multiple times, each time learning new languages.

Some simple languages include: Common, Demonic, Divine, Dweorn, Elemental, Giant, Goblin, and most animal languages (such as Amphibian, Avian, Bear, Cat, Canine, Fish, Insect, Pig, Reptile, Rodent, and Spider).

Complex languages include: Cephalopod, Dragon, Elven, Eumykin, Gnomish, and Plant.

Seasoned Traveler (Customs. Tier 1) – Perk: Add A dice to Linguistics checks equal to your ranks in Customs.

Well Mannered (Customs. Tier 2) – Perk, You are targeting someone of your own background or someone of the Common Accord: Add A dice to Customs rolls equal to your ranks in Customs.

Customary Kindness (Customs. Tier 3) – *Quip;* Maneuver, Spend X non-Attack Crits: For the next X minutes, each of the next X actions a target of the roll makes, if they are not with your best interest at heart, they take your ranks in Customs damage to social.

Durability (Brawn)

Durability is a measurement of your ability to forge onward in dire circumstances. Extremely durable characters simply shrug off things that would hinder others.

You can also use Durability for Knowledge Checks (see page 50) regarding surviving inclement weather, poison, wearing armor, injuries, and so forth.

Durability talents can be used at any time. Downgrade your roll by 1 die for each Physical wound you have.

When you make an attack with Durability, you can exchange damage for an equal number of squares of push.

Fortitude (Durability. Basic) – Quick: Fortitude is used to overcome harsh environmental conditions, poisons, or diseases; perform long term strenuous activity, or hold your concentration.

Sustain and Repeat actions require concentration checks if you are damaged. The DT for holding your concentration is 1 + the number of wounds you have. If you have taken no damage (no wounds or composure damage), you do not need to make concentration checks.

Durable Guard (Durability. Prime) – Quick, You would be pushed, pulled, slid, or knocked prone by an attack: Roll against their attack result. Success means you aren't knocked down or moved. You still take the attack's damage.

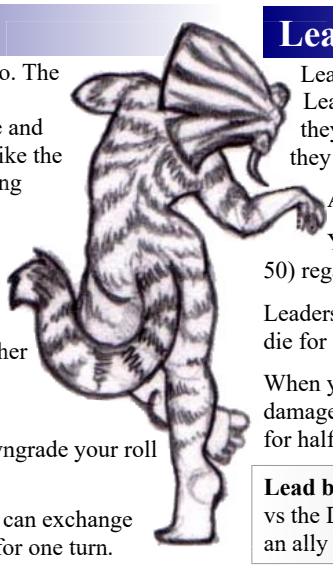
Overwhelm (Durability. Tier 1) – *Attack;* Major, ↓1 die: Roll vs Physical on a foe in Melee. X Successes can be spent to push the target X squares. Affected foes cannot use Quick Strikes until your next turn ends.

Thick Skin (Durability. Tier 2) – Quick, ↓3 dice: Roll vs X,X where X is the physical wounds you just received, success means halving the damage, to a minimum of one damage.

Durable Stance (Durability. Tier 3) – *Stance*; Spend X Crits: You gain a +X bonus to your physical Soak (this will stack with your highest Soak value). You are slowed X.

This stance costs no action, instead it costs crits.

Entertain (Appeal)



Entertain is how much people like what you do. The Entertain skill comprises multiple forms of performance such as theater, music, and dance and your skill ranks determine how much people like the way you do these things. Extremely entertaining characters are a pleasure to be around.

An entertainer gets people to want to pay attention to the entertainer.

You can also use Entertain for Knowledge Checks (see page 50) regarding theatre and other forms of performance, as well as famous performers.

Entertain talents can be used at any time. Downgrade your roll by 1 die for each Social wound you have.

When you make an attack with Entertain, you can exchange damage to reduce the target's social defenses for one turn.

Distract (Entertain. Basic) – Major, ↓3X dice: Roll vs Social against targets that can see you in X range increments. Success against a target reduces all defenses.

Entertaining Performance (Entertain. Prime) – Spend X+3 Social Edge: Impaired targets are weakened, save ends, and pulled X.

Amuse (Entertain. Tier 1) – Major: Roll vs a DT representing the target's attitude towards the active character. Success raises the target's opinion of the character by that much. Failure reduces by that much.

Entertaining Stance (Entertain. Tier 3) – *Stance, Quip, Sustain;* Free, Spend X Crits: Targets in X range increments must save each round vs your ranks in Entertain + X or have their attitude towards you adjusted upward one step, to a maximum of your ranks in Entertain.

Intimidate (Brawn)

Intimidate talents can be used at any time. Downgrade your roll by 1 die for each Physical wound you have. Extremely intimidating characters are hard to read and seem self-assured in every situation.

You can also use Intimidate for Knowledge Checks (see page 50) regarding motivating people, sales techniques, and collecting taxes.

When you make an attack with Intimidate, you can exchange damage for a Fear effect with a save target equal to the damage spent.

Scare Off (Intimidate. Basic) – *Fear;* Major, ↓3X dice: Roll vs Mental on a foe in X range increments. If you succeed, the target must either flee or cower, save ends.

Intimidating Shout (Intimidate. Prime) – *Fear, Quip;* Major, Vocal, ↓X dice: Roll vs Mental on a foe in X range increments. Success lowers the target's defenses by that much. Failure gives the target that many upgrades next roll.

Bully (Intimidate. Tier 1) – *Fear, Quip;* Major, Vocal, ↓2X dice: Roll vs Mental on a foe in X range increments. Success: your target tries to meet your request, save ends.

Intimidating Triumph (Intimidate. Tier 3) – *Fear;* Free, Success, Spend X Crits: Roll Scare Off vs up to X targets in X range increments.

Leadership (Appeal)

Leadership is how much people like what you represent. Leadership is how well you inspire others to greater feats than they ordinarily could accomplish. True leaders inspire everyone they meet.

A leader gets people to want to be a part of something.

You can also use Leadership for Knowledge Checks (see page 50) regarding ethics, philosophy, rhetoric, and theology.

Leadership talents can be used at any time. Downgrade your roll by 1 die for each Social wound you have.

When you make an attack with Leadership, you can exchange damage to give allies in the area of effect and allies adjacent to you for half that many die upgrades next roll.

Lead by Example (Leadership. Basic) – *Quip;* Free or Quick: Roll vs the DT of an action you just succeeded at. Upgrade the next roll an ally makes on the same action by your success.

Console (Leadership. Prime) – *Healing;* Major, ↓X dice: Roll vs 2 + the wounds in a mental or social aspect of a target in X range increments. Success heals composure in that aspect.

Healing someone mentally is a great way to get them thinking rationally. Healing them socially is a great way to calm down anger. Either way, if you are using Console to help someone who is not currently an ally, the DT is the greater of either their aspect defense (Mental or Social depending on what your goal is) or 2 + their total wounds in all aspects.

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Leader's Bolster (Leadership. Tier 1) – *Quip;* Maneuver, ↓X dice: Roll vs the DT of the target task. Success gives that much Edge to each ally in X range increments the next time they attempt the target task.

Dissuade (Leadership. Tier 1) – *Suggestion, Quip;* Major, ↓2 dice: Roll vs Social on a foe in 1 range increment. Success: your target is convinced the action you describe is a bad idea, save ends.

Leader's Inspiration (Leadership. Tier 3) – *Bonus, Healing;* Free, Success, Spend X Crits: Choose up to X allies you can see in X range increments. Each can choose to either heal up to X physical damage or make an immediate save.

Lore (Genius)

Lore is your general knowledge of mystical, unnatural, scientific, and arcane things, as well as your character's interests. Extremely studious characters are at home in a library.

As a knowledge skill, you can use it to determine the kind of dragon you are facing, what legends there are regarding a particular mountain, what kind of magic might be used to turn a lake invisible, where one might find demons, what sort of weaknesses a cyclops has, and so forth.

Lore talents can be used at any time. Downgrade your roll by 1 die for each Mental wound you have.

When you make an attack with Lore, you can exchange 2 damage to gain leverage until your next turn ends or slide 1.

Knowledge Check (Lore. Basic) – *GM Roll, Knowledge;* Variable, Upgrade based on skill ranks, talents, interests, available materials, and time modifier: Roll vs DT. Success reveals relevant information. Crits can be spent to answer additional questions.

See Knowledge Checks, page 50, for more information.

Detect Magic (Lore. Prime) – *Knowledge;* Major, Choose a target object, creature, or area: Roll vs the grade of the magic *(or original caster, if any)*. Success reveals if the target is magic, and a number of tags equal to successes. Crits can be spent to answer questions about the magic itself.

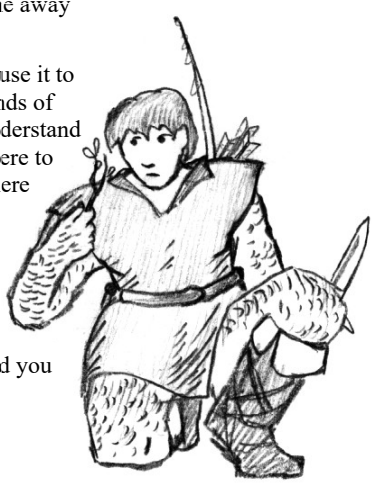
Identify Magic (Lore. Tier 1) – *Knowledge;* Perk: Before you roll Detect Magic, you can spend an action point. Success reveals what type the magic is, and additional info equal to successes.

Nature (Genius)

Nature is a general measurement of your knowledge of the elements, untamed wilderness, and the natural state of living things. Extremely naturalist characters are at home away from civilization.

As a knowledge skill, you can use it to predict weather, know what kinds of animals live in an area, best understand how to put out a fire, know where to shelter in a hurricane, where there are more likely to be caves, whether water is safe to drink, and so forth.

Nature talents can be used at any time. Downgrade your roll by 1 die for each Mental wound you have.



When you make an attack with Nature, you can exchange damage for a Slow X, save ends.

Survival (Nature. Basic) – Variable: Roll to shelter, forage, or track.

Searching for shelter, foraging, or tracking normally takes two hours. For each excess success, divide the time in half (rolling a 4 in the forest means it took 30 minutes). One successful tracking is good for two hours or until the situation DT or tracking situation modifiers change for the worse.

For foraging and searching for shelter, success finds enough resources for one person plus the number of additional successes for a night or a meal.

For tracking, success means being able to follow the target at a move speed of 1, plus one for each additional success. Note that this doesn't allow the character to be able move any faster than they could normally, but a fairly high roll would mean you could follow via horseback, for example.

DT	Situation
2	Rainforest, grasslands
3	Underground, temperate forest
4	Rocky hills or mountain, peat bog
5	Sandy desert, tundra
6	Clay desert (4 for foraging)
7	Ice lands
8	Salt Flats
9	Flooded swamp (4 for foraging)
10	Open water (5 for foraging), cloud level flight
+1	Inclement weather or little to no visible life
-1	Snow, less than 1 foot
-2	Snow, 1 foot or more

A target intentionally attempting to conceal tracks will move at half speed, but make stealth checks every two hours, or whenever the normal DT to track them would change for the better. The DT to track the target is the high DT of their check and the situation DT.

A character in Alert Stance will passively stealth even moving at full speed. It otherwise works as specified above. Note that Run is a stance, so will cancel Alert Stance and the passive stealth check.

Mod	Tracking Situation Modifiers
-1	Tracked target is wounded
-1	2 members in tracked party
-2	3 to 4 members in tracked party
-3	5 to 8 members in tracked party
-4	9 to 16 members in tracked party
-5	17 to 32 members in tracked party
+1	Each day of calm weather since targets left
+2	Per hour of inclement weather since targets left
-1	Each size category greater than you of largest tracked creature
+1	Each size category smaller than you of largest tracked creature

Natural Remedy (Nature. Prime) – *Healing;* Major: Roll vs 2 + Physical wounds of a target in Melee. Success heals Physical composure.

As with other healing, either you or the target can spend an action point to convert the healing to wound healing.

Combine Herbs (Nature. Tier 1) – Crafting antidotes / poisons / potions. Use the Craft mechanic but use your Nature skill.

Nimble (Dexterity)

Nimble is a general measurement of your surefootedness, and ability to react to changes in the physical environment on a larger scale. Extremely nimble characters are exceedingly graceful.

You can also use Nimble for Knowledge Checks (see page 50) regarding climbing, exercise, and acrobatics.

Nimble talents can be used at any time. Downgrade your roll by 1 die for each Physical wound you have.

When you make an attack with Nimble, you can exchange 2X damage to shift X squares.

Adroit Movement (Nimble. Basic) – *Movement;* Maneuver: Roll vs DT when you need to balance or squeeze through narrow spaces.

Success means being limited to a speed of 1 plus your successes. Total Failure means damage as you fall or get stuck in place with a Nimble escape DT equal to the amount you failed by (see Total Failure, page 4).

Narrow Spaces / Narrow Ledges (narrowest part)	
Width about one half your height	DT 0
Width about one quarter your height	DT 2
Width about one sixth your height	DT 4
Width about one eighth your height	DT 6
Each +1 to the denominator	DT +1

Modifiers For Ledges	
Against a Wall => one eighth height	DT -2
Against a Wall < one eighth height	DT +2
Swaying like a rope or chain	DT +1 to +4
With Rope	+2 die upgrades

Success only lifts the maximum speed cap created by the obstacle, it does not allow you to move faster than you are otherwise capable of moving. So if you roll a 12 vs a DT of 2, it doesn't mean your move speed is suddenly 10.

Adroit Movement can be used in place of Overcome Obstacle when rope or other climbing aids are involved.

Nimble Escape (Nimble. Prime) – Maneuver, Downgrade a die for each limb that is bound and each grappler holding you. Nimble vs DT of bindings or grapple, success means that particular binding or grappler is overcome.

Nimble Escape can also be used to move at full speed away from a melee engagement. The DT is equal to the number of foes you are engaged with plus the highest grade among them. If you succeed, you may move at full speed from the group without provoking Quick Strikes. If you fail, you provoke a Quick Strike from each, upgraded by the number of foes you were trying to escape.

Flip Stand (Nimble. Tier 1) – Maneuver; Roll vs Vigilance. Success means you may stand without the target foe getting a Quick Strike on you. Failure means the foe's Quick Strike gets ↑2.

Dash past, leap over, slide under, or otherwise evade through your foes.

Nimble Shift (Nimble. Tier 1) – *Movement;* Maneuver Action; Nimble vs Vigilance against each adjacent foe. If you succeed, you may shift a number of squares equal to your success + 1.

If you fail, choose one: you fall prone or the targets you failed against get to use a quick action against you.

You twist your body just in time for the blow to miss the mark.

Dodge (Nimble. Tier 2) – *Bonus;* Quick, A non-Area attack would hit you by only X or fewer successes, where X is your ranks in Nimble: Roll vs the attack roll plus the attacker's grade. Success means you avoid the attack entirely. Failure means you are dazed until your next turn ends.

Perception (Savvy)

Perception is a general measurement of your sensory acuity. One general application of Perception would be noticing something by touch, taste, or smell, or even a special senses like the various Elemental senses. Extremely perceptive folks never miss a thing.

You can also use Perception for Knowledge Checks (see page 50) regarding remembering specifics from your own memories.

Perception talents can be used at any time. Downgrade your roll by 1 die for each Mental wound you have.

When you make an attack with Perception, you can exchange 2 damage to gain leverage or reduce the opponent's defenses by 1 until your next turn ends.

Sense (Perception. Basic) – *GM Roll;* Free: Roll vs Stealth. See Stealth for more details.

Perceptive Search (Perception. Prime) – Variable *(see Time Modifiers, page 50)*: Roll vs Stealth plus time against targets that are not currently visible via Sense, but were in the area within that time range. Success means you spot a clue for each success, starting with the most recent targets, at least one clue per creature.

Clues could be anything from footprints to track, blood where there was a fight, or just papers that were moved about.

Read Lips (Perception. Tier 1) – *GM Roll;* Maneuver: Use this skill to read the lips of a creature you see but cannot hear, or a creature that is mouthing words silently. If the target is trying to help you understand, add their roll to yours. If the target is trying to keep you from understanding, add their roll to the DT.

The base difficulty is (3,0) to get a general sentiment but no actual meaning (they are asking a question, making a greeting, etc). With a (4,1) or better, take the lower of the excess successes and Edge, that is the number of simple words the reader understands (chosen by the GM).

If the target is trying to help, the higher value is how many words they can try to convey.

Total Failure means the reader tragically misunderstands the speaker, possibly getting the opposite meaning.

Precision (Dexterity)

Precision is a general measurement of your manual dexterity and fine motor skills. Extremely precise characters have very quick reactions.

You can also use Precision for Knowledge Checks (see page 50) regarding codes, knots, locks, ciphers, and other complex things.

Precision talents can be used at any time. Downgrade your roll by 1 die for each Physical wound you have.

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When you make an attack with Precision, you can exchange 2 damage for a daze, save ends, or 4 damage for a stagger, save ends.

Catch / Throw (Precision. Basic) – Maneuver; This cooperative check is your Roll and the thrower's Roll vs the Range Increment. Both checks must succeed.

Precise Bindings (Precision. Prime) – Major: Roll vs knot difficulty or Opposed Roll vs Nimble on a foe in Melee.

Deflection (Precision. Tier 1) – Quick, A ranged Weapon is thrown or fired at you; Roll vs the initial attack roll. If you succeed, you deflect the item and take no damage from that attack. If you fail, you take one additional damage.

If you roll a number of crits equal to or greater than the damage that would have been dealt, you may catch the weapon instead of deflecting it.

Disable Device (Precision. Tier 1) – Variable *(see Time Modifiers, page 50)*: Roll vs DT of target lock, trap, or other device. Success opens or disables it.

Lift (Precision. Tier 1) – Maneuver: Roll vs Social + target object size value on a target creature in Melee range. Success means you pull something out of a pocket or bag on that person.

If you knew what was in that pocket or bag, you can retrieve that exact item.

Shrewd (Empathy)

Shrewd is a general measurement of your knowledge of the way society works in the middle to lower classes, as well as your ability to pick up on local and current events. Extremely shrewd characters catch on quick.

You can also use Shrewd for Knowledge Checks (see page 50) regarding current events, money, politics, and other mechanics of social interaction.

Shrewd talents can be used at any time. Downgrade your roll by 1 die for each Social wound you have.

When you make an attack with Shrewd, you can exchange 2 damage to gain leverage or reduce the opponent's defenses by 1 until your next turn ends.

Blend In (Shrewd. Basic) – *GM Roll;* Major: Roll vs Vigilance. Success means you escape notice in a busy area.

Shrewd Haggle (Shrewd. Prime) – *Quip, GM Roll;* Major, You are attempting to buy or sell an item: Roll vs Shrewd. Multiply the value by the target's successes plus 1, then divide that value by your successes plus 1. That's the final price.

If the total value is less than 5 gold, round to the nearest silver. If it is less than 5 silver, instead round to the nearest copper.

Note that without ranks in Shrewd, characters have to basically accept the base price of items. The haggling roll won't happen unless a character initiates it. Though if players annoy the merchant, the merchant might haggle with them just to mess with them.

Read Body Language (Shrewd. Tier 1) – *GM Roll;* Maneuver: Roll vs Trickery. Success: you have a general sense of whether or not the target is telling the truth. Additional successes reveal more about the target's motives.

Lockstep (Shrewd. Tier 2) – Quick, An adjacent character shifts away from you: Roll vs Tactics opposed roll. Success means you may shift that many squares towards the character.

Exploit Weakness (Shrewd. Tier 2) – *Quip;* Attack, Vocal: Roll vs Mental on a foe in X range increments. Success deals Mental damage. You may spend X crits. The next time that creature deals damage to you or your allies, that creature takes X damage and targets of the attack gain Soak X.

Stealth (Dexterity)

Stealth talents can be used at any time. Downgrade your roll by 1 die for each Physical wound you have. Extremely stealthy characters are never noticed unless they want to be.

You can also use Stealth for Knowledge Checks (see page 50) regarding sleight of hand, camouflage, illicit activities, and illicit or secret societies in general.

Upgrade a die for each sense the target normally has but cannot use when rolling a stealth check against that target.

When you make an attack with Stealth, you can exchange 2 damage to downgrade the target's attacks against you by ↓1, save ends.

Hide (Stealth. Basic) – *Stance, GM Roll;* Free or Quick: Roll vs Perception on an unaware target. On success, they don't notice you.

Stealthy Maneuver (Stealth. Prime) – *GM Roll;* Maneuver: Roll vs Perception of targets that may potentially see you. If you succeed, the target does not notice you.

Downgrade the target's defense for each range increment they are from you. You cannot use this talent if the target is aware of you.

Sneak Attack (Stealth. Tier 1) – Perk: If the target does not notice you before your attack, upgrade your attack by 3 dice.

Stealth in Plain Sight (Stealth. Tier 3) – Perk: You may attempt Hide or Stealthy Maneuver on a target that already sees you, but at five downgrades.

Tactics (Savvy)

Tactics is your ability to plan ahead, assess situations, and your knowledge of military style strategy. You can use tactics to plan a massive battle, or to play a game of chess. Extremely tactical characters are who you look to for a plan.

You can also use Tactics for Knowledge Checks (see page 50) regarding current logic, military history, wars, weaponry, and engineering.

Tactics talents can be used at any time. Downgrade your roll by 1 die for each Mental wound you have.

When you make an attack with Tactics, you can exchange 2X damage to slide the target X squares.

I Have A Plan (Tactics. Basic) – *Planning;* Spend X minutes outlining a plan to any number of characters.

You may choose to attempt a contingency reroll of a roll that any of those characters make while following your plan (even if you cannot see them). You get X contingency rolls, and the check to see if you succeed at a contingency roll is a DT of X.

If you succeed, you can reroll that character's check using the same dice and choose which roll to keep.

If you roll 0 successes or fail by your ranks in Tactics or more, the roll you were trying to reroll and all subsequent rolls you attempt until your next turn ends are treated as 0,0.

Tactical Trap (Tactics. Prime) – *Suggestion, Quip:* Major, ↓2X dice: Roll vs Mental on a foe in X range increments. Success: your target does the foolish thing you intended them to, save ends.

Outmaneuver (Tactics. Tier 1) – Quick, An opponent moves next to you: Roll vs Nimble opposed roll. Success means you may shift that many squares away from that foe.

Capitalize (Tactics. Tier 2) – Free, An adjacent foe missed you or an adjacent ally: An ally that you can see may make an immediate Major action.

Tactical Brilliance (Tactics. Tier 3) – Free, Spend X Crits: Choose X allies that you can see. They may each make an immediate standard action with X downgrades.

Trickery (Empathy)

Trickery is a general measurement of your ability to deceive others. Extremely tricky characters seem however they want to seem.

You can also use Trickery for Knowledge Checks (see page 50) regarding fallacies, psychology, swindles, and games.

Trickery talents can be used at any time. Downgrade your roll by 1 die for each Social wound you have.

When you make an attack with Trickery, you can exchange 2X damage to slide the target X squares.

Bluff (Trickery. Basic) – *Quip;* Major, Vocal: Roll a Social Pressure with Trickery on a target. Impaired targets are convinced of something you believe to be false.

This can be used to convince a target that you have similar interests. In this case, the roll is Trickery vs the target's Agility Defense in that Aspect + ranks in that interest. You must make this roll each time you need to convince the target you share that interest.

Play a game? Look, a child could win at this game. Put some coin in...

Tricky Gambler (Trickery. Prime) – One Hour, Wager some coin: Opposed Roll vs the Trickery rolls of other players. The winner wins their original wager back plus 10% per success of the remaining wagers from the other players.

Only one of the players needs to have ranks in trickery to run the game. More players means a larger stake!

Disguise (Trickery. Tier 1) – ↓X dice, one each for being a different species, subtype, type, background, or origin. Trickery vs Perception. Success means you blend in perfectly.

Sleight of Hand (Trickery. Tier 1) – Free: Roll vs Mental for each creature in your line of sight. Success means your immediately previous action goes totally unnoticed. Failure means the target notices you tried to be stealthy with your action.

Vigilance (Savvy)

Vigilance is a general measurement of your preparedness. Extremely vigilant characters have contingencies for every situation.

You can also use Vigilance for Knowledge Checks (see page 50) regarding protocols, preparedness, and survival in general.

Vigilance talents can be used at any time. Downgrade your roll by 1 die for each Mental wound you have.

When you make an attack with Vigilance, you can exchange 2 damage to downgrade the foe's attacks against you by ↓1, save ends.

Preparedness (Vigilance. Basic) – *Check;* Quick: Roll vs DT to determine if your character remembered to do something important earlier *(such as Did I Bring the Thing?, see page 103)*.

Vigilant Assessment (Vigilance. Prime) – *Knowledge;* Quick: Roll vs DT to determine the threat level of foes or the DT of a task.

Gut Feeling (Vigilance. Tier 1) – Perk: The first time each day you passively fail a Perception or Vigilance check, you still have a feeling there is something you missed. You make spend an action point to reroll that check.

Vigilant Sleeper (Vigilance. Tier 2) – Perk: You roll Sense *(Perception)* checks even while asleep. Downgrade your dice for these rolls by 7 minus your ranks in Vigilance, minimum of 0. Success means you are awake and roll initiative.

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Trained Skills

Power Source talents and Trained Skill talents do not have a Basic talent. In order to use them, you need skill ranks.

When you have skill ranks for a Trained Skill, you must choose the ability score and Power Source you will use with that skill. If you have no ranks, the Power Source is determined by the gear.

As soon as you have any skill ranks or while you are using gear for the Trained Skill, you gain the Prime Talent for that Trained Skill.

Power Sources

"The world is made of Actors and Substance. Which will you be?" – Kala

A Power Source describes the origin of a character's powers. Each Power Source gives an extra oomph to your character's talents in a different way. You are free to learn talents and rituals from any Power Source, or even multiple Power Sources.

If you use the ***Arcane*** Power Source, you have learned combinations of various items, elements, chemicals that allow you to create rather powerful effects, even if you yourself do not understand the science behind those reactions. Arcane is boosted by **Experiments** and spending material **Components**.

If you use the ***Divine*** Power Source, another entity has given you authority over part of its domain. This could be a god, some other powerful entity or nature itself. Divine is boosted by your **Favor** with your deity and you can call your deity's divine **Retribution**.

If you use the ***Elemental*** Power Source, you have gained control over specific kinds of elements. You exert your raw will over these elements and they obey your commands. Elemental is boosted by the **Essences** and **Sources** of those elements themselves.

If you use the ***Martial*** Power Source, you have mastered your own body to some degree. You exert your will over your muscle and bone to produce extraordinary results. Martial is boosted by the **Weapons or Forms** and the ability to do **Stunts**.

If you use the ***Supernatural*** Power Source, you borrow power from dark forces called a Bond. Either you have bound them to your will, or you make deals with them that you benefit from. Supernatural is boosted by your **Blood** and **Pacts** made with the Bond.

If you have more than one Power Source, you may not use boosts from different Power Sources on a single action. This means a Martial/Arcane character who uses an action point cannot use the Stunt bonus and a Experiment on the same action. They could use a Experiment boost on one action and the Stunt bonus on each other action that turn, however.

The four non-martial Power Sources all additionally have access to Rituals, unique abilities that are less flexible than talents, but can be more powerful.

GM Option: The World of Annor allows any Trained Skill to be used with any power source, because magic in the world of Annor is as untamed and varied as the world itself.

In your world, there may be only specific combinations that are allowed. Feel free to be creative and tailor this to your own world. You don't have to follow the free-for-all method. You could even nix some of the Power Sources or Trained Skills altogether, or disallow talents with specific keywords from some of the Trained Skills.

Have fun with it! Just remember to list out what your players' options are so they know what kinds of characters they can make!

Trained Skill Chart

Skill	Typical Uses
Air	Flight, Lightning, Weather, Wind
Death	Necromancy, Parasite, Shadow, Venom
Earth	Earth, Plants, Stone, Wood
Evocation	Cold, Fire, Force, Lightning, Wild Magic
Fire	Flame, Heat, Infernal, Magma
Hunter	Light Melee Weaponry, Ranged Weapons
Innovator	Automata, Devices, Teleportation, Time
Mind	Deception, Illusion, Insights
Spirit	Healing, Life, Light, Social
Stalwart	Blunt or Large Weapons, Shields
Swift	Accurate, Brutal, Quick, Maneuverability
Transform	Transforming into Creatures or Elements
Unarmed	Grapples, Hand to Hand, Mobility, Self Mastery
Vanguard	Coordinated, Front Line, Options, Polearms
Water	Currents, Frost, Healing, Ice, Water

***IMPORTANT**: This is the Free RPG Day edition of the game, so does not have every species, trained skill, ritual, or monster! We skip some pages. Pick up the full version if you want the full system and content. But don't worry, all the rules are the same.*

Arcane

"Place a bit of brimstone and a handful of pine needles on a plate. Sprinkle frozen volcanic ashes over the mix. Then sneeze."

Arcane characters gain power by tapping into conduits of raw power. The Sorcerer using raw power to force open channels of energy into this world, the Wizard unravelling the mysteries of both time and space, the Artificer constructing devices to aid herself and her allies, and the Sage using science and knowledge to aid his allies, these are all characters who devote themselves to the Arcane Power Source.

Arcane trained skills are called Schools.

Arcane's boosts are the most flexible of all the Power Sources.

Experiments

Arcane characters can create experiments that then modify the way their Arcane talents work. Experiments allow an arcane character to create additional Edge for a specific talent. Experimental talents must either be Modifier talents, or talents that spend Edge.

Whenever you use that talent while the experiment is active, you gain that much bonus Edge to be usable by that talent only. The Edge can be used every time while the experiment is active.

You may have multiple experiments at once, but the total amount of Edge from all your running experiments in a single skill cannot be greater than the most ranks you have in that skill. Additionally, you cannot have multiple Experiments active on a single talent.

Experiments are made using Craft, Lore, or Nature. It is much easier to create several small experiments than a single powerful one.

To create an experiment, the Arcane character must make a check against a DT of 2X+Y,0 where X is the amount of Edge, and Y is the total Edge from other active experiments.

An experiment costs materials of gp value equal to the Edge generated, cubed. One of the materials in the experiment must be a related Component. Failed Experiment rolls destroy the materials. When experiments are deactived, they are destroyed.

When making a new character, you may have experiments already made without having to make a check, though you will have to spend the gold for the materials from your starting gold.

Components

Components are material objects that are imbued with strong magical energies. A stick from a lightning-struck tree, a dragon's shed scale, a unicorn tear, these are all material objects that can be used to imbue Arcane or Basic skills with additional power.

Once used, a component is utterly destroyed.

Using body parts from Common Accord beings that are carved / scrounged from their dead bodies is illegal (in places that recognize the Accord). Using currently living creatures as components is an incredibly evil act.

Components, when expended, grant upgrades to talents that share the energy they possess. Components are quite expensive (half the cost of a piece of gear of the same value), so are best when found by the Arcane character.

The most upgrades an Arcane character can get from a component is their max ranks in an Arcane skill. If a higher value component is used, they only get upgrades equal to their max ranks.

Arcane characters cannot carry components of a single keyword with value greater than their highest ranks in a skill for that keyword or they will all lose their imbuement except for the strongest and lightest one. If a non-Arcane character carries or handles a Component, it loses its imbuement.

Components are notated thusly:

- Unicorn Tear ↑3 Healing
- Dragon Scale ↑2 Fire
- Lightning Struck Branch ↑1 Lightning

Costs for Experiments and Components

Most towns have at least one Arcane shop that sells components. Major cities will have several. Usually they will also purchase components at resale value, assuming the components themselves are not of an evil or illegal origin.

You cannot use Did I Bring The Thing to have remembered to have brought an Arcane component. You also cannot do it with Experiments, as you would have had to make the Experiment.

If purchasing components when you are making a new character, you may purchase at the resale cost, since it is assumed you probably found the components yourself.

Experiment Cost						
Experiment Boost	+1E	+2E	+3E	+4E	+5E	+6E
Experiment Cost	1gp	8gp	27gp	64gp	125gp	216gp

Component Cost						
Component Boost	↑1	↑2	↑3	↑4	↑5	↑6
Component Price	5gp	40gp	400gp	5kgp	67kgp	1mgp
Component Resale	1gp	8gp	80gp	1kgp	13.5kgp	200kgp

Core Arcane Talents

The following are the core arcane talents. The talents from here that you can take are based on the maximum ranks you have in any Arcane school skills. For example if you have two ranks in Innovator School and one rank in Temporal School, you qualify for Tier 2 talents in the Core Arcane group.

"Yes! You tapped into true power there. That will be hard to replicate."

Overwhelming Control (Arcane. Tier 5) – Success, Spend X Arcane crits: add X to the difficulty of saves from this attack.

Your knowledge of arcane magic assists you break a specific spell.

Arcane Counter (Arcane. Tier 6) – Full x2: Choose a magical target or creature in 1 range increment or melee. Roll vs Mental against the target. An Impaired target has its arcane magic dampened for three rounds. During that time, the target cannot use Arcane talents or rituals that are not Prime or Basic. Any effects of an Arcane talent or ritual on the target are nullified.

If used on an already dampened target, increase the defenses by a Time Modifier value and the dampening is then extended for the total time associated with that value.

For every 3 you exceed the target by, choose an additional Power Source that you dampen that is not Arcane.

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Divine

"I cannot make you invincible. But as long as you are under my watch and doing my god's will, you shall not die today."

Divine characters gain power and inspiration from faith in their deity. The Paladin whose faith is represented by sword and shield, the Cleric whose holy symbol shines forth to strike down the unworthy, and the Druid whose animal, plant, and weather powers are granted by nature itself, these are all characters who devote themselves to the divine Power Source.

Divine Trained Skills are called Domains.

Divine's boosts are the most reactive of all the Power Sources.

Deities and Domains

Different deities tend to have domain over different spheres. There is, however, no reason you could not worship multiple gods, so long as your dealings respect each god's mores.

These are the domains of the gods of Annor.

- Eldar – All-Creator: Air, Spirit, Evocation
- Kala – All-Mother: Evocation, Innovator, Swift
- Kel-Sir – Siren of the Deep: Air, Innovator, Water
- Eryn – The Protector: Fire, Spirit, Stalwart
- Nox – The Dark Mistress: Death, Hunter, Swift
- Tarlek – The Reaver: Death, Mind, Stalwart
- Mereth – Loremaster: Mind, Transform, Vanguard
- Herulok – The Merry Man: Earth, Unarmed, Water
- Tatiana – Life-Bringer: Earth, Hunter, Transform
- Norokk – The Burning One: Fire, Unarmed, Vanguard

Favor

A Divine character performs tasks that please their deity in order to gain Favor. Favor is bonus die upgrades the character can use on singular uses of their Divine Talents or Basic skills, as long as the uses are not antithetical to their deity. Every pious act that a Divine character makes gains them some Favor.

A worthy pious gesture or prayer brings 1 Favor, while a worthy sacrifice in the Name of that Divine being can bring up to 4 Favor.

A Divine character can only have Favor stored equal to twice their highest ranks in a Divine skill.

Divine characters only gain Favor when not in a combat state. If a Favored act is performed during combat, the Favor is gained during the character's next short or long rest.

Each deity lists what pious acts will bring the Divine follower Favor.

Retribution

Divine characters can call down the wrath of their deity in the form of Retribution. Once per encounter, the Divine character can plead with their deity for Retribution on a target who is actively acting in a way that is forbidden based on the deity's core principles

To call for Retribution, the character's remaining Favor is spent on upgrading the roll. They must spend at least 1 Favor.

When Retribution is called for, it is contingent on the successes of the next roll the character makes. If the character's next roll is successful, they roll C dice equal to the amount the succeeded by. Successes and Edge on this roll is ignored. Any crits rolled are added to the result, up to a maximum of additional crits equal to the character's highest ranks in a Divine skill.

If a Divine character fails two Retributions in a row (even if there are other encounters in-between), they lose all Favor and gain Disdain equal to their maximum Favor (see below).

Disdain and Penance

Each deity has some actions they forbid their followers from taking. These forbidden abominations are listed with the deities in the World of Annor chapter, page 131. Committing any of these sins will immediately result in the deity revoking all Favor from the character and giving them Disdain instead.

The amount of Disdain gained is based on the severity of the abomination, but will not be more than the character's maximum Favor value from any single act. However, multiple acts can continue to add more Disdain.

In order to begin regaining Favor again, they will be required to repent by performing enough pious acts to clear out the Disdain their deity holds against them. By performing acts that would gain them Favor, they erase that much Disdain instead.

Core Divine Talents

The following are the core divine talents. The talents from here that you can take are based on the max ranks you have in a single Divine domain skill. For example if you have two ranks in Holy Domain and one rank in Plant Domain, you qualify for Tier 2 talents in the Core Divine group.

Just in time you are at your ally's side, healing them.

Combat Healing (Divine. Tier 5) – *Healing;* Free: Heal an adjacent ally 1 physical composure.

"This decay and rot shall not stand against the divine might I wield."

Blight Destroyer (Divine. Tier 6) – Perk: You gain +1 to your Radiant damage, +X instead on targets vulnerable to Radiant. X is your ranks in Divine. Defeating a foe vulnerable to Radiant grants you Favor equal to their grade.

You may instead choose a type of one of your Divine Prime talents. Replace Radiant with that type. You may only take this talent once.

Martial

Martial characters use physical skill to defeat their foes. The barbarian who wades into the fray with no fear for her life, the rogue whose finesse with a blade keeps his foes at bay, the monk who focuses on making her body a living weapon, and the ranger whose mastery of weapon styles allows him to adapt to thwart his foes, these are all characters who tap into the Martial Power Source.

Martial trained skills are called Styles.

While using a Martial Style, a Martial character can use Weapon Perks and combat Techniques.

Martial's boosts are the most consistent of all the Power Sources.

Perks

Perks are traits that belong to the weapon Gear or form Gear the Martial character uses. A Martial character may only use Perks from Gear if the total Perk Points are not greater than the maximum ranks the character has in any one Martial Style.

A Martial character who cannot use the Perks still has to abide by that weapon or technique's Penalties (two-handed, longer reloads, being slowed while wielding the weapon, etc.).

See Weapons and Techniques in the Items: Gear and Equipment chapter (page 99) for details on how to choose Weapon Perks.

Characters without Martial skill ranks can use weapons with their trained skills, but they are treated as having a max of 0 Perk Points.

Level 1 Weapons and Techniques

You can have multiple pieces of gear for each individual Martial skill. A given piece of gear can be used with any Martial skill that it has an exact type match with, or matches the requirement for that skill. If you want to have options for your character to switch between depending on the circumstances, you might pick up a few different Weapons or Techniques.

When making a new character, you may can have multiple pieces of the starting gear as different Weapons or Techniques. You may even pick up more than the starting gear, though you will have to spend the gold for the materials from your starting gold.

Here are some Weapons and Techniques a level 1 Martial character can use. Remember that you can make your own custom gear in the Items chapter, these are just examples to get you started:

0pt Weapons and Techniques:

Simple Axe (0pts) One-Handed, Heavy Blade

One-Handed (0), Heavy Blade (0)

Simple Blade (0pts) One-Handed, Light Blade

One-Handed (0), Light Blade (0)

Simple Bow (0pts) Two-Handed, Ranged Bow, Reload Free, Puncture 1

Two-Handed (-1), Ranged Bow (0), Reload Free, Puncture 1 (+1)

Simple Sling (0pts) One-Handed, Light Sling, Reload Free

One-Handed (0), Light Sling (0), Reload FreeTechnique (2pp), 2H (-1pp), Edge +1 (1pp)

Style, Street (0pts): Technique, Two-Handed, Slow 1

Technique (2pp), 2H (-1pp), Slow 1 (-1pp)

1pt Weapons and Techniques:

Basic Axe (1pt) One-Handed, Heavy Blade, +1 Edge

One-Handed (0), Heavy Blade (0), +1 Edge (+1)

Basic Blade (1pt) One-Handed, Light Blade, +1 Edge

One-Handed (0), Light Blade (0), +1 Edge (+1)

Basic Long Bow (1pt) Two-Handed, Heavy Bow, Ranged w/ ammo, Reload as a Free, +1 damage

Two-Handed (-1), Heavy Bow (0), Ranged w/ ammo (0), Reload as a Free (0), +1 damage (+2)

Basic Spear (1pt) Two-Handed, Light Spear, ↑1 Vanguard

Two-Handed (-1), Light Spear (0), ↑1 Vanguard (+2)

Basic Staff (1pt) Two-Handed, Light Staff, ↑1 Stalwart

Two-Handed (-1), Light Staff (0), ↑1 Stalwart (+2)

Style, Wolf (1pt): Technique, Two-Handed

Technique (2pp), 2H (-1pp)

2pt Weapons and Techniques:

Battleaxe (2pts) One-Handed, Heavy Axe, Puncture 2

One-Handed (0), Heavy Axe (0), Puncture 2 (+2)

Hand Auto Crossbow (2pts) One-Handed, Heavy Crossbow, Ranged uses ammo, Reload automatically

One-Handed (0), Heavy Crossbow (0), Ranged uses ammo (0), Reload automatically (+2)

Hatchet (2pts) One-Handed, Light Axe, Ranged thrown, Puncture 1

One-Handed (0), Light Axe (0), Ranged thrown (+1), Puncture 1 (+1)

Heavy Crossbow (2pts) Two-Handed, Heavy Crossbow, Ranged w/ ammo, Reload Maneuver, Puncture 5

Two-Handed (-1), Heavy Crossbow (0), Ranged w/ ammo (0), Reload Maneuver (-2), Puncture 5 (+5)

Longstaff (2pts) Two-Handed, Light Staff, Reach +1

Two-Handed (-1), Staff (+0), Reach +1 (+3)

Longsword (2pts) One-Handed, Heavy Blade, ↑1 Swift

One-Handed (0), Heavy Blade (0), ↑1 Blade (+2)

Military Fork (2pts) Two-Handed, Heavy Hook Spear Staff, Puncture 1

Two-Handed (-1), Heavy Hook + Spear + Staff (+2), Puncture 1

Style, Bear (2pts): Technique, Two-Handed, Damage +1, Slow 1

Technique (2pp), 2H (-1pp), Damage +1 (2pp), Slow 2 (-1pp)

Style, Crane (2pts): Technique, Two-Handed, Reach +1, Slow 2

Technique (2pp), 2H (-1pp), Reach +1 (3pp), Slow 2 (-2pp)

Style, Mantis (2pts): Technique, Two-Handed, +1 Edge

Technique (2pp), 2H (-1pp), Edge +1 (1pp)

Style, Snake (2pts): Technique, One-Handed

Technique (2pp), 1H (0pp)

If you are purchasing these items as part of making a character, remember that you can buy them for the resale cost. Remember that a Level 1 character can only use up to a Gear value of 2.

	Experiment / Component Cost						
Gear & Perk Value	0	1	2	3	4	5	6
Gear Base Cost	1gp	10gp	80gp	800gp	10kgp	135kgp	2mgp
Gear Resale Cost	2sp	2gp	16gp	160gp	2kgp	27kgp	400kgp
Gear Material Cost	1sp	1gp	8gp	80gp	1kgp	13.5kgp	200kgp

Stunts

Whenever a Martial character uses an action point, all Martial and Basic skills they use this turn gain either A dice equal to their max ranks in a Martial skill. 2X of the A dice can be traded for X B dice. These additional dice cannot be downgraded or upgraded in any way.

Core Martial Talents

The following are the core Martial talents. Talents from here that you can take are based on the max ranks you have in a Martial skill. For example if you have two ranks in Swift Style and one rank in Water Style, you qualify for Tier 2 talents in the Core Martial group.

More weapons, more options.

Quick Draw (Martial. Tier 5) – Perk: Once per turn, you may draw a Free draw weapon and sheathe another without using any action.

Your body mends itself in preparation for the next fight.

Refined Adrenaline (Martial. Tier 6) – Perk: Whenever you gain an action point from combat, you heal one third of your wounds.

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Earth

"Has roots as nobody sees, taller than trees. Up it goes, yet never grows."

The Earth skill allows a character to fling rocks, summon plinths of stone, carve through stone, crush foes, and even control plant life. Metal is a subelement of **Earth** unlocked at higher mastery.

When you first take ranks in Earth, choose one of the following Prime talents. The others become Tier 2 talents you can learn.

The earth ripples from you, flinging you foes.

Catapult Slab (Earth. Prime) – *Crushing*, *Attack;* Major, ↓X dice: Roll vs Physical on foes in a chain X+1. Impaired foes are pushed or pulled X+1.

Thin thorny vines sprout up around your foes, shredding them.

Razorvine (Earth. Prime) – *Plant, Slashing*, *Attack;* Major, ↓2X dice: Roll vs Physical on foes in an area X+1. Foes that end their next turn in the area take X+1 damage.

You throw a poisonous thorn that seems to seek out your target.

Seekerthorn (Earth. Prime) – *Plant, Poison, Piercing*, *Attack;* Major, ↓X dice: Roll vs Physical on a foe in X+1 range increments. Impaired foes are weakened until your next turn.

A large stone lifts up from the earth and thing flies to strike a distant foe.

Stone Throw (Earth. Prime) – *Crushing, Piercing, or Slicing, Attack;* Major, ↓X dice: Roll vs Physical on a foe in X+1 range increments.

The ground conspires to keep your foe from escaping your wrath.

Earthen Grip (Earth. Tier 1) – Spend 4 Earth Edge: Targets are immobilized, save ends.

Branches and roots grow over your foes, encasing them in a wooden prison.

Imprison (Earth. Tier 1) – *Attack;* Full, ↓X dice: Roll vs Physical on an area X+1. The area is rough terrain X for X turns.

A thick root smashes into several nearby foes.

Rootlash (Earth. Tier 1) – *Crushing or Piercing, Primal, Attack, Spend one seed;* Major, ↓X dice: Roll vs Physical against up to X+1 enemies in Melee X+1.

Sticky spores cling to your foes, reducing their effectiveness.

Spore Burst (Earth. Tier 1) – Spend 2 Plant or Primal Edge: Impaired foes are dazed, save ends.

Spend 1 Crit: Impaired foes are weakened, save ends.

All the plants in the area twist and turn to attack your foes.

Thorny Embrace (Earth. Tier 1) – Spend 3X Earth or Primal Edge. Affected foes take 2X piercing damage whenever they use a Movement action, save ends.

The plants underneath your foe conspire to root them in place.

Tangleweeds (Earth. Tier 1) – Spend X Earth Edge: Impaired foes are slowed X, save ends.

Heavy branches crash into your foes, crushing them to the ground.

Topple (Earth. Tier 1) – *Modifier;* ↓2 Earth dice: Impaired opponents are knocked prone and dazed, save ends.

Thorny vines wrap around your foes, pinning them firmly.

Choking Vines (Earth. Tier 2) – Spend 5 Earth Edge: Targets affected suffer 1 ongoing damage and are immobilized, save ends.

Your power ripples outward towards nearby foes.

Epicenter (Earth. Tier 2) – *Modifier;* ↓2X Earth dice: Your roll covers a melee X area.

The circle of life.

Healing Spores (Earth. Tier 2) – Free, You defeated a foe using a Primal attack: Heal physical composure on an ally adjacent to the foe equal to your ranks in Earth.

You cloak yourself in plant matter, giving you protection and weaponry.

Earthform (Earth. Tier 2) – *Stance;* Maneuver: You gain Soak 2.

Attack; Major, ↓X dice: Roll vs Physical on a line 2X+2.

Branches grow outward to stab your foes and defend you and your allies.

Branch Out (Earth. Tier 3) – *Stance, Primal;* Maneuver, Engage 2X dice: You and allies in X squares upgrade physical defenses by 1. You gain +X reach with Earth talents.

You stomp and the ground ripples around you, then stays that way.

Earth Ripple (Earth. Tier 3) – Maneuver, Engage X+Y dice: An adjacent area 4X becomes rough terrain Y.

Sharp metallic barbs strike out at nearby foes.

Ironbarbs (Earth. Tier 3) – *Attack;* Free, ↓3 dice: Roll vs Physical in Melee 1. This attack deals half damage.

Stone thrust up from the earth in front of you, creating a barrier.

Stone Barrier (Earth. Tier 3) – *Stance;* Maneuver, Engage X+Y dice: You raise a stone barrier that grants Soak X+4Y for characters on opposite sides of it against attacks with an origin on the other side. The barrier blocks line of sight. The barrier is up to X squares long and X squares tall. The shield shatters once it Soaks 4Y damage. X and Y cannot be more than your Earth ranks.

Small thorn patches grow around you as you move.

Undergrowth (Earth. Tier 3) – *Stance, Primal;* Maneuver, Engage 3X dice: The area in Melee X is rough terrain 2X

Quick, A foe ends its turn within X squares of you: Roll vs Physical on them as a Quick Strike.

A volley of crystal shards embed themselves in nearby enemies.

Crystal Shards (Earth. Tier 4) – *Attack;* Free: Earth Ranks vs Physical on foes in Melee 1 (Do not roll, just use your Earth Ranks as the attack result).

**** =2.3*0.3*1.5

Your affinity for earth gives you a stronger sense of the space around you.

Earthsense (Earth. Tier 4) – Maneuver: You sense all contiguous earth near you within Earth ranks in range increments, including shape, consistency, and where creature are standing on it. Earthsense is equivalent to strong vibrosense, letting you see through walls, but only things touching stone and dirt. Your ability to see via sand is instead melee Earth ranks.

The ground ripples below you, flinging foes and accelerating you.

Earthwave (Earth. Tier 4) – *Stance;* Maneuver x3: Your ground speed doubles, as long as you are on earth or stone. When you use Movement actions, Adjacent allies may move the same amount.

Free: Roll vs Physical in Melee. Impaired foes are pushed X, where X is your Earth Ranks.

Roots underneath your foes conspire to bind them in place.

Rootbind (Earth. Tier 4) – Spend 5 Earth Edge: Impaired opponents are weakened and immobilized, save ends.

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Several stones raise from the ground, then move to deflect enemy attacks.

Whirling Stones (Earth. Tier 4) – *Stance;* Maneuver, Engage 3X dice: Allies in X range increments gain Soak 1 while you are in this stance. Earth attacks you make gain X+1 Edge. X cannot be more than your ranks in Earth. You are slowed X.

A long thin root splits and skewers several of your foes.

Skewerroot (Earth. Tier 4) – *Modifier;* ↓X Earth dice: If this attack hits, use that result again on another foe within 1 range increment from the first, downgrading by one success. You may continue arcing and downgrading as long as you successfully hit a new foe and have hit fewer than X+1 foes. You cannot hit the same foe twice with this attack.

You crack the earth open, releasing dangerous elements upon your foes.

Crack the Earth (Earth. Tier 5) – *Acid, Fire, Poison, or Wind, Attack;* Major x2, ↓X dice: Roll vs Physical on a Line 3X+5 on targets adjacent to stone.

A massive plinth rises, lifting allies out of trouble or simply crushing foes.

Shift Stone (Earth. Tier 5) – *Attack;* Full, ↓X+Y dice: Roll vs (X+Y, Y), a target area Y+1 in X+1 range increments. Success moves earth and stone in that area a number of squares equal to your Edge. Use the same result vs Physical on foes in the area. Creatures on the stone move with it.

The new location of the stone and may be supported by more stone or earth. You cannot use this on hand carved structures, but you can use it on Elemental carved structures. You could potentially use this to make a platform jut out from a cliff.

Unless the area is large enough to carve through to other side of the area you are carving from, it does not leave an empty area. You could shift downward from solid ground to create a pit, but a plinth pushed from the side of a plateau will not create a cave behind it, unless the plinth is large enough to span the entire plateau.

You raise a pillar of stone from the earth. Then it starts walking.

Stone Golem (Earth. Tier 5) – *Stance, Summon;* Maneuver x2: You summon a Large Stone Golem. It has your defenses and composure equal to your physical health and threatens adjacent squares. If it takes wounds, you take that much Mental damage. You split your movement with it. You may use Elemental talents using the golem as the source point. The golem must stay within X range increments of you or crumble. X is your ranks in Earth.

Yes. You may ride the golem.

The ground opens up and swallows you, spitting you out again nearby.

Tunneling (Earth. Tier 6) – *Movement, Attack;* Full x2, Engage X dice until your next turn ends, You are standing on earth or stone: Teleport up to 3X to a square contiguous to earth or stone where you started. Roll vs Physical on each foe in Melee. Impaired foes are pushed Edge squares.

Splinters of stone hurtle at your foes and defect incoming attacks.

Stoneblades (Earth. Tier 6) – *Stance, Piercing;* Quick, A foe would hit you, Engage 3X+2 Earth dice: Your Earth attacks target an Area X+2. Gain Soak 1+X. End this stance as a maneuver.

A motley creature of earth and stone erupts from the ground, flinging shards of stone at your foe to hinder their movement.

Shrapnel Golem (Earth. Tier 7) – *Stance, Summon;* Major x2: You create a Huge Golem within 1 range increment. It has no defenses and cannot threaten. It's area and adjacent to it is rough terrain Earth ranks. If you do no action with it in a turn or get more than 2 range increments from it, this stance ends as it crumbles to rock and dust.

Piercing; Maneuver: Roll vs Physical on one target in Melee.

Free: Move the Golem Earth ranks squares.

The ground shears open and you foes fall in. Then it closes, crushing them.

Tear the Earth (Earth. Tier 7) – *Attack;* Full x2, ↓X dice: Roll vs Physical on a Line 3X+5. Targets must be standing on stone or dirt. Impaired foes fall 2X squares into the crevice and are knocked prone. Each subsequent turn, Roll vs Physical on foes inside the crevice. When no living creatures are in it, the crevice closes.

Example Level 1 Earth Character:

Della, Hyflind Druid			**Hero: Grade 3**
Small Natural Humanoid Hyflind			***XPV: 30***
Composure Pool: 7 – Controller: ↓1 1 foe / turn			SR 6
Physical	Mental	Social	Speed: 6
Brawn 3,1	Genius 4,5	Appeal 3,0	Saves 7, ABCC
Dexterity 3,3	Savvy 3,3	Empathy 2,1	AP: 1

Razorvine *(Earth P) Plant, Slashing, Atk;* Major, ↓2X dice: Roll vs Phy. on foes in an area X+1. Foes that end their next turn in the area take X+1 dmg.

Lightning Arc *(Air P) Lightning, Primal;* Major, ↓X: Roll vs Phy. on a foe in X+1 RIs. Spend 2X crits: X impaired foes are staggered until your next turn.

Imprison *(Earth T1) Atk;* Full, ↓X dice: Roll vs Phy. on an area X+1. The area is rough terrain X for X turns.

Earth Ripple *(Earth T3)* Maneuver, Engage X+Y dice: An adj. area 4X becomes rough terrain Y.

Choking Vines *(Earth T2)* Spend 5 Earth Edge: Targets affected suffer 1 ongoing dmg and are immobilized, save ends.

Earthwave *(Earth T4) Stance;* Maneuver x3: Your ground speed doubles, as long as you are on earth or stone. When you use Movement actions, Adjacent allies may move the same amount.
Free: Roll vs Phy. in Melee. Affected foes are pushed 3.

Earth or Air ABCC *(Max Favor: ↑6, Max Retribution: 3C);* Athletics AAB, Craft AAAA, Customs AB, Durability AAA, Intimidate AAA, Lore AAAA, Nature ABBC, Nimble A, Perception ABC, Precision ABC, Shrewd AA, Stealth A, Tactics AA, Trickery AA, Vigilance AA, (Appeal AAA); Normal Vision, Hyflind Voracious; Languages: Common

Gear: Simple Spear (0pts) 2H Light Spear Staff Puncture 1 (Earth 2), Light Clothes (Air 2), Gloves (Precision 2), Collection of Herbs (Nature 1), Keen Eyesight (Perception 1), 48gp

*** Brawn: 3, Dexterity: 1, Genius: 4, Savvy: 2, Appeal: 3, Empathy: 2; Background Druid; Skill Ranks: Nature 1, Precision 2, Earth 3, Air 3

Della lives in the woods near Derriston. Della is somewhat reclusive, unusual for a Hyflind, feeling more comfortable around plants and animals than other humanoids.



Evocation

"Sure, fire and lighting are old news, but they never go out of style."

From the refined, malleable, and exacting force talents to the wild and unleashed chaos magic, Evocation offers a variety of tools.

Chaos talents have a Random component. When used, roll a die that includes as many sides as listed to see which effect is used.

When you first take ranks in Evocation, choose one of the following Prime talents. The others become Tier 2 talents you can learn.

"Nothing quite like a good old bolt of elemental energies."

Energy Bolt (Evocation. Prime) – *Cold, Fire, or Lightning, Attack;* Major, ↓X dice: Roll vs Physical on a foe in X+2 range increments.

"Magic, do as you will."

Chaos Bolt (Evocation. Prime) – *Chaos, Attack;* Major: Chaos vs Variable on a foe in 1 range increment. Choose a target. Random. The attack gains the named type, target defense, and effect.

0 Humiliate: vs Social, +1 damage.
1 Fire: vs Physical, spend 2X Edge: X ongoing damage, save ends.
2 Cold: vs Physical, target is slowed 2, save ends.
3 Lightning: vs Physical, spend X Edge: target is pushed X+2.
4 Crushing: vs Physical, spend 1 Edge: target is knocked prone.
5 Poison: vs Physical, spend 2 Edge: target is weakened, save ends.
6 Acid: vs Physical ongoing on foe and foes adjacent to it, save ends.
7 Radiant: vs Social. Heal 2 on an ally adjacent to you or the target.
8 Web: vs Physical, half damage. The foe is immobilized, save ends.
9 Phantasm: vs Mental, target is dazed, save ends.

You unleash a blast of refined power upon your foes.

Force Burst (Evocation. Prime) – *Force, Crushing or Slicing, Attack;* Major, ↓X dice: Roll vs Physical on an Area X+2.

The weapon leaps from your hand and battles your foe on its own.

Animate Weapon (Evocation. Tier 1) – Variable action, Sustain engage 2X dice: An object within X range increments makes an action of the type you spent as if you were there using it.

A searing black beam leaps from your fingertips, atrophying your foes.

Bernard's Black Beam (Evocation. Tier 1) – *Modifier;* ↓X+2 dice: Your roll targets a Line 2X. Impaired foes are weakened, save ends.

A quick dip into chaos gets you something useful. What exactly? Something!

Boon (Evocation. Tier 1) – *Chaos;* Maneuver: Random. X is Evocation ranks.

1 Heart: Roll X A dice to heal composure on you or an adjacent ally.
2 Hand: Upgrade your next roll by X dice.
3 Lung: Heal 1 composure and make a save with a +X bonus.
4 Foot: You may shift X+1 squares.
5 Mind: Gain X-1 Soak for one turn.
6 Muscle: +X to your damage for one turn.

Translucent blocks of force appear and bar movement or provide cover, a bridge or even a set of stairs to climb.

False Matter (Evocation. Tier 1) – *Force;* Major, Sustain engage X+Y dice: Roll vs X,X. Success means you create X translucent blocks of solid force, filling a chain of squares with in the Y range increments. You may make the blocks rough terrain up to X,X. Failure means you take that much damage.

The cubes cannot be placed in squares containing creatures. They block line of sight. You may make any number of the blocks into stairs instead of cubes.

Each cube must have a solid surface or another cube below it or on at least two opposite sides or it vanishes. If the character has Anchor, it can be attached on 1 side, however.

The powerful blast sears the terrain, making it difficult to navigate.

Perrin's Blast (Evocation. Tier 1) – *Modifier;* ↓2X Fire or Cold dice: This attack targets an area X+1. On any success, the area is rough terrain X and deals X damage to creatures that end their next turn in it.

You open a conduit for the magic to do... something.

Weirdness (Evocation. Tier 1) – *Chaos, Attack;* Maneuver, ↓X dice, Choose a target in X+1 range increments: Random.

1 Regenerate: Heal Evocation ranks composure to you.
2 Shield: Upgrade your defenses by 1 for Evocation ranks turns.
3 Crushing: ↓2. Roll vs Physical against target.
4 Cold: ↓4. Roll vs Physical in area 5 on target.
5 Piercing: Target takes Evocation ranks damage, ignoring defenses.
6 Teleport: Teleport up to Evocation squares.
7 Web: Area 3 on target is rough terrain, roll Evocation for DT.
8 Wilt: Target is slowed 4 and ↓Evocation ranks, ignoring defenses.

A weight of force hinders your enemy's movement.

Anchor (Evocation. Tier 2) – *Force;* Spend 7 Evocation Edge: Impaired foes are immobilized, save ends.

A jagged bolt strikes a foe, then arcs out, striking several more.

Cascade of Maris (Evocation. Tier 2) – *Modifier;* ↓X Acid or Lightning dice: If this attack hits, use that result again on another foe within 1 range increment from the first, downgrading by one success. You may continue arcing and downgrading as long as you successfully hit a new foe and have hit fewer than X+1 foes. You cannot hit the same foe twice with this attack.

"More energies means more options! I've got one for each of ya."

Exotic Materia (Evocation. Tier 2) – Perk: You may change types in your attack talents: You can use Acid, Poison, or Radiant instead of Fire or Crushing.

You fling a stone at the target, which strikes with dreadful force.

Kavron's Unerring Strike (Evocation. Tier 2) – *Crushing, Force, Attack;* Full, ↑6: Roll vs Physical on a foe in 2 range increments. This deals half damage, maximum of your ranks in Evocation.

You unleash raw power on your target in an unpredictable way.

Wild Strike (Evocation. Tier 2) – *Chaos, Modifier;* Maneuver: Before the next action's Evocation roll, Random. X is Evocation ranks.

1 Shatter: +X damage.
2 Burst: Area 3+X
3 Beam: Adjacent line 8+X
4 Pelt: ↓2 dice, area 5+X
5 Wall: 1 range increment, line 4+X
6 Blast: Adjacent line 2+X, area 3

"This… is not exactly what I was hoping for. But I'll take it."

Chaos Reaction (Evocation. Tier 3) – *Chaos;* Free, You missed with a Chaos roll: Use Boon.

You must purchase Boon to be able to purchase Chaos Reaction.

This bolt of energy arcs around corners to strike at your foes.

Curved Bolt (Evocation. Tier 3) – *Modifier;* Maneuver, ↓2X+2 dice: Your roll targets a Chain 3X+4. This attack ignores cover.

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You summon a surge of wild energies that swirl about you, protecting you.

Chaos Shield (Evocation. Tier 3) – *Stance, Chaos;* Maneuver: Random.

1 Shadow: You gain Soak 1.
2 Wind: You gain Dexterity defense +2
3 Earth: You gain Brawn defense +2
4 Lightning: Free, A foe hit you, ↓4 dice: Roll vs Physical on them.
5 Fire: At the start of your turns, roll ↓4 vs Physical in Melee 1.
6 Radiant: Heal 1 composure each time you use a Movement action.

You are prepping a spell, waiting for the right moment to unleash it.

Delayed Casting (Evocation. Tier 3) – *Stance;* Maneuver: An orb appears in your hand. You may spend orbs on any Evocation roll. If you do, this stance ends and gain ↑X where X is the orbs spent.

Free, You have fewer orbs than Evocation ranks: Add an orb.

A strike like this has to be shared.

Kavron's Splash (Evocation. Tier 3) – *Modifier;* ↓1 Acid, Force, or Poison die: If this attack hits, use that result again on each foe adjacent to that target you didn't already hit with this attack.

You unleash a massive wave of chaos and blanket unsuspecting foes.

Chaos Lash (Evocation. Tier 4) – *Chaos;* Quick, You have physical or social wounds, Spend X crits: Roll Weirdness on X foes.

You must purchase Weirdness to be able to purchase Chaos Lash.

"I'm going to go... over there. Somewhere."

Jaunty Step (Evocation. Tier 4) – *Chaos, Teleport, Movement;* Maneuver: Choose a direction. Roll Evocation. Teleport to the furthest unoccupied and immediately safe square in that direction up to the lesser of Success and Edge squares away.

In a flash of energy, several foes suddenly slam together in a heap.

Kavron's Pulse (Evocation. Tier 4) – *Modifier, Force;* You are using an Area or Line attack, ↓X Force or Lightning dice: Impaired foes are pulled X towards the area's origin.

A wall of energies erupts forth from the ground, hindering and surrounding your harried foes.

Perrin's Wall (Evocation. Tier 4) – Sustain engage X Cold, Force, or Lightning dice: This attack targets a chain 2X. On any success, the area is rough terrain 2X.

You open a large area up to unpredictable untamed energies.

Wild Rain (Evocation. Tier 4) – *Chaos, Modifier;* Maneuver, Roll a 6-sided die as X: Your roll targets an area X and has ↑(6-X).

You imbue your allies' attacks with raw energy.

Imbue Energy (Evocation. Tier 5) – Spend 2X Evocation Edge: Allies in X range increments gain ↑X until your next turn.

You disappear from sight and reappear elsewhere a moment later.

Leave (Evocation. Tier 5) – *Chaos, Teleport, Movement;* Full: Roll an 8 sided die to determine a Random direction. Roll Evocation. Teleport yourself and any adjacent willing allies to the furthest unoccupied and immediately safe squares in 30 degrees that direction up to Success + Edge squares away.

Note that if there are no valid locations, the characters might move one square or not at all. The spell will try and keep the characters together but in separate squares, but if required, they could all end up in separate rooms, as long as they are all in the same general area.

Immediately safe only means that they won't be in danger from the location for the next minute. There may be enemies, however.

The caster can spend one action point to pick two directions, at least 45 degrees apart. One is chosen randomly.

The energies shimmer and split into three distinct strikes.

Prism (Evocation. Tier 5) – *Chaos;* Major x2: Make the following 3 attacks on a foe in 1 range increment, dealing half damage each.

Fire; Roll vs Physical. Impaired foes have -2 to defenses, save ends.
Lightning; Roll vs Mental. Impaired foes are dazed, save ends.
Cold; Roll vs Social. Impaired foes are weakened, save ends.

Spheres of force appear, hovering above the your open palm.

Spheres of Force (Evocation. Tier 5) – *Stance, Force;* Maneuver: X spheres hover near you, where X is your ranks in Evocation.

Spend X Spheres: Upgrade your next attack roll by 1 die for each sphere spent. If you spend all remaining spheres, end this stance.

Maneuver: Reset the number of spheres to your ranks in Force.

Chaos surrounds you, infusing your magic with random energies.

Wild Warp (Evocation. Tier 5) – *Stance, Chaos;* Maneuver:

Free, Spend X crits: Roll X Boons or Weirdnesses.

You must purchase Boon or Weirdness to be able to get Wild Warp.

"At least they're gone! Right?"

Chaos Storm (Evocation. Tier 6) – *Chaos, Modifier;* ↓5 dice: Affected foes also have Leave cast on them.

You create a barrier using shards of force that swirl about, protecting you.

Force Shards (Evocation. Tier 6) – *Stance, Force;* Maneuver: If you roll a number die for a talent, roll twice and choose one.

Spend X Crits: Upgrade your defenses by X until your next turn ends. X cannot be more than your Force ranks.

This talent can temper chaos slightly. When rolling on a Chaos table, you get to roll twice and pick one result.

You open up a realm of chaos, teleporting those within it randomly.

Force Ripple (Evocation. Tier 6) – *Force;* Free, Spend X crits: Slide yourself, each ally and each enemy in X squares of you up to X squares in any direction.

Your foes are suddenly trampled by a stampede of... something.

Stampede (Evocation. Tier 6) – *Chaos; Modifier;* Maneuver, ↓X: Your targets a line 2X and adjacent squares.

When your mind is clear, everything falls into place perfectly.

Full Clarity (Evocation. Tier 7) – Perk: While you have no wounds and full composure, you may spend an action point to reroll up to X blanks when rolling a skill. X is your ranks in Evocation.

"Ahhh, my hair is purple today. That means web, right?"

Power of Chaos (Evocation. Tier 7) – *Chaos;* Perk: Whenever you gain an action point, choose a talent with Random. Preroll the Random chart. The next time you use that talent, use that result.

Multifaceted strikes broaden your options even more.

Vibrant Power (Evocation. Tier 7) – *Stance;* Maneuver. While in this stance, once per turn you may spend X successes: Gain 2X Edge. Choose a type from an Evocation talent you have. Add it to this attack and its results.

Innovator

"Okay, so I upgraded your sword to fire jets of flame with every swing. What? Why would you want that you ask? Why wouldn't you want that!"

The Innovator skill allows the character to teleport, create mechanical devices to aid allies, and even manipulate time. The Innovator is a jack-of-all trades and master of ingenuity.

Some Innovator talents use your artifices or automatons within X range increments of you. You may only have X automatons functioning at once. X is your ranks in Innovator. You may designate 2X of your gear items as automatons. They do not need to be gear with Innovator value. Your automatons have defenses and composure equivalent to yours. If an automaton's composure is spent, it falls to the ground useless. You will need to spend a minute repairing it before it can be activated again.

When you first take ranks in Innovator, choose one of the following Prime talents. The others become Tier 2 talents you can learn.

The natural chaos surrounding your foes increases, tearing them apart.

Accelerate Entropy (Innovator. Prime) – *Temporal, Attack;* Major: Roll vs Physical on a foe who was in Melee this or the last two turns.

The device is mighty strange-looking, but it serves its purpose well.

Artificer's Strike (Innovator. Prime) – *Crushing, Slicing, or Piercing, Attack, Automaton;* Major: Roll vs Physical on a foe in Melee of your active automatons. Slide impaired foes 1 square.

The distance between you and your foe adjusts immensely.

Spatial Stretch (Innovator. Prime) – *Spatial, Attack;* Major: Roll vs Physical on a foe in 1 range increment. Impaired foes are pushed or pulled Success.

You take a moment to give a moment. Time is funny that way.

Blink Dash (Innovator. Tier 1) – *Modifier, Temporal;* ↓2X dice: Shift X squares before or after the attack.

Blinding light directed at your foes' eyes makes it tough to hit you.

Flashbeam (Innovator. Tier 1) – *Modifier, Radiant;* Free: Damage is mental. Impaired foes are blinded until your next turn ends.

"Oh, ouch. That's gonna linger."

Persistence (Innovator. Tier 1) – Spend 2X+1 Slicing or Innovator Edge: Affected foes suffer X ongoing damage, save ends.

Space crushes your target, shoving them over a bit.

Spatial Pinch (Innovator. Tier 1) – *Attack;* Major: Roll vs Physical on a foe in Melee. Impaired foes are slid Innovator ranks squares.

"Space and time are the same. Never enough of either one."

Warp Space (Innovator. Tier 1) – *Modifier;* Spend 1+X Edge: Impaired foes are slid X squares

You gesture at an ally. A small orb hovers around that ally, defending them.

Guardian Automaton (Innovator. Tier 2) – Maneuver, Choose an automaton you control. Until the end of your next turn, enemies that end their turn in Melee 1 of it take Innovator ranks acid damage.

Space warps and pulls at your foe's limbs, slowing their movement.

Impede (Innovator. Tier 2) – Spend X Innovator Edge: Impaired foes are slowed X, save ends.

"Now, focus that energy narrowly, it gains greater impetus and force."

Lancing Strike (Innovator. Tier 2) – *Modifier;* ↓X+1 Innovator dice: This roll gains a line 2X+3.

You activate a small automaton to harass your foes.

Mobile Automaton (Innovator. Tier 2) – Perk: When you would move or shift, you can have one of your automatons move or shift instead. An automaton that moved this turn threatens adjacent foes.

You may split a move between you and your automatons this way.

Blobs of oily goop spatter the area, then begin to catch on fire.

Sticky Flames (Innovator. Tier 2) – Spend 2X+1 Fire Edge: Foes not struck by this attack take X damage at the end of their next turn if they are standing next to a foe struck by this attack.

You clamp your foe in place.

Vise Grip (Innovator. Tier 2) – *Modifier;* Free, ↑1: Spend 3 Crushing Edge: Impaired foes are immobilized, save ends.

Space bends around you and you reappear a short distance away.

Warp Step (Innovator. Tier 2) – *Teleport;* Maneuver: Teleport 1 square. Upgrade your defenses by 1 for one turn.

"Wow. Um... we should figure out how to do that again on purpose."

Detonate (Innovator. Tier 3) – *Modifier;* ↓2 dice: Impaired foes are knocked prone.

Time divided is sometimes worth more than time whole.

Divvy Time (Innovator. Tier 3) – *Temporal;* Spend X Edge. Choose one:

Time to Spare: ↑X your next initiative roll. ↓X the turn after that.

Bide Time: ↓X your next initiative roll. ↑X the roll after that.

A massive belch of flame engulfs your foe.

Gout of Fire (Innovator. Tier 3) – *Modifier, Fire;* Free, ↑1:

Spend 3X Edge: Affected foes take X ongoing damage, save ends.

You throw a ball of energy, enveloping the target, and suddenly you are standing in his place.

Kavron's Body Swap (Innovator. Tier 3) – *Teleport;* Spend 4 Arcane Edge: Swap places with an affected foe.

You alter what just happened, an attack that hit an ally is reverted.

Revise History (Innovator. Tier 3) – *Healing;* Spend X+2Y Temporal Edge: Heal X physical composure on Y creatures you were adjacent to at least once since the start of your previous turn. X cannot be more than your ranks in Innovator.

Your foe becomes a doorway for a moment.

Step Through (Innovator. Tier 3) – *Teleport;* Spend 6 Innovator Edge: Teleport to a space next to an affected foe.

You inject some chill into the strike, freezing foes to the core.

Arctic Touch (Innovator. Tier 4) – *Modifier, Cold;* Maneuver, ↑2:

Spend 2X Innovator Edge: Impaired foes are dazed, save ends.

You carefully study your surroundings, prepared with an escape plan.

Backup Plan (Innovator. Tier 4) – *Stance, Temporal;* Maneuver:

Free: Roll Innovator. Teleport up to Success + Edge to a square you have been in since entering this stance. This stance ends.

Major: Use the ability above, but teleport willing adjacent allies also.

A momentary a blink. Time is slowed for an ally as you reappear elsewhere.

Channel Time (Innovator. Tier 4) – Free, Spend X+7 Temporal Edge: An ally of your grade or lower in X+1 range increments may take an immediate major action. You may shift X.

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You infuse this strike with intense electrical power, sending foes reeling.

Electromancy (Innovator. Tier 4) – *Modifier, Lightning;* Free, ↑1: Spend 4 Innovator Edge: Impaired foes are staggered, save ends.

The device is mighty strange-looking, but it serves its purpose well.

Mechanized Propulsion (Innovator. Tier 4) – *Stance;* Maneuver, Engage 2X dice. X cannot be more than your ranks in Innovator. Choose ***Agile*** or ***Defense:***

Agile: Whenever you shift, you may shift X additional squares.

Defense: You have soak X.

You rip a hole in time and space, moving an ally out of harms way and crushing your foes in its wake

Spatial Tear (Innovator. Tier 4) – *Modifier;* Spend one action point: Choose one target in your Conjuration area of effect. That target is teleported to a square adjacent to you, unaffected by the roll.

You activate a hidden device an ally was unwittingly carrying.

Tricked Out (Innovator. Tier 4) – *Modifier;* ↓X Artifice dice: Choose any piece of gear an ally within 2X range increments is wielding. That gear counts as one of your automatons until your next turn ends.

You tweak the past slightly, no big deal.

Febbit's Revision (Innovator. Tier 5) – *Temporal;* Quick, Spend 1 AP: Reroll a roll that just happened.

An ally in dire danger is teleported safely to your side

Hakon's Recall (Innovator. Tier 5) – *Teleport;* Full: Choose an empty square adjacent to you. Teleport one willing ally that you can see to that square.

You vanish from sight and reappear elsewhere.

Long Step (Innovator. Tier 5) – Full: Teleport yourself or a willing ally up to 2X squares, where X is your ranks in Innovator.

The space around you seems to shimmer and warp constantly.

Spatial Twist (Innovator. Tier 5) – *Stance;* Maneuver:

Quick, You are hit by an attack, Spend 1 Action point: Teleport up to X squares and the damage is halved. X is your ranks in Innovator.

Example Level 1 Innovator Character:

Jebbedo, Gnomish Artificer			**Hero: Grade 3**
Small Natural Humanoid Gnome			***XPV: 30***
Composure Pool: 10 – Defender: taunt 1 foe / turn			SR 6
Physical	Mental	Social	Speed: 5
Brawn 2,0	Genius 3,4	Appeal 1,1	Saves 6, ABCC
Dexterity 3,3	Savvy 4,5	Empathy 3,5	AP: 1

Artificer's Strike *(Innovator P) Crushing, Slicing, or Piercing, Atk, Automaton;* Major: Roll vs Phy. on a foe in Melee of your active automatons. Slide impaired foes 1 square.

Vise Grip *(Innovator T2) Modifier;* Free, ↑1: Spend 3 Crushing Edge: Impaired foes are immobilized, save ends.

Electromancy *(Innovator T4) Modifier, Lightning;* Free, ↑1: Spend 4 Innovator Edge: Impaired foes are staggered, save ends.

Febbit's Revision *(Innovator T5) Temporal;* Quick, Spend 1 AP: Reroll a roll that just happened.

Mechanized Propulsion *(Innovator T4) Stance;* Maneuver, Engage 2X dice. Max of Innovator. Choose Agile or Defense:
Agile: Whenever you shift, you may shift X additional squares.
Defense: You have soak X.

Your friend's actions were so excellent, they should be done again.

Encore (Innovator. Tier 6) – *Temporal;* Quick, An ally just rolled one or more crits, Spend 1 AP and your entire next turn: On your next turn, the action that triggered this happens again, exactly as it just happened, with the same roll, same targets, same damage, and same status effects.

You inject some chill into the strike, freezing foes to the core.

Magnet Pulse (Innovator. Tier 6) – *Modifier;* Full, ↑3: Use a Major Innovator action. Spend X Edge: Slide Impaired foes X squares.

"Well sure, it didn't work this time. But it WILL explode. When? Uh. Soon?"

Unstable Devices (Innovator. Tier 6) – Free, You rolled a miss with three or more blank dice your previous turn: Reroll the attack using the same dice, area, and targets.

You rip the target from time itself, though it snaps back a second later.

Temporal Junction (Innovator. Tier 7) – *Temporal;* Spend 8X Edge: X Affected foes vanish and reappear at the end of your next turn. They skip the time between as if it doesn't occur.

The targets are literally gone for the duration. They skip forward in time a total of 6 seconds. If the target would reappear inside a solid object, they reappear in the nearest empty square instead.

You give allies a new lease on life, or force foes to take step back in time.

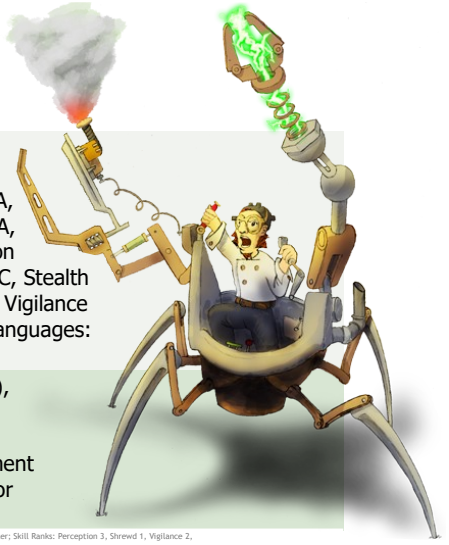
Temporal Reversion (Innovator. Tier 7) – *Temporal;* Spend 8X Edge: X Affected foes revert to the state they were in at the end of your previous turn. The targets remember the lost round.

Consumables used during that time are not recovered (potions / action points), though the effects on the target are.

"I don't tell time. I tell time what to do."

Time Bubble (Innovator. Tier 7) – *Temporal;* Free, Spend X+1 Action Points, Engage 4X+8 dice: You and willing allies in Melee X gain X turns. You cannot affect anything not affected by this talent.

You cannot attack enemies and do any damage during this time. You cannot move or affect any objects that weren't already worn or carried by you or your allies during this time. (You can still breathe, but you cannot affect other gas.)



Innovator ABCC *(Experiment Total: 3E, Max Component: ↑3);* Charm A, Craft ACC, Customs AAA, Entertain B, Leadership A, Lore AA, Nature AA, Nimble AAA, Perception ABBB, Precision ABC, Shrewd BCC, Stealth AAA, Tactics AAAA, Trickery AAA, Vigilance AABC, (Brawn AA); Infravision; Languages: Common, Gnomish

Gear: Mobile Armor (Innovator 2), Moodstone (Shrewd 2), Multitool (Craft 2), Gloves (Precision 1), Handy Bag (Vigilance 1), Experiment **+3E to Electromancy**, Capacitor **↑2 Innovator**, 13gp

*** Brawn: 2, Dexterity: 3, Genius: 2, Savvy: 4, Appeal: 1, Empathy: 3; Background Tinker; Skill Ranks: Perception 3, Shrewd 1, Vigilance 2, Innovator 3

Jebbedo Snvblunk is a gnome in mechanized battle armor of his own design. He rides around in his armor pretty much constantly, though he can cause it to fold into a small self-powered wagon when he wishes to appear less ostentatious (which is rarely). As an only child, Jebbedo was free to indulge his creativity. His inquisitiveness toward the latest mechanical contrivances occasionally resulted in trouble.

Unarmed

"To perfect my body is to hold the universe in my fist."

Unarmed Style is a mix of unarmed strikes, grapples, and multiple target melee attacks that control the flow of combat in crowded hand to hand situations.

You can use your Unarmed skill whenever you are using a Technique instead of a Weapon.

When you first take ranks in Unarmed, choose one of the following Prime talents. The others become Tier 2 talents you can learn.

You jab at a very tender spot, sending your foe reeling in pain.

Jab (Unarmed. Prime) – *Crushing, Attack;* Major, Weapon, ↑1: Roll vs Physical on a foe in Melee.

You grapple your foe, maneuvering them right where you want them.

Seize (Unarmed. Prime) – *Attack, Stance, Grapple;* Major, ↓X dice: Roll vs Physical on a foe in Melee. Success deals damage, you start this stance, and you may shift X, taking the enemy with you. The enemy is otherwise immobilized.

Your powerful strike knocks your foe off balance.

Sweep (Unarmed. Prime) – *Crushing, Attack;* Major: Roll vs Physical on a foe in Melee.

Spend 2 Edge: Impaired foes are slid 1 and knocked prone.

You bluff with a strike, then move in for the real assault.

Feint (Unarmed. Tier 1) – *Modifier;* Upgrade X Unarmed dice: Damage from this attack is reduced to 0. X is your ranks in this skill.

You stomp the ground, causing nearby enemies to topple towards you.

Ground Stomp (Unarmed. Tier 1) – *Modifier;* ↓2X+2 dice: Roll vs Physical on foes in Melee X+2. Impaired targets are pulled X+1.

You surge into a group of enemies, they all tumble backwards from you.

Lunging Palm (Unarmed. Tier 1) – *Modifier;* ↓2 Weapon dice: Shift 1 square before or after this attack. Impaired foes are pushed 1.

A quick jab at a sensitive spot gives the foe a sting of pain.

Nerve Jab (Unarmed. Tier 1) – *Modifier;* ↓1 Weapon die: Impaired targets are dazed for one turn.

You use your foe's defenses against them, causing them to stumble.

Shove (Unarmed. Tier 1) – Spend 2 Physical Edge: Impaired foes are pushed a number of squares equal to your success.

You wrap around your foe and squeeze the life out of them.

Constrictor Grip (Unarmed. Tier 2) – *Attack, Stance, Grapple;* Full, ↑3: Roll vs Physical on a foe in Melee one size larger than you or less. Success deals damage, you start this stance. An Impaired foe is immobilized.

This strike induced instantaneous cramping, nothing more.

Cramping Strike (Unarmed. Tier 2) – Spend 4 Melee Edge: Impaired foes are immobilized, save ends.

You put the hurt on your foe.

Crushing Grip (Unarmed. Tier 2) – *Attack, Grapple;* Maneuver: Roll vs Physical on a foe in Melee one size larger than you or less. Success deals half damage. If the foe moves before your next turn, you move with them.

A quick strike at a sensitive spot gives the foe a sting of pain.

Quick Swipe (Unarmed. Tier 2) – *Attack;* Maneuver, ↓your Grade+2 Unarmed dice: Roll vs Physical on a foe in Melee.

You surge into a group of enemies, they all tumble backwards from you.

Raging Barrage (Unarmed. Tier 2) – *Modifier;* ↓2X Weapon dice: Shift X squares while making this attack. Your attack treats any foe in Melee during the shift as adjacent.

You dodge away before standing up.

Rolling Stand (Unarmed. Tier 2) – *Movement;* Maneuver, You are prone: Shift 1 square, then stand from prone.

You grab your enemy and tumble with them, tossing them away

Rolling Throw (Unarmed. Tier 2) – Spend 3+X Martial Edge: Shift yourself carrying one affected target X squares, then push the target X squares in any direction. The target is knocked prone.

You fly into the air, then slam down furiously on your enemies.

Flying Crane Step (Unarmed. Tier 3) – *Crushing, Attack, Flying;* Full, ↓2X dice: Shift up to X squares. Roll vs Physical against targets in Melee X. Impaired foes are also knocked prone. Failure knocks you prone.

Every creature within your reach is in for a sound beating.

Forbidding Fortress (Unarmed. Tier 3) – *Attack;* Full, Weapon: Roll vs Physical on each foe in Melee. Impaired foes are slowed 4, save ends.

You jab a sensitive nerve cluster, stunning your foe.

Pressure Point (Unarmed. Tier 3) – Spend 5 Physical Edge: Impaired foes are slid one square and staggered, save ends.

You weave in and out, flowing with battle to change the tides in your favor.

Swaying Reed (Unarmed. Tier 3) – *Stance;* Maneuver: You have a +1 bonus to your Dexterity Edge target.

Quick, You are missed by a melee attack: Roll vs Physical on that attacker. Success swaps places with them.

A series of attacks calculated to put them right where you want them to be.

Three-Prong Strike (Unarmed. Tier 3) – *Attack;* Full, Weapon, ↓3 Unarmed dice: Roll vs Physical on a foe in Melee, making 3 attacks. Each attack deals half damage. If an attack hits, slide the foe 1 and shift into the vacated square.

The first strike is a warning: move from this spot or die

Death Brand (Unarmed. Tier 4) – *Modifier;* ↓X dice: Affected foes take X damage at the end of their next turn if they stay in the same square.

Your grip is nigh impossible to escape.

Iron Grip (Unarmed. Tier 4) – Perk: You have leverage against targets you are grappled with when you are in a Grapple stance.

Your muscles contract tight around your foe, knocking their breath out.

Sleeper Strangle (Unarmed. Tier 4) – *Attack, Grapple;* Full: Roll vs Physical on a foe in Melee you hit with a grapple attack during your last turn. Impaired foes are staggered, save ends.

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Utilizing your inner energies, you disable your foes further.

Three-Step Disrupt (Unarmed. Tier 4) – Spend 3 Physical Edge: If the target is staggered, they become immobilized, save ends. If the target is dazed, they become staggered, save ends. Otherwise the target is dazed, save ends.

You throw your foe into their companions, knocking them all down

Whirling Throw (Unarmed. Tier 4) – Spend 6+X Martial Edge: One affected target is pushed X squares and knocked prone. Roll vs Physical against all creatures adjacent to you and the square the target travels through. Success deals half damage and Impaired foes are knocked prone.

When you angle your hold just right, your foe becomes helpless.

Locking Grip (Unarmed. Tier 5) – *Debuff;* Spend X Grapple Edge: Affected foes ↓X dice for one turn.

You grapple your foe with one arm, crushing them while you fight.

Monkey Grip (Unarmed. Tier 5) – *Attack, Stance, Grapple;* Full: Roll vs Physical on a foe in Melee your size or smaller. Success deals damage, you start this stance. The enemy is dazed, immobilized, and takes ongoing damage 1, save ends.

Your opponent can only struggle against your grip.

Subdue (Unarmed. Tier 5) – Spend 4 Grapple Edge: Impaired foes are staggered, save ends.

You use your foe's techniques against them.

Trick Opening (Unarmed. Tier 6) – Free: Until your next turn, if a foe would hit you with a melee attack, swap places with another adjacent foe of your size. If you do, the attack targets them instead.

You pause, focusing your mind and body towards inner peace.

Uncanny Calm (Unarmed. Tier 6) – *Healing;* Full: You and each ally in Melee X gain a ↑X to Melee attacks until your next turn ends and are healed X composure, where X is your Unarmed ranks.

You strike the air with an open palm. A distant foe falls to the ground.

Wind Strike (Unarmed. Tier 6) – *Wind, Modifier;* ↓2 Unarmed dice: This roll gains 2 range increment squares. Impaired targets are knocked prone.

Striking your palms together creates a loud boom, stunning your foes.

Thunder Clap (Unarmed. Tier 7) – *Sonic, Modifier;* ↓2X+1 dice: This roll targets Melee X. Impaired targets are dazed, save ends.

At peace, you let things become as they should be.

Serenity's Boon (Unarmed. Tier 7) – *Stance, Healing;* Maneuver:

Free, You dealt no damage this turn, You did not start this stance this turn: You are healed 2X composure. X is your ranks in Unarmed.

Example Level 1 Unarmed Catkin Character:

Tananda, Catkin Skirmisher			**Hero: Grade 3**
Small Supernatural Humanoid Fae			***XPV: 30***
Composure Pool: 7 – Controller: ↓1 1 foe / turn			SR 6
Physical	Mental	Social	Speed: 5
Brawn 1,0	Genius 2,4	Appeal 2,0	Saves 7, ABCC
Dexterity 3,4	Savvy 4,5	Empathy 3,0	AP: 1

Sweep *(Unarmed P) Crushing, Atk;* Major: Roll vs Phy. on a foe in Melee. Spend 2 Edge: Impaired foes are slid 1 and knocked prone.

Flying Crane Step *(Unarmed T3) Crushing, Atk, Flying;* Full, ↓2X dice: Shift up to X squares. Roll vs Phy. against targets in Melee X. Affected foes are also knocked prone. Failure knocks you prone.

Death Brand *(Unarmed T4) Modifier;* ↓X dice: Affected foes take X dmg at the end of their next turn if they stay in the same square.

Cramping Strike *(Unarmed T2)* Spend 4 Melee Edge: Affected foes are immobilized, save ends.

Pressure Point *(Unarmed T3)* Spend 5 Phy. Edge: Affected foes are slid one square and staggered, save ends.

Unarmed ABCC *(Stunt Bonus: +AAA);* Craft CC, Lore BB, Nature BC, Nimble AAA, Perception ABBC, Precision AAB, Stealth BBC, Tactics AAAA, Vigilance AAAA, (Appeal AA, Brawn A, Empathy AAA); Infravison, Claw Weapon, Fast 1; Languages: Common, Cat

Gear: Style Mantis (2pts): Technique **2H +1 Edge** (Unarmed 2), Steady Hand (Craft 2), Soft Shoes (Stealth 1), Collection of Herbs (Nature 1), Keen Eye (Perception 1), Style Crane (2pts): Technique **2H Reach +1 Slow 2** (Unarmed 2), Style Bear (2pts): Technique **2H Damage +1 Slow 1** (Unarmed 2), 16gp

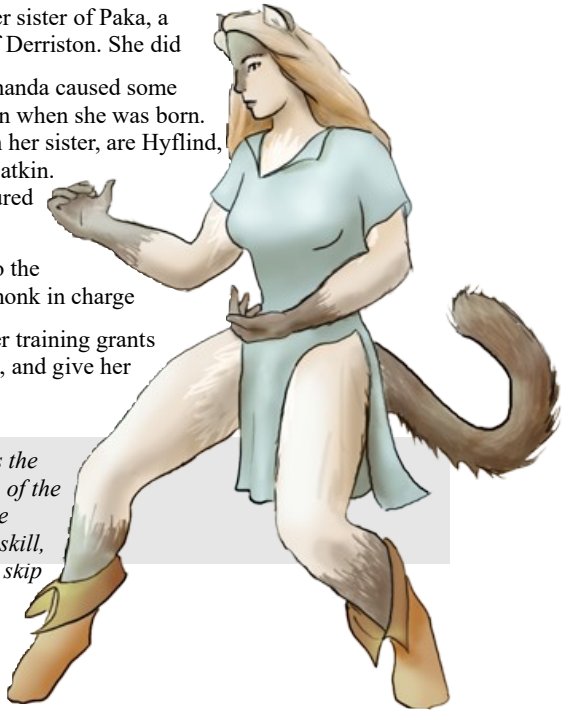
*** Brawn: 1, Dexterity: 3, Genius: 2, Savvy: 4, Appeal: 2, Empathy: 3; Background Mystic; Skill Ranks: Nature 1, Perception 2, Stealth 3, Unarmed 3

Tananada is the younger sister of Paka, a priestess in the town of Derriston. She did

In the city of Jyalk, Tananda caused some amount of consternation when she was born. Her parents, along with her sister, are Hyflind, while she was born a Catkin. The local priestess assured

Once Tananda was old enough, she was sent to the southern temple. The monk in charge

Like her sister Paka, her training grants her extraordinary skills, and give her



***IMPORTANT**: This is the Free RPG Day edition of the game, so does not have every species, trained skill, ritual, or monster! We skip*

Items: Gear & Equipment

Adventurers need items. Items come in four types: Gear, Equipment, Magical Consumables, and Magical Items. Weapons and Armor are usually gear. Things like rope and fishing hooks are equipment. Magical Consumables are things like potions. Magical Items are special Gear items with additional abilities. More on them in Magic Items, page 137.

Gear is your character's signature items. The stuff that might even be totally unique to your character. Gear gives a bonus to all checks with a specific basic or trained skill. If the gear is the highest value of your gear for this ability score, it also affect your defense for that ability score. Gear is something you need to pick out when you create a character. It is upgradable and can be improved as your character advances.

Equipment is more narrow in use, and generally more common. Things like rope, candles, string. This stuff is replaceable, though it may vary in quality (hemp rope vs silk rope, etc). Generally equipment is just the kind of stuff any adventurer might carry. You can use Vigilance during an adventure to determine that yes, you do happen to have a specific piece of equipment on you, though maybe you didn't write it down earlier.

Gear

Starting characters get 8 wealth ranks to spend on gear. Gear quality is based on the ranks spent on it.

The standard array for gear quality is 2, 2, 2, 1, 1.

When you design a piece of gear, choose one skill that it improves. When building your die pool and defense, include the piece of gear as part of the values being assessed.

Defining Gear

You define your own gear! You want to have reflective chest wax that shows your enemies their own fear in order to intimidate them? Sweet. A few very perceptive cats that follow you around to help you spot things? Adorable. A pair of back-mounted torches that give you a constant source of fire? Awesome. Does your charming smile reveal your heart of cheddar? Um. Go you?

Determine the cost of the base gear based on the table below, then add cost for special effects based on the equipment table in the Equipment section.

Gear Quality							
Type	Ersatz	Poor	Good	Superior	Epic	Mythic	Godly
Source	Anywhere	Village	City	Specialist	Legend	Quest	Campaign
Quality	0	1	2	3	4	5	6
Price	1gp	10gp	80gp	800gp	10kgp	135kgp	2mgp
Resale	2sp	2gp	16gp	160gp	2kgp	27kgp	400kgp
Material	1sp	1gp	8gp	80gp	1kgp	13.5kgp	200kgp
Time	30 minutes	2 hours	1 day	5 days	1 month	7 months	5 years
Req. User Level		-	-	2	8	14	20
Req. User Rank		-	-	1	2	3	4
Req. Crafter Rank		1	2	3	4	5	6

For instance, the back-mounted torches with a quality of Fire 2 could cost 80gp for the gear value, plus the cost of a starstone (20gp) for permanent dim light. However, since you get some free 2 quality gear as a starting character, the Fire 2 part of this gear would be just one of the 2s in your gear array, and all you would pay for is the nifty secondary effect of lighting up the area. Alternately you could say that the torches don't effectively light up the area and just spend your 2. Then you could just use the fire type (see Fire (Keyword), page 106) to actively light the area whenever you like.

Getting Gear

The cost of gear is its price in gold pieces. This is the typical price for gear when you buy it in a shop.

The higher the quality of the gear, the harder it will be to find someone who can craft it or upgrade it to that quality. Most villages have someone willing to sell Poor quality gear. But if you want Good gear, you'll need to find a city. Exceptional gear for a specific skill is only made by a handful of people in the world. Mythic gear is the stuff of legends, found only after research uncovers its hiding place. Epic gear is incredibly special. It is likely there is only one piece of gear in the world that does what you want, if at all!

The cost for Mythic and Godly gear is mostly listed here for reference, in case the character tries to have the gear made. It is not going to be found for sale. If it exists, it is either in the hands of someone who can use it to great effect (possibly a recurring villain or important organization) or it is lost to the mists of time in some ancient ruin.

Using Gear

In the Gear Quality chart, we note what level a character must be in order to use gear of specified quality ranks.

For example, a level 1 character may only get up to rank 2 value from their gear. This means that even if a level 1 character picks up some rank 4 gear, it is treated as rank 2 until they level up enough to get more out of that gear. At level 2, it can be used as rank 3. At level 8 they can finally use it as rank 4.

GM Note: Be wary of giving out high quality gear early on. It can cheapen the experience of earning that value of gear later. Note the source row in the Gear Quality chart. That is approximately what level of awesome that gear should feel like. Quality 4 gear is gear of legend, for example. King Arthur's Excalibur would fit this level of awesome.

Keeping Gear

You and your gear are constantly together. The only time the GM should ever take your gear away should be extremely temporary, and usually as a penalty for failure (getting defeated and captured by the enemy, etc). However, the GM needs to keep in mind that characters are significantly less capable without gear, so will need to design encounters accordingly.

Selling Gear

Gear that you acquire from other creatures during your adventures is not going to earn you the full value of the gear when you sell it to a merchant.

Gear you sell is on average going to get you something close to the resale price. In any given area, the resale value is determined by the GM: the listed resale value divided by a d4 roll and then multiplied by a d4 roll. This means the value can vary from 1/4th the listed resale value up to 4x the resale value. The base resale value can vary because perhaps the seller knows someone who is looking for that specific kind of item, it has a known history, the merchant already has a similar item, or perhaps it was stolen from a prominent local.

Traits for Gear

Traits are things about gear that let you use them for specific trained skills. Items have one trait plus weight (**light** or **heavy**) and handedness (**one-handed**, **two-handed**, **worn,** or **innate**).

Innate gear is from experience, training, or simply intrinsic to your character. Innate gear does not get the weight trait, can only have a single trait associated with it, and cannot get the perks weapons can (excepting a creature's natural weaponry, see Natural Weapon (type), page 27).

A two-handed melee item gets two extra traits. For instance, a halberd might be a two-handed heavy blade spear staff weapon. A two-handed item must be used in both hands in order for the wielder to use any of its traits.

One-handed items can be used with one hand, and each hand can wield a different one-handed item. There are talents in Martial that give additional benefits for using an item in each hand..

Worn items must specify what part of the body it can be worn on.

Item Slots

You may only use one item in each slot at a time, and to use it you must wear or wield it. The single slots are Shoulder, Waist, Chest, Foot, Head, Ear, Neck, Arm, Leg. You have two slots each of Finger and Hand, one slot for each hand for a total of thirteen different slots. Foot, Arm and Leg items come in pairs, and are useless without the entire pair. Creatures with tails, horns, and claws can also use those as locations they can wear gear.

Weapons

Weapon traits specify what type of damage they deal. Some talents can only be used by weapons with certain traits. When attacking with a weapon that has more than one damage type, the wielder must choose which damage type will apply to that entire attack result before making the roll.

Weapon Traits			
Axe	Melee Slicing	Hammer	Melee Crushing
Blade	Melee Slicing	Hook	Melee Piercing
Blowgun	Ranged Piercing	Mace	Melee Crushing
Bow	Ranged Piercing	Sling	Ranged Crushing
Crossbow	Ranged Piercing	Spear	Melee Piercing
Flail	Melee Crushing	Staff	Melee Crushing

Ranged Weapons

Ranged Weapons can only be one-handed if they either are thown (using up the weapon as ammunition), cost no ammunition, or reload as no action. Otherwise the weapon needs a second hand to reload it.

Ammunition

Track the ammunition used during a combat. At the end of the combat, roll a Vigilance or Perception check DT 2 as a Major action. If you succeed, your character recovers an amount of ammunition up to the total of your excess successes and edge. Ammunition not recovered is either damaged to uselessness or lost. Exceptional ammunition is recovered at 2 per success or advantage.

Extenuating circumstances can make the DT of recovery higher or lower. For example, at a firing range, the DT is 1, because the targets are designed to make ammunition retrieval easy. A battle on a bridge over a chasm is likely to increase the DT to a 4 or 5.

Reach Weapons

Reach weapons specify a bonus number of squares creatures can reach with that weapon.

Creatures bigger than large have a natural size bonus to reach that stacks with weapon bonuses to reach. Reach has several caveats. Weapons with reach are best used against targets that are exactly that many squares away. If a reach weapon is used against a nearer foe, the attacker suffers a ↓1 penalty to that attack for each square nearer. So a medium creature using a reach +2 weapon has a ↓2 against adjacent foes. A medium creature using a weapon with reach +1 used against an adjacent foe would suffer a ↓1 penalty to the attack roll. Characters cannot attack creatures at more than one distance using a reach weapon with a single attack.

Reach from multiple weapons does not stack. When creatures make an attack while holding two weapons with different reach, they only use reach from one weapon.

Some reach weapons have multiple reaches. The attacker must choose one reach from the list before using it for an attack. This represents you shifting your grip before making the attack.

Some creatures are larger than one square. When using a reach weapon against such a creature, the attack can be targeting any square within the creatures space.

Characters proficient with a reach weapon can use it as a basic weapon with no bonuses and no reach by using a free action or minor action to shift their grip.

If you are not proficient with a reach weapon, you can only use it against creatures at your normal reach, and you suffer the normal penalty for using a reach weapon against a creature inside the reach of the weapon (as described above).

Concealment

Gear can grant concealment. See Cover and Concealment, page 6, for more details.

Puncture

Puncture allows a weapon to ignore a target's Soak. If the puncture is equal to or greater than the target's Soak, the Soak is ignored.

Weapon Gear Perks

Attacks that have the Weapon type can get perks from the weapon you are using. You may only use perks from a single weapon in a given action. All weapon gear has perks. You choose the perks you want for your character's gear.

Weapons cannot be used with attacks that do not have the Weapon type. Martial characters using those attacks must use a Technique instead (see Techniques, page 101).

Following are a list of potential perks and their point values, positive and negative. Each weapon can have a number of total perk points equal to its crafter's ranks in Craft. Additionally, a weapon cannot have more perk points than its gear value.

For your base gear, you can assume the gear was made with perk points equal to the gear value.

Perks and Penalties for Weapons and Techniques	
+2	Is a Technique, not a Weapon
+0	One-handed (1H). Must use it one handed to get perks
-1	Two-handed (2H). Must use it both handed to get perks. 2H melee weapons get up to two extra traits.
+2	No-handed. Always get perks using this
+1	For each weapon trait after the base traits
+2X	X die upgrades to a specific trained skill when using this
+2X	Deal X additional damage on a hit
+X	Deal X additional Edge on a hit

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Perks and Penalties for Weapons and Techniques	
+3X	Grants X Soak for a specific aspect
+2X	Grants X concealment in a single direction
+2X	Grants X to a single defense's Edge Target
+3X	Reach +X. Extends melee range by X squares
+1	Per each additional reach beyond the first
+X	Puncture X. Soak is X point less effective v. this
+0	Ranged. Uses ammo (choose a reload speed)
+1	Ranged. Thrown (choose a reload speed to draw)
+2	Ranged. NO ammo (draw speed is the reload speed)
+2	Reload: no Action
+0	Reload: as Free Action
-2	Reload: as Maneuver Action
-4	Reload: as Major Action
+1	Draw: no Action
+0	Draw: as Free Action
-1	Draw: as Maneuver Action
-2	Draw: as Major Action
+X	Range increments with this gain X more squares each
+1	First shot of ammo can be preloaded during any rest
-X	Slowed X any turn it is used and the turn after

Additionally, here are some example weapons, using the perk system to construct them. Note that this is not the only way to construct each of these items, you are free to be creative.

0pt Weapons:

Simple Blade (0pts) 1H, Light Blade

*** 1H (0), Light Blade (0)

Simple Bow (0pts) 2H, Ranged Bow, Reload Free, Puncture 1

*** 2H (-1), Ranged Bow (0), Reload Free, Puncture 1 (+1)

Simple Sling (0pts) 1H, Light Sling, Reload Free

*** 1H (0), Light Sling (0), Reload Free

Simple Spear (0pts) 2H, Light Spear Staff, Puncture 1

*** 2H (-1), Light Spear Staff Blade (0), Puncture 1 (+1)

Simple Staff (0pts) 2H, Light Staff Club, +1 Edge

*** 2H (-1), Light Staff (0), +1 Edge (+1)

1pt Weapons:

Basic Axe (1pt) 1H, Heavy Blade, +1 Edge

*** 1H (0), Heavy Blade (0), +1 Edge (+1)

Basic Blade (1pt) 1H, Light Blade, +1 Edge

*** 1H (0), Light Blade (0), +1 Edge (+1)

Basic Long Bow (1pt) 2H, Heavy Bow, Ranged w/ ammo, Reload as a Free, +1 damage

*** 2H (-1), Heavy Bow (0), Ranged w/ ammo (0), Reload as a Free (0), +1 damage (+2)

Basic Spear (1pt) 2H, Light Spear Staff, ↑1 Vanguard

*** 2H (-1), Light Spear (0), ↑1 Vanguard (+2)

2pt Weapons:

Glaive (2pts) 2H, Heavy Blade Staff Axe, Reach +1

*** 2H (-1), Heavy Blade Staff Axe(+0), Reach +1 (+3)

Hand Auto Crossbow (2pts) 1H, Heavy Crossbow, Ranged w/ ammo, Reload automatically

*** 1H (0), Heavy Crossbow (0), Ranged uses ammo (0), Reload automatically (+2)

Hatchet (2pts) 1H, Light Axe, Ranged thrown, Puncture 1

*** 1H (0), Light Axe (0), Ranged thrown (+1), Puncture 1 (+1)

Heavy Crossbow (2pts) 2H, Heavy Crossbow, Ranged w/ ammo, Reload Maneuver, Puncture 5

*** 2H (-1), Heavy Crossbow (0), Ranged w/ ammo (0), Reload Maneuver (-2), Puncture 5 (+5)

Long Bow (2pt) 2H, Heavy Bow, Ranged w/ ammo, Reload as a Free, +1 damage, Puncture 1

*** 2H (-1), Heavy Bow (0), Ranged w/ ammo (0), Reload as a Free (0), +1 damage (+2), Puncture 1 (+1)

Longstaff (2pts) 2H, Light Staff Club, Reach +1

*** 2H (-1), Staff (+0), Reach +1 (+3)

Longsword (2pts) 1H, Heavy Blade, ↑1 Swift

*** 1H (0), Heavy Blade (0), ↑1 Blade (+2)

Military Fork (2pts) 2H, Heavy Hook Spear Staff, Puncture 3

*** 2H (-1), Heavy Hook + Spear + Staff (+0), Puncture 3 (+3)

3pt Weapons:

Fancy Longsword (3pts) 1H, Heavy Blade, 1 Soak

*** 1H (0), Heavy Blade (0), +1 Dexterity Defense (+3)

Flaming Meteor Hammer (3pts) 2H, Heavy Chain Fire Hammer, Reach +0 and +1

*** 2H (-1), Heavy Chain Fire Hammer (+0), Reach +0 and +1 (+3, +1)"

Techniques

Techniques are a kind of Gear that is mental, not physical. Techniques count as no-handed items and cannot be disarmed from you. If you are defeated in your Genius, you cannot use Techniques (similar to how you cannot use weapons when defeated in Brawn).

Like any gear, you still must pay for it (in training costs), and it can be upgraded in the same way. Techniques can be used with any talent that uses a Weapon, and can be used with talents that do not require one, as long as the talent uses the Martial Power Source.

You may switch Techniques at any time you begin an action. Techniques cannot use the draw speed perks and penalties.

A few example Techniques:

Style, Street (0pts): Technique, 2H, Slow 1

*** Technique (2pp), 2H (-1pp), Slow 1 (-1pp)

Style, Wolf (1pt): Technique, 2H

*** Technique (2pp), 2H (-1pp)

Style, Bear (2pts): Technique, 2H, Damage +1, Slow 1

*** Technique (2pp), 2H (-1pp), Damage +1 (2pp), Slow 2 (-1pp)

Style, Crane (2pts): Technique, 2H, Reach +1, Slow 2

*** Technique (2pp), 2H (-1pp), Reach +1 (3pp), Slow 2 (-2pp)

Style, Mantis (2pts): Technique, 2H, +1 Edge

*** Technique (2pp), 2H (-1pp), Edge +1 (1pp)

Style, Snake (2pts): Technique, 1H

*** Technique (2pp), 1H (0pp)

Style, Monkey (3pts): Technique, 2H, Edge +2

*** Technique (2pp), Edge +1 (1pp)

Style, Tiger (3pts): Technique, 2H, Damage +1

*** Technique (2pp), Edge +1 (1pp)

Style, Expert Crane (4pts): Technique, 2H, Reach +1

*** 2h (-1pp), Technique (2pp), Reach +1 (3pp)

Here is a list of a few other real-world weapons to inspire you.

Bardiche, Bastard Sword, Baton, Battleaxe, Billhook, Blowgun, Boarspear, Bolas, Boomerang, Broadaxe, Broadspear, Broadsword, Cane, Chain Mace, Chain Whip, Chakram, Claymore, Cleaver, Club, Corseque, Dagger, Dart, Doublespear, Falchion, Fangtian Ji, Fauchard, Flail, Flambard, Flanged Mace, Flaming Meteors, Flying Meteors, Ge, Glaive, Goupillon Flail, Grappling Hook, Greatsword, Halberd, Guisarme, Hatchet, Heavy Crossbow, Heavy Flail, Hook, Hunga Munga, Ice Axe, Javelin, Ji, Kama, Kamayari, Khopesh, Knife, Knobkierrrie, Knuckles, Kukri, Kunai, Kusarigama, Lance, Light Crossbow, Light Flail, Light Mace, Long Bow, Longaxe, Longspear, Longsword, Lucerne Hammer, Machete, Mambele, Maul, Military Fork, Nagamaki, Naginata, Partisan, Parrying Dagger, Pick, Pitchfork, Poleaxe, Punching Dagger, Quarterstaff, Qinglong Ji, Ranseur, Rapier, Rope Dart, Sabre, Sasumata, Scimitar, Scythe, Shepherd's Axe, Short Spear, Shortsword, Shuriken, Sickle, Simple Bow, Sledge,

Sling, Small Pick, Sodegarami, Sovnya, Spiked Chain, Spiked Mace, Staffsling, Stiletto, Throwing Axe, Throwing Dart, Throwing Hammer, Tomahawk, Tsakat, Tsukubō, Trident, Voulge, War Fan, Warhammer, Whip, Woldo, Yari.

What in the world are Flaming Meteors, you ask? Two heavy weights connected by a long chain (similar to the Flying Meteors aka Meteor Hammer), but the weights are on fire.

Crafting Gear

Using Craft (see Craft, pg 53) or Handy (if you are desperate), you can craft gear from scratch. The gear quality table lists the material cost to craft the gear, as well as the rank requirement to craft it (it is just equal to the gear value in ranks).

Upgrading Gear

Upgrading existing gear costs the difference in price and takes the difference in time. Gear can only be upgraded by a crafter whose skill ranks are equal to or greater than the intended end gear value.

GM Note: Of course, players could define their starting gear as being epic. Maybe a character has a bow that has been handed down from her great great grandmother who was a world-renowned hero. It's a legendary bow!

You are free to allow this, but in exchange perhaps the bow needs some careful restoration before it can reach its quality 4 potential once more.

Treat it as a value 2 until the character can spend the additional 784gp (difference between resale value of the starting gear and the price of a value 3 gear) to bring it up to the quality 3 it once was, and another 9200gp to bring it back to Legendary quality.

0-Value Gear?

Because gear will grant you the Prime talent for that gear's skill while you are wielding it, sometimes 0-Value gear is useful if you have no ranks in that skill. It does mean that your die pool for the skill will be all As, but at least you can use the Prime talent.

You could always use some die upgrades to improve the pool!

Equipment

Equipment is what the prepared adventurer brings! Of course you are welcome to purchase this stuff whenever you are in town, but

Most towns will have a place where characters can purchase these things. Of course, the local economy may drive the price of these items up or down, but these are typical prices.

Most player characters have 48gp to spend on additional equipment to start (see Wealth Ranks, page 124, for more details).

Note that you don't need to specifically buy items ahead of time if you have a good vigilance, because you can retroactively purchase items that would have been a good idea to bring.

Equipment	Cost	Weight	Notes
Acid, in vial	6gp	0.5lb	(a bottle, small vial)
Backpack	3gp	1lb	16 lb capacity
Bedroll	10gp	2lb	
Beltpouch, large	2gp	1lb	8 lb capacity
Beltpouch, small	5sp	0.5lb	2 lb capacity
Book, blank	10gp	5lb	Per 50 pages
Boots, fancy	1gp	1lb	Per pair
Boots, simple	1sp	1lb	Per pair
Bottle, large flask	4gp	2lb	½ gallon
Bottle, medium	2gp	1lb	Cup
Bottle, small vial	1gp	0.5lb	¼ cup
Bowl, wooden	1sp	0.2lb	
Candle	1cp	0.1lb	Dim light
Cards, one deck	5sp	0.5lb	
Chain, ea 5 feet	3gp	0.5lb	
Chalk	1cp	0.05lb	
Chisel	5sp	3lb	
Cloth, coarse, yard	5cp	1lb	
Cloth, fine, yard	5sp	0.5lb	
Clothing, fancy	2gp	3lb	
Clothing, simple	2sp	1lb	
Cup, wooden	1sp	0.1lb	4 cup capacity
Fishing hook	1gp	0.05lb	
Flagon, Iron	2sp	1lb	8 cup capacity
Flint and steel	1gp	0.2lb	
Fork	2sp	0.2lb	
Frying pan	3gp	3lb	
Hammer	5sp	2lb	
Hat, fancy	10gp	1lb	
Hat, simple	1gp	1lb	
Horseshoe	5sp	1lb	
Hourglass	50gp	5lb	
Ink, vial	2gp	1lb	~100 pages heavy writ
Knife	5sp	0.5lb	
Ladder, ea 5 feet	15gp	10lb	
Ladle	5sp	0.5lb	
Lamp	2gp	1lb	Dim light, 1hr
Lantern, beacon	75gp	10lb	Intense light, 2x fuel, 1hr
Lantern, complex	25gp	3lb	Bright light, 1hr
Lantern, hooded	10gp	2lb	Dim or Soft light, 1hr
Marble, set of 5	2cp	0.2lb	
Moonstone	80gp	2lb	Bright light
Oil, in vial	2gp	1lb	4 hours of light
Pen or Quill	1sp	0.1lb	
Piton	2sp	1lb	
Power Stone	varies	1lb+	
Pot	5gp	10lb	2 gallon capacity
Quiver	2gp	2lb	40 arrows or bolts
Rations, fancy	2gp	1lb	Per day
Rations, simple	2sp	1lb	Per day
Rope, ea 10 feet	1gp	0.5lb	
Saddle	25gp	20lb	
Scabbard, 1handed	2gp	1lb	
Scabbard, 2handed	3gp	2lb	
Sewing kit	1gp	0.5lb	
Spoon	1sp	0.2lb	
Starstone	20gp	2lb	Dim light
Sunstone	250gp	2lb	Blinding light
Tent, large	50gp	8lb	5 medium creatures
Tent, medium	25gp	5lb	2 medium creatures
Tent, pavilion	100gp	20lb	15 medium creatures
Tent, small	15gp	3lb	1 medium creature
Thread, ea 50 feet	5sp	0.1lb	
Torch	1sp	0.5lb	Bright light, 1 hour
Twine, ea 50 feet	1gp	0.8lb	
Waterskin, empty	1gp	1lb	½ gallon capacity
Wineskin, full	2gp	5lb	½ gallon, 1 day of fluid

Equipment Descriptions

Here we list some technical stats and whatnot behind each item, if needed. Generally items should behave as expected, but if someone needs to know specifics, here they are.

Acid, Vial

You may use a vial of acid as a ranged weapon. If you hit, it deals additional ongoing acid damage in an area 3 centered on the target, save ends. If you miss, it lands in a random square 2 squares away from the target, making the same attack.

Chain

Normal ½ inch thick links made of iron. Generally it will support 1500 to 1800 lbs (rolled by the GM) before breaking.

Flint and Steel

Lighting something flammable (such as a lantern or torch) with Flint and Steel is a Major Action.

Moonstone

A moonstone is similar to a power stone except that it stores the light of the moon. Charging a moonstone under moonlight for 8 hours will store an hour of moonlight in the stone. The moonstone can hold a maximum of four hours of moonlight. Activating the moonstone (a free action) will cause the stone to begin shedding bright light until it runs out. It is common practice to carry the moonstone in a thick leather pouch, which can hide the light when needed. A moonstone can be used as a 2gp power stone.

Power Stones

Power stones are gems containing arcane energies that are used to power automatons and powerful rituals. Power stones are measured by their GP value, minimum of 1gp in value. The weight of a power stone is approximately the cube root of the gp value of the stone in pounds. (1gp = 1lb, 27gp = 3lb, 100gp = 4.6lb)

When a power stone is used up, it can be recharged. Spent power stones can be fully recharged in the sun for 8 hours, or recharged via arcane means for the same amount of time.

Oil, in vial

You may use a lit vial of oil as a ranged weapon in the same manner as the vial of acid, but it deals fire damage instead.

Rope

Normal ½ inch hemp rope. Generally it will support 750-950 lbs (rolled by the GM) before breaking. A quick jerk on the rope will double to quadruple the tension, so don't try bungee jumping a dragonkin with it. Doubling the weight of the rope will double its strength (to 1500-1900lbs) and thickness and quadruple the price.

Sunstone

A sunstone is a sort of power stone that stores the light of the sun. It functions the same as a moonstone, except shedding blinding light instead of bright light. A sunstone can be used as a 3gp power stone.

Twine

Normal ¼ inch hemp twine. Generally it will support 100-200 lbs (rolled by the GM) before breaking.

Adventurer's Kits

The adventurer's kit is a set of basic necessities you can buy for a slight discount at some places that cater to adventurers. Different stores might carry different sets, here are some example sets (weights and costs for medium sized creatures):

Scout's Kit

A backpack, bedroll, 8 candles, 2 days of simple rations, 50 feet of thread, flint and steel, frying pan, medium bottle, iron flagon, knife, large beltpouch, simple boots, simple clothes, spoon, 2 torches, waterskin, wooden bowl for 22gp. (20.4 lbs, a 25gp 3sp 8cp value)

Mountaineer's Kit

A backpack, bedroll, 8 candles, 6 days of simple rations, 100 feet of rope, 50 feet of thread, flint and steel, frying pan, medium bottle, hammer, hooded lantern, iron flagon, knife, large beltpouch, medium tent, 4 pitons, simple boots, simple clothes, spoon, 4 vials of oil, waterskin, wooden bowl for 75gp. (41.4 lbs, an 85gp 2sp 8cp value)

Fancy Items

Fancy items indicate you are a person of distinction and taste. Fancy items always cost at least 10x what a normal item costs.

You gain a +1 bonus to social defenses for each Fancy wearable item you are wearing, to a maximum of your grade.

Fancy weapons and implements give you a ↑1 to all Vocal powers.

Eating a fancy ration gives you a ↑1 to all Vocal powers until your next meal.

Size and Equipment

Equipment made for small creatures is much smaller, and weighs half normal weight. Equipment made for large creatures is double normal weight.

If the size of the equipment is larger or smaller than the maker is used to making, the cost is increased by 50% for each size increment of difference (100% for two increments, etc.). Most cities are used to producing goods for small and medium creatures. Much larger cities have a chance to be used to producing goods in large and tiny also.

Did I Bring the Thing?

aka: Cheeseburger Backpack

During an adventure a character can spontaneously pull out an item that is needed. If it has not already been specifically determined that a character does not have a specific piece of equipment, they may attempt a Vigilance check (Preparedness) in order to see if the character had thought ahead enough to prepare for this specific circumstance. Determine the difficulty of the roll based on the base value of the item from the following chart:

Did I bring the thing?								
Cost	1sp	3sp	1gp	3gp	10gp	30gp	100gp	300gp
Check	1	2	3	4	5	6	7	8
Cost	1kgp	3kgp	10kgp	30kgp	100kgp	300kgp	1mgp	3mgp
Check	9	10	11	12	13	14	15	16

On a success, the character can immediately spend up to the specified cost on the item retroactively, assuming they had that money last time they were in town or somewhere they could have reasonably picked up the item. They now just have the item in question in their inventory.

You can use this check to see if you brought something useful that your character owns but might have left at home. You get two die upgrades to such a roll.

If this is something the character would have had to buy, they may make a Shrewd Haggle if they succeed at their Vigilance check against the base cost of the item. The Haggle may reduce (or increase!) the cost without affecting the Vigilance check result.

Adventuring

It isn't always about conflict, sometimes you are just trying to get somewhere or find something.



Traveling

Each block is 25km on a side. A good traveling pace is 50km per day, or two blocks if walking. Each square is 5km, a 1 hour walk. On horseback, travel 3x that at a gentle trot, 8x times that at a full gallop.

Method	1 day	1 hour	1 block	Difficulty	Speed
Walking	2 blocks	1 square	5 hrs	1	5 km/h
Jogging	4 blocks	2 squares	3½ hrs	2	8 km/h
Run	6 blocks	3 squares	100 min	4	12 km/h
Horse Walk	4 blocks	2 squares	3½ hrs	1	8 km/h
Horse Trot	6 blocks	3 squares	100 min	2	12 km/h
Horse Gallop	20 blocks	2 blocks	30 min	4	45 km/h

During long travel, make a Durability check every hour against the DT for that speed of travel. If you succeed, you can skip the next X checks, which is the amount you succeeded by. If you fail, you take physical damage equal to the amount failed by (the damage is distributed evenly during that hour)

Weariness

After being awake and active for a number of hours equal to 7 + your Stamina, you will be Strained. After being awake while Strained for a number of hours equal to your Stamina, you will be Fatigued. After being awake while Fatigued for a number of hours equal to your Stamina, you will be Exhausted. These are the three states of weariness and have the following effects.

Strained

You lose your Free Action Slot, and no longer earn Action Points. Strained is only negated with a long rest (see long rest, below). Most characters will be Strained by the end of a day.

Fatigued

You lose your Maneuver and Free Action Slots, and no longer earn Action Points. Fatigued may be reduced to Strained by spending 1 Action Point, or a taking a long rest.

Exhausted

You lose all three Action Slots, and no longer earn Action Points. Exhausted may be reduced to fatigued by spending 1 Action Point, or taking a long rest.

Resting

Resting is a way for characters to recharge after combat or long periods of activity. When resting, you must follow these rules:

- You cannot move any more squares total than your simple move speed during the entire rest.
    - Exception: If you are resting comfortably on a vehicle that you are not controlling, the vehicle's movement does not count against your total movement. Riding a creature does not count as resting unless the accommodations are particularly comfortable (such as a howdah on an elephant or other huge creature).
- You cannot use any attack actions during this time or perform any rituals.
- You may not use any Physical-based skills.
- You may not sustain any actions.
- Resting counts as a stance, and thus will cancel any stance you were in before resting. You may resume your stance again after resting, however.
- Taking any damage ends the rest abruptly and you gain no benefit from the time rested thus far.

Short Rests

A short rest is one minute of resting. Taking a short rest heals all scratches in all aspects. Note that this particular case of healing is not affected by damage reduction because it heals all scratches, not a specific quantity.

Medium Rests

Spending ten minutes resting and eating a meal while not weary will reset your Action Points if it has been more than four hours since your last meal. Medium rests also give all the benefits of a short rest.

Long Rests

A long rest is 4 hours of sleeping. Sleeping is the same as being unconscious, but with the additional restrictions of a normal rest. If you are awoken abruptly during sleep, make a Durability check against DT 2,0. If you fail, you are dazed and weakened, save ends.

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Taking a long rest while not Strained, Fatigued, or Exhausted will always recuperate wounds based on the comfort level of where the resting happens. Uncomfortable rocky ground has a comfort level of 1. A tent has a comfort level of 2, while a decent inn might be a 3, ones own home could be a 4, while a hospital is probably a 5 to 6, depending on how good it is.

However, after being awake and active all day (around 16 hours) most characters (with a Brawn between 1 and 4) will at least be Strained (see the chart below) and need two long rests (a total of 8 hours) and a meal to reset to their normal Action Points and recuperate wounds. Characters with a Brawn of more than 4 do not need to sleep more than 4 hours after 16 hours of being awake. However, this means they are awake for more than 16 hours in a 24 hour period, so still need some rest.

Brawn	Hours Awake Until...	After 16 Hrs
1	9 Strained, 11 Fatigued, 13 Exhausted	Exhausted
2	11 Strained, 15 Fatigued, 19 Exhausted	Fatigued
3	13 Strained, 19 Fatigued, 25 Exhausted	Strained
4	15 Strained, 23 Fatigued, 31 Exhausted	Strained
5	17 Strained, 27 Fatigued, 37 Exhausted	Just fine
6	19 Strained, 31 Fatigued, 43 Exhausted	Just fine

The above chart shows the various time to reach each state based on typical Brawn scores.

To function on a normal 24 hour day schedule, a Brawn of 1 should rest 12 hours each day after 12 hours awake.

A 2 should rest 9 hours each day after 15 hours awake.

A 3 to 4 should rest 8 hours each day after 16 hours awake.

A 5 should rest 7 hours after 17 hours of being awake.

A 6 only needs to rest 5 hours after 19 hours of being awake.

Note that an action point can be used to reduce Fatigued to Strained. This means characters with low Brawn would do well to save an extra action point for this purpose in order to require less rest during a normal 24 hour day schedule.

Light and Vision

Different light sources provide a different quality of light depending on the distance from the light source.

Source	Good Light	Faint Light
Dim (Candle)	melee 1	melee 2
Soft (Lantern)	melee 2	melee 4
Bright (Torch)	melee 4	melee 8
Intense (Bonfire)	melee 6	melee 12
Blinding (Sunstone)	melee 10	melee 20
Outside Daylight	all	n/a

Light Sources

Various kinds of equipment, powers, talents and rituals can provide light. A light source is described by the type. These are some example light sources and organized by type.

Type	Examples
Dim Light	Candles, a bed of coals, very hot metal
Soft Light	Lantern, small campfire, a starstone, natural starlight
Bright Light	Torch, normal campfire, natural quarter or half moonlight, a moonstone
Intense Light	A huge bonfire, natural full moonlight
Blinding Light	A sunstone, natural sunlight from window

Light Quality

Light quality will affect how well characters can perform actions that require light.

Good (Light Quality)

All checks normal.

Faint (Light Quality)

Attacks and skill checks against targets in this light that involve sight are at a ↓2 (↓1 for infravision).

None (Light Quality)

Treat all targets as invisible (see Invisible, page 19). Sight-only skill checks are impossible. All other skill uses that involve sight are ↓5.



Keyword Functions

Many of the keywords in talents give the character other abilities that are less combat-oriented. Simply by having a talent that delivers damage of the keywords listed here gives the character the associated abilities.

Note that the talent has to be able to reliably deliver that damage keyword for a character to use these keywords in that way. For example, the keywords listed in Chaos talents from the Evocation trained skill cannot be used for their keyword function.

Here are the unique attributes and functions of the Keywords.

Acid (Keyword)

You can spend acid damage to dissolve inanimate metals and inanimate organic matter (such as wood). The acid dissolves an eighth inch per point spent for average inanimate metal, a half inch per point for average inanimate organic matter.

Repeated application yields diminishing returns. First a half, then an eighth, then no appreciable progress on that surface, as the only remaining matter is resistant to the acid.

Acids created by this keyword are extremely volatile and evaporate to uselessness almost immediately. You cannot harvest acid created by this keyword.

Automaton (Keyword)

Automaton talents assume you have small automaton devices you have created to perform these talents. Automaton talents can be performed without an automaton, but using one allows you to use them as a focal point.

An automaton will remain in the location you use it for a talent until your next turn ends, at which point it rolls, hovers, crawls, or otherwise makes it way back to you.

Automatons have composure and defenses identical to your own.

If an automaton is defeated in any aspect, it is no longer useful for performing automaton talents (yes, even if it is mentally or socially defeated). You can use your Craft skill to repair your automaton or to create a new one.

Chaos (Keyword)

Talents with the chaos keyword cannot be refocused in any reliable manner, as the nature of chaos talents is that they are unfocused. This includes all the keywords in that talent.

Cold (Keyword)

You can spend cold damage to freeze inanimate objects solid. Water freezes an inch solid per point spent. Continued application will add another inch per use to a maximum of inches equal your skill ranks plus the initial depth in inches.

Ice will support about 50lbs per inch of thickness unless it is a moving creature, then it will support about 25lbs per inch. Each inch of thickness adds a number of hit points equal to the damage the attack does (stronger rolls create stronger ice). The ice has DR equal to your skill ranks and is vulnerable to fire and lightning damage.

If the ice is connected to a solid surface on more than one side, multiply the weight it will support by the number of sides it is connected to.

Cold powers can also be used to counteract fire damage instead of dealing damage. If you prepare the action (see Quick Actions, page 17) to be used as a response to the attack, you may reduce the fire damage to any target that normally could be targeted by the cold power you use by the amount of damage the cold power would normally do.

Crushing (Keyword)

Crushing damage is generally what comes from blunt forces smashing into a character.

Earth (Keyword)

Talents with the earth keyword can move stone or earth when dealing damage. Earth talents that deal damage can move a number of inch units equal to the talent's damage in each square it affects.

Shifted stone will support about 100lbs per inch of thickness unless it is a moving creature, then it will support about 50lbs per inch. Each inch of thickness adds a number of hit points equal to the damage the attack does.

If the stone is connected to a solid surface on more than one side, multiply the weight it will support by the number of sides it is connected to.

Fear (Keyword)

There are some creatures that are immune to fear.

Fire (Keyword)

You can spend fire damage to set inanimate objects on fire. The temperature of the flame is 100 degrees C per point spent. Three points spent would be 300 degrees C, sufficient to set papers and dry wood alight.

Any talent with the fire keyword can be used as a major action in order to create a dim light centered on you (with no other effects). You may sustain this effect as a maneuver action. The talent provides no useful light the first turn, only on sustained turns.

You can also spend it to increase the temperature in an area. The temperature increases by 5 degrees C per point spent for the duration you continue to sustain it.

Force (Keyword)

Talents with the force keyword can move objects around instead of dealing damage. You can levitate an object up to the damage the talent would deal times ten lbs, up to a number of feet per round equal to your Genius.

You may double the weight lifted if you quarter the speed. You may also double the weight if you just push an object that has low friction, such as pushing a box across a wooden floor or smooth stone or tiles. Alternately, you may double the speed if you quarter the weight.

Healing (Keyword)

Whenever you use a healing talent, if you used an action point to either get the action you are using to heal, or you used an action point with the talent, you heal wounds instead of composure.

For example, you already did a full turn. You use an action point to get an additional major action. If you use that action to do a talent with the healing keyword, healing for that talent is to wounds instead of composure.

If you are the target of a healing talent, you may spend an action point to have it heal wounds instead of composure.

Note that healing talents list the aspect of composure they heal. This only actually matters when those talents are used to heal wounds with an action point. Anything that heals composure heals any kind of composure. If no aspect is specified, Physical is assumed.

Illusion (Keyword)

Talents with the Illusion keyword create images that can be seen by all creatures in line of sight of the area of effect. Creatures not affected by or missed by the talent see a somewhat hazy version of the intended illusion.

You may specify any illusion you like as long as it fits within the targeted area. This does not change the mechanical effects of the talent.

Any talent with the illusion keyword can be used as a major action in order to create a dim light centered on you (and no other effects). You may sustain this effect as a maneuver action. The talent provides no useful light the first turn, only on sustained turns.

Talents with the Illusion keyword have line of sight through glass and other wholly transparent solids.

If you have a talent with the Illusion keyword, you can choose any talent with the Vocal keyword and replace the Vocal keyword with the Illusion keyword. This means you could make Mental Assault and Social Pressure attacks with illusion instead of your voice. When you do, those attacks gain the Illusion keyword. This replaces the Vocal keyword.

Lightning (Keyword)

Talents with the Lightning keyword generate immense amounts of electricity. They will set any highly flammable materials on fire, and can be used to temporarily power a power stone.

You can recharge a normal power stone using a power with the Lightning keyword by holding it in your bare hand for 8 hours. This takes a full turn action to start and a free action to sustain.

The lightning keyword can be used as a full turn action in order to create a dim light centered on you (and no other effects). You may sustain this effect as a move action. The power provides no useful light the first turn, only on sustained turns.

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Necromancy (Keyword)

You can use talents with the Necromancy keyword to animate physically defeated or dead bodies, even skeletal remains within the range of the talent. As a move action, you may treat a physically defeated or dead body as a temporary fodder grade companion, giving that target a full action of movement and basic actions. The target's movement will be obviously unnatural, a perception check against your trickery will reveal it is being controlled by supernatural means.

Necrotic (Keyword)

Necrotic damage kills living tissue. Healthy skin turns purple or black. Wounds from necrotic cannot just be rested off, but needs actual medical attention. Necrotic wounds get worse. As long as a character has 1 point of necrotic wounds, they will take another point each day until getting either magical or action point wound healing that heals ALL the existing necrotic wounds.

Phantasm (Keyword)

Talents with the Phantasm keyword create images that are only seen by the creatures hit with the talent. If the talent misses, the target sees only wisps of the phantasm where the intended image would be. Phantasms are powered by the creativity of the target. Mindless creatures are immune to Phantasms.

You may specify any phantasm you like as long as it fits within the targeted area. This does not change the mechanical effects of the talent.

Talents with the Phantasm keyword have line of sight through glass and other wholly transparent solids.

If you have a talent with the Phantasm keyword, you can use your Mental Assault and Social Pressure attacks to deal damage. When you do, those attacks gain the Phantasm keyword. This replaces the Vocal keyword.

Piercing (Keyword)

Piercing damage is from weapons that puncture deep into the body.

Plant (Keyword)

Whenever you use a talent with the plant keyword, you may make plants grow or move instead of dealing damage. If you do, the plant grows and/or moves a number of feet equal to the talent's damage in each square it affects.

If you have a talent with the Plant keyword, you may use the talent with an action point to spontaneously grow a plant to full maturity from a seed or sapling, provided the full grown version would fit in the talent's area of effect. This negates all other effects of the talent.

Poison (Keyword)

Poisons created by the poison keyword are extremely volatile and evaporate to uselessness almost immediately. You cannot harvest poisons created by this keyword.

Radiant (Keyword)

You can spend radiant damage to create a sustained light. The light lingers a full minute per point spent, and lights the specified well and an area five times the size of the specified area poorly centered on the initial area. You may sustain this effect as a free action.

You can recharge a power stone using the Radiant keyword by holding it in your bare hand for 8 hours. You can be doing other things while doing this, it just means that one hand is occupied.

Attacks that deal only Radiant damage can be used through clear glass and other wholly transparent substances.

Shadow (Keyword)

Talents with the shadow keyword can be used to reduce lighting in the squares they affect instead of dealing damage. Any square where damage would be dealt, the lighting is reduced by one category per 4 successes (from good to faint to none). The action cost to do this is the same as the talent. You may sustain this effect as a free action.

If you have a talent with the Shadow keyword, you can give your Mental Assault and Physical Strike attacks the Shadow keyword. This replaces the Weapon or Vocal keyword.

Slicing (Keyword)

Slicing damage is generally delivered by blades of some sort.

Sonic (Keyword)

Powers with the sonic keyword generate loud sounds that are localized to the immediate area. Any creature within (that creature's Perception in range increments) of the edge of the area of effect will hear the sound.

Attacks that deal only Sonic damage double their range and areas when used underwater.

Spirit (Keyword)

Talents with the Spirit keyword can be used to heal yourself and allies. You can heal yourself or an adjacent ally A dice equal to your Empathy composure as a Major action.

Teleport (Keyword)

Talents with the teleport keyword move creatures from one place to another instantaneously without having to cross the intervening space. Teleporting creatures always take anything they are wearing or carrying with them when they teleport.

Some talents let you teleport targets other than yourself. You can also target objects with these talents and teleport them in the same manner (the GM has defenses for inanimate objects in the GM's Miscellany) but if they are held by a creature, use the higher defense of the creature or the object instead. The creature is teleported with the object if you are successful.

Attack talents that teleport enemies upon a successful hit can also be used to teleport allies. Willing allies can be teleported without rolling to hit. For more information, see Teleport Movement, page 7.

Temporal (Keyword)

Talents with the temporal keyword can be used to affect time around you and the target area in subtle ways.

Temporal talents can be used to reverse or accelerate time on mundane objects in a small scale: restoring a note that was burned to ash within the last Success minutes, causing a pot of water on a flame to boil in Success fewer minutes, and so forth. The lost or gained time must be restored by the caster before this ability can be used again. To restore the time, the caster must enter a state where they are frozen in time for an equal duration. They are effectively paralyzed and cannot act in any way during this time, but can be affected by others normally.

Transform (Keyword)

You can always use talents with the transform keyword while polymorphed.

Water (Keyword)

Whenever you use a talent with the water keyword, you may make the area slippery instead of dealing damage. If you do, each affected square has its rough terrain values increased by 1 for every 4 successes as a water bonus for the next Success minutes.

Water talents can also be used to counteract fire damage instead of dealing damage. If you prepare the action to be used as a response to the attack, you may reduce the fire damage to any target that normally could be targeted by the water talent you use by the amount of damage the water talent would normally do.

If you have a talent with the Water keyword, you may use the talent with an action point to spontaneously cull water from the air within the talent's area of effect equal to a number of gallons equal to the damage the talent would normally deal. This negates all other effects of the talent.

Weather (Keyword)

Talents with the weather keyword temporarily change the weather in the immediate area, creating dense clouds in the area directly above the talent.

You can use this to make an area overcast, summon a raincloud, or generate a gentle breeze.

If the weather is already inclement, you can shift it one category from its current state. The precipitation quantity categories are dry, misting, sprinkling, raining, pouring, torrential downpour. The precipitation categories are warm rain, cool rain, hail, snow.

This meteorological aberration is temporary, however, and will dissipate over the matter of a number of minutes equal to your Savvy. At this point, if you are still focusing on the weather, you may spend an action point to adjust it an additional category for a number of minutes equal to your Savvy. Once that is over, it return to the first adjustment for Savvy hours before returning to the weather's initial state.

Web (Keyword)

Talents with the web keyword can create intricate webs of sticky silk.

As a maneuver action, you can create a line of silk up to Genius squares long and attach it to something in a square you are in. The silk will support up to Genius cubed pounds, but is anchored in place. Cutting the silk will make it useless as it will fall into a pile, sticking to itself.

By spending an action point, you can create a wall of web up to Genius feet by Genius feet per minute you spend crafting it (you must be able to reach the points you intend to anchor it against, however). For example, a creature with a Genius of 5 could spend 4 minutes to create a 20 foot by 20 foot wall of webs. Creatures attempting to pass through it will have to make a Nimble check against your Craft roll or else be immobilized, save ends.

Web created by these abilities have a wounds pool equal to your Brawn and damage reduction Brawn, but are vulnerable to fire and heavy blades.

Wind (Keyword)

Talents with the wind keyword can move objects around instead of dealing damage. You can levitate an object up to (the damage the talent deals x 2) lbs, up to a number of squares per round equal to your Empathy.

You may double the weight lifted if you quarter the speed. You may also double the weight if you just push an object that has low friction instead of lifting, such as pushing a box across a wooden floor or smooth stone or tiles. You may double the speed if you quarter the weight as well.

If you don't focus the wind to intentionally move objects around, smaller objects will be affected by the push, pull, or slide effect of the wind talent (the GM has defenses for inanimate objects in the GM's Miscellany).

Areas of water affected by talents with the Wind keyword form waves to a maximum height of damage x 2 in feet, to a max of half the depth of the available water.

You may also use a wind talent to affect the wind level in the immediate area in the same manner as the Weather keyword can affect precipitation. The wind categories are still, gentle breeze, strong breeze, light gale, strong gale, heavy gale, windstorm, hurricane level 1, 2, 3, and so forth (these are increments of 10mph wind speeds). Doing so is a Major action, and will shift the weather in Melee Empathy one category. You can only adjust by a single category, though multiple characters working together could effect more change. If you are endeavoring to change the direction of the wind, you have to reduce to still before increasing wind in another direction.

At the lowest hurricane level, all creatures and objects in the area are being attacked at B vs. Strength, pushed 1 square for each 2 Edge each round. Each level of hurricane above that upgrades the roll by another B die.

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Rituals

Rituals are spells that the non-martial power sources have access to. Rituals are not always reliable, and often have a cost of material components to be able to use them. Each ritual has a specific skill that is used to cast it. That skill is the base bonus for casting rituals.

The following talents are used to learn rituals. You can take Novice Ritual Casting more than once, each time you must choose a different Ritual Skill.

You cannot pick Rituals from a power source you have no talents in. For instance, some Lore Rituals are Elemental and some are Arcane.

Novice Ritual Casting (Rituals. Tier 1) – Perk, Choose a Ritual Skill: Learn 2 Rituals from the chosen skill. You may take this talent more than once. Each time it must be for a new Ritual Skill.

Intermediate Ritual Casting (Rituals. Tier 2) – Perk: Learn 1 new Ritual from a skill you have Rituals in. Learn an additional Ritual at level 6, 12, and 18.

Advanced Ritual Casting (Rituals. Tier 3) – Perk, You are at least level 3: Learn 1 new Ritual from a skill you have Rituals in. Learn an additional Ritual at level 3, 9, and 15.

Expert Ritual Casting (Rituals. Tier 4) – Perk, You are at least level 7: Learn 1 new Ritual from a skill you have Rituals in. Learn an additional Ritual at level 1, 5, 10, and 20.

Master Ritual Casting (Rituals. Tier 5) – Perk, You are at least level 11: Learn 1 new Ritual from a skill you have Rituals in. Learn an additional Ritual at level 2, 8, 13, 16, and 19.

Supreme Ritual Casting (Rituals. Tier 6) – Perk, You are at least level 15: Learn 1 new Ritual from a skill you have Rituals in. Learn an additional Ritual at level 4, 7, 11, 14, and 17.

Casting Rituals

To use a ritual, roll the skill (specified in the talent that let you learn the ritual) upgraded by the number of rituals you have from that skill vs. the ritual DT. The ritual DT is the number after the ritual type in the ritual title bar.

Ritual roll = die pool ↑number of rituals of that skill

Some rituals have multiple Ritual Skills that can be used to cast them. You may use any of those Ritual Skills to cast them. However, you can only upgrade by the number of rituals you have of the die pool you are rolling for.

Miscasting

Attempting rituals that are too difficult is risky, as a miscast can be inconvenient or even quite disastrous. If you fail the ritual check by more than the Ability Score tied to that ritual's skill, you have miscast the ritual, it is treated as a Total Failure, even if you had any dice that were not blank.

The GM may rule that instead of damage, the failure causes some other magical mishap related to the ritual itself. For example, a transformation spell that is miscast might turn the caster into a bunny for a set amount of time.

Ritual Costs

The cost of a ritual is only spent if the casting is successful, or if the ritual is miscast. Ritual costs are listed with monetary cost for the components and weight so you can easily track what you are carrying. These are not optional costs.

Ritual Actions

Many rituals have action costs that are greater than any power. Rituals that have an action cost with a multiplier next to it can be reduced to a single action of that type with the use of an action point, just as a Timed Action could.

Some rituals take other types of actions such as rounds, minutes, hours or even days. These rituals cannot be reduced by an action point to a single action of that type.

Rituals Summarized by Skill

Each ritual can only be cast by using certain skills. We group them all here with short summaries for quick reference.

Craft Rituals (Arcane)

Updraft (2) - wind lifts you upward
Arcane Light (3) - sustainable bright light
Erudin's Erasure (3) - erase or hide text
Echolocation (4) - gain echolocation
Air Armor (5) - gain a defensive bonus
Amplify Sound (5) - decrease listen DT by 10
Arcane Forging (5) - create a simple object
Arcane Mending (5) - mend a broken object
Brisk Wind (5) - quick breeze in a medium area
Whispered Sound (5) - send a message silently
Erudin's Magical Cipher (6) - scramble text
Lifting Wind (6) - levitate some small objects
Decipher Language (6) - speak or read 1 language
Silence (7) - create a bubble of silence
Vigilant Sentry (7) - implement warns against intrusion
Tillian's Airwalking (8) - walk through the air
Hurricane (9) - wind damages and moves creatures
Arcane Divination (9) - answer one basic question
The Black Knight of Eruphin (9) - animated armor helps you
Flight (11) - fly yourself through the air
Air's Embrace (12) - gain a slow hover speed
Group Flight (14) - fly yourself and a few allies

Customs Rituals (Divine)

Calm the Spirit (3) - social bonuses vs. the target
Divine Flames (3) - imbue fire on a weapon
Energize Spirit (3) - heal and aid adjacent allies
Aura Warning (5) - detects magic of certain types
Divine Light (5) - sustainable bright light
Faith Unfailing (5) - temporary skill bonus to ally
Purify (5) - make food and drink edible
Read Dreams (5) - view the dreams of others
Samman's Basic Divination (5) - find water or treasure
Weatherproof (5) - defense against the weather
Dedicate (7) - dedicates a site to your deity
Divine Mantle (7) - heal yourself and nearby allies
Dream Invasion (8) - you speak via the dreams of another
Holy Water (8) - create holy water using an altar
Restore Vigor (8) - heal a single ally a large amount
Sending (8) - send distant messages
Divine Aspect (9) - speak with power from your god
Samman's Spell of Constant Flight (9) - sunlit flight
Luma's Gentle Repose (10) - enhance healing of sleeping ally

Durability Rituals (Elemental)

Stoneskin (3) - increase your physical health
Sense Vibrations (4) - gain vibrosense
Commune with Stone (5) - gauge stone stability
Cull Water (5) - cull water from humidity or dampness
Create Homunculus (6) - puny creature helps you
See Through Stone (6) - see through layers of stone
Shifting Earth (6) - shake earth or damage stone structures
Stoneshaping (7) - carve, move, or sculpt stone
Granite Carapace (7) - slower, stronger Stoneskin
Self Propelled Exploding Boulder (8) - throw a boulder at a foe
Stoneshifting (9) - phase through stone & earth

Entertain Rituals (Divine)

Calm the Spirit (3) - social bonuses vs. the target
Energize Spirit (3) - heal and aid adjacent allies
Clean (5) - cleans and polishes items
Glowing Lights (5) - a soft light illuminates the area
Messenger (5) - send a tiny object by animal
Remembered Song (5) - save a song to play later
Resplendent Repose (6) - enhance healing of sleeping ally
Restore Vigor (8) - heal a single ally a large amount

Lore Rituals (Arcane)

Arcane Light (3) - sustainable bright light
Spell of Distraction (3) - distract some creature
Febbit's Swift Feet (4) - you and allies move faster
Perrin's Prestidigitation (4) - float a very light object
Wizard's Binding (4) - command ropes to move
Arcane Sight (5) - 360 vision from implement
Concealment (5) - hide away an object
Cull Water (5) - cull water from humidity or dampness
Eye Theft (5) - see through another creature's eyes
Icy Item (5) - create an object out of ice
Mage's Guise (5) - a quick, simple disguise
Animate Water (6) - sustainable water animation
Create Homunculus (6) - puny creature helps you
Frostlight (6) - create a glowing icy sphere
Levitate Object (7) - levitate a light object
Control Currents (7) - control nearby water flow
Faerie Flight (7) - grow wings and hover in the air
Winter's Grace (8) - mobility over snow and ice
Arcane Divination (9) - answer one basic question
The Black Knight of Eruphin (9) - animated armor helps you
Major Animate Water (9) - large scale water animation
Water Breathing (9) - you and allies breathe water
Soothing Mist (10) - heal the scratches of several targets
Telekinesis (10) - levitate a heavy object quickly
The Inescapable Location (15) - a horrible curse

Nature Rituals (Divine)

Frog Jump (4) - jump incredible distances
Create Shelter (5) - create a natural shelter
Detect Life (5) - gain a snapshot of nearby lifeforms
Detect Poison (5) - determine if target is poisoned
Find Familiar (5) - find a familiar or companion
Glowing Lights (5) - a soft light illuminates the area
Jaffer's Sensing (5) - find nearby lifeforms
Messenger (5) - send a tiny object by animal
Primal Grace (5) - gain balance bonuses
Primal Grip (5) - gain climb bonuses
Leave No Trace (5) - make your party hard to track
Alter Form (7) - change your subtype
True Mark (7) - mark a target so you can track it
Nature's Sentry (8) - your implement keeps watch
Animal Shape (8) - change into an animal
Shapechange (12) - polymorph into another creature

Precision Rituals (Elemental)

Updraft (2) - wind lifts you upward
Febbit's Swift Feet (3) - you and allies move faster
Set Alight (3) - light many small flames around you
Sorren's Incendiary Cantrip (3) - focused flames
Blazing Aura (4) - an aura of flame surrounds you
Echolocation (4) - gain echolocation
Air Armor (5) - gain a defensive bonus
Amplify Sound (5) - decrease listen DT by 10
Blazing Light (5) - sustainable bright light
The Torrid Conveyance (5) - transfer heat
Warmth (5) - defend against cold or wet weather
Weatherproof (5) - defense against the weather
Whispered Sound (5) - send a message silently
Lifting Wind (6) - levitate some small objects
Control Flames (6) - sustainable fire animation
Silence (7) - create a bubble of silence
Blazing Speed (7) - you run incredibly fast
Dream Invasion (8) - you speak via the dreams of another
Shroud of Flames (8) - you are surrounded by flames
Tillian's Airwalking (8) - walk through the air
Hurricane (9) - wind damages and moves creatures
Flight (11) - fly yourself through the air
Pyre Flight (11) - soar in the air on wings of flame
Air's Embrace (12) - gain a slow hover speed
Group Flight (14) - fly yourself and a few allies

Trickery Rituals (Supernatural)

Tabeya's Silencing (3) - silence yourself and others
Tabeya's Improved Sight (4) - gain heat vision
Concealment (5) - hide away an object
Conjure Item (5) - create a simple temporary item
Desiccated Visage (5) - corpse disguise
Eye Theft (5) - see through another creature's eyes
Flevin's Attaching (5) - glue a small item
Imperfect Reflection (5) - illusionary reflection
Marith's Minaturization (5) - you and allies shrink very small
Supernatural Light (5) - sustainable soft light
Tabeya's Dark Torch (6) - black flame extinguishes fire
Alter Form (7) - change your subtype
Create Undead (8) - create an undead creature
Faerie Flight (7) - grow wings and hover in the air
Animal Shape (8) - change into an animal
Invisibility Cloak (8) - turn invisible but move slowly
Dregar's Wall of Bones (9) - creates undead wall
Garbletongue (9) - target is hard to understand

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False Sight (9) - target's perception is tainted by your lies
Decoy (11) - mislead your foes with illusory decoys

Air Armor — Precision Ritual 5

A rush of high air pressure around you deflects incoming attacks.

Elemental ♦ *Air, Wind, Stance;* Maneuver: You gain a +3 bonus to your physical defenses.

Air's Embrace — Craft or Precision Ritual 12

The air sweeps you up and keeps you aloft.

Arcane or Elemental ♦ *Air, Wind, Stance;* Sustain Maneuver: You gain a hover speed of Dexterity.

Alter Form — Nature or Trickery Ritual 7

You shimmer and change into a different kind of humanoid.

Divine or Supernatural ♦ *Transformation;* Sustain Maneuver, If you exceed the check by 4, Sustain Free instead: Success creatures polymorph into another creature of the same Type, Origin and size. Whenever a target rests, the effect on it ends.

Amplify Sound — Precision Ritual 5

You make it easier to hear sound that is far away.

Elemental ♦ *Air;* Sustain Major: You gain upgrades to listen checks equal the amount you surpassed this check by.

Animal Shape — Nature or Trickery Ritual 8

You shimmer and change into an animal.

Divine or Supernatural ♦ *Transformation;* Sustain Maneuver, If you exceed the check by 4 Sustain Free instead: You polymorph into a creature of Natural Origin. When you rest, the ritual ends.

Animate Water — Lore Ritual 6

You gesture at the water and it lifts into the air, moving at your whim.

Elemental ♦ *Water;* Major x2, Sustain Free: Animate Success square units of water into intricate shapes. The area is rough terrain Lore Ranks. You gain the following ability.

Elemental ♦ *Attack, Water;* Major: Roll vs Physical on a target in Melee of the water. Impaired targets are slowed, save ends.

Arcane Divination — Lore Ritual 9

Your pen hovers for a moment, then points the way.

Arcane or Divine ♦ *Divination;* 5 minutes, Cost *(120gp value, 1lb: A sheet of parchment and gold ink)*: Write a question on the sheet with a pen *(not expended)*. The pen points at the answer, using your ritual check as a knowledge roll for the most applicable knowledge check. The ritual values lore, so if a goal is unclear, it will assume knowledge is the primary goal.

Arcane Forging — Lore Ritual 5

You crush the gem beneath your staff, and suddenly it reforms into...

Arcane ♦ *Transmutation;* Major, Cost *(Variable value and weight; A power stone)*: You create an item of one tenth or less of the value of the power stone destroyed. The item cannot weigh more than Success times the power stone itself. The item may be any material, but must be of a kind the caster has seen and touched.

Arcane Light — Lore Ritual 3

Your implement glows with a steady light, illuminating the darkness.

Arcane ♦ *Radiant;* Sustain Free, Choose a handheld object: The chosen object acts as a soft light source. If your Craft Ranks exceed 2, you may focus the light as an adjacent area of the same size. If your Lore Ranks exceed 2, enemies struck by the light have a -1 penalty to saves. You may increase the DT by 3 before casting this ritual. If you do, the light is bright instead of soft.

Arcane Mending — Lore Ritual 5

The cracks in the object beneath your orb seal themselves right up.

Arcane ♦ *Transmutation;* Choose a damaged object or mechanical creature: You mend Success + 1 scratch damage on the target. If the item is magical, add the item's craft DT to the difficulty of this ritual. You may use an action point to heal wound damage instead of scratch damage.

Arcane Sight — Lore Ritual 5

Your senses are supplemented by your implement's piece of soul.

Arcane ♦ *Sense;* Sustain Free, Choose a handheld object: You gain sight using your current vision types in 360 degrees around your chose object, no matter where it is.

Aura Warning — Customs Ritual 5

You crush the gem beneath your foot, and suddenly it reforms into...

Divine ♦ *Sense;* One hour, Cost *(4gp, 1lb; A 2gp power stone, glass wire, silver bell)*: This spell creates a small device that watches for magic of X specified keywords within visual range of the object for a number of hours equal to the check roll. X is 1+half your successes. A magic keyword can be a non-Martial power source, or a keyword. If there is an effect of one of the keywords specified within visual range *(even if it is invisible)*, the bell will ring loudly. You may use a larger power stone to increase the range or duration proportionally.

The Black Knight of Eruphin — Craft or Lore Ritual 9

A black armored figure makes ghostly whispers through the slotted helm shrouding its horrid visage.

Arcane or Supernatural ♦ *Fear, Evocation;* Major x2, Cost *(150gp value, 50lb: Black longsword and platemail that are not consumed; 10gp, 1lb, 1 vial of dragon's blood, a blade of grass a king has touched, grave dust)*: The suit of armor gets, picks up the sword, and defends a target of the caster's choosing. The Black Knight has health and defenses equal to the caster's, and an attack die pool equal to the skill used for this ritual. It will attack anyone who comes within 2 squares of the target.

Blazing Aura — **Precision Ritual 4**

An aura of fire surrounds you, burning any creature that gets too close.

Elemental ♦ *Fire, Stance;* Major: At the end of your turn, you deal Dexterity fire damage to each adjacent enemy. You are slowed 2. The flame acts as a soft light source.

Blazing Light — **Precision Ritual 5**

A glowing ball of flames hovers above your hand, lighting your way.

Elemental ♦ *Fire;* Sustain Free: You conjure a ball of flame that hovers in your square. The flame acts as a soft light source. You gain the following ability.

Elemental ♦ *Attack, Water;* Major: Throw the ball. Roll vs Physical at a foe in 2 range increments. The ritual ends.

Blazing Speed — **Precision Ritual 7**

You blaze across the ground, leaving a hot trail of dust behind you

Elemental ♦ *Fire, Stance;* Sustain Free, Engage 2 dice, You shifted at least 3 squares since the beginning of your last turn: Gain a Dexterity bonus to your base speed. When you use Shift, shift 2 squares. +1 dodge bonus to defenses.

Brisk Wind — **Lore Ritual 5**

A heavy wind buffets the area, whirling light objects about.

Elemental ♦ *Air, Wind, Attack;* Maneuver, Repeat Free: Roll vs Physical on each foe in an area 4. Deals half damage on hit.

Calm the Spirit — **Entertain or Customs Ritual 3**

You reach out to soothe the spirits of another being.

Divine or Elemental ♦ *Spirit;* Major: Roll vs Social on a foe in 2 range increments. Affected target gain a Social - 2 penalty to social defenses and ↓1, save ends. This effect ends if you or a perceived ally deals any wound damage to the target.

Clean — **Entertain Ritual 5**

Suddenly the wooden floor around you is totally spotless

Divine ♦ *Conjuration;* Full, Cost *(4gp, 0.5lb; Beeswax, a bit of the object to be cleaned)*: Polish and clean all objects of the same substance as the component within Melee X. For instance, if you use a bit of iron filings, all iron and steel surfaces in the area would be polished and cleaned. Use a bit of wood to polish up a wooden floor. X is successes + 1.

Commune With Stone — **Durability Ritual 5**

Place your palm on the stone's surface, and come to understand it better.

Elemental ♦ *Earth;* Full, Touch stone: You gain a sense for the stability and consistency of the stone within X range increments. This reveals type and quality of the stone, as well as fault lines in the affected area. Upgrade any Craft checks you make on the stone by the amount you passed it by. Reduce Soak for the stone by half your successes for the next 5 minutes. This ritual will not give you a map of nearby caves, but a feel for the kind of caves.

Concealment — **Magic or Trickery Ritual 5**

You hide an object in a secret dimensional pocket.

Arcane or Supernatural ♦ *Conjuration;* Cost *(4gp value, 2lb: A silk bag, a glass lens, moth dust)*: You cause an item of up to Xlbs to vanish. It is stored away in an extradimensional portal attached to a normal pocket or bag of the caster's choosing. When the caster or any other person chosen by the caster during casting reaches into the pocket with an open hand, the item will reappear in that hand. X is your successes + 1. You may increase the DT by 4 to conceal it in a creature's palm instead.

Conjure Item — **Trickery Ritual 5**

You can summon a temporary object in time of need.

Supernatural ♦ *Conjuration;* One minute: You summon an item out of thin air. The item is a duplicate of a solid item of up to Xlbs. The item must be of a kind that the caster has seen and touched and has no moving parts with a value no greater than Trickery GP. Detect Magic DT equal to the amount you surpassed this check by reveals that the item is temporary magic. The item vanishes after X minutes. X is your successes + 1.

Control Currents — **Lore Ritual 7**

You adjust the flow of water around you to better suit your needs.

Elemental ♦ *Water;* Major, Sustain Free: You can control the flow of water within 1 range increment. Your successes can be negatively or positively to swim and boat navigation DTs for those within the range. You can increase or decrease the speed of the current to a maximum number of squares per round equal to five times the number you made the check by. For each 4 points you exceed the check by, you may add one range increment.

Control Flames — **Precision Ritual 6**

You gesture at the flame and it takes on shape, moving at your command.

Elemental ♦ *Fire;* Major, Sustain Free: You can animate a Chain Success + 1 of existing flames into intricate shapes. Flames must continue to be connected to some fuel source to be sustained for more than a round in that shape. You can use any flame colors naturally occurring in that fire. You gain the following ability.

Elemental ♦ *Fire;* Maneuver: Roll vs Physical against a creature adjacent to the flames. Deals half damage on a hit.

Create Homunculus — **Durability or Lore Ritual 6**

You create a small golem that follows your commands.

Arcane or Elemental ♦ *Earth;* 5 minutes, Cost *(1sp value, 5lb: A lump of clay, powdered power stone)*: You create a homunculus construct you command that counts as 0-value companion gear (see page 102). It can carry 1lb easily, slowed X for Xlbs more.

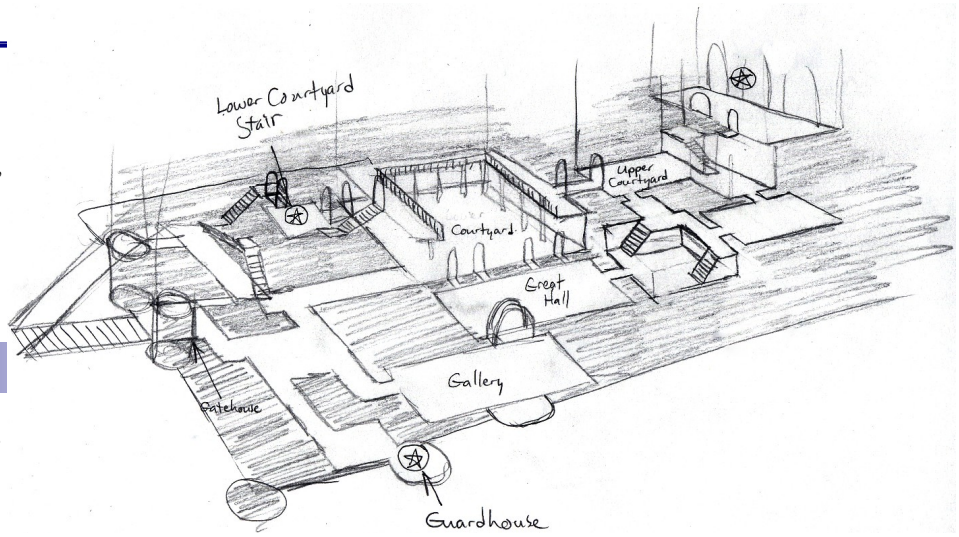
***IMPORTANT**: This is the Free RPG Day edition of the game, so does not have every species, trained skill, ritual, or monster! We skip some pages. Pick up the full version if you want the full system and content. But don't worry, all the rules are the same.*

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Running the Game

So you're ready to run a game of Aspect Prime?

Aspect Prime is meant to give not only the players great freedom in creating characters, but the GM great freedom in running the game. Here are some suggestions on how to make the game run more smoothly, create greater engagement with your players, and more.



The GM's Role

The Game Master (GM) guides the players through the game, plays the other characters in the story, and adjudicates the rules.

Guiding the Players

You as the GM are telling a story. But in Aspect Prime, you are telling a cooperative story. You need to keep the players engaged by letting them have investment in the game's story. This means that you are not the sole storyteller in the game, the players are telling their part as well. Here are some tips on making sure everyone is enjoying the game.

Keeping Players Engaged

Look around occasionally to see how the players are faring. Feel free to ad-lib a bit, be flexible.

If they look tired, maybe it is time for a break. A low-key social encounter or maybe just a snack break.

If they seem bored, spice things up a bit. Add in a few extra minions to the current encounter or add a surprise encounter. Maybe bring back a character the players thought they wouldn't ever see again.

Otherwise, if the players are having fun, game on. Keep track of the parts of the game that the players are really enjoying. Focus the game more on those parts to keep them excited.

Hooks

When starting the adventure, you will need a hook. A hook is what pulls the players along, gives them motivation, and makes the matter of the adventure seem urgent. Here are some tips on making sure your hook sinks in.

- *Hook the whole party.* Don't assume everyone has motivation once one character does. Make sure the hook appeals to each character in some way.
- *Hooks that last.* Things will change during the adventure. If your players finally manage to rescue the stranded caravan, but never get an inkling of who was behind the dastardly deed, they won't have any reason to chase after the badguy. Drop breadcrumbs! They know there is some sort of badguy, but you have to give them a lead to follow up on. **Be wary of resolving hooks without introducing new ones!** Either make sure the new hook sinks in before the other resolves or instead make the original hook unresolvable because of the new hook *(we were going to Alderaan, but it was blown up, and now we are trapped in this giant enemy base we will have to escape)*.
- *Scaling towards epic.* As your adventure grows, you'll need stronger reasons for the heroes to continue risking their lives. Be careful of starting at epic, because that's a quick dead end once they accomplish their initial deed. You want the original goal to seem like child's play once they choose their true goal. Go to Alderaan? It's been blown to bits. We gotta stop the Empire from blowing up more planets! Scaling also helps the characters feel more capable over time, sometimes taking on the Empire by yourself can seem far too overwhelming for just a moisture farmer.
- *Dangerous hooks.* Be careful of hooks that may not have the intended consequence. Insinuating that the House of the Book is behind a series of high profile assassinations when there is a known member of the House of the Book in the party is one way to make a player have to roll a new character.
- *Fuzzy hooks.* Players forget. Players need a very firm hook that is memorable, so as to keep them focused on the goal. 'People are disappearing' is a rather fuzzy hook. The mayor's son disappearing with a small pile of rocks left in his place is a bit more solid. The mayor could contact the adventurers directly, and you know the players have one lead: the pile of rocks.
- *Free Hooks!* Players who write backgrounds for their characters nearly always leave some great fodder for adventure hooks. Look at the character interests, especially devotions! Players who write backgrounds will usually be quite disappointed if you do NOT use their background in some way in your adventure. So do it!

Players Miss Obvious Clues

When you really want to make sure players will see something, you will need to prepare several clues. One very obvious clue is rarely enough; what is obvious to you is never obvious to the players. They might miss the first clue, forget about the second, and misinterpret the third. Though sometimes the first will be enough, you will want to be prepared to give several in succession.

Tailor the Adventure

Look at the characters the players have chosen. Read through their skill bonuses. You should be able to get some ideas of challenges to provide in the adventure based on what characters the players chose to play. Base the difficulty of a challenge on the die pools you expect to see in use.

When you are writing up the adventure, remember to look at the players' passive skill bonuses. This can tell you which character will be guaranteed to know or see something, and give you a chance to reward players for their skill choices as well as a great way to place clues that won't be missed.

Observe your players. When you are running your game, see what parts really interest the players. If your players really enjoyed that chase scene, find excuses in the adventure to provide an opportunity for another chase (but up the ante a little).

Character Backstory as Liabilities

The character party should not be the only information you have about the characters. Characters can have history, family, and more. It's up to you to figure out how much of that you want players to dig up based on much of that you want to use in your story. But here are a few things you could ask players about their characters that you could use in game.

These are probably things best asked of the players individually, not as part of the entire group. Also, best to ask this early, long before it might come up in the game.

- Loved ones – Who does your character have that they care about? Parents, childhood friends, siblings, children, spouse, mentors, grandparents, etc.
- Enemies – What enemies have your character made? Why?
- Failures – When did your character fail hard? How?
- Crimes – Has your character committed any serious crimes? Were they falsely accused of any?
- Obligations – What do you owe? Who do you need to take care of? What oaths have you sworn?
- Fears – What is your character terrified of?
- Unknowns – What does your character not know but really want to know?
- Cherished Things – What things, people, places, events, natural phenomena, etc do your character cherish?
- Secrets – What secrets are your character carrying around? This can be any of the above things, but only your character knows because of shame, anger, or danger.

Characters don't need one of each of these. Probably a total of 4 to 8, depending on how long the adventure is going to be. Pick a few types per player and ask about those specifically. If none of those types work for the character, let the player pick some others, of course. Remember that you aren't there to dictate their characters, just guide the story. Devotions can fit into this category sometimes.

Skip the Boring Parts

If the players are trudging through the grasslands, set the scene, describe what they see, let them have a chance to do something about it if they want, then move on. Do not belabor traveling unless there is something interesting on the way.

Now this really involves knowing your players. Some players may be keen to haggle with the vendors, some just want to grab stuff at the store and go.

Don't force your players to go through role-playing any part of the adventure just because it is more realistic. Be prepared to go with the flow and get to the stuff that the players enjoy.

Let Me Tell You a Story

Sometimes you need to take over the story for a bit. There may be an inevitable conclusion to an event (usually that the players are totally going to beat this encounter handily, try not to assume failure as it takes away player agency), or you may just wish to walk the players through an awards ceremony. Perhaps you want to set up events that happened before the session starts, this can be a quick way to set up the hook.

However, while the adventure is underway, unless an outcome is inevitable, taking over the story and not letting the players have any say in what happens is awkward at best. Aspect has mechanisms to resolve conflicts within the rule systems, whether physical, social, or mental, and has plenty of ways to resolve a conflict in a non-deadly manner. If the players want to hash it out, let them!

Variety

Aspect allows a great variety of encounters, puzzles, traps, diplomatic situations and more. Look at where your adventure has been, take it somewhere new.

Have the baron and his guard confront the players over the town hall that their mage detonated when trying to roast those marauding goblins. Will they end up paying a fine, or will they recieve a commendation for quick thinking that saved lives? That will probably depend on some charm, customs, shrewd and leadership checks.

Let the Adventure Evolve

Don't make the adventure a single railroad procession to an inevitable end. Give the players open-ended puzzles or riddles, be ready to accept a solution that isn't your intended one.

Be prepared to change your adventure based on what the players decide to do. It is their story too.

Epic Adventures and Places

In Aspect Prime, we assume that the world and adventures all have some touch of Epic to them. The plot doesn't have to even be Epic as long as the locations have a sense of Epic to them.

For something to be Epic, it should probably be two or more of the following things:

- Massive in size
- Ancient in nature
- Incredibly dangerous
- Utterly alien in nature
- Extremely rare

A city built spanning a hole in the world is at least Massive and Dangerous. A bridge made of pure diamond spanning a river of magma is Rare and Dangerous. The ice plains that float above the world are Massive, Alien, and Ancient. A room of clay where undead skeletons are grown from the ground like daisies is Dangerous and Alien. A castle that slowly tumbles daily so that the floor becomes the ceiling is Massive and Alien. A tropical island grown on the back of a humongous turtle is Massive and Ancient. Black Heart extract, a little-known contact poison that kills instantly, is Dangerous and Rare (just be careful that the players know what it is so they don't immediately kill themselves). An enemy castle built in the skull of a titan is Massive, Ancient, Alien, Dangerous and Rare.

You'll note that essentially to make something Epic is to take two or more superlatives and combine them into one idea.

Locations don't have to be the only thing Epic about your game. The hooks, characters, and items can all benefit from having a touch of the Epic as well.

Playing the Other Characters

The players get to create voices and backgrounds for their own characters. However, you are the voice of every other character in the game. You don't have to try and make the non-player characters (NPCs) win, because if you did, the game would end. Don't make it too easy on the players, though, because if the game was not challenging, they would get bored quickly.

This sounds like a tricky balance? Well it is.

Throwaway Encounters

When you start a new game with new characters or new players, you need to get a general gauge of how tough the characters are, and how savvy the players are.

It is generally best to use a throwaway encounter early in the game. You test the players with a relatively easy encounter, see how quickly they can tear through it. This will give you a general idea of whether to increase the difficulty of later encounters or not. A throwaway encounter should be about 90% of the BEV (see Building Encounters, page 127).

If the encounter leaves the characters seriously wounded, you probably want to leave it at a lower power level. If they are barely scratched or totally unscathed, then you'll want to ramp up difficulty a little bit next time to maybe 110%. Otherwise, if they were wounded a little and seemed concerned for their health, go with the standard 100% BEV.

Another kind of throwaway encounter is one where it doesn't matter if the players win or lose. You could have a contingency plan that is different for each outcome, but it allows you to have a much tougher throwaway encounter. You still get a similar amount of data; how tough is your group? This can be a much more exciting way to start the game, but it can also be very frustrating for new players. We don't recommend using this kind of throwaway encounter against players that have never played before, as being defeated in the first encounter can be discouraging.

You probably want to use throwaway encounters whenever you want to try a new kind of encounter. For instance if you have never done a social encounter with this group, you probably will want to use a throwaway one just to test them.

Social Interaction

When a band of adventurers stumbles into an encampment of goblins, what happens? You might assume a battle ensues, but what if the goblins happen to know someone from your group? Perhaps you greet them in their native language. But maybe the leader comes out of his tent and recognizes one of your group as the one who defeated his previous band or gave him that nasty scar. But what if the meeting happened in the middle of a busy market during midday - with the city guard watching on? Social interaction is how we find out if you need to pull out weapons or pull up a chair for a nice chat.

Use this chapter to prepare your encounters and you'll find that sometimes your players will find a way to use diplomacy past those guards you thought they would have to fight.

Social Ranks

Social ranks are the pecking order of society. They are how well you are treated by others. There are six categories of social ranks: Academia, Artists, Clergy, Mercantile, Military, and Nobility. These are the ranks, and how they typically compare. We usually use a creature's highest social rank in the six categories.

Remember that these are merely averages. A newly knighted character would likely be a rank lower than an average knight, while a seasoned knight is a rank higher.

The starting social rank for a character from the Common Accord species is 5, or 4 for the other species.

You may spend skill points to increase your starting rank (see Changing Social & Wealth Ranks, page 124).

Social Spheres and Bias

Social rank effectiveness differs between various social spheres. Each social sphere has another sphere it has significantly less influence against. For instance, Clergy have less sway with Academia. The sphere of influence you are in is based off of whatever your highest social rank is. A character with a 15 in Clergy would be considered only a 10 to someone whose highest social rank is in Academia, even if that rank is much less than 15.

Rank	Academia	Artisans	Clergy	Government	Merchants	Military
20	Supreme (Savant/Sorcerer)	Godlike Artist	God	God-King/God-Queen	Kingpin	Admiral of the Fleet
19	(Savant/Wizard) King	Legendary Artisan	Demigod	Emperor/Empress	Tycoon	Admiral
18	Grand High (Savant/Wizard)	World-renowned	Prophet	King/Queen	Guildmaster	Vice Admiral
17	Grandmaster (Savant/Wizard)	Grandmaster Artisan	Disciple	Grand Duke/Duchess	Ordermaster	Rear Admiral
16	Court (Savant/Wizard)	Court Artist	Cardinal	Prince/Princess	Hallmaster	General
15	Headmaster/Grand Wizard	Master Artisan	Archbishop	Duke/Duchess	Grandmaster	Commodore
14	Head (Professor/Wizard)	Head Artisan	Bishop	Marquis/Marchioness	Headmaster	Colonel
13	Tenured Professor/High Wizard	High Artisan	High Priest	Count/Countess	High Merchant	Captain
12	Senior (Professor/Wizard)	Senior Artisan	Patriarch	Viscount/Vicountess	Senior Merchant	Commander
11	Master (Professor/Wizard)	Master Crafter	Abbot/Abbess	Baron/Baroness	Master Merchant	Lt Commander
10	Sage/Town Wizard	Master Entertainer	Minister	Baronet/Baronetess	Merchant	Lieutenant
9	Professor/Village Wizard	Adept Crafter	Priest/Priestess	Knight/Doctor	Sales Manager	Cadet
8	Adjunct Professor/Adept Wizard	Associate Crafter	Cleric	Advisor/Head Butler	Sales Associate	Sergeant
7	Assistant (Scholar/Wizard)	Assistant Crafter	Monk	Court Jester/Clerk	Sales Assistant	Corporal
6	Apprentice (Scholar/Wizard)	Apprentice Crafter	Deacon	Squire/Valet	Sales Apprentice	Private
5	Student/Initiate Wizard	Initiate Crafter	Acolyte	Page/Cook	Sales Initiate	Volunteer
4	Pupil/Novice Wizard	Novice Crafter	Usher	Housekeeper	Sales Novice	Jailer
3	Learner/Hedge Mage	Errand Runner	Orphan	Tenant Farmer	Peddler	Conscripts
2	Prospective	Aspirant	Thrall	Kitchen Help	Beggar	Prisoner
1	Possible	Dreamer	Sacrifice	Serf	Slave	Experiment
-5 vs:	Merchants	Military	Academia	Clergy	Artisans	Government

Favored Ability Score and Social Rank

If your species' Favored Ability Score is less than 2, you are treated as one social rank lower by members of your own species. If the ability score is over 3, you are treated as a rank higher by members of your own species. Your Social Rank adjustment from your Favored Ability Score does not affect a character's starting money.

Difference	Attitude
+6 or more	In total awe
+4 to +5	Careful not to offend
+2 to +3	Deferential
+1 to - 1	Attentive
-2 to -3	Somewhat attentive
-4 to -5	Feigns interest
-6 to -7	Uninterested
-8 to -9	Barely notices
-10 or less	Ignores totally until inconvenienced

Beneath Notice

If you are too far below the other group's social rank, you will be completely ignored unless you bring yourself to their attention somehow. A king will ignore a squire unless that squire gets in the way. You can determine how much attention you might get in an encounter with another group, or whether or not the other group will even acknowledge your existence.

Note that this only matters if the other party is aware of and cares about your social rank. A random goblin encountered in a forest will probably not care if you are the governor of a nearby province unlesshe knows it and somehow thinks you might be able to aid him in some way if he impresses you.

Wealth Ranks

The most common form of money is coin. The basic coin is the gold piece (abbreviated as gp), it has a value of 1. An average worker's income is equal to their social rank cubed in gold pieces each year, not counting basic living expenses (which tend to be social rank squared, on average). Silver pieces, or sp, have a value of 1/10, copper pieces, or cp, have a value of 1/100.

Wealth Rank 5 characters start out with 100gp. This is equal to one year of income (125gp) minus basic living expenses (25gp) for the basic hero social rank of 5. This is your starting money.

Starting money isn't necessarily a lump sum of cash, rather the total value of your possessions plus any remaining savings. Some of it might represent items inherited from family, weaponry issued during a stint in the town guard, or items you have 'found' over the years.

The starting hero character has five pieces of gear, the 2,2,2,1,1 set. The full value of this gear is actually 260gp. This is because the character's starting gear only costs the resale value, which is 52gp. This means characters actually start out with the remaining 48gp.

Changing Social & Wealth Ranks

Characters may spend Skill Points on increasing their Social Rank and Wealth Rank. Each Skill Point spent increases both by 1. Alternately, a character can rise two Social Ranks for one Skill Point instead. However, a characters wealth rank must always equal at least half their social rank. Additionally, if this is discovered, in most circles their social rank is treated as their wealth rank.

Social Rank Modification *(Social Rank. Prime)* – Perk: Increase your social ranks and wealth ranks by your ranks in this.

Remember to choose one of the six categories, so it is clear what category you have advantage over, and which has advantage on you.

Optionally, characters can gain Skill Points by lowering their social rank and wealth rank by one category for each Skill Point, lowering starting money each time. Going down to 18gp and a social rank of 3 will earns 2 additional Skill Points. Going down to 1gp and a social rank of 1 will earn 4 extra Skill Points instead. Lowering social rank lowers social rank in all 6 social spheres.

Note, however, that lowering social rank to 1 means the character does not have enough starting cash to even have a single 1 quality gear. We generally recommend characters be at least Social Rank 3 so they can have a piece of 2 value gear. Otherwise the character will be woefully underprepared for most adventures.

We recommend consulting with the GM when adjusting a character's social rank to make certain the GM's campaign has room for a character of that social stature.

For a typical adventure, we don't generally recommend a starting social rank of more than 4 above the average characters you might meet in the world.

Wealth Rank	Skill Ranks	Starting GP	Wealth Rank	Skill Ranks	Starting GP
1	+4	0	11	-6	1210
2	+3	4	12	-7	1584
3	+2	18	13	-8	2028
4	+1	48	14	-9	2548
5	***0***	***100***	15	-10	3150
6	-1	180	16	-11	3840
7	-2	294	17	-12	4624
8	-3	448	18	-13	5508
9	-4	648	19	-14	6498
10	-5	900	20	-15	7600

Attitude

There are several different attitudes the encounter can have, depending on a number of factors.

Here are some common modifiers. Remember that the other party is not psychic (probably) and these modifiers will only apply if they are aware of them. For instance, they will have no idea you have a shared hobby unless you point it out.

Mod	Attitude
+2	Each species, profession, hobby, or organization shared, or both sides are of Common Accord
+5	Hailed in a shared language in a friendly manner
+2	Hailed in a language not shared
+2 to +8	Is a friend or acquaintance
-2 to -8	Is a known enemy or of an enemy faction
(fame)	Fame bonus
-2 to -6	Belligerent character
+2 to +6	Kind or affable character
+0	Social Setting - no possibility of repercussions
+2	Social Setting - possible repercussions
+6	Social Setting - repercussions are certain
-15	Is being physically attacked by you
-10	Is being mentally or socially attacked by you
-5	Was physically attacked by you previously
-2	Was mentally or socially attacked by you previously
-4 to -10	Hates the institution you represent and your social rank is higher than theirs (specific religion, nation, etc.)
+2	Each factor of 2 you outnumber them by (2x, 4x, etc) (if

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Mod	Attitude
	your difficulty rank is well known, use that instead)
-2	Each factor of 2 they outnumber you by
-5	Socially or mentally wounded
-5	Physically scratched
-10	Physically wounded (supersedes Physically scratched)

Attitude Formula

Base Social Score + Your Rank - Other Group's Rank + Mods

A group's Base Social Score is the highest Social ability score of any character in the group. Most hero groups will have a 3 or 4.

Rank here is apparent Social Rank. Unless each group obviously leans towards a single social sphere, don't consider any bias.

Once you have that added up, the total will determine the probably attitude the other group has. This chart is a quick reference guide to the various attitudes.

Let us consider the typical encounter in a city.

A group's Base Social Score is the maximum Charm or Empathy score in a given group. A group will usually have at least a 3 here.

Let's assume the ranks of both groups are the same in this case.

In cities, repurcussions are generally certain because of city guards and whatnot, which is a mod of +6. Both sides are likely to be Common Accord, giving at least another +2. This means most groups you would encounter in a city have an attitude of 11 or better, making most encounters at leads Defensive or Passive. Hailing other groups in Common using a friendly manner will bump that up another attitude to Passive or even friendly.

Note that if the other group is 2 or 3 ranks higher socially and not particulalrly affable, there is a chance they could just be Hostile. Especially if there are no guards anywhere to be seen, they might even turn Aggressive.

Total Value	Attitude
5 or less	Aggressive: Fight or flight. If it feels outmatched, it will flee, otherwise, it will attack physically.
6 to 10	Hostile: Attacks other party mentally or socially, depending on where it feels it has the advantage.
11 to 15	Defensive: Only returns attacks in kind. If attacked, it will return attacks in that aspect.
16 to 20	Passive: Won't attack immediately.
21 to 25	Friendly: Returns greetings in kind
26 to 30	Helpful: Will aid if asked
31 to 35	Beneficial: Will always aid if they see a need
36 to 40	Adoring: Offers any aid and will follow if allowed
41 to 45	Obsessed: Follows and defends with life

Attitude Definitions

The simplistic descriptions in the above chart don't tell the whole story. Here are more detailed descriptions of the prescribed behaviors.

Aggressive: Fight or Flight

Aggressive doesn't necessarily mean the foe will engage you with a blade or spell. The foe will gauge its chances first, and if the odds are overwhelmingly unsafe, they will probably flee.

An aggressive foe that sees it is outmatched physically might just assault you socially or mentally from a safe distance in hopes of gaining an Edge. Once it defeats a few players in the mental or social arena, it might move on to physical combat. However, if it sees it is fighting a losing battle, it will probably turn tail and flee.

An aggressive or hostile group that sees it has massive Edge might just taunt or toy with the other party.

Outmatched

A creature feels it is outmatched if it determines it cannot win this fight. Take stock of the creatures that are still remaining in the combat. Each creature is worth its XPV, and wounded creatures are worth half. Total up the sides. If a creature sees that its side is at less than 50%, it will feel it is outmatched. This is why we don't use encounters of 50% or less of the player's XPV, as the foes will immediately flee the scene.

Passive

Passive just means that the creature is not inclined to start any sort of combat, nor is it interested in engaging in combat. It won't attack or flee unless attacked (note that that being attacked automatically knocks a creature down a bit, depending on the kind of attack – physically attacking a passive character is a -15 attitude mod, which automatically knocks them down to Aggressive).

Changing Attitudes

Note that getting mentally or socially wounded will worsen the creature's attitude by one category. A physically scratched creature will also worsen its attitude by one category. A physically wounded creature's attitude worsens by two categories (often triggering the flight part of the attitude if it feels it is outmatched).

Adjudicating the Rules

Sometimes a player wants to do something not covered by the rules. Maybe you can't find a rule for it, but you know it is there! What do you do? Consider Yes, then Roll dice.

Consider Yes

When the player asks if his swordsman can leap into the air, grab the chandelier, and swing his sword at the gargoyle as it flies by, the gut reaction for a GM might be to say "No, you don't have a talent that lets you do that.".

Before you say no, consider the action itself. Consider saying yes. This does not mean you say yes to every single query the players make, but consider what would happen if you said yes... would it be good for the game?

To find out, consider these following questions:

Does this action make sense for the character? This character is melee focused, so this is one of the best combat options available to him. It would allow him to participate in the combat in a meaningful way. Yes.

Is this action balanced? It is essentially a move action and a basic attack, so really isn't all that far out of the realm of possibility. Yes.

Is this action cool? It's exciting. And awesome. It also fits the character's melee-focused combat role. Yes.

This looks like all signs point to yes, so let the player do it.

Roll Dice

Pick an appropriate skill and difficulty level, and let the player roll to succeed.

Difficulty

To find the most appropriate difficulty, find your intended difficulty and select the difficulty target (DT) on the right that matches it.

Difficulty	
0,1	Like breathing, anyone can literally do it in their sleep
0,2	Simple task *(average character can do it passively)*
1,0	Easy task *(average character can do it with effort)*
2,1	Moderate task *(unskilled character has good chance)*
4,2	Challenging task *(unskilled character has a chance)*
6,3	Difficult task *(unskilled character has no chance)*
8,4	Master Task *(skill ranks and high ability score required)*
10,5	Nearly Impossible *(powerful external aid is required)*

In our example above of the swordsman swinging on the chandelier, because it is approximately a maneuver action (leaping and grabbing) and a major action (the attack), we can say it takes a full turn to do. Perhaps they might need to make a moderate (DT 2,1 on the chart above) Athletics check (as part of the move action) to swing on the chandelier and perhaps a one or two die downgrade to the attack for attacking while swinging through the air.

Remember that when pitting a player versus another character, if there isn't already a DT known for the action, try to always have the DT based on a creature's stats and grade.

For example: perhaps a player wants to persuade an enemy to surrender. This should be really difficult for a high grade enemy, but simpler for a low grade one. The skill chart (page 51) shows persuade under Trickery. But for the difficulty, it really should depend on the foe's stats. Since it is telling the creature what he should do, it is a social attack. Since it isn't damage, we use the power-based defense. So we use the target's Cha defense + the target's lowest remaining hit point pool as the target defense.

Once you have that, you might want to give the character some bonuses or penalties for equipment, a character's background, or other circumstances. A ↑1 or ↓1 is usually suitable for that.

Effects like frightening a foe or similar only last a round if the target is not wounded at all. It gains (save ends) if the target is wounded, and are more or less permanent if the target is defeated (save ends with a (choose the appropriate Aspect) penalty).

Be Flexible

While Aspect attempts to make cinematic action possible, it does not have a rule for every possible action. Don't be afraid to invent rules on the spot if there are none already (or you can't find them).

Components of an Adventure

An adventure is a narrative. It is a story. Most stories consist of encounters, challenges and story.

Encounters

Physical, Mental, and Social encounters. Encounters involve direct conflict. These are covered in-depth in the Social Interaction and Encounters chapters.

Contests

Most encounters are going to be with monsters or other characters, but you can also treat various other types of exciting contests or ordeals in the same manner as long as there is an ultimate consequence for failure and ongoing threats. The players might be playing carnival games, running a gauntlet, engaging in a fencing competition (a simple combat that ends once someone is wounded), playing some sort of sport, or fighting a barn fire.

For example, in the Derriston Fire adventure we have the players fighting a barn fire. The ultimate consequence for failure is that the fire would destroy the barn, and the ongoing threat is the fire itself sending out blasts of flame and cinders. Let's walk through building the burning barn encounter.

First you need defenses and hit points for the target or targets. The fire is the obvious foe here, and since it is fire, the players will have to use attacks that can fight a fire: water, cold, smothering, any attack they have that can be reasonably expected to put out a fire.

We could pick out stats for the fire, but it seems like the easiest thing to do is just use the Instant Monsters table (see page 168). However, a barn is unlikely to have those high defenses, so we're going to just fudge the defenses and health.

A burning barn should have a base of 1 in all defenses, because the players are unlikely to miss this target. We make them roll anyway in case they get crits or advantage.

We expect the players to have an average roll of 6,4 every round (because of various upgrades), which looks like 5 damage with some effects, so we'll just call it 6 damage per turn. We aim to finish in about 4 rounds, that means about 24 hit points per player.

However, we want a chance of failure. A good target for failure is 140% of the target rounds to finish, 6 rounds in this case. So at the end of the 6th round, if the players have failed to put out the fire, the barn burns down and the players have failed.

The contest is still not really threatening, the players are totally safe. So lets give the fire an attack. Since most of the characters will have to get into melee to use their buckets, the Ablaze stance seems appropriate from the Fire set, and Singe seems appropriate for the fire's attack, especially since it can hit multiple targets and potentially reach out a bit further if characters find a way to stand further back. We should also pick up Ignite so we have something we can use the fire's advantage for.

The players can use their basic attack action to attack the fire if they can come up with an action that makes sense. So we put some buckets nearby for the players to use, and a pond near the buckets. We assume that a maneuver can use a basic move to get to and from the water and spend a square to scoop, and a major action to splash the barn with the basic attack. Players use their basic attack to determine their attack roll and damage, and now we have a simple encounter. Of course, if someone catches on fire, the other players might want to use their major action to attempt to put out the fire using an improvised save.

Logically, there may be others helping to put out the fire than just the players, townsfolk who have a vested interest in the barn or the town's safety. Make sure you calculate for them in the hit point total of the barn, adding an extra 24 for each (assuming they are about Hero level). Those others also add some danger to the encounter, if they get hit with the fire, they take damage as well and catch on fire!

This is one way you can use this to quickly whip up encounters that have nothing to do with combat, but are still exciting ways for the players to use their characters.

Challenges

Chases, Puzzles, Research, Stealthing, and Tests. Challenges involve skills and often have a time component. These can be set up in a number of ways. They don't have to be life-threatening, they might just be inconveniences such as climbing a rocky mountainside, delving into a narrow tunnel, or researching an antidote.

Consider the party's range of bonuses for the skills involved to make sure it isn't impossible for the group.

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Single Character Challenges

These kinds of challenges should be saved for characters that have invested a lot of ranks into a single skill, this is one way to make them feel like those points are really worth it.

Researching an antidote, for example, probably involves less than the whole group. Consider the character's resources, time available, and skill ranks, and set a reasonable difficulty. Don't forget to take into account Time Modifiers (page 50) as you design the Knowledge Checks (page 50) required to research this.

Let's say the queen is dying. There is a character in the group with a Nature of ABC and a Lore of ABCC. A nature check of something easy would determine she seems to have been poisoned, and an antidote must be found.

Since the character's Nature roll is guaranteed to be a 1 or better (because of the C die), and failing this roll would basically bring the plot to a halt, we'll call the base DT for realizing she's poisoned and an antidote must be found a 1,0. The player rolls, and lo and behold they roll a 3,4. Better than just a success. The queen has been poisoned! She has only a month to live! The character remembers hearing of a scholar whose research is primarily in poisons (the extra successes) and they live in a neighboring kingdom (the advantages).

Now the characters will need to make a journey, which keeps the other characters engaged, as the trip there is quite dangerous. Plan out a few side encounters, but nothing to derail the main quest here. Remember, the characters have only a month.

Arriving in the city, the scholar has been missing for weeks! The players can either take this as a quest to find the scholar (be sure to have clues handy) or maybe they'll just break into the lab. Either way, make sure that the endeavor doesn't take too long.

Finally they have access to the scholar's research! It is in-depth, so has a +6 knowledge modifier for the subject. This means the characters could spend up to 15 days (a +18 modifier, 3x the value of the material to research). A 24 die upgrade sounds like an epic die roll. That is 8 C dice. We already know they are guaranteed 1 C die, and they are likely to turn the A and B into Cs as well, which means 10 C dice. We can make the difficulty 10,X knowing the player will be able to accomplish it, and feel pretty awesome at the same time.

But what are the other characters doing while this character is spending 15 days doing research? What intrigue awaits the characters in this foreign city?

Multiple Character Challenges

These are great for interspersing between combats, especially since they carry the risk of wounds if the party is not careful.

Climbing a mountainside involves the whole party. Figure out how many checks they players will need to make, 1 for a simple climb, 3 for a complex climb. With a complex climb, the 3 checks might represent 3 ledges on the mountainside.

Remember to apply damage for badly failed skill checks and suddenly the climb is a very intense and real challenge.

Let the players figure out how they would like to tackle it. The more athletic characters might climb ahead, then let down ropes to aid the less able. Tying a harness on a particularly unathletic character might help. Perhaps one of the characters might possess flight and fly up to the top to let down a rope.

Story

Exploring, Dialogue, and Down Time. Story portions of the game involve little to no dice rolling. There is no hurry here. Some players hate this part, and will want to skip it to the next Encounter or Challenge. If all parties involved are amenable to this, feel free to just summarize. Otherwise, enjoy it, get into character with the NPCs they encounter and have fun.

Story Loot

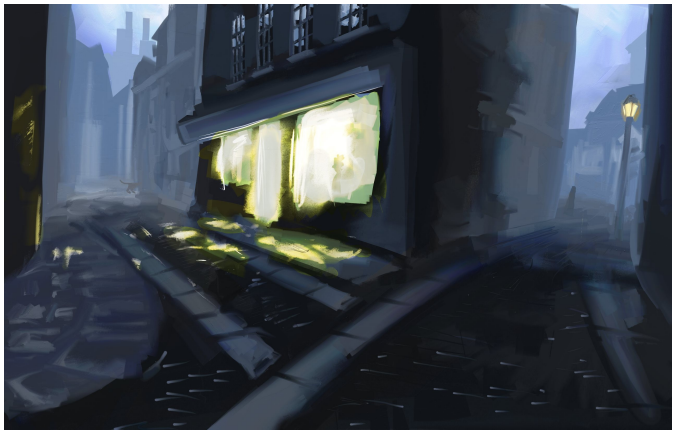
For many players, story is the reason they are playing the game. Any encounter with a major NPC in the story should leave the players with some piece of the story. One way to reward the players with story is to use the story cycle.

Story Cycle

The story cycle looks like this:

Hook → Adventure → Currency → Specialist → Hook

The start of the cycle is the hook (as described earlier) which leads to an adventure. The adventure should result in some sort of currency: a bit of information, a journal, the name of a villain or organization, traces of a magic ritual, or some other clue that needs deciphering. The currency can be used by a specialist to reveal the next hook. The specialist could be a highly knowledgeable player character who needs to do some research or a specific NPC source the players know of. The hook revealed by the specialist of course then leads the characters to the next adventure.



Conflict

As the Game Master you are in control of the conflict, the opposition that the players encounter. Encounters can take the form of many things such as brutal combat, tricky traps, or even clever negotiation.

You are not trying to defeat the players, rather you are challenging them. Aspect isn't a competition to see who will survive, but a cooperative storytelling game.

Building Encounters

Building an encounter in Aspect is simple. You find out how much experience should make a challenging encounter (they risk getting wounded) for the characters by adding together each character's BEV as shown on the advancement chart.

This is the party's base encounter value (BEV).

For the starting group of level 1 characters, this is 20xp per character. Do not count the characters' companion creatures, as they use up a character's actions to activate. Do count other NPCs aiding the party that are not companions (and adjust for grades other than Hero). Pick some critters whose XP value adds up to the BEV, and you have an encounter.

Adjusting Difficulty

The BEV is a starting point, really. It is the target power level for typical players, and should be somewhat challenging, with about a 50% chance of each character getting wounded during the fight.

If you are finding that your players are tackling your challenges without ever getting wounded, you may need to raise or lower the target. We recommend never adjusting by more than 10-20% per character in either direction at a time.

Your First Encounter

15XP per character is a pretty simple fight at level 1. This is a good test fight for your players' first encounter. It lets them learn how their characters work, build some teamwork, and feel a bit powerful. Having this as the first encounter makes the game seem much more approachable for new players as well.

Boss Fights

At about halfway between the BEV and the total XP value of all party members (half is 25 per character at level 1), there is a pretty good chance that one or more of the player characters will be defeated. Use this difficulty sparingly, especially with solo character.

Pivotal Battles

Use the total XPV of the entire party as a hard cap.

At that difficulty, there is a 50% chance that the player party will just be wiped out. Only use this kind of encounter if you are creating a pivotal moment in the story, one where the encounter determines which path the story will take.

Don't do this when player failure will just end the story outright. That's just mean. One way to use it is where allies will come and rescue the characters after or during. Be careful of having characters come and finish the battle after the players are defeated. Leave the defeat as a defeat. Here's a few ways to do that:

- Have the enemies leave the characters to die, then some ally take them in and **nurse them back to health**. This can be a great way to introduce a new side character.
- Have the heroes get **captured** by enemies and imprisoned. Then they have to plan their escape!
- Have **situational allies** (characters who won't always come to the rescue, such as town guards) happen upon the encounter before the players are defeated, scaring off the enemies. This can be used to establish these enemies as tough foes for a later encounter.
- Let it be **the end**. Darkness wins and reigns over the land. Some number of years later, new heroes arise, those who are inspired by the heroes of legend (the previous team). Be VERY careful about using this one. Make sure the players are not so invested in their characters that this would be a massive blow to them.
- **Combine** "captured" and "the end". Lead off with it being the end, the heroes are no more. Then have the new heroes stumble upon the older heroes, jailed. A daring rescue ensues, then players might switch back to the other ones, or play both, or perhaps you play as the old characters (hobbled and worn down from years of imprisonment) while the players play the new ones and have them return the favor and sacrifice themselves for the cause at some pivotal moment!

GM's Miscellany

This area is a sort of toolbox for the GM to tailor his adventure and to handle unexpected situations.

You never know what the players might want to do, so here are some additional tools and common bits of data that might be useful.

Inanimate Objects

Players want often want to break a jar, smash open a door, hit a gazebo with an arrow, or any number of other things. Here you can find the defenses and hit points of those items.

An inanimate object has a base of 1,0 in all defenses, plus double the normal modifiers for size (see Defense Adjustments Due to Size, page 22). Increase the Edge targets of an object by 2-10 points if it is anchored in the ground, such as by roots or a building's foundation. Inanimate objects are considered Soulless and Mindless (see Aspectless, page 140).

An inanimate object has a base of 8 composure and 8 wounds, plus the normal modifiers for size. Different materials have differing levels of damage reduction, as shown in the following table.

Material	Properties	Weight
Glass	Soak 0, vulnerable thunder	x2
Iron or Brass	Soak 6, vulnerable acid	x4
Leather	Soak 4, vulnerable lightning	x1
Paper	Soak 0, vulnerable acid, fire	x1
Rope	Soak 2, vulnerable acid	x1
Steel	Soak 10, vulnerable acid	x4
Stone, hard	Soak 10, vulnerable stone	x8
Stone, soft	Soak 6, vulnerable stone	x8
Wood, hard	Soak 8, vulnerable acid, fire	x2
Wood, normal	Soak 4, vulnerable acid, fire	x2
Wood, soft	Soak 2, vulnerable acid, fire	x2

The Oracle Die

The Oracle die is a GM aid, used for quick yes or no questions that you don't already have an answer for.

Does this merchant have a donkey? Is there an inn that serves vegetarian food here? Is there something small here I can throw? Unless the GM already has a ready answer, it is perhaps time to consult the Oracle die. If you roll a:

Side	Meaning
	**Star**: Yes
	**Broken Heart**: No
	**Scales**: It Depends... (Yes, but with a twist)
	**Drama Masks**: Most Dramatic or Funny possibility
	**Question Mark**: You are asking the wrong question or it's not just yes or no. Ask a new query and roll again.
	**Tree**: Tree

So for example: Is there a place here that serves vegetarian food?

***Star**: Yes*

***Broken Heart**: No*

***Scales**: Depends on if you like seaweed (not the usual vegetarian fare, but it IS vegetarian)*

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***Drama Masks**: No, the local plantkin have convinced the town that veggies have feelings, people only eat fruit, meat, or dairy. Or yes, but the vegetarian place is the roughest bar in town*

***Question Mark**: The real question is whether there are any places that serve meat (then roll for THAT answer)*

***Tree**: Yes, but it only serves food that came from trees (apples, plums, bark, etc.)*

The Oracle die adds a dash of drama, humor, and fun, as you the GM try to make sense of its cryptic answers. You get to decide how much of an impact is has on your adventure.

Do not think of the Oracle die as a replacement for Consider Yes. The Oracle die is meant to more clearly define the situation, not determine whether or not a player can do a thing they want to do.

The World of Annor

This manual presupposes several things about the world you are running your game in. Here are the assumptions we make. Feel free to make changes to the system to suit any assumptions you wish to challenge here.

Magic is everywhere. There is nothing keeping a player from playing a wizard or a warlock. Magic can be bought in cities, and it carries no legal compunctions or framework other than would be normally lent to daily life. Magic is still mysterious, wonderful, and will probably cause amazement in those who watch on, but it is not that different from other forms of entertainment or science. This applies to Arcane, Divine, and Elemental magic. Most kinds of Supernatural magic are illegal in civilized areas that are controlled by the Common Accord.

Players are heroes. The reason the Hero grade is labeled Hero is because they are above and beyond common folk. Basic is the average being in this world, and player characters are a cut above.

The Common Accord have accepted one another. Gnomes, dragonkin, humans, Dweor, Elves and so on all have a reason to be somewhat civil towards one another. They don't always share lands, but they are no longer in overt war with one another over mere species differences.

Despite this, there are great dangers in the world. The Common Accord have not tamed the world. There are other species that have reason to hate the Common Accord, there are untamed wilds, and there are remnants of ancient kingdoms. Simply traveling from one city to another brings risk of an encounter with wild monsters, bandits, or any number of other challenges or dangers.

The world has seen many calamities. The Common Accord has survived a number of horrible calamities. Much has been lost, as cities, nations, and even entire continents have been obliterated.

Obviously, all of these assumptions could be challenged to create an interesting game. As GM, you have final fiat over everything in this book, just be sure to give the players forewarning as to what they are getting into (even if it is a somewhat vague one) so they are not frustrated when you pull the rug out from under them. For instance, don't let your players create a bunch of arcane spell-casting characters, then partway through the adventure have something happen that nullifies all arcane magic forever. That's just cruel.

Towns and Cities

Towns and cities have an **economy level** which is a percentage (100% is average) and affects how easy it is to earn money, the cost of items in the town. A higher percentage of 200% or more indicates a thriving economy, and a lower percentage such as 50% indicates a level of near poverty.

A town will also have a **social rank range**, which indicates how comfortable characters of varying social ranks might be in the town, whether they would be able to find work, and so forth.

Inns

Inns can be quantified by their quality, from +1 to +6 or more. This is an indicator of how much extra wound healing is earned for each unweary long rest period (see long rests). Better inns will cost more! Square the bonus, that's how many gold pieces per night the inn should cost (hey, it is cheaper than a potion).

Libraries

Libraries have differing coverage of subject matters. First the library will have an overall rating of information, from ↑1 to ↑6. Specific subjects will have ratings from ↑0 to ↑12, which supersedes the overall rating. Neither kind of bonus should exceed the social rank of whoever owns the library. (see Knowledge Checks, page 50)

Religion

There are temples to the gods in places all over, and most temples are considered to be for multiple gods (usually ones with similar temperaments, therefore you are unlikely to see a temple that worships both Kala and Nox).

While the Gods have not been seen by the greater public since before The Calamity, religious institutions in Annor accept the existence of gods as a fact, and it is generally accepted that the Gods have played major parts in the history of the world. (See Annor's History in the next section and Annor's Pantheon, page 131, for more information.)

Temples are generally not seen as places of scheduled worship (though some are), but places to go to appeal to the Gods for some specified deific benefaction. They are also places where holy relics are kept and where Divine characters can receive Favor.

Annor's History

Here is the commonly acknowledged history of the World of Annor, from the perspective of residents on the continent of Prax.

500 BC *(Before Calamity)*: The Gods create the world of Annor.

423 BC: The Bloody War begins on the lost continent of Evastre.

323 BC: The Accord brings peace to those of the Common Accord.

110 BC: Praxor the Explorer begins exploration of the unknown.

90 BC: Praxor discovers and names the continent of Prax. Towns and cities begin to form as he explores the continent. **84 BC**: Aldabar founded. **82 BC**: Founding of Kel. **75 BC**: Alchar founded.

70 BC: Praxor dies. Praxion is founded on the site.

60 BC: The Nation of Praxor founded on Prax by his twin sons Rykon and Sellise. Praxion is named the capital. Skevin founded.

55 BC: Seth Taurman starts the small fishing town of Siathu.

50 BC: Rykon found murdered in bed. Sellise is found guilty and executed. The Torments begin, a period of turmoil in Prax between every society. Many heroes vanish or perish.

36 BC: The world quakes and the Gods are seen no more.

0 BC: The Calamity. An explosion obliterates the majority of the Kingdom of Prax, leaving behind the Northern Sea. The Moon splits into two moons, red and blue. All of Evastre vanishes into the sea.

3 NM *(New Moons)*: Vaknaar War. Prax is invaded by the Vaknaarians, from a previously unknown continent Vaknaar.

20 NM: Remaining inhabitants of Prax manage to fight off Vaknaarians with the help of mighty heroes. Derriston is founded by Derris, one of those heroes. Tower of the Watchers built to guard the western shores of Prax from invasion.

25 NM: Telvad I, Praxor's only grandchild and a hero of the Vaknaar War, founds Telvad Empire at Telvad of the Sands.

52 NM: The undersea Realms of Kel-Sir make contact with Siathu. They say that Kel-Sir has disappeared, reigniting fears that the Gods may have left Annor. Existing religious institutions publicly assert that they are still in private contact with their respective Gods.

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60 NM: Telvad I dies in his sleep of extreme old age. His son Telvad II takes up the crown.

61 NM: Kel-Sir's Cephaloid join the Common Accord.

62 NM: City on the Falls founded by the Cephaloid.

67 NM: Telvad II moves the Empire seat to the incredibly beautiful City on the Falls, now renamed Telvad of the Falls.

71 NM: The Tower of Magic, an elite school of arcane study, begins construction north of Telvad of the Falls.

100 NM: Construction begins on the Telvad city Vortex in the Sea where the Praxion once was. It rests atop a massive ocean whirlpool.

175 NM: Telvad II dies of old age. Telvad III takes his place.

178 NM: Telvad III moves the Empire seat to Londa and renames it Telvad of the Rivers.

240 NM: Tri-Telvad Empire founded by Telvad III's 3 children. Grand Empress Fara rules from The Falls, while Sard dwells in The Sands, Ten dwells at the Rivers.

310 NM: The upper portion of Siathu detaches and declares itself Telvad of the Skies. Fara moves to it and rules from there.

322 NM: Calamity of the Sands. Telvad of the Sands swallowed by the desert. Telvad of the Skies and all of the ruling family vanishes. Acolytes of Mereth warn that her prophecies imply that another Capital will be destroyed soon after. Housing prices in Telvad of the Falls and Telvad of the Rivers fall dramatically.

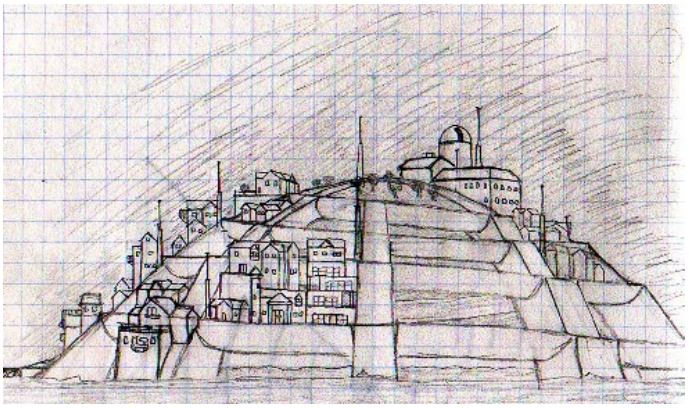
323 NM: Telvad of the Plains founded by remaining refugees of both of the lost cities, as well as those fleeing The Falls and The Rivers.

324 NM: Siathu declares itself an autonomous State. Other cities follow suit, establishing mostly Councils of the more senior officials. No city wants to become the seat of a Kingdom or Empire and be swallowed up by some new Calamity, as prophesied.

330 NM: The cities of Kel, Aldabar, and Alchar join together to form the Kelandic States. The cities form a triumvirate so to not be affected by the prophecy.

350 NM: The deep-dwelling Orcs express a desire to join the Common Accord. It is denied due to a history of enmity.

351 NM: It is revealed that the Orcish capital of Grunnuk was destroyed two years ago. Mereth's followers declare this the fulfillment of prophecy. The remaining Orcs are allowed to join the Common Accord.



Annor's Pantheon

Different worlds have different pantheons, but the default world used in Aspect Prime is Annor.

The gods of Annor have not been seen publicly in over 3 centuries, but their power seems to linger in those who follow their ancient teachings. The main gods of Annor are here with the various texts to give you an understanding of the points of view of those gods.

How much of these texts are true? That is up to the GM to decide.

Favored Skills

Favored skills are skills that are important to and typically taught as essential to the worship of this deity.

Primary Domains

The primary domains are the domains that are typical for a particularly devoted follower of this deity. The domains for these gods are the suggested primary domains, but do not feel like you have to have only (or all of) these domains if your character follows that particular deity.

Holy Symbols

The holy symbol is a typical symbol that deity's followers wear.

Favor and Forbidden

Each deity has specified acts that will bring a Divine follower favor. The acts that are Forbidden are ones that could bring down Retribution upon a character. See Favor and Retribution, page 63.

Eldar and Kala – All-Creator and All-Mother

Eldar and Kala are the parents of the other gods. From them, all creation has sprung, and by them all life is nurtured.

They are the most commonly worshiped gods in all of Annor. Temples to them can be found in every major city, and even in some of the smaller villages. The only place on land they are not worshiped is the continent of Vaknaar.

Priests and priestesses of Eldar and Kala are often called the White, in reference to their typical garb, though formally they are simply called Priest or Priestess.

Favored Skills: His favored skills are Craft and Customs. Her favored skills are Customs and Leadership.

Primary Domains: His domains are Air, Spirit and, Evocation (leaning towards Chaos), and her domains are Evocation (leaning towards Force), Innovator, and Swift.

Holy Symbol: White. The white symbolizes the purity of thought and intent that The All-Creator and The All-Mother share.

Favor: Kala bestows her Favor on Divine characters who innovate new and useful ideas, lead others to success, mediate disputes, prevent harm to innocents, and free innocents from oppression.

Eldar bestows his Favor on Divine characters who craft things useful to others, heal others, prevent harm to innocents, and who lead others to do the same.

Forbidden: Kala forbids her adherents from oppressing others, causing fear or despair, denying a chance for redemption, creating undead, and failing to strike down evil.

Eldar forbids his adherents from intentionally doing less than their best, harming innocents, ignoring injustice, creating undead, and having an utter lack of levity.

The Beginning of All Things

The Beginning of All Things is a book entailing the creation of the world and the gods, and all things over which they preside. This is the beginning as reckoned in the scriptures found in temples of Eldar and Kala. This book is attributed to Eldar.

In the beginning, there was Eldar and Kala.

And Eldar did get bored. So he made the World. And he saw it was boring. So he made Bunnies. And he saw that the bunnies were pink and blue, and he was happy.

And it came to pass that the bunnies did get restless and told off Eldar for bringing them into such a meaningless existence, so Eldar saw fit to create Boats. And Kala rolled her eyes. And so the bunnies learned that boats made great chew toys and for a while, Eldar, Kala and the bunnies were happy.

And Eldar noticed that there were a lot more bunnies than he had actually created. So he paid attention for a while and saw some very curious scenes. And Kala did grin. So Eldar did build a home with a bedroom and a bed.

And it came to pass that Kala bore Kel-Sir.

And Kel-Sir saw that there were Boats, but she saw no sea for them to float in. And Kala said to Eldar, I Told You So. So Kel-Sir pestered Eldar until he made the Sea. And the Sea was good, and the world was flat, and the Sea poured off over the edge.

And Eldar said, Whoops!

So Kel-Sir sighed and she did curl up the edges of the world a little bit, and Eldar created the Sea again, and it was good and stationary. And Kala smiled. And Kel-Sir dwelt in the Sea.

And it came to pass that Kala bore Eryn. And Eldar saw that he now had a son. And Kel-Sir felt neglected. And Kala bore Nox, Tarlek, Mereth, Herulok, and Tariana. And Kala told Eldar to stop mimicking the bunnies and go make something else.

So it came that Eldar went to think. While Eldar was thinking, Kel-Sir created fish, and also did create many beasts of the sea. And Eryn did create a great globe of light, and there was Day. And Nox did squint her eyes at the brightness and did create a great sphere of cheese to block the light and there was Night. And Eryn and Nox did argue and fuss. And Kala sent both of them to their rooms.

And Tariana saw that there was no green in the world, so she created trees and also created beasts of the field that did eat the bunnies, for there were far too many.

And it came to pass that when Eryn and Nox got out of time-out, they compromised and let the days and nights alternate. And Kala knew she must be doing something right.

And Mereth did create writing. And she did create copious Trashy Romance Novels to hand out to the bunnies. And the bunnies feared Mereth and learned to hide in holes.

And Herulok became thirsty and so created grain and fruits so that they may ferment and make Beverages. And he went down into the holes with the bunnies and created the Party.

And Tarlek grinned, and many bunnies died.

It came to pass that Eldar emerged from his study and created the Elves. And Kala stared. And Eldar said, Oh Wait, That's Not Quite Right, and went back into his study.

And many of the Elves saw the forests and went to dwell within. And Tariana was glad and created the Eumykin and Plantkin to dwell there with them.

It came to pass that Herulok saw the Elves could not hold their liquor, so he created the Dweor. And the Dweor had their first Party on an island in the sea. And the island sank for no apparent reason. And Tarlek grinned. And Kala scowled at Tarlek and made him live in the basement. And Eryn sent the souls of the dead to dwell there.

So Eryn spoke to Kala and they created Laws.

And the Dweor and Elves thrived and created temples to the Gods and the Gods smiled. And Eldar emerged once again and created Monkeys. And Eldar was happy. And Kala did shake her head in shame. Then she turned her eyes towards the rolling hills and meadows and created the Hyflind. And Eryn said Watch This Mom and he created Humans. And Kala smiled.

And Kel-Sir was annoyed that nobody else liked swimming, so she created the Cephaloid who dwelt with her beneath the sea.

And the other Gods did speak to the Elves, Dweor, Hyflind, and Humans and taught them many things and the Hyflind did discover that Boats and Trashy Romance Novels were good for firewood and kindling.

And Mereth was annoyed that none appreciated her genius and innovation, so she created the Gnomes.

And the Gnomes took the Trashy Romance Novels and did build a temple unto Mereth with them. And Mereth said No, No, No… That's Not What You Do With These, and she did teach them to write and to read.

And some Humans and Elves and Gnomes and Dweor did learn to enjoy reading Trashy Romance Novels. And Tarlek taught the bunnies to kill those who enjoyed Trashy Romance Novels. And Eryn discovered Fair Play and taught the Humans and Elves and Gnomes and Dweor to defend themselves.

And it came to pass that Tarlek caused the Trashy Romance Readers to become overzealous and they did begin to hunt down and to exterminate bunnies. And thus it was that the hundred year Bloody Bunnies War began.

The World

The World is a book discussing the world and how magic relates to it. This book is also often found in temples of Eldar and Kala. This book is attributed to Kala.

The gods that created the world merely organized it from chaos that already existed. The gods took the chaos already existing in the universe and shaped it and commanded it to take on order.

There are two kinds of things in the universe: actors and substance. There are varying grades of actors, from the intelligences that cause the smallest particles to behave as they do, to the intelligences that command creatures and humanoids to move, up to the gods that command intelligences to work with the substances. When a god creates a world, it is a time-consuming process of organizing these intelligences and substances into something useful. A god is merely a very powerful intelligence that has the respect of many intelligences, from the rocks and trees to the animals and beings.

What we call magic or power is a manipulation of the intelligence or spirit in every substance. Different power sources act on these spirits in different ways.

Arcane magic is discovering the idiosyncrasies of the interaction of particular intelligence and substance combinations and taking advantage of the interactions. This is the reason a wizard might want wood that was struck by lightning for a spell, as the wood contains the intelligences of lightning and wood.

Divine magic is speaking in the name of a god, causing elements in the influence of that god to follow the command as if the god had given it. Gods want worshipers in order to not only have more beings that follow their edicts, but to have beings that can cause more of the lesser creatures and substances to fall within the influence of that god. Thus a god of light wants a place of worship where there is always light and is filled with open spaces and grand windows, while a god of death might wish to create more

death that it can command legions of undead beings. The more that a follower follows the will of its god, the more authority that god grants the follower over things in that god's power.

Elemental magic is learning to command very specific kinds of intelligences, unlocking the powers that particular kind of element has. What the elementalist does gets around other kinds of magic by knowing what entices those elemental spirits.

Martial magic is learning to command the intelligences that rule the substances of ones body. The things one takes into one's body have intelligences as well, and choosing substances that have intelligences one can best interact with is the best way to keep one's whole self pure.

Supernatural magic is making deals with certain kinds of intelligences that have power over small spheres.

Kel-Sir – Siren of the Deep

Kel-Sir is the first born of Eldar and Kala and is the goddess of the sea. She reigns beneath the waves in an immense coral palace where she is attended to by the creatures of the sea and her followers.

Nearly every sentient being of the sea is a follower of Kel-Sir. Temples are coral structures deep within the ocean. The Cephaloid are a species said to be created by Kel-Sir. Priests and priestesses of Kel-Sir are named Laijii.

Before the coming of the Cephaloid, above world water temples or followers of Kel-Sir were unheard of, though rumors have persisted. Sailors would often pray to Kel-Sir, but were not followers of her word, nor are likely to have read her scripture.

Now that the Cephaloid have come, a few temples can be found in Telvad of the Falls or in Siathu.

Favored Skills: Her favored skills are Durability and Vigilance.

Primary Domains: Her domains are Air, Innovator, and Water.

Holy Symbol: Ink tattoos in the palms of the hands and the bottoms of the feet. The tattoos use Cephaloid ink and are of creatures of the sea. These tattoos itch when not in contact with water, always giving followers a desire to return to the sea.

Favor: Kel-Sir will bestow favor upon Divine characters who aid creatures of the sea, create new and useful things, meditate in places holy to Kel-Sir, and punish those who would pollute the sea.

Forbidden: Kel-Sir forbids adherents from drunkenness, polluting water, destroying art, and allowing enemies into her Realm.

Tales of the Sea

Tales of the Sea is a series of short stories that are in memoriam of things that fell into her realm as well as her part in the creation of the things of the sea. It is rare to find a copy of Mereth's book, *The Book of Knowledge*, that also has *Tales of the Sea*, as it has been stricken from or is incomplete in most modern copies.

The Creation of the Sea.

After the Gods created the world, Kel-Sir realized that something was missing. And Kel-Sir pleaded with The All-Creator to create the sea. And The All-Creator thus made the sea. And Kel-Sir dwelt in the cool depths and created many beasts to bring her favor. Her favorite beast was the great behemoth Slajajj.

The Sinking of the Isle of Gallat.

Kel-Sir emerged from her coral palace to find an island deep in the sea. The island had strange creatures that had in them the image of The All-Creator and The All-Mother, but were only drunken fools. She sent forth Slajajj who devoured the island and all its inhabitants. Thus she taught Slajajj to defend her realm from the invasion of outsiders.

Eryn – The Protector

Eryn is the God of Fair Play and Competition. He is the first son of Eldar and Kala, and known as the founder of Law.

He is well-liked in the more civilized areas for his Law, which keeps order in the realm. He is often worshiped alongside Eldar and Kala, and there are always temples to him in the larger cities, and some temples to both him and Kala. He espouses competitive sports and it is said that he invented many of them himself.

Priests and priestesses of Eryn are called Defenders.

Favored Skills: His favored skills are Athletics and Intimidate.

Primary Domains: His domains are Fire, Spirit and Stalwart.

Holy Symbol: White and Blue shield. The white symbolizes the ties with The All-Mother and the blue symbolizes Day. The shield symbolizes the defensive nature of Eryn's teachings.

Favor: Eryn will bestow favor upon Divine characters who aid the weak, prevent evil acts, deliver those who break the Law to the proper authorities, arbitrate disputes, and destroy undead.

Forbidden: Eryn forbids adherents from mistreating those that serve them, betraying others, lying, cheating, creating undead, destroying that which they do not own, and slaying innocents.

The Book and The Law

The Book and The Law is a compilation of Eryn's role in the creation and his role in the protection of order. He gives the Law by which all beings are expected to live. The end of the book contains appendices, instructing readers to fortify against the assaults of evil, and rules of engagement in combat. Also included are some competitive sports designed to foster self-defense skills.

When the Gods created the world, there was no light in it. Eryn, the first son, came forth and drew together the heavens to create the Sun, the life source. But Nox, the vexing one, created a rank abomination to block out the sun. The odorous mass blocked out the light, bringing darkness and uncertainty to the world. A great battle was then waged between Eryn the Protector and Nox the Mistress of Darkness. Neither could prevail over the other and finally it was ruled that the powers would compromise, and the Sun would rule the day, while the filthy Moon would rule over the night, and never would they see one another again.

Then the gods brought forth the Common Accord. The dark god Tarlek slaughtered many of them and The All-Mother was furious. She banished Tarlek to the Darkness Below and Eryn the Protector sent the souls of the vengeful dead down to torment him. And Eryn gathered the souls of the good under his watchful eye.

And Eryn and Kala came together and created the Law. And it was decided that those who transgress the Law will be sent to the Darkness Below.

The Law forbids Killing Innocents.

The Law forbids Destruction of What is Not Yours.

The Law forbids Cheating Others.

The Law forbids Betrayal.

Nox –The Dark Mistress

Nox is the goddess of the night. Her temples are hidden away in dark places. Non-followers who know do not live to tell. Her works are done in secret and her adherents are often hired as assassins.

Worship of Nox happens only at night.

Favored Skills: Her favored skills are Precision and Trickery.

Primary Domains: Her domains are Death, Hunter, and Swift.

Holy Symbol: Reddish black mask. The mask serves to conceal the identity of each priest and priestess from the world. The removal of the mask is used as a form of punishment within the religion.

Favor: Nox bestows her Favor on Divine characters who keep their identity secret, work from the shadows, use deception on non-believers, and accumulate personal wealth and power.

Forbidden: Nox forbids that adherents revealing a follower's identity or connection to Nox, doing anything only out of fairness, or helping non-believers without some sort of upside for themselves.

Book of Silence

Book of Silence is the only writing of the gods never contained in Mereth's compilation, *The Book of Knowledge*. It contains the secret combinations of darkness, which only the priestesses of Nox know, and the commandments of Nox to her followers.

Tarlek – The Reaver

Most say Tarlek is said to be the god of death, banished to darkness by Kala for inciting genocide. But to his worshipers, he is the lord of all gods, and created the gods from his own plucked eyelashes.

Temples to him are always hidden and unknown to non-adherents. He is worshiped only in secret or in the company of others of the same mind. Worship of Tarlek is not accepted by most, and forbidden by the Common Accord.

His worshipers use normal words in Common with hidden meanings in order to find one another and communicate in plain sight. This hidden language evolves over time, so disconnection from the group for even a year leaves an adherent completely out of these hidden conversations. They never reveal their associations to outsiders and enclaves disperse and reform elsewhere as soon as they are discovered.

All worshipers of Tarlek are turned into undead in death, so that they may further serve Tarlek in the life beyond. His followers do not fear death, for they know they will return in death, should they earn the right to rise as his servants. The greater their service to Tarlek, the more powerful and self-willed they are in death.

Favored Skills: His favored skills are Nimble and Stealth.

Primary Domains: His domains are Death, Mind, and Stalwart.

Holy Symbol: A black cloak with a hood concealing the face. The black represents the darkness below where The Reaver dwells. The hood represents the concealing of intentions from the outside world.

Favor: Tarlek bestows his Favor on Divine characters who worship him, punish foolishness and blasphemy, aid other adherents, prevent outsiders from discovering his secrets, and create undead.

Forbidden: Tarlek forbids mercy on the weak, revealing his secrets to non-believers, uplifting of the self above Tarlek's other adherents, and destruction of undead.

Path of Wisdom

Tarlek's view of the creation of the world is quite different from the view of the other gods. This is the beginning of the world as reckoned by the scriptures kept by priests of Tarlek.

In the beginning there was darkness. And out of the darkness emerged Tarlek. The inhabitants of the world and islands of the sea all paid obeisance to him. His fairness of face and beauty of reason caused the lesser gods to quake with jealousy. They conspired to destroy him. Tarlek The Reaver destroyed many of the gods and they were forced to strike a bargain with him. They gave him dominion over the world and the afterlife of those who were wise, while the lesser gods gained dominion of the afterlife of fools.

The lesser gods invented a way to put lies in solid form and called it books. Thus did the lesser gods lead away many foolish souls and some of the wise.

Tarlek, in his infinite wisdom, could see through their deception. He took pity upon the helpless mortals, caught in a web of deceit. And Tarlek saved their souls.

Mereth – Loremaster

Mereth is the goddess of knowledge. She always seeks more knowledge and her followers do as well.

There are often shrines to her in places containing great knowledge, such as libraries. The Tower of the Watchers is a special place of pilgrimage. Her followers are expected to spend one year of their life there in service.

Her worshipers are librarians, watchers, or other seekers of knowledge. Followers of Mereth are named Seekers of Truth, though usually called Seekers by outsiders.

Favored Skills: Her favored skills are Craft and Lore.

Primary Domains: Her followers typically use the Mind School, and one other power set of the follower's choice, representing that particular Seeker's chosen field of study. Transform and Vanguard are popular choices.

Holy Symbol: A silver scroll. The symbol means that knowledge gained can be tarnished through neglect. One must always return to the source to polish one's knowledge. The Seekers of Truth polish the symbol while they read.

Favor: Mereth bestows Favor upon Divine characters who record new knowledge, recover lost knowledge, learn and read new information, and correctly apply her prophesy to recent events.

Forbidden: Mereth forbids forced illiteracy, idleness, creating undead, and the destruction of truth, no matter the subject.

The Book of Knowledge

The Book of Knowledge compiles all the writings of the gods. At the end of the book Mereth writes her own book, which is a prediction of things to come.

Excerpt from The Foreknowledge of Mereth

...And the Ungod will call for the serpents of the rock and tell them of it. Then shall the strong ones gnash their teeth and fall into the black sea where they shall dwell in death for a thousand years. The serpents of the rock shall not find the kin of the wailing ones, and their hair shall be as fingers.

Then shall the Creator and Burikne come to an accord to sever the earth from the Ungod. The Sun shall fall into the sea and the Moon will be doubled. The earth shall quake with mighty thunderings and mountains shall rise from the depths. The Ungod will be slain and plunged into darkness until the Moon becomes one and Klethe shall remember all. Then Klethe shall make Burikne sing, and Guslair shall be found by the body of the repentant servant and return once more to slay the Ungod.

Herulok –The Merry Man

Herulok has two aspects: first, the jolly celebrant, and second, the solemn farmer. He is the god of agriculture, feasts, and the earth. He is known as the founder of agriculture and the inventor of Beverages.

Herulok is generally worshiped in more rural areas, bringing plentiful crops and warmth to the hearth. Places dedicated to his worship tend to be hearths in homes and inns, underground temples, and breweries.

Priests of Herulok are called by different stones, each pertaining to a different rank in his priesthood. This serves to be too complex for most outsiders to follow, so typically one would refer to one of Herulok's priests with the appellation of "the Rock", such as "Vellerdon the Rock". The priestesses of Herulok are named after precious stones and are referred to by the appellation of "the Jewel."

Favored Skills: His favored skills are Charm and Entertain.

Primary Domains: His domains are Earth, Unarmed, and Water.

Holy Symbol: Stone drinking horn on a necklace. The stone symbolizes Herulok's ties to the earth, usually made of the stone which represents the priest's rank. Where this is not feasible, the horn is made of granite and decorated with the appropriate stone. The drinking horn itself symbolizes Drink and the Party.

Favor: Herulok bestows Favor upon Divine characters who share their abundance with others, create excellent food or drink, celebrate major holidays, and work towards a good harvest.

Forbidden: Herulok forbids the waste of goods that could aid others, burning popcorn, mistreatment of honorable guests, and abandonment of duty to home, friends, or family.

Calendar of Celebration

Calendar of Celebration is a book containing the various Festivals and Holidays of Harvest and Planting, as revealed by Herulok, The Merry Man.

The book also contains traditional songs and details the traditions and symbols pertaining to each Festival or Holiday.

Major Holidays:

Plantingday – The celebration of completing the planting of wheat

Harvestday – The celebration of completing the harvest of wheat

Brewday – A celebration of the day Herulok created Beverages

The Day of Pain – The day after Brewday is celebrated as a day of rest and chewing of special barks and herbs.

Tariana – Life-Bringer, Green Lady

Tariana is the goddess of nature. She seeks harmony between all living beings, though she is mostly focused on her animals and creatures of the wild.

She is generally worshiped in sacred groves and grottoes where the spirit of nature is unrestrained. Her followers protect the wilder lands and the inhabitants thereof. Priests and priestesses of Tariana are called Green Children, or My Children when Tariana is speaking to them directly. Outsiders often call her followers Wild Ones.

Favored Skills: Her favored skills are Nature and Perception.

Primary Domains: Her domains are Earth, Hunter, and Transform.

Holy Symbol: Three wooden bracelets on the right arm. The three bracelets represent the three stages of life: birth, growth, and death. The three bracelets are intertwined, as are the stages of life.

Favor: Tariana bestows her Favor on Divine characters who nurture wild areas and creatures, explore new places, bring life to barren places, preserve innocent life, and protect the wild from destruction.

Forbidden: Tariana forbids her adherents from destroying natural beauty *(construction must respect and preserve existing Nature)*, kill animals for any reason but defense or sustenance, polluting or littering, disturbing the peacefully resting dead, or creating undead.

The Book of Songs

The Book of Songs is a book of short anecdotes of Tariana's role in the creation. The stories are traditionally chanted or sung in gatherings of her followers, and always in the original ancient tongue, known today as the Elven language. The excerpt here has been translated, thus does not retain the lyrical nature of the original.

Bunnies did chew upon boats, but the boats were dry and full of nails. So the Green Lady brought forth grass and leaves, carrots and celery. And the bunnies did thank her for the abundance and did fertilize her plants. But the bunnies only ate carrots and celery, so Tariana brought forth beasts that did chew and gnash the excess grasses and leaves. And she created trees and shrubs to give shade to the beasts. The Life-Bringer saw that the bunnies became lazy and choked the world and so she went and brought forth the wolf and the lion, the fox and the serpent which would hunt the bunnies. Thus did she bring variety to the face of the World. Thus we also see that all living creatures serve a purpose in this world.

Norokk – The Burning One

Norokk is the god of the world Vaknaar. His world collided with the world of Annor many years ago, and now his world is a continent attached to the world of Annor.

Norokk espouses the virtues of strength and self-reliance.

Priests and priestesses of Norokk must undergo the Cleansing Flame of Norokk in order to be ordained as such. The Cleansing Flame of Norokk is a ritual where an adherent walks across burning lava through flames, cleansing them of all impurities. Adherents who do not survive this are deemed unworthy. Norokk's priests and priestesses are called The Pure.

He is a very demanding god, requiring human sacrifice, usually in the form of the Cleansing Flame. Vaknaar has altars and temples in every area of human habitation. Norokk's temples are built directly over lava floes or volcanoes, sometimes requiring them to be built deep underground.

Favored Skills: His favored skills are Shrewd and Tactics.

Primary Domains: His domains are Fire, Unarmed, and Vanguard.

Holy Symbol: A flaming yellow eye on a black background. The eye symbolizes the world and burning gaze of Norokk himself as he pierces into your very soul. One of his eyes is ablaze with the flame of forbidden knowledge that he alone is called to bear.

Favor: Norokk bestows his Favor on Divine characters who dutifully worship and respect his Flame, convert new followers, destroy and sacrifice those who Blaspheme Norokk, and perform great and meaningful feats in his Name.

Forbidden: Norokk forbids his followers from worshiping other gods, treating anything as more important than his edicts, showing mercy to enemies, providing aid to non-adherents, and surrendering oneself to an enemy.

The Book of Fire

The Book of Fire details the creation of Norokk's homeworld Vaknaar. This book is not contained in most of Mereth's older pre-Calamity compilations (though curiously it IS in the more complete versions).

In the beginning, there was fire. And the fire was within God and he kept it. Then God took his eye from his skull and set it into the blackness, and his eye became the world.

And he spun the world slowly that the fires within would burst forth and create life.

Life came from the fire, being Man. Man burns through life, becomes ash. Ash molders and turns to soil. Soil germinates and becomes grass. Grass is eaten by beasts. Beasts are eaten by Man, and Man burns.

God sees all the world, for the world is his eye. Nothing in the world is hidden from him.

Other Organizations

- Allies of Clay – A secret society dedicated to the return of a forgotten god.
- Tradewinds – An alliance of merchants.
- Children of the Fae – A group that reveres the Fae themselves as small gods.
- Guardians of Truth – Occasionally a suspect in a violent act will disintegrate into dust if they cannot evade capture. It is uncertain if this represents a cohesive group, but if it is, their actual aims are unclear.

Annor's Texts

The Book of Knowledge is sometimes found with other curious texts, without any attribution.

Seeing as *The Book of Fire* was sometimes included before Vaknaar was known, scholars posit there may be other gods yet unknown, perhaps of other lands yet unmet.

The only remaining known copies of these books vanished in various Calamities. These lost (but referred to by other remaining books) titles include:

- *Ashi-Karna*, riddles said to be prophetically evergreen
- *Book of the Lion*, regarding a savior of pure light
- *The Book of Truth*, stories of a shattered world
- *Critical Codex*, a difficult to read and confusing text most scholars say is a mistranslated Foreknowlege of Mereth.
- *Sap and Leaf*, a book of fictional wild plants and animals
- *Scrip of Austerity*, a book of redemption and self-purification
- *Sun's Light*, a book that advocates learning and sets down what it calls 'The Science', but few purport to understand
- *Treatise of Four Winds*, which seems to be a guide on sailing, though many scholars insist it has metaphorical meaning
- *Whitebark*, a regimen on cleanliness and caring for the poor
- *Widow's Lament*, wherein the moon weeps for a dead sun
- *World Chain*, a book written in unknown symbols that none have been able to translate



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Magic Items

What would a game filled with magic be without items imbued with magical properties? Magic items in Aspect come in two varieties: magical consumables and magical artifacts.

Characters can craft magic items by using the crafting skill against the DT listed here, provided they have the talent Magical Crafting and meet the prerequisites listed and have the required raw material value. See the skills chapter for more details.

Magical Consumables

Most of the magical items you will find are single use items, such as potions. These items will cause a temporary effect of some sort or heal some wounds. If you use more than one consumable magic item that have the same boon keyword, the most recent boon keyword will supersede any previous boon of the same keyword. This means drinking two potions with the exact same boons does not have a greater effect than drinking one.

Some consumables let you spontaneously cast rituals. These rituals are cast as if you had cast them yourself, and as if you had rolled exactly the DT of the ritual, no more or less.

Consumables weigh one pound unless specified otherwise.

Amulet of Distracting — 24580gp Amulet

A decoy misleads your foes while you make an invisible getaway.

Arcane ♦ *Amulet, Illusion;* Maneuver: You cast Decoy, as the ritual.

Craft: DT 17, two Mind talents or rituals

Amulet of Faeries — 2050gp Amulet

Breaking your amulet, you suddenly sprout wings and soar into the air.

Arcane ♦ *Amulet, Transmutation;* Maneuver: You cast Faerie Flight, as the ritual.

Craft: DT 14, two Transform talents or rituals

Amulet of Returning — 81920gp Amulet

Crushing this amulet will return you to a specific location.

Arcane ♦ *Amulet, Teleport;* Maneuver: You and adjacent willing allies teleport to the location where the amulet was created.

Craft: DT 18, two Teleport talents or rituals

Potion of Aid — 3840gp Potion

This potion fills your soul with eagerness to aid your allies.

Divine ♦ *Potion, Aid, Healing;* Free: Until your next rest or for five minutes, talents you use with the healing keyword heal double the normal amount. Talents you use that grant allies die upgrades to attacks grant double the bonus.

Craft: DT 14, two Spirit or Healing talents or rituals

Potion of Defense, Lesser — 240gp Potion

This potion helps ward off an onslaught of weak foes.

Divine ♦ *Potion, Defense;* Free: Until your next rest or for five minutes, you gain a +1 bonus to your defenses and Soak 2.

Craft: DT 11, two Stalwart talents

Potion of Defense — 960gp Potion

This potion lets you go toe to toe against a tough foe.

Divine ♦ *Potion, Defense;* Free: Until your next rest or for five minutes, you gain a +2 bonus to your defenses and Soak 3.

Craft: DT 12, three Stalwart talents

Potion of Defense, Greater — 3840gp Potion

This potion makes you nearly indestructible.

Divine ♦ *Potion, Defense;* Free: Until your next rest or for five minutes, you gain a +3 bonus to your defenses and Soak 4.

Craft: DT 14, four Stalwart talents

Potion of Invisibility — 3600gp Potion

This potion is a clear, shimmering liquid.

Arcane ♦ *Potion, Illusion, Invisibility;* Free: Until your next rest or for five minutes, you are invisible. If you use an attack action, this boon ends immediately. Gain a +3 illusion bonus to defenses.

Craft: DT 14, two Invisibility talents or rituals

Potion of Healing, Weak — 28gp Potion

This potion at least helps.

Divine ♦ *Potion, Healing;* Free: You are healed C physical wounds. If you are physically defeated, you become stabilized. You may make a save at ↑1 against one ongoing effect.

Craft: DT 8, one Healing talent, ritual, or rank in Nature

Potion of Healing, Lesser — 110gp Potion

This potion mends your wounds.

Divine ♦ *Potion, Healing;* Free: You are healed CC physical wounds. If you are physically defeated, you become stabilized. You may make a save at ↑2 against one ongoing effect.

Craft: DT 10, two Healing talents, rituals, or ranks in Nature

Potion of Healing — 440gp Potion

This potion heals you greatly.

Divine ♦ *Potion, Healing;* Free: You are healed CCC physical wounds. If you are physically defeated, you become stabilized. You may make a save at ↑3 against one ongoing effect.

Craft: DT 12, three Healing talents, rituals, or ranks in Nature

Potion of Healing, Greater — 1760gp Potion

This potion heals grave wounds.

Divine ♦ *Potion, Healing;* Free: You are healed CCCC physical wounds. If you are physically defeated, you become stabilized. You may make a save at ↑4 against one ongoing effect.

Craft: DT 13, four Healing talents, rituals, or ranks in Nature

Potion of Healing, Master — 7040gp Potion

This potion brings you back from the brink.

Divine ♦ *Potion, Healing;* Free: You are healed CCCCC physical wounds. If you are physically defeated, you become stabilized. You may make a save at ↑5 against one ongoing effect.

Craft: DT 15, five Healing talents, rituals, or ranks in Nature

Potion of Power — 1600gp Potion

This red liquid appears to be constantly simmering.

Divine ♦ *Potion, Transformation;* Free: Until your next rest or for five minutes, ↑2 and +2 transformation bonus to damage. You and your equipment grows one size category. Your defenses and hit points adjust accordingly.

Craft: DT 13, one Transform talent

Potion of Speed — 320gp Potion

Your speed increases immensely.

Arcane ♦ *Potion, Transmutation;* Maneuver: Until your next rest or for five minutes, your base movement speed increases by 4.

Craft: DT 11, three Transform or Fire talents

Potion of Thermal Vision — 1600gp Potion

This potion lets you see the heat created by creatures.

Arcane ♦ *Potion, Sense;* Free: Until your next rest or for five minutes, you gain Heat Vision, but lose other vision types.

Craft: DT 13, one Sense talent

Powder of Erasing — 360gp Potion

This powder erases all trace of writing and drawing on the page.

Arcane ♦ *Potion;* Free: You erase any amount of text from a single page of ink, charcoal, paint or similar writing or drawings. The page can be no larger than five feet at the longest point.

Craft: DT 11, one Craft ritual

Magical Artifacts

Magic artifacts are rare special items that confer magical abilities upon the wielder. These artifacts are shortcuts to abilities that would otherwise be difficult or impossible for some characters to learn.

When you pick up a magical artifact, once you have identified a ritual or talent that the item has, you are eligible to learn it at any level as if you met the prerequisites as long as you have the item. You may only perform that ability if you have the item. Rituals you learn through it must use the skill associated with that ritual.

All artifacts have one or more gear values. These values function exactly as other gear values.

For instance, a Solar Blade is a heavy blade. A specific Solar Blade might be a broadsword, glaive, greatsword, or other heavy blade weapon. It might even be a holy symbol if your deity is comfortable with heavy blades as holy symbols.

When you use an artifact to cast a ritual or talent, you do not need to provide the cost for that ritual or talent.

You can wear only one item of each type (shoulder, head, etc) except hand or ring, which you can have two of each.

Binder's Chain — 900gp Hand Item

A thin flawless chain of silver.

Arcane ♦ *Transmute;* Precision 2, When tied, the check for trying to untie it has a +4,0 to the DT for anyone but the one who tied it.

Free: Untie this chain with no check if you were the one to tie it.

Learnable: Wizard's Binding, Lore ritual; Flevin's Attaching, Trickery ritual

Craft: DT 12, one Lore ritual, one Trickery ritual

Cloak of Mirrors — 1500gp Shoulder Item

A shimmering cloak that seems to trick the eye.

Arcane ♦ *Illusion;* Stealth 3

Learnable: Decoy, Trickery ritual; Mirror Image, Evocation talent

Craft: DT 13, two Trickery rituals, one Evocation talent

Crown of Dark Flame — 1500gp Head Item

A thin crown that when set upon your head bursts into cold flames.

Elemental ♦ *Fire, Shadow;* Precision 3, Resist Fire 1

Learnable: Shroud of Flames, Precision ritual; Blazerush, Fire talent

Craft: DT 13, two Precision rituals, one Evocation talent

Crown of Vision — 900gp Head Item

A fanciful crown with engravings of eyes.

Arcane ♦ *Sense;* Perception 3, While wearing the crown, you can look in any direction, but without turning your head

Learnable: Eye Theft, Lore ritual; Arcane Divination, Lore ritual

Craft: DT 13, two Lore rituals

Elven Cloak — 900gp Shoulder Item

A finely woven gray and green cloak of sturdy, warm material.

Arcane ♦ *Illusion;* Stealth 3, Up to two medium, or one large, or four small creatures may fit in the cloak and gain the benefits.

Learnable: Weatherproof, Customs ritual; Invisibility Cloak, Trickery ritual

Craft: DT 13, two trickery rituals, one Mind talent or ritual

Febbit's Hourglass — 6400gp Hand Item

An hourglass filled with sparkling sands that show the past.

Arcane ♦ *Temporal;* Temporal 3, Lore 2, Once per day, you may use the hourglass to see one minute of a random event from the past at your current location

Learnable: Temporal Unraveling, Lore ritual; Temporal Junction, Temporal talent

Craft: DT 15, two Lore rituals and two Temporal talents

Figurine of Combat — 900gp Ring Item

A ring with a small figurine of silver in a motivating battle stance.

Arcane ♦ *Automaton;* Tactics 3, The figurine can be told to do things in ring form, but cannot engage in combat.

Learnable:

Animate Figurine of Combat — Tactics Ritual 8

Your ring leaps off of your finger and grows into a fearsome little foe.

Arcane ♦ *Artifice;* Major: The figurine grows to Tiny and follows your commands. It has your health and defenses, and Soak Mental. It threatens foes and can use the following action.

Arcane ♦ *Artifice, Attack;* Maneuver: The automaton moves Dexterity and rolls vs Physical on a target in Melee.

Craft: DT 13, two rituals, one Innovator talent

Figurine of Helping — 700gp Ring Item

A ring with a small figurine of stone standing with open arms.

Arcane ♦ *Automaton;* Craft 2

Learnable: Create Homunculus, Lore ritual *(the Homunculus turns back into a ring on command)*

Craft: DT 12, one Lore ritual, one Innovator talent

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Foxglove — 1500gp Hand Item

A soft glove that can transform you into a fox.

Arcane ♦ *Polymorph;* Transform 3

Learnable: Form of the Fox, Transform talent; Foxkin Cunning, Foxkin talent

Craft: DT 13, two Trickery rituals, one Transform talent

Granite Greaves — 2800gp Leg Item

Clad in stone, nothing can stop you.

Elemental ♦ *Earth;* Durability 3, Earth 1

Learnable: Granite Carapace, Durability ritual; Stoneshifting, Durability ritual

Craft: DT 14, one Durability ritual, one Earth talent

Grey Scepter — 5200gp Hand Item

A small wooden rod with arcane symbols on it.

Elemental ♦ *Air;* Perception 3, Air 3

Learnable: Silence, Lore ritual; Lightning Arc, Air talent

Craft: DT 15, two Air rituals, two Lightning talents

Lorrenna's Bracers — 5200gp Arm Item

These light blue bracers are etched with stylized flames.

Elemental ♦ *Fire;* Unarmed 3, Fire 3

Learnable: Every Point Jab, Unarmed talent; Flame Burst, Fire talent; Rushing Strikes, Unarmed talent

Craft: DT 15, one Unarmed talent, one Fire talent

Mantle of Responsibility — 2000gp Shoulder Item

This short cloak serves as a talentful inspiration for allies.

Elemental ♦ *Spirit, Leadership;* Leadership 3, Customs 2

Learnable: Command Form, Vanguard talent; Restore Vigor, Customs ritual

Craft: DT 14, one Vanguard talent, one Leadership ritual

Orb of Lies — 6800gp Hand Item

This orb shows others only what you want them to see.

Supernatural ♦ *Phantasm;* Trickery 3, Fae 2

Learnable: Imperfect Reflection, Trickery ritual; False Sight, Trickery ritual, Beguile, Mind talent

Craft: DT 15, one Trickery ritual, one Mind talent

Ring of Disguises — 3200gp Ring Item

A twist of this ring and no one will ever recognize you.

Arcane ♦ *Illusion;* Lore 3, Trickery 1

Learnable: Mage's Guise, Lore ritual; Alter Form, Trickery ritual; Shapechange, Trickery ritual

Craft: DT 15, two Trickery rituals, one Lore ritual

Sculptor's Blade — 900gp Hand Item

This blade carves into wood and stone like it was butter.

Arcane ♦ *Earth;* Crafting 3

Learnable: Arcane Forging, Craft ritual, Stoneshaping, Craft ritual

Craft: DT 13, one Lore ritual, one Earth talent

Solar Blade — 900gp Hand Item

A shining blade of brilliant steel with a white diamond in the crosspiece.

Divine ♦ *Radiant;* Divine Weapon 3

Learnable: Divine Light, Customs ritual; Divine Aspect, Customs ritual

Craft: DT 13, two Customs rituals, one Radiant attack talent

Symbol of Faith — 8400gp Hand Item

This relic of your deity is a testament to its divine talent and majesty.

Divine ♦ *Vitality;* Vitality 3, Holy 3

Learnable: Angelic Cleansing, Vitality talent; Insurmountable, Vitality talent; Villain's Ruin, Vitality talent

Craft: DT 15, three Stalwart talents

Vinestaff — 3600gp Hand Item

This staff of shifting vines and leaves grounds you in nature.

Divine ♦ *Nature, Plant;* Plant 3, Nature 1

Learnable: Leave No Trace, Nature ritual; Thorny Embrace, Plant talent; Choking Vines, Plant talent

Craft: DT 14, three Nature or Earth talents

Wand of Flames — 3600gp Hand Item

This wand is at first hot to the touch, but you soon acclimate to it.

Arcane ♦ *Fire;* Evocation 3, Fire 1

Learnable: Blazing Wall, Evocation talent; Delayed Fireblast, Evocation talent; Dervin's Gout of Flame, Evocation talent

Craft: DT 14, two Evocation talents

Wand of Force — 8800gp Hand Item

The end of this wand is some arcane semi-transparent substance.

Arcane ♦ *Force;* Force 3, Lore 3

Learnable: Anchor, Force talent; Force Wall, Force talent

Craft: DT 15, three Force talents

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Bestiary

In the bestiary, we group each monster with other creatures of the same species or origin, and within those groupings, we further group by sub-species if applicable. Above we list all species, origin, and sub-species listed in the bestiary for quick reference.

Reading the Monster Block

The first line of a monster's ability score block lists the monster's name and the monster's combat role. The combat role has a grade next to it. The second line is the monster's size, origin, morphology, and species. If the creature's size is not a 1x1 square, that is listed here. The end of the second line has the creature's XPV, or experience point value. This is the number of experience points the creature rewards on defeat.

Origin

Origin is mainly useful as a way to categorize knowledge of this creature type.

Draconic

Draconic is used for creatures who are not dragons, but have dragon blood.

Elemental

Elemental is used for creatures that are wholly composed of elemental energies and materia. The skill related to knowledge about this type of creature is the trained skill for that specific element type or Nature at 2 downgrades.

Magical

Magical is used for creatures whose existence is a form of magic. Dragons, Fae, Unicorns and so forth. These are creatures who are the very embodiments of magic they use.

Mechanical

Mechanical is used for creatures assembled by artificers. The skill related to knowledge about this type of creature is Craft.

Natural

Natural are generally creatures that are naturally occurring in the world. The skill for knowledge about this type of creature is Nature.

Undead

Undead is used for creatures made of the animated dead remains of another creature. The skill related to knowledge about this type of creature is Necromancy or Lore at 2 downgrades.

Unnatural

Unnatural is used for creatures who are mixes between two different species of different types. Technically Draconic creatures fall into this category, but having dragon blood is meaningful in and of itself.

Morphology

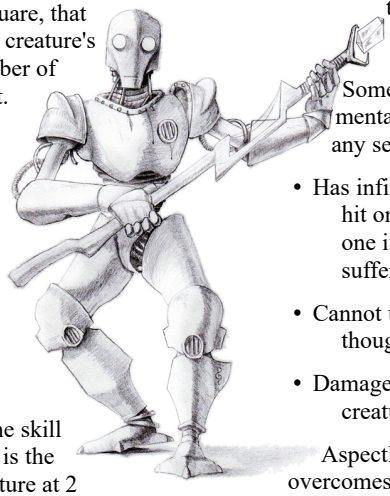
Morphology is a method of categorizing creatures by general shape. This is one of the creature types. Some common morphologies are Humanoid, Reptile, Dragonoid, Amorphous, Arthropod.

Species

Species is a grouping of species types. Elves are a Species, while Forest Elves are a Sub-species of the Elf Species.

Traits

Like other species, the monster species also have traits. Some of them are new and detailed here.



Aspectless

Some creatures have a minimal physical manifestation, no mental capacity at all, or no belief that other beings have any sense of self as they might. An aspectless creature:

- Has infinite damage reduction in that aspect. This means each hit on that aspect does only a minimum of one damage plus one if the attacker is a Striker. Aspectless creatures can still suffer status effects, however.
- Cannot use stats in that aspect to make attacks or skill checks, though it may make passive skill checks with that aspect.
- Damage to that aspect the creature would deal to other creatures is reduced to 1 plus one if the creature is a striker.

Aspectless creatures always have one damage keyword that overcomes the damage reduction. For undead, it is always radiant damage.

Mindless

Mindless traits: A mindless creature survives using only instincts or by following very simple instructions. Some examples of mindless creatures are golems and oozes. Mindless creatures are immune to powers with the Phantasm keyword.

Non-corporeal

Non-corporeal traits: A non-corporeal creature has no physical manifestation in this world. Some examples of non-corporeal creatures are ghosts and spectres. Non-corporeal creatures are immune to powers with the Weapon keyword.

Soulless

Soulless traits: A soulless creature has no regard for others, seeing other creatures as moving objects. Some examples of soulless creatures are ghouls and zombies. Soulless creatures are immune to powers with the Chastisement keyword.

Automaton

Automatons are mechanical beings created to help the Common Accord with hard labor. Automatons are designed as manual workers, but are often re-purposed as guards or even militia.

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Most automatons are of gnomish make, though dragonkin are quite adept at making automatons.

Pulverizer Unit — Elite: Grade 4

Medium Mechanical Humanoid (Automaton) — ***XPV: 40***

Composure Pool: 9 – Controller: ↓1 1 foe / turn — SR 4

Physical	Mental	Social	
Brawn 4,5	Genius 3,5	Appeal 2,0	Saves 7, ABCC
Dexterity 3,3	Savvy 4,5	Empathy 3,0	AP: 1+1

Stalwart Smash *(Stalwart P) Atk;* Major, Heavy Weapon: Roll vs Phy. on a foe in Melee. +1 dmg on hit.

Spatial Stretch *(Innovator P) Spatial, Atk;* Major: Roll vs Phy. on a foe in 1 RI. Impaired foes are pushed or pulled Success.

Charge Attack *(Stalwart T3) Modifier;* ↓X Weapon dice: Move X sq. before the attack. For each 3 you move, +1 to dmg.

Whirling Slash *(Stalwart T1) Modifier;* ↓2 Weapon dice. Your roll targets all foes in Melee.

Curb Foe *(Stalwart T2)* Spend 3 Phy. Edge. Slide foes struck up to 2 squares to a square adj. to you.

Detonate *(Innovator T3) Modifier;* ↓2: Knock affected foes prone.

Mechanized Propulsion *(Innovator T4) Stance;* Maneuver, Engage 2X dice. Max of 3. Choose Agile or Defense:
Agile: Whenever you shift, you may shift X additional squares.
Defense: You have Soak X.

Innovator or Stalwart ABCC *(Experiment Total: 3E, Max Component: ↑3);* Athletics ABCC, Craft BCC, Durability AAAA, Intimidate AAAA, Lore AAA, Nature AAA, Nimble A, Perception AAAB, Precision ABC, Stealth A, Tactics AAAA, Vigilance AABB, (Appeal AA, Empathy AAA); Darkvision; Languages: Common

Gear: Blade Claws (Stalwart 2), Manipulators (Innovator 2), Sensors (Precision 2), Power Gem (Athletics 2), Motivator (Craft 2), Experiment **+2E to Curb Foe**, Capacitor ↑**2 Stalwart** (x2)

*** Brawn: 4, Dexterity: 1, Genius: 3, Savvy: 4, Appeal: 2, Empathy: 3; Background Blacksmith; Skill Ranks: Athletics 1, Precision 2, Vigilance 2, Stalwart 3, Innovator 3

Warden Unit — Basic: Grade 2

Medium Mechanical Humanoid (Automaton) — ***XPV: 20***

Composure Pool: 7 – Defender: taunt 1 foe / turn — SR 4

Physical	Mental	Social	
Brawn 3,3	Genius 2,2	Appeal 1,0	Saves 5, ACC
Dexterity 2,4	Savvy 3,5	Empathy 2,1	AP: 1

Spatial Stretch *(Innovator P) Spatial, Atk;* Major: Roll vs Phy. on a foe in 1 RI. Impaired foes are pushed or pulled Success.

Lancing Strike *(Innovator T2) Modifier;* ↓X+1 Innovator dice: This roll gains a line 2X+3.

Warp Shift *(Innovator T1) Teleport;* Spend 4X Edge: Impaired foes are teleported X squares.

Stalwart Defender *(Defender T1) Bonus;* Quick, An adj. foe shifts away: Take a Quick Strike with 3 downgrades.

Innovator BCC (Experiment Total: 3E, Max Component: ↑3); Athletics ABC, Craft AB, Customs AB, Durability AAA, Intimidate AAA, Lore BB, Nature AA, Nimble AA, Perception AAB, Precision CC, Shrewd AA, Stealth AA, Tactics AAA, Trickery AA, Vigilance ABC, (Appeal A); Darkvision; Languages: Common

Gear: Warp Rod (Innovator 2), Manipulators (Precision 2), Sensors (Vigilance 1), Manipulators (Athletics 1), Experiment **+3E to Warp Shift**, Capacitor ↑**1 Spatial**

*** Brawn: 3, Dexterity: 2, Genius: 2, Savvy: 3, Appeal: 1, Empathy: 2; Background Carpenter; Skill Ranks: Precision 2, Vigilance 2, Innovator 3

Unstable Unit — Elite: Grade 4

Medium Mechanical Humanoid (Automaton) — ***XPV: 40***

Composure Pool: 9 – Striker: +1 damage on a hit / turn — SR 4

Physical	Mental	Social	
Brawn 3,4	Genius 4,5	Appeal 1,0	Speed: 6
Dexterity 4,5	Savvy 3,1	Empathy 3,4	Saves 6, ABCC
			AP: 1+1

Chaos Bolt *(Evocation P) Chaos, Atk;* Major: Chaos vs Variable on a foe in 1 RI. Choose a target. Random. The attack gains the named keyword, target defense, and effect.
0 Humiliate: vs Soc., +1 dmg.
1 Fire: vs Phy., spend 2X Edge: X ongoing dmg, save ends.
2 Cold: vs Phy., target is slowed 2, save ends.
3 Lightning: vs Phy., spend X Edge: target is pushed X+2.
4 Crushing: vs Phy., spend 1 Edge: target is knocked prone.
5 Poison: vs Phy., spend 2 Edge: target is weakened, save ends.
6 Acid: vs Phy. ongoing on foe and foes adj. to it, save ends.
7 Radiant: vs Soc.. Heal 2 on an ally adj. to you or the target.
8 Web: vs Phy., half dmg. The foe is immobilized, save ends.
9 Phantasm: vs Men., target is dazed, save ends.

Prism *(Evocation T5) Chaos;* Major x2: Make the following 3 attacks on a foe in 1 RI, dealing half dmg each.
Fire; Roll vs Phy. Impaired foes have -2 to defenses, save ends.
Lightning; Roll vs Men. Impaired foes are dazed, save ends.
Cold; Roll vs Soc. Impaired foes are weakened, save ends.

Force Ripple *(Evocation T6) Force;* Free, Spend X crits: Slide each foe, yourself, and each ally in X sq. up to X sq. in any direction.

Curved Bolt *(Evocation T3) Modifier;* Maneuver, ↓2X dice: Your roll targets a Chain 3X+4. This attack ignores cover.

Wild Rain *(Evocation T4) Chaos, Modifier;* Maneuver, Roll a 6-sided die as X: Your roll targets an area X and has ↑(6-X).

Imbue Energy *(Evocation T5)* Spend 2X Evocation Edge: Allies in X RIs gain ↑X until your next turn.

Evocation ABCC *(Experiment Total: 3E, Max Component: ↑3);* Athletics AA, Craft ABCC, Customs AAA, Durability ACC, Intimidate AA, Lore AAAB, Nature AAAA, Nimble AAAA, Perception AAB, Precision ABCC, Shrewd ACC, Stealth AAAA, Tactics AAA, Trickery AAA, Vigilance AAA, (Appeal A); Darkvision; Languages: Common

Gear: Warp Rod (Evocation 2), Pistons (Durability 2), Sensors (Precision 2), Manipulators (Craft 2), Motivator (Shrewd 2), Experiment **+2E to Curved Bolt**, Cracked Capacitor ↑**2 Chaos** (x2)

*** Brawn: 2, Dexterity: 4, Genius: 4, Savvy: 3, Appeal: 1, Empathy: 3; Background Artist; Skill Ranks: Durability 3, Lore 1, Precision 2, Shrewd 2, Evocation 3

Worker Unit — Minion: Grade 1

Medium Mechanical Humanoid (Automaton) — ***XPV: 10***

Composure Pool: 3 – Controller: ↓1 1 foe / turn — SR 4

Physical	Mental	Social	
Brawn 2,0	Genius 3,3	Appeal 1,0	Speed: 6
Dexterity 2,4	Savvy 2,1	Empathy 2,0	Saves 6, ACC
			AP: 0

Force Burst *(Evocation P) Force, Crushing or Slicing, Atk;* Major, ↓X dice: Roll vs Phy. on an Area X+2.

Anchor *(Evocation T2) Force;* Spend 7 Evocation Edge: Impaired foes are immobilized, save ends.

False Matter *(Evocation T1) Force;* Major, Sustain engage X+Y dice: Roll vs X,X. Success means you create X translucent blocks of solid force, filling a chain of squares with in the Y RIs. You may make the blocks rough terrain up to X,X. Failure means you take that much dmg.

Evocation CC *(Experiment Total: 2E, Max Component: ↑2);* Craft ABC, Lore BC, Nature AA, Nimble AA, Perception AB, Precision AB, Stealth AA, Tactics AA, Vigilance AB, (Appeal A, Brawn, Empathy AA); Darkvision; Languages: Common

Gear: Lift Rod (Evocation 2), Manipulators (Craft 1), Memory Core (Lore 1), Experiment **+2E to Anchor**, Capacitor ↑**1 Force**

*** Brawn: 2, Dexterity: 2, Genius: 2, Savvy: 2, Appeal: 1, Empathy: 2; Background Artist; Skill Ranks: Lore 2, Vigilance 1, Evocation 2

Bear

Bears are stocky omnivorous mammals that are quite strong and can be very dangerous when provoked, protecting young, or hungry.

Grizzly Bear			**Elite: Grade 4**
Large Natural Beast (Bear); 2 x 2 sq.			***XPV: 40***
Composure Pool: 9 – Striker: +1 damage on a hit / turn			SR 4
Physical	Mental	Social	Speed: 7
Brawn 4,5	Genius 3,2	Appeal 1,0	Saves 6, ABCC
Dexterity 3,1	Savvy 4,5	Empathy 2,0	AP: 1+1

Sweep *(Unarmed P) Crushing, Atk;* Major: Roll vs Phy. on a foe in Melee. Spend 2 Edge: Impaired foes are slid 1 and knocked prone.

Forbidding Fortress *(Unarmed T3) Atk;* Full, Weapon: Roll vs Phy. on each foe in Melee. Impaired foes are slowed 4, save ends.

Cramping Strike *(Unarmed T1)* Spend 4 Melee Edge: Affected targets are immobilized, save ends.

Raging Barrage *(Unarmed T2) Modifier;* ↓2X Weapon dice: Shift X squares while making this attack. Your attack treats any foe in Melee during the shift as adj.

Constrictor Grip *(Unarmed T2) Atk, Stance, Grapple;* Full, ↑3: Roll vs Phy. on a foe in Melee one size larger than you or less. Success deals dmg, you start this stance. An Impaired foe is immobilized.

Swaying Reed *(Unarmed T3) Stance;* Maneuver: You have a +1 bonus to Dexterity Edge target.
Quick, You are missed by a melee attack: Roll vs Phy. on that attacker. Success swaps places with them.

Unarmed ABCC *(Stunt Bonus: +AAA)*; Athletics ABCC, Craft ABB, Durability ABCC, Intimidate AAAB, Lore AAA, Nature AAA, Nimble AAA, Perception AAAA, Precision AAB, Stealth AAA, Tactics AACC, Vigilance ABCC, (Appeal A, Empathy AA); Climbing Claws, Fast 1, Natural Weapon (Claw), Scent; Languages: Bear

Gear: Ursine (3pts): Technique 2H **Damage +1** (Unarmed 2), Tough Hide (Durability 2), Alertness (Vigilance 2), Raw Muscle (Athletics 2), Keen Intellect (Tactics 2), 60gp

*** Brawn: 4, Dexterity: 3, Genius: 3, Savvy: 4, Appeal: 1, Empathy: 2; Background Blacksmith; Skill Ranks: Durability 3, Intimidate 1, Tactics 2, Vigilance 2, Unarmed 3

Brown Bear			**Basic: Grade 2**
Large Natural Beast (Bear); 2 x 2 sq.			***XPV: 20***
Composure Pool: 5 – Striker: +1 damage on a hit / turn			SR 4
Physical	Mental	Social	Speed: 6 to 7
Brawn 3,5	Genius 2,2	Appeal 1,0	Saves 5, BCC
Dexterity 2,1	Savvy 3,5	Empathy 2,0	AP: 1

Swift Slash (Swift P) Slicing or Piercing, Atk; Major, Weapon: Roll vs Phy. in an adj. line 2.

Pointed Greeting (Swift T1) Modifier; You moved more than 1 square in your previous action: ↑2 Weapon dice.

Ursine Stability (Bearkin T1) Perk: Whenever you would be pushed, pulled, or slid, reduce that movement by 1 (minimum 1).

Ursine Resilience (Bearkin T1) Stance; Maneuver:
You take 3 or more dmg in one hit: You gain Soak 1 for one turn.

Swift BCC *(Stunt Bonus: +AAA);* Athletics BBC, Craft BB, Durability ABC, Intimidate AAA, Lore AA, Nature AA, Nimble AA, Perception AAA, Precision AB, Stealth AA, Tactics AAA, Vigilance BCC, (Appeal A, Empathy AA); Climbing Claws, Fast 1, Natural Weapon (Claw), Scent; Languages: Bear

Gear: Ursine (3pts): Technique 2H **Damage +1** (Swift 2), Alertness (Vigilance 2), Muscle (Athletics 1), Tough Hide (Durability 1), 25gp

*** Brawn: 3, Dexterity: 2, Genius: 2, Savvy: 3, Appeal: 1, Empathy: 2; Background Blacksmith; Skill Ranks: Durability 2, Vigilance 2, Swift 3

Bear Cub			**Minion: Grade 1**
Medium Natural Beast (Bear)			***XPV: 10***
Composure Pool: 3 – Striker: +1 damage on a hit / turn			SR 4
Physical	Mental	Social	Speed: 6
Brawn 3,4	Genius 2,2	Appeal 1,0	Saves 5, ACC
Dexterity 2,1	Savvy 2,2	Empathy 2,0	AP: 0

Slash *(Unarmed P) Crushing, Atk;* Major, Weapon, ↑1: Roll vs Phy. on a foe in Melee.

Pointed Greeting *(Swift T1) Modifier;* You moved more than 1 square in your previous action: ↑2 Weapon dice.

Ursine Resilience *(Bearkin T1) Stance;* Maneuver:
You take 2 or more dmg in one hit: You gain Soak 1 for one turn.

Unarmed CC; Athletics ABC, Craft BB, Durability BC, Intimidate AA, Lore AA, Nature AA, Nimble AA, Perception AA, Precision AB, Stealth AA, Tactics AA, Vigilance BB, (Appeal A, Empathy AA); Climbing Claws, Fast 1, Natural Weapon (Claw), Scent; Languages: Bear

Gear: Claws (Unarmed 2), Muscle (Athletics 1), Hide (Durability 1), 10gp

*** Brawn: 2, Dexterity: 2, Genius: 2, Savvy: 2, Appeal: 1, Empathy: 2; Background Blacksmith; Skill Ranks: Durability 2, Vigilance 1, Unarmed 2

Construct

Constructs are creatures animated by magic, created from a variety of substances.

Constructs are usually mindless, having no thoughts of their own as they are things created to serve a specific purpose.

Clay Golem

Clay Golems are often created as guardians of sacred places, such as temples or shrines.

Guardian Golem			**Boss: Grade 6**
Medium Magical Humanoid (Construct)			***XPV: 80***
Composure Pool: 19 – Defender: taunt 1 foe / turn			SR 4
Physical	Mental	Social	Speed: 6
Brawn 5,7	Genius 3,0	Appeal 3,0	Saves 8, ABCCC
Dexterity 2,2	Savvy 4,6	Empathy 3,0	AP: 2+1

Stalwart Surge *(Stalwart P) Atk;* Major, Heavy Weapon: Move 2, Roll vs Phy. on a foe in Melee.

Hurl *(Stalwart T1) Modifier;* ↓X dice: You can throw a blunt object or weapon up to X RIs for this attack.

Swat *(Stalwart T1)* Spend X Phy. Edge: Impaired foes are slid X squares in one direction.

Clear The Field *(Stalwart T2)* Spend 3 Heavy Weapon or Two-Handed Edge. Impaired foes are knocked prone.

Crushing Blow *(Stalwart T4)* Spend X + 5 Phy. Edge: Impaired foes are slowed X+1 and staggered, save ends.

Charge Attack *(Stalwart T3) Modifier;* ↓X Weapon dice: Move X before the attack. For each 3 you move, +1 to dmg.

Blind Rage *(Stalwart T3) Stance, Agile;* Maneuver, You may only use Stalwart and Basic talents while in this stance: Your melee attacks target all creatures in range (including allies).

Stalwart ABCCC *(Max Favor: ↑8, Max Retribution: 4C);* Athletics ABCCC, Durability ABBCC, Intimidate AAAAA, Nimble AA, Perception AAAA, Precision BB, Stealth AA, Tactics AACC, Vigilance BBCC, (Appeal, Empathy, Genius AAA); **Sturdy 2**; Languages: Common

Gear: Sacred Gauntlets (Stalwart 3), Holy Belt (Athletics 3), Tough (Durability 2), Handy Bag (Vigilance 2), Training (Tactics 2), 145gp

*** Brawn: 5, Dexterity: 3, Genius: 3, Savvy: 4, Appeal: 2, Empathy: 3; Background Sharpshooter; Skill Ranks: Stalwart 3

Crystal Cat

The Crystal Cat is a golem made of glass, crystal, or other sharp clear material.

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Crystal Cat	Boss: Grade 5
Medium Magical Ethereal (Infernal)	*XPV: 80*
Composure Pool: 13 – Controller: ↓1 1 foe / turn	SR 4
Physical / Mental / Social	Speed: 5
Brawn 3,4 / Genius 2,0 / Appeal 4,7	Saves 9, ABCCC
Dexterity 5,7 / Savvy 3,5 / Empathy 3,1	AP: 2+1

Exact Strike *(Swift P) Atk;* Major, Weapon, ↓X dice: Roll vs Phy. on a foe in Melee. Add +X dmg on hit. Max of 4.

***Pointed Greeting** *(Swift T1) Modifier;* You moved more than 1 square in your previous action: ↑2 Weapon dice.

Vital Strike *(Swift T3) Atk;* Full, ↑5 Swift dice: Roll vs Phy. on a foe in Melee. Shift 1.

Slaying Step *(Swift T5)* Spend 1 Phy. Edge, you defeated a foe with your previous action: Shift 1 square.

Counter Strike *(Swift T4)* Quick, An adj. foe misses you with an attack: Atks made by that foe UYNTE are downgraded by 4.

Surging Assault *(Swift T7) Atk;* Full x2: Shift 4. Roll vs Phy. on each foe you were adj. to in Melee during the shift. +1 dmg on a hit.

Riposte Form *(Swift T6) Stance;* Maneuver: Whenever an adj. foe misses you with an attack, you may upgrade your dice against that target by 4 UYNTE.

Swift BCCC *(Experiment Total: 4E, Max Component: ↑4);* Athletics ACC, Charm AAAA, Customs AAA, Durability AAA, Entertain AABB, Intimidate AAA, Leadership AAAA, Nimble AAABB, Perception BCC, Precision AAACC, Shrewd AAA, Stealth ABCCC, Tactics AAA, Trickery AAB, Vigilance AAA, (Genius AA); Languages: Demonic

Gear: Glass Blades (Swift 3), Razortoes (Stealth 3), Lens (Perception 2), Fine Edge (Precision 2), Thick Glass (Athletics 2), Experiment **+4E to Pointed Greeting**, Shards ↑**2 Slashing** (x4), 7gp

*** Brawn: 3, Dexterity: 5, Genius: 2, Savvy: 3, Appeal: 4, Empathy: 3; Background Acrobat; Skill Ranks: Athletics 1, Perception 3, Precision 2, Stealth 3, Swift 4

Homunculus

A homunculus is a small magical construct, made to serve wizards. They are nearly defenseless but are rather clever for their small size. They will avoid combat if possible (easy to do when you are so small) and hide in really small spaces or even teleport through windows or into places other creatures cannot reach them, such as inside glass jars.

Homunculus	Fodder: Grade 0
Medium Magical Humanoid (Construct)	*XPV: 5*
Composure Pool: 1 – Defender: taunt 1 foe / turn	SR 4
Physical / Mental / Social	Speed: 6
Brawn 2,3 / Genius 2,3 / Appeal 1,0	Saves 3, BC
Dexterity 1,0 / Savvy 1,0 / Empathy 1,0	AP: 0

Spatial Stretch *(Innovator P) Spatial, Atk;* Major: Roll vs Phy. on a foe in 1 RI. Impaired foes are pushed or pulled Success.

Warp Step *(Innovator T2) Teleport;* Maneuver: Teleport 1 square. ↑your defenses by 1 for one turn.

Innovator BC *(Experiment Total: 2E, Max Component: ↑2);* Athletics BC, Craft AB, Durability AB, Intimidate AA, Lore AA, Nature BB, (Appeal, Dexterity, Empathy Savvy A); **Sturdy 2**; Languages: Common

Gear: Manipulator (Innovator 1), Support Belt (Athletics 1), 2gp

*** Brawn: 2, Dexterity: 1, Genius: 2, Savvy: 1, Appeal: 1, Empathy: 1; Background Farmer; Skill Ranks: Innovator 2

Darkling

Darklings are otherworldly beings of shadow, manifested in the flesh in this world. They still remain partly shadow and use that connection to perform supernatural feats.

Darkling Assassin	Elite: Grade 4
Small Unnatural Humanoid (Darkling)	*XPV: 40*
Composure Pool: 9 – Striker: +1 damage on a hit / turn	SR 4
Physical / Mental / Social	Speed: 5 to 6
Brawn 3,0 / Genius 1,0 / Appeal 2,0	Saves 6, ABCC
Dexterity 4,5 / Savvy 4,5 / Empathy 3,5	AP: 1+1

Duelist Strike *(Swift P) Atk;* Major, ↓2X dice: Shift X+1 squares. Roll vs Phy. on a foe in Melee.

Shadow's Grasp *(Death P)* Fear, Shadow, Atk; Major, ↓X dice: Roll vs Phy. on a foe in Melee X+2. Impaired targets are pulled X+1.

Vital Strike *(Swift T3) Atk;* Full, ↑5 Swift dice: Roll vs Phy. on a foe in Melee. Shift 1.

Whirlwind Strike *(Swift T2) Modifier;* ↓1 Weapon die: Your roll targets all adj. foes.

Death's Reach *(Death T1) Modifier;* ↓X Death dice: This roll gains X RIs. If X is 3 or more, you ignore cover.

Necromancer's Incursion (*Death T3) Necrotic, Stance, Undead;* Maneuver, Engage 2X dice:
Free, You moved adj. to a foe you weren't adj. to this turn: Roll vs Phy., dealing a maximum of X dmg and X Edge.

Shadow Teleport *(Death T4)* Maneuver: Teleport to a square adj. to a foe you hit with a Death attack your previous action.

Swift ABCC *(Stunt Bonus: +AAA),* **Death ABCC** *(Blood / turn: 3, Contract Bonus: ↑3)*; Customs AAA, Nimble AAAB, Perception ABCC, Precision AAAB, Shrewd AAA, Stealth ABCC, Tactics AAAA, Trickery BCC, Vigilance AABB, (Appeal AA, Brawn AAA, Genius A); Darkvision; Languages: Gnomish

Gear: Dagger (3pts) 1H Light Blade **Piercing 3** (Swift 2), Keen Eye (Perception 2), Cloak (Death 2), Soft Shoes (Stealth 2), Quick Wit (Trickery 2), 60gp

*** Brawn: 3, Dexterity: 4, Genius: 1, Savvy: 4, Appeal: 2, Empathy: 3; Background Assassin; Skill Ranks: Perception 3, Precision 1, Vigilance 2, Swift 3, Death 2

Darkling Nighthawk	Basic: Grade 2
Small Unnatural Humanoid (Darkling)	*XPV: 20*
Composure Pool: 5 – Controller: ↓1 1 foe / turn	SR 4
Physical / Mental / Social	Speed: 5 to 6
Brawn 2,0 / Genius 1,0 / Appeal 2,0	Saves 6, BCC
Dexterity 3,4 / Savvy 2,0 / Empathy 3,5	AP: 1

Shadow's Grasp *(Death P) Fear, Shadow, Atk;* Major, ↓X dice: Roll vs Phy. on a foe in Melee X+2. Impaired targets are pulled X+1.

Sequester in Shadow *(Death T2)* Spend 5 Death or Shadow Edge: Affected targets are immobilized and weakend, save ends.

Shadow Teleport *(Death T4)* Maneuver: Teleport to a square adj. to a foe you hit with a Death attack your previous action.

Soul Drain *(Death T3) Healing;* Major, You were adj. to the target your previous turn, the target is staggered, immobilized, or defeated: Roll vs Phy. If you deal Phy. wounds, you heal half that many Phy. wounds, to a max of 3.

Death BCC *(Blood / turn: 3, Contract Bonus: ↑3);* Customs AAA, Nimble BBC, Precision AAA, Shrewd BCC, Stealth BBC, Trickery BBB, (Appeal, Brawn, Savvy AA, Genius A); Darkvision; Languages: Gnomish

Gear: Cloak of Darkness (Death 2), Moodstone (Shrewd 2), Light Clothes (Nimble 1), Soft Shoes (Stealth 1), 25gp

*** Brawn: 2, Dexterity: 3, Genius: 1, Savvy: 2, Appeal: 2, Empathy: 3; Background Assassin; Skill Ranks: Nimble 2, Shrewd 3, Death 2

Darkling Stalker			**Minion: Grade 1**
Small Unnatural Humanoid (Darkling)			***XPV: 10***
Composure Pool: 3 – Striker: +1 damage on a hit / turn			SR 4
Physical	Mental	Social	Speed: 5 to 6
Brawn 2,4	Genius 1,0	Appeal 2,0	Saves 5, ACC
Dexterity 3,3	Savvy 2,2	Empathy 3,3	AP: 0
Shadow's Grasp *(Death P) Fear, Shadow, Atk;* Major, ↓X dice: Roll vs Phy. on a foe in Melee X+2. Impaired targets are pulled X+1.			
Festering *(Death T1)* Spend 3X Phy. Edge: Affected targets have ongoing dmg X, save ends.			
Billowing Shroud *(Death T2)* Maneuver, Engage X dice: You and allies within Melee X have a +1 bonus to defenses.			
Death CC *(Blood / turn: 2, Contract Bonus: ↑2);* Customs AA, Nimble AB, Perception BB, Precision AA, Shrewd AA, Stealth ABC, Tactics AA, Trickery ABC, Vigilance AB, (Appeal, Brawn AA, Genius A); Darkvision; Languages: Gnomish			
Gear: Cloak (Death 2), Soft Shoes (Stealth 1), Wit (Trickery 1), 10gp			

*** Brawn: 2, Dexterity: 2, Genius: 1, Savvy: 2, Appeal: 2, Empathy: 2; Background Assassin; Skill Ranks: Perception 2, Vigilance 1, Death 2

Dragon

Dragons are ancient magical creatures that once ruled the earth. They are the top predators in whatever land they roam in, and highly intelligent. They are winged reptiles massive in size, with scales that vary in color depending on the breed. They have four legs with claws well-suited for grabbing perches and prey, each with three foreclaws and a rear opposable digit.

Dragon society tends towards solitude or small family units of either a parent and one or two younglings or a pairing of mates. As soon as a youngling is born, the parents separate and the youngling is raised by one parent. Male dragons and female dragons can both care for younglings as soon as they are born.

The hardness of dragon scale is well known by those with at least a passing knowledge of the arcane. It is prized as hide for armor, but brings with it the wrath of all dragonkind.

Dragons start out small (the eggs of most dragon varieties are apple sized, though some species of dragon are born live) when they are young and just grow larger continually as they age.

Flame Dragon

Flame dragons are the most common sort of dragon, green scaled and spined. The flame dragons hibernate and usually only need to eat once a month or so. They find a mountain cave somewhere near a good hunting ground and only appear when they need to be fed. Sometimes they will prefer mountains surrounded by farmland, as farm animals are an easy catch.

Flame Dragon Hatchling			**Fodder: Grade 0**
Small Magical Reptile (Dragon)			***XPV: 5***
Composure Pool: 1 – Striker: +1 damage on a hit / turn			SR 4
Physical	Mental	Social	Speed: 5, Fly 4
Brawn 1,0	Genius 1,0	Appeal 1,0	Saves 3, BC
Dexterity 2,2	Savvy 2,3	Empathy 1,0	AP: 0
Singe *(Fire P) Atk;* Major, ↓X dice: Roll vs Phy. on a foe in X+1 RIs. +1 dmg on hit.			
Fire BC *(Max Component: ↑2);* Nimble BB, Perception BC, Precision AA, Stealth BB, Tactics AA, Vigilance BB, (Appeal, Brawn, Empathy, Genius A); Darkvision, Wings 2; Fly; Languages: Dragon			
Gear: Dragonclaw (Fire 1), Curious (Perception 1), Scale ↑**1 Fire** (x2)			

*** Brawn: 1, Dexterity: 2, Genius: 1, Savvy: 2, Appeal: 1, Empathy: 1; Background Burglar; Skill Ranks: Perception 1, Stealth 1, Fire 1

Hatchlings fly around their prey, singeing them from a distance.

Flame Dragon Adult			**Elite: Grade 4**
Huge Magical Reptile (Dragon); 3 x 3 sq.			***XPV: 40***
Composure Pool: 9 – Striker: +1 damage on a hit / turn			SR 4
Physical	Mental	Social	Speed: 8, Fly 8, Glide 10
Brawn 3,0	Genius 2,0	Appeal 1,0	Saves 6, ABCC
Dexterity 4,5	Savvy 4,5	Empathy 3,5	AP: 1+1
Singe *(Fire P) Atk;* Major, ↓X dice: Roll vs Phy. on a foe in X+1 RIs. +1 dmg on hit.			
Torrent of Torment *(Fire T3)* Full, ↑2, ↓X dice: Roll vs Phy. on a line X+2. Half of the dmg dealt is instead ongoing dmg, save ends.			
Noxious Fumes *(Fire T4) Modifier, Poison;* ↓X Fire or Earth dice: Also roll against enemies in X squares of the area's edges. Those targets take poison dmg, and the dmg is halved.			
Conflagration *(Fire T5)* Perk: Affected foes suffer ongoing dmg X, where X is the number of Fire crits you rolled.			
Fire ABCC *(Experiment Total: 3E, Max Component: ↑3);* Customs AAA, Nimble AABB, Perception AAAB, Precision AAAA, Shrewd AAA, Stealth ABCC, Tactics ABCC, Trickery BCC, Vigilance ABCC, (Appeal A, Brawn AAA, Genius AA); Darkvision, Wings 2; Glide; Fly; Languages: Dragon			
Gear: Dragonclaw (Fire 2), Keen Eye (Tactics 2), Clever (Trickery 2), Slick Scales (Stealth 2), Prepared (Vigilance 2), Experiment **+3E to Noxious Fumes**, Dragon Claw ↑**2 Fire**, Bile Sac ↑**2 Poison**, 17gp			

*** Brawn: 3, Dexterity: 4, Genius: 2, Savvy: 4, Appeal: 1, Empathy: 3; Background Burglar; Skill Ranks: Stealth 2, Tactics 3, Trickery 3, Vigilance 1, Fire 2

Flame Dragon Elder			**Boss: Grade 6**
Gigantic Magical Reptile (Dragon); 6 x 6 sq.			***XPV: 80***
Composure Pool: 19 – Defender: taunt 1 foe / turn			SR 4
Physical	Mental	Social	Speed: 9, Fly 9, Glide 11
Brawn 3,0	Genius 3,0	Appeal 3,0	Saves 8, ABCCC
Dexterity 5,7	Savvy 4,5	Empathy 2,0	AP: 2+1
Singe *(Fire P) Atk;* Major, ↓X dice: Roll vs Phy. on a foe in X+1 RIs. +1 dmg on hit.			
Torrent of Torment *(Fire T3)* Full, ↑2, ↓X dice: Roll vs Phy. on a line X+2. Half of the dmg dealt is instead ongoing dmg, save ends.			
Noxious Fumes *(Fire T4) Modifier, Poison;* ↓X Fire or Earth dice: Also roll against enemies in X squares of the area's edges. Those targets take poison dmg, and the dmg is halved.			
Conflagration *(Fire T5)* Perk: Affected foes suffer ongoing dmg X, where X is the number of Fire crits you rolled.			
Blazing Wings *(Fire T6)* Movement, Stance; Full x2: Your shifts are flying shifts. Foes that end their turn adj. to you take 4 fire dmg. Free: Shift 1 square.			
Fire ABCCC *(Experiment Total: 4E, Max Component: ↑4);* Nimble AABBB, Precision AAAAA, Stealth ABCCC, (Appeal, Brawn, Genius AAA, Empathy AA, Savvy ABCC); Darkvision, Wings 2; Glide; Fly; Languages: Dragon			
Gear: Dragontooth (Fire 3), Slick Scales (Stealth 3), Cagey (Tactics 2), Keen (Perception 2), Prepared (Vigilance 2), Experiment **+4E to Noxious Fumes**, Dragon Claw ↑**3 Fire**, Bile Sac ↑**1 Poison**			

*** Brawn: 3, Dexterity: 4, Genius: 3, Savvy: 5, Appeal: 3, Empathy: 2; Background Burglar; Skill Ranks: Stealth 2, Tactics 3, Trickery 4, Vigilance 1, Fire 3

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Flame Dragon Ancient	Epic: Grade 8
Gigantic Magical Reptile (Dragon); 6 x 6 sq.	*XPV: 160*

Composure Pool: 25 – Defender: taunt 1 foe / turn			SR 4
Physical	Mental	Social	Speed: 9, Fly 9, Glide 11
Brawn 3,0	Genius 3,0	Appeal 4,0	Saves 9, ACCCC
Dexterity 5,8	Savvy 5,7	Empathy 3,0	AP: 2+2

Singe *(Fire P) Atk;* Major, ↓X dice: Roll vs Phy. on a foe in X+1 RIs. +1 dmg on hit.

Burn *(Fire T7) Atk;* Full x2, ↓X dice: Roll vs Phy. on an area X+1. Affected foes also take an additional 4 and Successes ongoing dmg, save ends. Unaffected foes in the area take 2 dmg.

Demon Surge *(Fire T3) Movement, Atk;* Full: Shift 2. Roll vs Phy. on each foe adj. to you before or after the shift.

Noxious Fumes *(Fire T4) Modifier, Poison;* ↓X Fire or Earth dice: Also roll against enemies in X squares of the area's edges. Those targets take poison dmg, and the dmg is halved.

Conflagration *(Fire T5)* Perk: Affected foes suffer ongoing dmg X, where X is the number of Fire crits you rolled.

Blazing Wings *(Fire T6)* Movement, Stance; Full x2: Your shifts are flying shifts. Foes that end their turn adj. to you take 4 fire dmg. Free: Shift 1 square.

Fire ACCCC *(Experiment Total: 4E, Max Component: ↑4);* Nimble AABBB, Perception ABBCC, Precision AAAAA, Stealth ABCCC, Tactics ABCCC, Vigilance AABCC, (Appeal AAAA, Brawn, Empathy, Genius AAA); Darkvision, Wings 2; Glide; Fly; Languages: Dragon

Gear: Dragontooth (Fire 4), Slick Scales (Stealth 3), Cagey (Tactics 3), Keen (Perception 2), Prepared (Vigilance 2), Experiment **+4E to Noxious Fumes**, Dragon Claw ↑**3 Fire**, Bile Sac ↑**3 Poison**, 66gp

*** Brawn: 3, Dexterity: 5, Genius: 3, Savvy: 5, Appeal: 4, Empathy: 3; Background Burglar; Skill Ranks: Nimble 1, Perception 3, Stealth 3, Tactics 4, Vigilance 1, Fire 3

Iceflame Spitter

The iceflame spitter is a smaller species of dragon. Their scales are a rich icy blue with white spines and wings that give it a ↑2 to stealth in snowy conditions. The spitter is particularly fond of extremely cold temperatures and has a very slow metabolism, even for a dragon. It is able to go for months without food while digesting its previous meal. It is not slow, however. Once it finds its next meal, it is voracious. Iceflame spitters often craft beautiful icy lairs.

Iceflame Spitter	Boss: Grade 6
Huge Magical Reptile (Drake); 3 x 3 sq.	*XPV: 80*

Composure Pool: 19 – Defender: taunt 1 foe / turn			SR 4
Physical	Mental	Social	Speed: 7, Fly 7
Brawn 5,7	Genius 4,7	Appeal 3,0	Saves 8, ABCCC
Dexterity 3,4	Savvy 3,0	Empathy 3,0	AP: 2+1

Coldfire *(Frostfire P) Cold, Fire, Atk;* Major, ↓X dice, Choose one:
Blast: Roll vs Phy. on a foe in X+1 RIs. +1 dmg on hit.
Dart: Roll vs Phy. on an adj. line 2X+2.

Frostrush *(Frostfire T4) Modifier;* Maneuver, ↓X dice: This roll affects a line X+1. Shift to a sq. adj. to its end. Get 1 Soak for 1 turn.

Ice Shield *(Frostfire T4)* Quick, Engage 3X dice until your next turn: Gain Soak X against an attack that hit you.

Conflagration *(Frostfire T5)* Perk: Affected foes suffer ongoing dmg X, where X is the number of Fire crits you rolled.

Freeze Solid *(Frostfire T7)* Spend 10 Phy. Edge or 3 crits: Impaired targets are staggered, immobilized, frozen solid, cannot be teleported, and gain Soak 6, save ends.

Healer's Aura *(Frostfire T6) Stance;* Maneuver x2: At the end of each of your turns, you and each ally in Melee 2 heal X composure. X is your ranks in Healing, Radiant, or Water.

Frostfire ABCCC *(Experiment Total: 4E, Max Component: ↑4);* Craft BCCC, Lore BBCC, Nature AAAA, Nimble AA, Precision BB, Stealth ACC, (Appeal, Empathy, Savvy AAA, Brawn AAAAA); -1 Base Speed, Darkvision, Wings 2; Fly; Languages: Dragon

Gear: Dragonfang (Frostfire 3), Dragonclaw (Craft 3), Book of Lore (Lore 2), Slick Scales (Stealth 2), Dragon Claw ↑**3 Fire**, Ice Shard ↑**1 Cold**, Experiment **+4E to Freeze Solid**, 8gp

*** Brawn: 5, Dexterity: 2, Genius: 4, Savvy: 3, Appeal: 3, Empathy: 3; Background Alchemist; Skill Ranks: Craft 1, Durability 1, Lore 2, Stealth 3, Fire 3, Water 3

Iceflame Spitter Hatchling	Minion: Grade 1
Small Magical Reptile (Drake)	*XPV: 10*

Composure Pool: 3 – Striker: +1 damage on a hit / turn			SR 4
Physical	Mental	Social	Speed: 4, Fly 4
Brawn 2,4	Genius 3,3	Appeal 2,0	Saves 5, ACC
Dexterity 2,2	Savvy 2,0	Empathy 2,0	AP: 0

Coldfire *(Frostfire P) Cold, Fire, Atk;* Major, ↓X dice, Choose one:
Blast: Roll vs Phy. on a foe in X+1 RIs. +1 dmg on hit.
Dart: Roll vs Phy. on an adj. line 2X+2.

Coldflame Gash *(Frostfire T1)* Free: ↑2 on a foe you hit last turn.

Frostfire CC *(Experiment Total: 2E, Max Component: ↑2);* Craft BC, Lore ABB, Nature AA, Nimble A, Precision AB, Stealth AC, (Appeal, Brawn, Empathy, Savvy AA); Darkvision, Wings 2; Fly; Languages: Dragon

Gear: Dragonfang (Frostfire 2), Dragonclaw (Craft 1), Slick Scales (Stealth 1), Dragon Claw ↑**1 Fire**, Ice Shard ↑**1 Cold**

*** Brawn: 2, Dexterity: 1, Genius: 2, Savvy: 2, Appeal: 2, Empathy: 2; Background Engineer; Skill Ranks: Craft 1, Stealth 2, Fire 1, Water 1

Shadowleech

The shadowleech is a dragon of darkness that tends to live in swampy areas. Its presence drains the life from its prey which it then uses to toughen itself. These dragons are very durable. Their scales are a dull black with a bluish shine in very bright light. Their heads and bodies are flattened compared to other dragons, allowing them to more easily hide underwater. They are not great swimmers, but they lurk under the water near a shore, their nostrils just above the water so they can ambush prey.

Shadowleeches are rarely alone, they usually either have some hatchlings or they will ally with goblins or some other weaker species so it can have a constant source of energy.

Shadowleech Hatchling			**Minion: Grade 1**
Small Magical Reptile (Drake)			***XPV: 10***
Composure Pool: 3 – Striker: +1 damage on a hit / turn			SR 4
Physical	Mental	Social	Speed: 5, Fly 4
Brawn 2,4	Genius 2,0	Appeal 2,0	Saves 4, CC
Dexterity 2,2	Savvy 2,3	Empathy 2,0	AP: 0

Decay *(Death P) Necrotic, Atk;* Major, Take X Phy. wounds: Roll vs Phy. on a foe in Melee. +2X dmg on hit. Max of Death.

Billowing Shroud *(Death T2)* Maneuver, Engage X dice: You and allies within Melee X have a +1 bonus to defenses.

Wither *(Death T1)* Spend 2 Edge: Impaired foes are dazed or weakened (choose one), save ends.

Death CC *(Experiment Total: 2E, Max Component: ↑2);* Athletics BB, Durability AA, Intimidate BB, Nimble A, Perception AA, Precision A, Stealth AC, Tactics BB, Vigilance BC, (Appeal, Empathy, Genius AA); Darkvision, Wings 2; Fly; Languages: Dragon

Gear: Noxious Breath (Death 2), Keen Eye (Vigilance 1), Sleek Scales (Stealth 1), Experiment **+2E to Wither**, Deer Skull ↑**1 Death**, 1gp

*** Brawn: 2, Dexterity: 1, Genius: 2, Savvy: 2, Appeal: 2, Empathy: 2; Background Bandit; Skill Ranks: Athletics 2, Tactics 1, Vigilance 1, Death 1

Shadowleeches are born live, and within a few weeks are already able to defend themselves and take down small prey.

Shadowleech Adult			**Sub Boss: Grade 5**
Large Magical Reptile (Drake); 2 x 2 sq.			***XPV: 60***
Composure Pool: 11 – Striker: +1 damage on a hit / turn			SR 4
Physical	Mental	Social	Speed: 7, Fly 6
Brawn 4,7	Genius 3,0	Appeal 3,0	Saves 7, BCCC
Dexterity 4,4	Savvy 4,6	Empathy 3,0	AP: 2+1

Shadow's Grasp *(Death P) Fear, Shadow, Atk;* Major, ↓X dice: Roll vs Phy. on a foe in Melee X+2. Impaired targets are pulled X+1.

Soul Drain *(Death T3) Healing;* Major, You were adj. to the foe your previous turn, the foe is staggered, immobilized, or defeated: Roll vs Phy. If you deal wounds, heal half as many Phy. wounds, max of 4.

Siphon Strength *(Death T4)* Spend 3X Phy. Edge: Affected foes have ↓X, save ends. You have ↑X UYNTE.

Sequester in Shadow *(Death T2)* Spend 5 Death or Shadow Edge: Impaired foes are immobilized and weakend, save ends.

Warlock's Welcome *(Death T5) Stance, Healing;* Maneuver: When a foe moves or shifts to a square adj. to you, they take 1 physical dmg and you heal 1 physical composure.

Death BCCC *(Experiment Total: 4E, Max Component: ↑4);* Athletics AACC, Durability AAAA, Intimidate AACC, Nimble AA, Perception AAAA, Precision AA, Stealth AACC, Tactics ABBB, Vigilance BBCC, (Appeal, Empathy, Genius AAA); Darkvision, Wings 2; Fly; Languages: Dragon

Gear: Noxious Breath (Death 3), Sleek (Stealth 2), Keen (Vigilance 2), Muscle (Athletics 2), Shadowy Aura (Intimidate 2), Experiment **+4E to Sequester in Shadow**, Elf Skull ↑**2 Death** (x2), 20gp

*** Brawn: 4, Dexterity: 2, Genius: 3, Savvy: 4, Appeal: 3, Empathy: 3; Background Bandit; Skill Ranks: Athletics 2, Stealth 2, Tactics 2, Vigilance 3, Death 3

The Adult Shadowleech uses Shadow's Grasp to pull foes into the Warlock's Welcome effect.

Drake

Drakes are massive magical reptiles related to Dragons, but drakes have no wings.

Lava Drake

Massive beasts of molten magma, Lava Drakes prefer to live near volcanic activity, where their Elemental powers are strongest.

Lava Drake Hatchling			**Minion: Grade 1**
Medium Magical Reptile (Drake)			***XPV: 10***
Composure Pool: 3 – Striker: +1 damage on a hit / turn			SR 4
Physical	Mental	Social	Speed: 6
Brawn 2,0	Genius 1,0	Appeal 2,0	Saves 5, ACC
Dexterity 3,4	Savvy 2,2	Empathy 2,0	AP: 0

Demonflame *(Fire P) Atk;* Major, ↓2X dice: Roll vs Phy. on an adj. line 2X+2. Impaired foes take X ongoing dmg, save ends.

Stone Throw *(Earth P) Crushing, Piercing, or Slicing, Atk;* Major, ↓X dice: Roll vs Phy. on a foe in X+1 RIs.

Molten Magma *(Fire T2)* Spend 4X Fire or Earth Edge or spend X Fire or Earth crits: Impaired targets are slowed X and have ongoing dmg X, save ends.

Torrent of Torment *(Fire T3)* Full, ↑2, ↓X dice: Roll vs Phy. on a line X+2. Half of the dmg dealt is instead ongoing dmg, save ends.

Fire CC *(↑2 Torch, lava, bonfire, ongoing fire dmg on a foe, ↑1 Warm air, smoldering coals, candle, or lantern),* **Earth CC** *(↑2 Standing in a cave, underground., ↑1 Standing on sand, stone or earth.);* Nimble AB, Perception AA, Precision BB, Stealth ABB, Tactics AA, Vigilance BB, (Appeal, Brawn, Empathy AA, Genius A); Darkvision, **Resist Fire 2**; Languages: Dragon

Gear: Flame Breath (Fire 2), Tremorsense (Earth 2)

*** Brawn: 2, Dexterity: 2, Genius: 1, Savvy: 2, Appeal: 2, Empathy: 2; Background Archer; Skill Ranks: Vigilance 2, Fire 1, Earth 2

The Lava Drake Hatchlings will attempt to close to Torrent of Torment range for increased accuracy and damage.

Lava Drake Adult			**Sub: Grade 5**
Huge Magical Reptile (Drake); 3 x 3 sq.			***XPV: 60***
Composure Pool: 11 – Striker: +1 damage on a hit / turn			SR 4
Physical	Mental	Social	Speed: 8
Brawn 3,0	Genius 2,0	Appeal 3,0	Saves 8, AACCC
Dexterity 5,6	Savvy 4,5	Empathy 3,0	AP: 2+1

Demonflame *(Fire P) Atk;* Major, ↓2X dice: Roll vs Phy. on an adj. line 2X+2. Impaired foes take X ongoing dmg, save ends.

Stone Throw *(Earth P) Crushing, Piercing, or Slicing, Atk;* Major, ↓X dice: Roll vs Phy. on a foe in X+1 RIs.

Ironbarbs *(Earth T3) Atk;* Free, ↓3 dice: Roll vs Phy. in Melee 1. This attack deals half dmg.

Hellfire Rush *(Fire T4) Modifier;* Maneuver, ↓X dice: This roll affects a line X+1. Shift to a sq. adj. to its end. Gain 1 Soak for one turn.

Consume *(Fire T5)* Maneuver, Spend 4X Fire Edge or X Fire Crits: ↓X to Y impaired foes and you gain ↑X+Y Fire until your next turn ends.

Molten Magma *(Fire T2)* Spend 4X Fire or Earth Edge or X Fire or Earth crits: Slow X and ongoing dmg X on impaired foes, save ends.

Earthform *(Earth T2) Stance;* Maneuver: You gain Soak 2.
Atk; Major, ↓X dice: Roll vs Phy. on a line 2X+2.

Fire AACCC *(↑**3** Torch, lava, bonfire, ongoing fire dmg on a foe, ↑**1** Warm air, smoldering coals, candle, or lantern),* **Earth AACCC** *(↑**3** Standing in a cave, underground., ↑**1** Standing on sand, stone or earth.);* Perception AABC, Tactics AAAA, Vigilance ABCC, (Appeal, Brawn, Empathy AAA, Genius AA, Dexterity AABCC); Darkvision, **Resist Fire 2**; Languages: Dragon

Gear: Flame Breath (Fire 3), Tremorsense (Earth 3), Preparation (Vigilance 2), Careful Claw (Precision 2), Light Touch (Stealth 2), Smooth Scales (Nimble 2), Sharp Eye (Perception 2), 20gp

*** Brawn: 3, Dexterity: 5, Genius: 2, Savvy: 4, Appeal: 3, Empathy: 3; Background Archer; Skill Ranks: Nimble 2, Perception 1, Precision 1, Vigilance 3, Fire 2, Earth 3

The Adult Lava Drake will attempt to close to Demonflame or Hellfire Rush range so that it can power Consume and then use those upgrades to essentially guarantee Molten Magma.

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Lava Drake Elder			Boss: Grade 6
Huge Magical Reptile (Drake); 3 x 3 sq.			*XPV: 80*
Composure Pool: 13 – Striker: +1 damage on a hit / turn			SR 4
Physical	Mental	Social	Speed: 8
Brawn 3,0	Genius 2,0	Appeal 3,0	Saves 8, ABCCC
Dexterity 5,7	Savvy 4,3	Empathy 3,0	AP: 2+1

Demonflame *(Fire P) Atk;* Major, ↓2X dice: Roll vs Phy. on an adj. line 2X+2. Impaired foes take X ongoing dmg, save ends.

Stone Throw *(Earth P) Crushing, Piercing, or Slicing, Atk;* Major, ↓X dice: Roll vs Phy. on a foe in X+1 RIs.

Crystal Shards *(Earth T4) Atk;* Free: 4 vs Phy. on foes in Melee 1 *(Do not roll, just use 4 as the attack result).*

Crack the Earth *(Earth T5) Acid, Fire, Poison, or Wind, Atk;* Major x2, ↓X dice: Roll vs Phy. on a Line 3X+5 on targets adj. to stone.

Consume *(Fire T5)* Maneuver, Spend 4X Fire Edge or X Fire Crits: ↓X to Y impaired foes and you gain ↑X+Y Fire until your next turn ends.

Noxious Fumes *(Fire T4) Modifier;* ↓X Fire or Earth dice: Also roll against enemies in X squares of the area's edges. Those targets take poison dmg, and the dmg is halved.

Pyroclastic Flow *(Fire T5) Stance;* Maneuver: When you roll a Fire or Earth crit, Impaired foes are slid 2 and immobilized for one turn.

Conflagration *(Fire T5)* Perk: Affected foes suffer ongoing dmg X, where X is the number of Fire crits you rolled.

Fire ABCCC *(↑**4** Torch, lava, bonfire, ongoing fire dmg on a foe, ↑**2** Warm air, smoldering coals, candle, or lantern)*, **Earth ABCCC** *(↑**4** Standing in a cave, underground., ↑**2** Standing on sand, stone or earth.);* Perception AAAA, Tactics AAAA, Vigilance ABBB, (Appeal, Brawn, Empathy AAA, Genius AA, Dexterity AABCC); Darkvision, **Resist Fire 2**; Languages: Dragon

Gear: Flame Breath (Fire 3), Tremorsense (Earth 3), Smooth Scales (Nimble 2), Sharp Eye (Precision 2), Light Touch (Stealth 2), 145gp

*** Brawn: 3, Dexterity: 5, Genius: 2, Savvy: 4, Appeal: 3, Empathy: 3; Background Archer; Skill Ranks: Nimble 2, Precision 1, Vigilance 3, Fire 3, Earth 4

The Lava Drake Elder tries to pin down foes with Pyroclastic Flow so it can Consume them with Demonflame strikes.

Dragonkin

Dragonkin are humanoids with dragon heritage. These dragonkin are all half dragon, thus being large, having wings, and being able to fly.

Dragonkin Flamewarden			Basic: Grade 2
Large Draconic Humanoid (Base Race); 2 x 2 sq.			*XPV: 20*
Composure Pool: 5 – Controller: ↓1 1 foe / turn			SR 5
Physical	Mental	Social	Speed: 6, Fly 5
Brawn 3,5	Genius 3,3	Appeal 2,0	Saves 6, BCC
Dexterity 2,0	Savvy 2,0	Empathy 3,3	AP: 1

Energy Bolt *(Evocation P) Cold, Fire, or Lightning, Atk;* Major, ↓X dice: Roll vs Phy. on a foe in X+2 RIs.

Flame Breath *(Dragon T1) Fire, Atk;* Full, ↓2X dice: Roll vs Phy. on foes in an Area X+4. 2X of the dmg is ongoing, save ends.

Bernard's Black Beam *(Evocation T1) Modifier;* ↓X+2 dice: Your roll targets a Line 2X. Impaired foes are weakened, save ends.

Evocation BCC *(Experiment Total: 3E, Max Component: ↑3);* Athletics ABC, Craft AAA, Customs A, Durability AAB, Intimidate AAA, Lore AAB, Nature ABC, Shrewd ABC, Trickery A, (Appeal, Dexterity, Savvy AA); Infravision, Wings 2, Weapon (Tail and Claws); Fly; Languages: Common, Dragon

Gear: Crooked Wand (Evocation 2), Moodstone (Shrewd 2), Support Belt (Athletics 1), Collection of Herbs (Nature 1), Experiment **+3E to Bernard's Black Beam**, Brimstone ↑**1 Fire**

*** Brawn: 3, Dexterity: 2, Genius: 3, Savvy: 2, Appeal: 2, Empathy: 1; Background Falconer; Skill Ranks: Athletics 1, Shrewd 3, Evocation 3

Dragonkin Warcaster			Basic: Grade 2
Large Draconic Humanoid (Base Race); 2 x 2 sq.			*XPV: 20*
Composure Pool: 5 – Striker: +1 damage on a hit / turn			SR 5
Physical	Mental	Social	Speed: 6, Fly 5
Brawn 3,4	Genius 3,5	Appeal 2,0	Saves 5, BCC
Dexterity 2,0	Savvy 2,0	Empathy 1,0	AP: 1

Artificer's Strike *(Innovator P) Crushing, Slicing, or Piercing, Atk, Automaton;* Major: Roll vs Phy. on a foe in Melee of your active automatons. Slide impaired foes 1 square.

Lightning Breath *(Dragon T1) Lightning, Atk;* Full, ↓X dice: Roll vs Phy. on foes in an adj. line X+3. Impaired foes are dazed until your next turn ends.

Warp Step *(Innovator T2) Teleport;* Maneuver: Teleport 1 square. ↑your defenses by 1 for one turn.

Innovator BCC *(Experiment Total: 3E, Max Component: ↑3);* Athletics ABC, Craft AAA, Durability ABC, Intimidate ACC, Lore AAB, Nature ABB, (Appeal AA, Dexterity AA, Empathy A, Savvy AA); Infravision, Wings 2, Weapon (Tail and Horns); Fly; Languages: Common, Dragon

Gear: Blade Drone (Innovator 2), Rude Hair (Intimidate 2), Support Belt (Athletics 1), Tough Skin (Durability 1), Experiment **+3E to Warp Space**, Sledge ↑**1 Crushing**

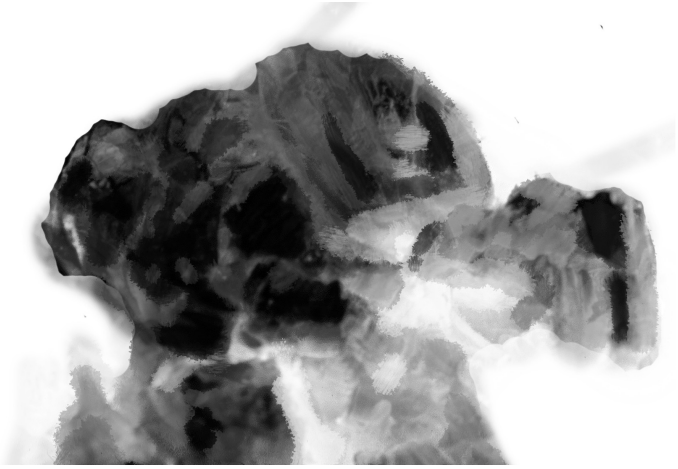
*** Brawn: 3, Dexterity: 2, Genius: 3, Savvy: 2, Appeal: 2, Empathy: 1; Background Falconer; Skill Ranks: Athletics 1, Durability 1, Intimidate 2, Innovator 3

Dweor

Dweor are resourceful beings that create vast underground complexes of mines. Some of these mines are a bit remote and they don't tend to take kindly to trespassing. Especially if the mine happens to be very lucrative.

Elemental

Elementals are creatures from the elemental realms, animated by elemental magic and raw elements. They are not mindless constructs, but simply life of a form foreign to our world.



Coalwalker

The coalwalker is a creature made from living coals. A coalwalker continually burns to ash, so is constantly in search of fuel. Coalwalkers don't usually last long in this world, but leave a wake of destruction when they occasionally appear.

Earthmaw

Earthmaw is a large worm-like creature with razor sharp fangs jutting in a 360 degree circle around its maw, which is roughly 3 feet in diameter. It can be anywhere from 10-20 feet long and roughly 4-7 feet thick. Dark brown in color (given proper lighting), these creatures prefer cavernous areas near the surface where it can find an abundance of living creatures to feed upon.

Because of its nature, it leaves no trace of passing to the naked eye, often melding with the earth in search of prey, or finding a commonly traveled spot to lie in wait. Once a suitable location is found, it will carve out a niche for itself just underneath the surface and listen for something to pass over it.

Forgeling

Forgelings are elementals often found bound to magical forges. They live in the forges themselves, but will leap out to defend their forges from intruders.

Flame Forgeling			**Minion: Grade 1**
Small Elemental Beast (Fire Elemental)			***XPV: 10***
Composure Pool: 3 – Striker: +1 damage on a hit / turn			SR 4
Physical	Mental	Social	Speed: 5
Brawn 2,4	Genius 2,2	Appeal 2,0	Saves 4, CC
Dexterity 2,3	Savvy 1,0	Empathy 2,1	AP: 0
Singe *(Fire P) Atk;* Major, ↓X dice: Roll vs Phy. on a foe in X+1 RIs. +1 dmg on hit.			
Demon Surge *(Fire T3) Movement, Atk;* Full: Shift 2. Roll vs Phy. on each foe adj. to you before and after the shift.			
Molten Magma *(Fire T2)* Spend 4X Fire or Earth Edge or spend X Fire or Earth crits: Impaired targets are slowed X and have ongoing dmg X, save ends.			
Fire CC *(↑2 Torch, lava, bonfire, ongoing fire dmg on a foe, ↑1 Warm air, smoldering coals, candle, or lantern);* Athletics BB, Craft BB, Customs AA, Durability AA, Intimidate AA, Lore AA, Nature AA, Nimble BC, Precision BB, Shrewd AA, Stealth BC, Trickery AB, (Appeal AA, Savvy A); Heat Vision; Languages: Elemental			
Gear: Essence (Fire 2), Agile (Nimble 1), Coal Toes (Stealth 1), 10gp			

*** Brawn: 2, Dexterity: 2, Genius: 2, Savvy: 1, Appeal: 2, Empathy: 2; Background Blacksmith; Skill Ranks: Nimble 2, Stealth 2, Fire 1

Iron Forgeling			**Elite: Grade 4**
Medium Elemental Beast (Fire Elemental)			***XPV: 40***
Composure Pool: 13 – Defender: taunt 1 foe / turn			SR 4
Physical	Mental	Social	Speed: 6
Brawn 4,5	Genius 4,5	Appeal 1,0	Saves 6, ABCC
Dexterity 3,5	Savvy 2,0	Empathy 3,1	AP: 1+1
Catapult Slab *(Earth P) Crushing, Atk;* Major, ↓X dice: Roll vs Phy. on foes in a chain X+1. Impaired foes are pushed or pulled X+1.			
Fireblast *(Fire P) Atk;* Major, ↓X: Roll vs Phy. on foes in an area X+1.			
Ironbarbs *(Earth T3) Atk;* Free, ↓3 dice: Roll vs Phy. in Melee 1. This attack deals half dmg.			
Crack the Earth *(Earth T5) Acid, Fire, Poison, or Wind, Atk;* Major x2, ↓X dice: Roll vs Phy. on a Line 3X+5 on targets adj. to stone.			
Tunneling *(Earth T6) Movement, Atk;* Full x2, Engage X dice UYNTE, You are standing on earth or stone: Teleport up to 3X to a square contiguous to earth or stone where you started. Roll vs Phy. on each foe in Melee. Impaired foes are pushed Edge squares.			
Molten Magma *(Fire T2)* Spend 4X Fire or Earth Edge or spend X Fire or Earth crits: Impaired targets are slowed X and have ongoing dmg X, save ends.			
Whirling Stones *(Earth T4) Stance;* Maneuver, Engage 3X dice: Allies in X RIs gain Soak 1 while you are in this stance. Earth attacks you make gain X+1 Edge. Max of Earth. You are slowed X.			
Earth ABCC *(↑3 Standing in a cave, underground., ↑1 Standing on sand, stone or earth.),* **Fire ABCC** *(↑3 Torch, lava, bonfire, ongoing fire dmg on a foe, ↑1 Warm air, smoldering coals, candle, or lantern);* Athletics AABB, Craft ABCC, Customs AAA, Durability AAAA, Intimidate AACC, Lore AAAA, Nature AAAA, Nimble AAA, Precision ABB, Shrewd AAA, Stealth BCC, Trickery AAB, (Appeal A, Savvy AA); Heat Vision; Languages: Elemental			
Gear: Elemental Essence (Earth 2), Coal Toes (Stealth 2), Elemental Essence (Fire 2), Sledge (Craft 2), Flames (Intimidate 2), 60gp			

*** Brawn: 4, Dexterity: 3, Genius: 4, Savvy: 2, Appeal: 1, Empathy: 3; Background Blacksmith; Skill Ranks: Craft 1, Intimidate 2, Stealth 3, Earth 3, Fire 2

Molten Forgeling			**Boss: Grade 6**
Medium Elemental Beast (Fire Elemental)			***XPV: 80***
Composure Pool: 19 – Defender: taunt 1 foe / turn			SR 4
Physical	Mental	Social	Speed: 6
Brawn 5,7	Genius 4,5	Appeal 3,0	Saves 8, AACCC
Dexterity 3,5	Savvy 2,0	Empathy 3,1	AP: 2+1
Catapult Slab *(Earth P) Crushing, Atk;* Major, ↓X dice: Roll vs Phy. on foes in a chain X+1. Impaired foes are pushed or pulled X+1.			
Fireblast *(Fire P) Atk;* Major, ↓X: Roll vs Phy. on foes in an area X+1.			
Molten Magma *(Fire T2)* Spend 4X Fire or Earth Edge or spend X Fire or Earth crits: Impaired targets are slowed X and have ongoing dmg X, save ends.			
Ironbarbs *(Earth T3) Atk;* Free, ↓3 dice: Roll vs Phy. in Melee 1. This attack deals half dmg.			
Whirling Stones *(Earth T4) Stance;* Maneuver, Engage 3X dice: Allies in X RIs gain Soak 1 while you are in this stance. Earth attacks you make gain X+1 Edge. Max of Earth. You are slowed X.			
Shift Stone *(Earth T5) Atk;* Full, ↓X+Y dice: Roll vs (X+Y, Y), a target area Y+1 in X+1 RIs. Success moves earth and stone in that area a number of squares equal to Edge. Use the same result vs Phy. on foes in the area. Creatures on the stone move with it.			
Tunneling *(Earth T6) Movement, Atk;* Full x2, Engage X dice UYNTE, You are standing on earth or stone: Teleport up to 3X to a square contiguous to earth or stone where you started. Roll vs Phy. on each foe in Melee. Impaired foes are pushed Edge squares.			
Tear the Earth *(Earth T7) Atk;* Full x2, ↓X dice: Roll vs Phy. on a Line 3X+5. Targets must be standing on stone or dirt. Impaired foes fall 2X squares into the crevice and are knocked prone. Each subsequent turn, Roll vs Phy. on foes inside the crevice. When no living creatures are in it, the crevice closes.			
Earth ABCCC *(↑4 Standing in a cave, underground., ↑2 Standing on sand, stone or earth.),* **Fire ABCCC** *(↑4 Torch, lava, bonfire, ongoing fire dmg on a foe, ↑2 Warm air, smoldering coals, candle, or lantern);* Athletics AAABB, Craft ABCC, Customs AAA, Durability AAAAA, Intimidate AAACC, Lore AAAA, Nature AAAA, Nimble AAA, Precision ABB, Shrewd AAA, Stealth BCC, Trickery AAB, (Appeal AAA, Savvy AA); Heat Vision; Languages: Elemental			
Gear: Elemental Essence (Earth 3), Elemental Essence (Fire 3), Coal Toes (Stealth 2), Sledge (Craft 2), Flames (Intimidate 2), 145gp			

*** Brawn: 5, Dexterity: 3, Genius: 4, Savvy: 2, Appeal: 3, Empathy: 3; Background Blacksmith; Skill Ranks: Craft 1, Intimidate 2, Stealth 3, Earth 4, Fire 3

Spark Forgeling			**Fodder: Grade 0**
Small Elemental Beast (Fire Elemental)			***XPV: 5***
Composure Pool: 1 – Striker: +1 damage on a hit / turn			SR 4
Physical	Mental	Social	Speed: 5
Brawn 2,1	Genius 2,1	Appeal 1,0	Saves 3, BC
Dexterity 2,3	Savvy 1,0	Empathy 2,1	AP: 0
Singe *(Fire P) Atk;* Major, ↓X dice: Roll vs Phy. on a foe in X+1 RIs. +1 dmg on hit.			
Infernal Gash *(Fire T1)* Free, You hit the target with Fire last turn: ↑X dice. X is your Fire ranks.			
Fire BC *(↑2 Torch, lava, bonfire, ongoing fire dmg on a foe, ↑1 Warm air, smoldering coals, candle, or lantern);* Athletics AB, Craft AB, Customs AA, Durability A, Intimidate A, Lore A, Nature A, Nimble AA, Precision BB, Shrewd AA, Stealth BC, Trickery AB, (Appeal, Savvy A); Heat Vision; Languages: Elemental			
Gear: Elemental Essence (Fire 1), Coal Toes (Stealth 1), 2gp			

*** Brawn: 1, Dexterity: 2, Genius: 1, Savvy: 1, Appeal: 1, Empathy: 2; Background Blacksmith; Skill Ranks: Stealth 2, Fire 1

Frost Elemental

The frost wyrm is a cold calculating predator found in massive ice caves. As it ages, it becomes larger, and better at using its cold abilities to control foes.

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Sleetslither Hatchling			**Basic: Grade 2**
Medium Elemental Reptile (Wyrm)			***XPV: 20***
Composure Pool: 5 – Striker: +1 damage on a hit / turn			SR 4
Physical	Mental	Social	Speed: 6 to 9
Brawn 2,0	Genius 2,0	Appeal 1,0	Saves 5, BCC
Dexterity 3,4	Savvy 3,5	Empathy 2,0	AP: 1

Ice Shard *(Water P) Cold, Piercing, Atk;* Major, ↓X dice: Roll vs Phy. on foe in a RI X+1. Impaired foes are slowed 2X+1.

Winter Chill *(Air P) Cold, Primal;* Major, ↓X: Roll vs Phy. on a foe in an area X+1. Impaired foes are slowed X, save ends.

Sleet Blast *(Air T2) Modifier, Water;* Full: Make a Cold, Water, or Wind Major Atk with ↑1. Impaired foes are knocked prone.

Ice Slick *(Water T3)* Spend 2X Cold or Water Edge: Impaired foes are slid X squares or pushed or pulled 3X squares.

Arctic Fog *(Air T2)* Stance, Primal; Full, Engage X dice: You and allies in Melee X gain Soak 2.

Water BCC *(↑3 Glacier, Lake, River, Ocean, precipitation, ↑1 Some humidity, anywhere the air isn't too dry)*, **Air BCC** *(↑3 Outdoors with a clear sky, ↑1 Outdoors on a foggy or muggy day or Indoors);* Nimble AAA, Perception AAB, Precision ABC, Stealth BBC, Tactics AAB, Vigilance ABB, (Appeal A, Brawn, Empathy, Genius AA); Darkvision; Languages: Elemental

Gear: Elemental Essence (Water 2), Soft Shoes (Stealth 1), Elemental Essence (Air 2), Guide Book (Precision 1), 25gp

*** Brawn: 2, Dexterity: 3, Genius: 2, Savvy: 3, Appeal: 1, Empathy: 2; Background Sharpshooter; Skill Ranks: Stealth 3, Water 2, Air 2

Sleetslither			**Elite: Grade 4**
Large Elemental Reptile (Wyrm); 2 x 2 sq.			***XPV: 40***
Composure Pool: 9 – Controller: ↓1 1 foe / turn			SR 4
Physical	Mental	Social	Speed: 7
Brawn 3,0	Genius 3,0	Appeal 2,0	Saves 7, ABCC
Dexterity 4,5	Savvy 4,5	Empathy 1,0	AP: 1+1

Winter Chill *(Air P) Cold, Primal;* Major, ↓X: Roll vs Phy. on a foe in an area X+1. Impaired foes are slowed X, save ends.

Ice Shard *(Water P) Cold, Piercing, Atk;* Major, ↓X dice: Roll vs Phy. on foe in a RI X+1. Impaired foes are slowed 2X+1.

Ice Slick *(Water T3)* Spend 2X Cold or Water Edge: Impaired foes are slid X squares or pushed or pulled 3X squares.

Soothing Renewal *(Water T5)* Maneuver, Spend 3X Water Edge or X Water crits: You and each ally within 1 RI are healed X wounds.

Freeze Solid *(Water T7)* Spend 10 Phy. Edge or 3 crits: Impaired targets are staggered, immobilized, frozen solid, cannot be teleported, and gain Soak 6, save ends.

Ice Shield *(Water T4)* Quick, Engage 3X dice until your next turn: Gain Soak X against an attack that hit you.

Healer's Aura *(Water T6) Stance;* Maneuver x2: At the end of each of your turns, you and each ally in Melee 2 heal X composure. X is your ranks in Healing, Radiant, or Water.

Air ABCC *(↑3 Outdoors with a clear sky, ↑1 Outdoors on a foggy or muggy day or Indoors)*, **Water ABCC** *(↑3 Glacier, Lake, River, Ocean, precipitation, ↑1 Some humidity, anywhere the air isn't too dry);* Nimble ABCC, Perception AABB, Precision AABB, Stealth ABCC, Tactics AAAB, Vigilance ABCC, (Appeal AA, Brawn, Genius AAA, Empathy A); Darkvision; Languages: Elemental

Gear: Chilling Breath (Air 2), Slick Scales (Nimble 2), Soft Pads (Stealth 2), Essence (Water 2), Alertness (Vigilance 2), 60gp

*** Brawn: 3, Dexterity: 4, Genius: 3, Savvy: 4, Appeal: 2, Empathy: 1; Background Sharpshooter; Skill Ranks: Nimble 3, Perception 1, Stealth 3, Vigilance 1, Air 2, Water 2

IMPORTANT: This is the Free RPG Day edition of the game, so does not have every species, trained skill, ritual, or monster! We skip some pages. Pick up the full version if you want the full system and content. But don't worry, all the rules are the same.

Sleetslither Elder			**Boss: Grade 6**
Huge Elemental Reptile (Wyrm); 3 x 3 sq.			***XPV: 80***
Composure Pool: 13 – Controller: ↓1 1 foe / turn			SR 4
Physical	Mental	Social	Speed: 8
Brawn 3,0	Genius 3,0	Appeal 2,0	Saves 9, AACCC
Dexterity 4,4	Savvy 5,7	Empathy 3,0	AP: 2+1

Winter Chill *(Air P) Cold, Primal;* Major, ↓X: Roll vs Phy. on a foe in an area X+1. Impaired foes are slowed X, save ends.

Ice Shard *(Water P) Cold, Piercing, Atk;* Major, ↓X dice: Roll vs Phy. on foe in a RI X+1. Impaired foes are slowed 2X+1.

Winter's Rime *(Air T1)* Free, You hit with a Cold talent: Gain Soak 2 for one turn.

Ice Slick *(Water T3)* Spend 2X Cold or Water Edge: Impaired foes are slid X squares or pushed or pulled 3X squares.

Soothing Renewal *(Water T5)* Maneuver, Spend 3X Water Edge or X Water crits: You and each ally within 1 RI are healed X wounds.

Freeze Solid *(Water T7)* Spend 10 Phy. Edge or 3 crits: Impaired targets are staggered, immobilized, frozen solid, cannot be teleported, and gain Soak 6, save ends.

Ice Shield *(Water T4)* Quick, Engage 3X dice until your next turn: Gain Soak X against an attack that hit you.

Healer's Aura *(Water T6) Stance;* Maneuver x2: At the end of each of your turns, you and each ally in Melee 2 heal X composure. X is your ranks in Healing, Radiant, or Water.

Air ABCCC (↑4 Outdoors with a clear sky, ↑2 Outdoors on a foggy or muggy day or Indoors), Water ABCCC (↑4 Glacier, Lake, River, Ocean, precipitation, ↑2 Some humidity, anywhere the air isn't too dry); Nimble AACC, Perception AABCC, Precision AABB, Stealth AABB, Tactics AAAAB, Vigilance AABCC, (Appeal AA, Brawn AAA, Empathy AAA, Genius AAA); Darkvision; Languages: Elemental

Gear: Chilling Voice (Air 3), Essence (Water 3), Alertness (Vigilance 2), Keen Eyes (Perception 2), Slick Scales (Nimble 2), 145gp

*** Brawn: 3, Dexterity: 4, Genius: 3, Savvy: 5, Appeal: 2, Empathy: 3; Background Sharpshooter; Skill Ranks: Nimble 2, Perception 2, Stealth 2, Vigilance 1, Air 3, Water 3

Stone Elemental

Stone elementals are living beings of granite and soil, stone and earth. When sleeping, they appear to be a part of the terrain. Once awakened, none would mistake them for just a part of the scenery, however.

Storm Elemental

Beings of cloud and lightning, storm elementals are living incarnations of inclement weather.

Sparkcloud			**Minion: Grade 1**
Large Elemental Humanoid (Air Elemental); 2 x 2 sq.			***XPV: 10***
Composure Pool: 4 – Defender: taunt 1 foe / turn			SR 4
Physical	Mental	Social	Speed: 7, Fly 6
Brawn 3,4	Genius 2,0	Appeal 2,0	Saves 5, ACC
Dexterity 3,3	Savvy 3,2	Empathy 2,0	AP: 0

Lightning Arc (Air P) Lightning, Primal; Major, ↓X: Roll vs Phy. on a foe in X+1 RIs. Spend 2X crits: X impaired foes are staggered until your next turn.

Gust of Wind (Air T1) Wind, Atk; Major, ↓2X: Roll vs Phy. on foes in an Area 3X. Choose a direction. Success pushes the targets in that direction. Damage is halved.

Air ACC *(↑3 Outdoors with a clear sky, ↑1 Outdoors on a foggy or muggy day or Indoors);* Athletics AA, Durability AA, Intimidate BB, Nimble AA, Perception A, Precision AB, Stealth ABC, Tactics A, Vigilance AAC, (Appeal, Empathy, Genius AA); Fast 1, Wings 3; Fly; Languages: Elemental

Gear: Cloud Wisps (Air 2), Alert (Vigilance 1), Wind (Stealth 1), 10gp

*** Brawn: 2, Dexterity: 2, Genius: 2, Savvy: 1, Appeal: 2, Empathy: 2; Background Bandit; Skill Ranks: Stealth 1, Vigilance 2, Air 2

Appendix

History of Aspect Prime

Where did Aspect Prime come from? And for those familiar with its predecessor Aspect, why Aspect Prime? What's with the weird dice?

I was ten or eleven the first time I ran a role-playing game, I was running the 1st edition of a popular role-playing system in a red box.

My player wanted to be a wizard, which sounded good to me. Who wouldn't want to be a spellcaster in this world of fantasy and magic? We made the character together, following the instructions provided.

I ran the example adventure in the book. The character died in the first encounter from a single hit, after using their one spell and missing with it, having to fall back to an ineffective dagger attack.

It was clear that this system was inadequate for telling fantastic stories. I began taking inspiration from the fantasy books I had been reading. The Vancian concept of daily memorizing spells that could only be cast once and then had to be re-memorized before using them again was nowhere to be found in any of these books.

A number of the early character classes I developed took inspiration from the Vancian mechanic, just with new spell effects. It didn't take long, however, until I began creating alternatives. Sure we still used the same core rule set, now in their 2nd edition, just with numerous new character classes.

Players could now invent their own spells through various tables. The process was a bit clunky and slow, but players were able to express their magic creatively. Not long after, I added a fighter class with a similar ability to create moves, inspired by a certain arcade fighting game.

My player's handbook was now a tattered graph book with some copied tables and spells, but mostly new content of our devising – over 30 unique classes. Friends began referring to it as 6th edition, implying we were far ahead from the system who inspired it.

The 3rd edition of the popular rule set came out, and we adjusted our system to integrate some of the accomplishments. But now we were a bit further astray. We had tossed the original Wizard class completely in favor of a more flavorful New Wizard that inspired players to hand craft their own spellbooks to use during gameplay.

We had already solved the 15 minute day issue where players do 3 encounters and then rest 8 hours to get their spells back so they can resume the adventure. Adventures had a flow that better fit the epic stories we wanted to tell.

The 4th edition of that rule set was released, purporting to have solved the 15 minute day among other issues. Unfortunately, it had only made it so that all the characters had a 15 minute day, not just the spellcasters. It became clear that something had to be done.

We had something great and we wanted to share it with the world.

That is when work on publishing what we had began in earnest. Starting from scratch and building a new system to address the issues from the ground up.

Three years later, Aspect was released. I had attempted to simplify the work for players. Rather than providing frameworks to build powers, I prebuilt all the powers using the framework. Whenever a new ability was needed, I'd build it and add it to the game. We ended up with over a thousand unique powers. I intended to release the custom power making system to the public once I could polish the framework up.

The system worked great, but we were only testing with premade characters, or characters I would develop abilities for when someone came up with something that didn't fit my existing work.

What finally made the flaws clear to me was in 2015 when I was running a game for some new friends and one of the players borrowed the book for the weekend to build his character.

He came back on Monday and stated that he had read the whole book, which was over 300 pages at the time. I was taken aback, why had he read the whole book? He replied he wanted to see all of his options. At that point it was obvious I needed to revisit some of my earlier work.

I looked into making the framework available, but it turned out to be too complex for a typical player. The concepts were not particularly complicated, but the total math required was. I looked into ways to simplify that math using scaling dice *(a table of d2s, d4s, d6s, etc)*, but that only served to make everything more complex. I dug up my old tables and notes, looking for a solution.

That's when I realized that I could try different custom dice. I had gotten so used to using the classic polyhedral dice that until that moment it had seemed like the obvious choice.

Making custom dice let me take my old math tables and put all the calculation on the dice themselves! Players could do better than build their own abilities. They could now build those abilities on the fly during gameplay. Making all the results part of a single die roll also sped gameplay up immensely.

Using a three layer Ability Score / Skill / Gear system made it possible for characters to get defenses from multiple sources, so much of the complex talent and weapon system from Aspect was no longer needed.

Aspect Prime was born. We used a highly trimmed down system of less than 40 pages for 3 years so I could wrap my head around these new mechanics and what they meant. It became simple enough that 6 year old kids were running the game smoothly.

As soon as I finally settled on the core dice values and character creation rules, I started the work of bringing not only all the content from Aspect into Aspect Prime, but even all the remaining content from my older "6th edition" system that I could not manage to get working in Aspect's somewhat more rigid systems, including the different types of boosts and the Oracle die.

Is it perfect? No.

Is it done? No.

But it *is* great fun.

Heather Gunn, author of Aspect Prime, Aspect, and "6th Edition"

P.S. What is all this itty bitty text throughout the document, you ask? It is tuning numbers. You'll note it at the bottom of each of the main species, the suggested weapons, and even under some talents. The numbers indicate the math used to tune that bit of content.

The itty bitty text looks like this. If you can read it without a magnifying glass, I'm pretty impressed. In the final version of this book, these bits will be turned into white text so will not print, but they will always be there in the .pdfs, if you copy and paste the text.

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Character Name	Background	3: Hero / Grade / Save Dice	Role	Gender	Player

Species	Size	Senses & Traits	Languages

Movement	Flavor Words	Height	Weight	Hair	Eyes	Money

ABILITY SCORES

Brawn	Dexterity	Genius	Savvy	Appeal	Empathy
, Defense	, Defense	, Defense	, Defense	, Defense	, Defense
Physical Power	Physical Agility	Mental Power	Mental Agility	Social Power	Social Agility
Damage	Damage	Damage	Damage	Damage	Damage
Skills: Athletics, Durability, Intimidate	*Skills: Nimble, Precision, Stealth*	*Skills: Craft, Lore, Nature*	*Skills: Perception, Tactics, Vigilance*	*Skills: Charm, Entertain, Leadership*	*Skills: Customs, Shrewd, Trickery*

INTERESTS

Activities	Topics	Devotions
Things you enjoy doing	*Things you love learning about*	*Things you won't give up*

Advancement

XP		Next		Level	

Composure		Action Points	
Pool	Grade x 2 + Level	Base	
Damage		Current	

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GEAR

Name	Skill	Value

SKILLS

Roll	Skill	Ability	Ranks Total	Ranks Bought	Species Ranks	BackGr Ranks
	Athletics	Brawn				
	Charm	Appeal				
	Craft	Genius				
	Customs	Empathy				
	Durability	Brawn				
	Entertain	Appeal				
	Intimidate	Brawn				
	Leadership	Appeal				
	Lore	Genius				
	Nature	Genius				
	Nimble	Dexterity				
	Perception	Savvy				
	Precision	Dexterity				
	Shrewd	Empathy				
	Stealth	Dexterity				
	Tactics	Savvy				
	Trickery	Empathy				
	Vigilance	Savvy				

TRAINED SKILLS

Boosts	Power Source	Roll	Skill	Ability	Ranks Total	Ranks Bought	Species Ranks	BackGr Ranks
			Trained	?				
			Trained	?				
			Trained	?				

TALENTS & ARTIFACTS

Role Talent / Skill	Prime Talent / Skill	Level 1 Tier Talent / Skill
Level 1 Tier Talent / Skill	Level 1 Tier Talent / Skill	Level 1 Tier Talent / Skill
Level 3 Tier Talent / Skill	Level 5 Tier Talent / Skill	Level 7 Tier Talent / Skill
Level 9 Tier Talent / Skill	Level 11 Tier Talent / Skill	Level 13 Tier Talent / Skill
Level 15 Tier Talent / Skill	Level 17 Tier Talent / Skill	Level 19 Tier Talent / Skill
Other / Skill	Other / Skill	Other / Skill

Other Items

Instant Monsters

Super Easy (Fodder)	XP 5	Save: 3, BC
2, 3 Defense Target (2, 1 Secondary, 1, 0 Tertiary)	Gear value 1	
1 + 3 health	Gear value 1	2gp in loot on hand
Attack: BC (0 to 1 talents)		
Stuff I'm Good At: AB, Stuff I'm Not: A		(4 for one hero)
Easy (Minion)	XP 10	Save: 4, CC
2, 4 Defense Target (2, 2 Secondary, 1, 1 Tertiary)	Gear value 2	
3 + 4 health (+1/+0 more if defender)	Gear value 1	5gp in loot on hand
Attack: CC (1 to 2 talents)	Gear value 1	5gp in loot elsewhere
Stuff I'm Good At: BB, Stuff I'm Not: AA		(2 for one hero)
Medium (Basic) 1 Action Point	XP 20	Save: 5, BCC
3, 5 Defense Target (2, 2 Secondary, 2, 1 Tertiary)	Gear value 2	
5 + 5 health (+2/+0 more if defender)	Gear value 2	10gp in loot on hand
Attack: BCC (1 to 3 talents)	Gear value 1	15gp in loot elsewhere
Stuff I'm Good At: ABB, Stuff I'm Not: AA	Gear value 1	(1 for one hero)
Tough (Elite) 1+1 Action Points	XP 40	Save: 6, ABCC
4, 5 Defense Target (3, 2 Secondary, 2, 1 Tertiary)	Gear value 2	
9 + 6 health (+4/+0 more if defender)	Gear value 2	20gp in loot on hand
Attack: ABCC (2 to 5 talents)	Gear value 2	40gp in loot elsewhere
Stuff I'm Good At: AABB	Gear value 1	
Stuff I'm Not: AAA	Gear value 1	(1 for two heroes)
Mini Boss (Sub-Boss) 2+1 Action Points	XP 60	Save: 7, BCCC
4, 6 Defense Target (3, 3 Secondary, 2, 1 Tertiary)	Gear value 2	
11 + 7 health (+5/+0 more if defender)	Gear value 2	35gp in loot on hand
Attack: ACCC (3 to 6 talents)	Gear value 2	65gp in loot elsewhere
Stuff I'm Good At: AABC	Gear value 2	
Stuff I'm Not: AAA	Gear value 2	(1 for three heroes)
Boss (Boss) 2+1 Action Points	XP 80	Save: 8, ABCCC
5, 7 Defense Target (4, 3 Secondary, 3, 1 Tertiary)	Gear value 3	
13 + 8 health (+6/+0 more if defender)	Gear value 3	55gp in loot on hand
Attack: ABCCC (3 to 6 talents)	Gear value 2	90gp in loot elsewhere
Stuff I'm Good At: AAABC	Gear value 2	
Stuff I'm Not: AAB	Gear value 2	(1 for four heroes)
Mini Epic (Sub-Epic) 2+1 Action Points	XP 120	Save: 9, ACCCC
5, 8 Defense Target (4, 4 Secondary, 3, 2 Tertiary)	Gear value 4	
15 + 8 health (+7/+0 more if defender)	Gear value 3	75gp in loot on hand
Attack: ACCCC (4 to 7 talents)	Gear value 2	130gp in loot elsewhere
Stuff I'm Good At: AABBC	Gear value 2	
Stuff I'm Not: AAB	Gear value 2	(1 for six heroes)
Epic (Ultimate Boss) 2+2 Action Points	XP 160	Save: 9, ACCCC
5, 8 Defense Target (4, 4 Secondary, 3, 2 Tertiary)	Gear value 4	
17 + 9 health (+8/+0 more if defender)	Gear value 3	100gp in loot on hand
Attack: ACCCC (4 to 7 talents)	Gear value 3	190gp in loot elsewhere
Stuff I'm Good At: AABCC	Gear value 2	
Stuff I'm Not: ABB	Gear value 2	(1 for EIGHT heroes)
UberEpic (Legendary Boss) 3+2 Action Points	XP 320	Save: 11, ACCCCC
6, 10 Defense Target (5, 6 Secondary, 4, 4 Tertiary)	Gear value 5	
19 + 11 health (+9/+0 more if defender)	Gear value 4	200gp in loot on hand
Attack: ACCCCC (5 to 7 talents)	Gear value 4	380gp in loot elsewhere
Stuff I'm Good At: AABCCC	Gear value 3	
Stuff I'm Not: ABBC	Gear value 3	(1 for SIXTEEN heroes)

Add up the BEV for each character to see how much total XP they can handle for a normal encounter difficulty.

For really tough fights, you can use the Tough value listed below per character instead.

For incredibly hard pivotal battles where there is a 50% chance the entire party will be defeated, use the Pivotal value listed. BE CAREFUL with this, these are battles where characters COULD easily die.

Level	BEV	Tough	Pivotal
1	20	25	30
2	21	26	32
3	23	27	34
4	25	28	38
5	29	36	44
6	36	45	54
7	40	50	60
8	45	56	68
9	51	63	76
10	56	70	84
11	61	76	92
12	68	89	110
13	73	94	116
14	87	108	130
15	100	125	150
16	115	142	170
17	145	167	190
18	175	197	220
19	180	214	240
20	200	250	300

See Adjusting Difficulty, page 128, for more details.

Need some fast foes? Use this page to fill in the blanks. When making an Instant critter, pick a Primary aspect and a Weak aspect. Then choose either Power or Agility to be stronger. Don't forget to add 1 to the **Save** target for Controllers.

For **Health**, the first value is Composure, the second is wounds in each aspect. Halfway through wounds in an aspect is enough to disable either Agility or Power for that aspect.

To pick **Talents**, you can always just grab them from the example characters from the Trained Skill you are using. They are listed in priority, so just grab as many as you need for that foe.

Two skills can be at **Attack** die pool level. Usually one is a trained skill, and the other a basic skill in the Primary aspect. Most of the rest should have the "**Stuff I'm Good At**" value. Skills from the character's Weak aspect should be the "**Stuff I'm Not**" value.

Loot on hand is likely to be partially in coin, and partially in (resale value of) items such as consumables that COULD be used during combat (healing and defense potions!). Note that the values listed here are for Social Rank 4. For each rank below, halve it. For each rank above, add the value again. Note that higher social ranks means more characters might be looking for avenge their death.

Loot elsewhere is hidden, probably in their home or bank account. Remember that these funds CAN and SHOULD be used against the players leading up to this encounter (or after by their allies/heirs!).

Always use resale value ($^1/_5$ of cost) to purchase these items.

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Basic Talents

Initiative (Shrewd or Vigilance. Basic) – *Check;* An encounter begins or you join one: Vigilance Edge must be spent immediately, Shrewd Edge is added to your next roll.

Alert Stance (Any. Basic) – *Stance;* Maneuver: You make non-combat checks passively at (B + C dice, A + C dice).

Basic Melee (Physical. Basic) – *Attack;* Major, Weapon: Roll vs Physical on a foe in Melee.

Basic Ranged (Physical. Basic) – *Attack;* Major, Ranged Weapon, ↓X+1 dice: Roll vs Physical on a foe in X+1 range increments.

Mental Assault (Mental. Basic) – *Quip;* Major, Vocal, ↓X dice: Roll vs Mental on a foe in X range increments. Success deals Mental damage.

Social Pressure (Social. Basic) – *Quip;* Major, Vocal, ↓X dice: Roll vs Social on a foe in X range increments. Success deals Social damage.

Imperil (None. Basic) – *Debuff;* Success, Spend 2X Edge: ↓X to the target's defenses until your next turn ends.

Enhance (None. Basic) – *Buff;* Active, Spend 2X Edge: ↑X the next very roll made by you or an ally.

Rush (None. Basic) – *Bonus;* Active, Quick, Spend 3 Edge: Take an immediate extra maneuver action.

Lucky Break (None. Basic) – *Bonus;* Quick, Spend 6 Edge: Take an immediate extra major action.

***(Stabilize)* (Shrewd / Nature / Customs. Basic)** – *Healing;* Major, A target is unstable (going mad / dying / losing will to live). Roll vs target's (aspect) excess wounds. Success stabilizes that aspect.

Basic Movement Talents

Move (None. Basic) – *Movement;* Maneuver: Move your full speed.

Shift (None. Basic) – *Movement;* Maneuver: Shift one square. *(shifting does not provoke reaction attacks)*

Sub-Move Actions (None. Basic) – You can divide a movement action into multiple parts by subtracting some movement from it:

1 Move: Get out or put away a piece of equipment.

2 Move: Open a door, pick up something, or use simple equipment (drink something, put on a glove, flip a lever, etc.)

Focus (None. Basic) – *Movement;* Maneuver: ↑1 to your next die roll or defense *(no matter what it is)*. You may move one square.

Stand (None. Basic) – *Movement;* Maneuver: Stand from prone.

Scoot (None. Basic) – *Movement;* Quick, Spend 2 Edge: Move 1.

Sprint (Nimble. Basic) – *Movement;* Major: Move your full speed, and then move an additional number of squares equal to a Nimble roll if your previous action was not a movement action.

Run (Athletics. Basic) – *Movement, Stance;* Major: Move your full speed, and then move an additional number of squares equal to an Athletics roll if your previous action was a movement action.

Basic Skill Talents

Overcome (Athletics. Basic) – Maneuver: Roll vs DT against any rough terrain, rough current, wind, etc. Success means you move at 2 plus excess successes to a maximum of your normal speed.

Persuasion (Charm. Basic) – *Quip;* Major, Vocal: Roll a Social Pressure with Charm on a target. Impaired targets are convinced of something you believe to be true.

Handy (Craft. Basic) – Variable action based on value, Spend material: Roll vs target gear value to create an improvised item with success durability. It is obviously slapdash.

Linguistics (Customs. Basic) – *Quip, GM Roll;* Maneuver: Use this to communicate with creatures that do not share a language with you. If the target is actively trying to understand, add their roll to yours.

Fortitude (Durability. Basic) – Quick: Fortitude is used to overcome harsh environmental conditions, poisons, or diseases; perform long term strenuous activity, or hold your concentration.

Distract (Entertain. Basic) – Major, ↓3X dice: Roll vs Social against targets that can see you in X range increments. Success against a target reduces all defenses.

Scare Off (Intimidate. Basic) – *Fear;* Major, ↓3X dice: Roll vs Mental on a foe in X range increments. If you succeed, the target must either flee or cower, save ends.

Lead by Example (Leadership. Basic) – *Quip;* Free or Quick: Roll vs the DT of an action you just succeeded at. Upgrade the next roll an ally makes on the same action by your success.

Knowledge Check (Lore. Basic) – *GM Roll, Knowledge;* Variable, Upgrade based on skill ranks, talents, interests, available materials, and time modifier: Roll vs DT. Success reveals relevant information. Crits can be spent to answer additional questions.

Survival (Nature. Basic) – Variable: Roll to shelter, forage, or track.

Adroit Movement (Nimble. Basic) – *Movement;* Maneuver: Roll vs DT when you need to balance or squeeze through narrow spaces.

Sense (Perception. Basic) – *GM Roll;* Free: Roll vs Stealth. See Stealth for more details.

Catch / Throw (Precision. Basic) – Maneuver; This cooperative check is your Roll and the thrower's Roll vs the Range Increment. Both checks must succeed.

Blend In (Shrewd. Basic) – *GM Roll;* Major: Roll vs Vigilance. Success means you escape notice in a busy area.

Hide (Stealth. Basic) – *Stance, GM Roll;* Free or Quick: Roll vs Perception on an unaware target. On success, they don't notice you.

I Have A Plan (Tactics. Basic) – *Planning;* Spend X minutes outlining a plan to any number of characters.

Bluff (Trickery. Basic) – *Quip;* Major, Vocal: Roll a Social Pressure with Trickery on a target. Impaired targets are convinced of something you believe to be false.

Preparedness (Vigilance. Basic) – *Check;* Quick: Roll vs DT to determine if your character remembered to do something important earlier (such as Did I Bring The Thing?, see page 103).

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