# Wilds of Ethurun

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# Contents

# Introduction

Wilds of Ethurun is a tabletop RPG about player characters developing and strengthening a new settlement by obtaining **Objectives**. As the game progresses, player characters become stronger and better equipped to seek out more powerful Objectives. It is fast paced and designed to be played in standalone sessions, with a rotating group of players. Each standalone session, called an **Expedition**, results in obtaining (or failing to obtain) a new Objective, which unlocks new options in the settlement for every player within that group.

# Character Mechanics

Character creation is the process of creating a player character. When creating a character, start with selecting a race. Then, select an Origin and Occupation. Select five Abilities (or six, or three, depending on race). Then, allocate 50 attribute points among your seven Attributes.

## Attributes

Every player character has a set of Attributes. Attributes affect your character's Abilities, which dictate what Skilled Actions your character can use.

As an example, if you want your character to be good at using a sword, you would first boost Agility, the Attribute. Then, you would select Bladed Weapon as one of your characters's Abilities. Bladed Weapon would then allow your character to use Skilled Actions such as Slash and Riposte. Bladed Weapon allows your character to use swords, and Agility makes your character better at using swords. Slash is the specific Skilled Action that your character would take in order to use their sword.

Blue represents Attributes.

Lime represents Abilities.

Pale orange represents passive Skilled Actions.

Orange represents the active Skilled Actions.

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Attributes define your character's natural capabilities. Broadly speaking, they represent the percentage chance that you succeed when you apply your skills. Player characters have seven attributes:

- Focus

- Strength

- Conditioning

- Ingenuity

- Agility

- Will

- Communication

Each attribute starts at a base score of 15, and does not cap. Attribute Scores from here on will be referred to as AS. During character creation, you have 50 **AP** to allocate between all of your character's attributes. Attributes have five Tiers, unlocking as your AS increases, which will dictate what Skilled Actions your character can take.

| Tier I | Tier II | Tier III | Tier IV | Tier V |
|--------|---------|----------|---------|--------|
| 0-25 | 26-50 | 51-75 | 76-100 | 100+ |

There are a few secondary attributes as well:

Resolve is a measure of your character's will to keep fighting. It is similar to hit points in other games. However, in Ascendance, Resolve can be lowered by things other than damage, and raised by things other than healing. Resolve is calculated as (Conditioning+Will).

Armor dictates damage reduction, and is generally granted by items. Each point of armor reduces Resolve damage taken by 1%. 50 points of armor means reducing Resolve damage by 50%, and so on. Armor points are additive.

The Action Meter is the amount of actions a character can take during combat. It starts at 1.0 for each character, and increases with Speed, as defined below.

Speed defines movement distance and action count during combat. It is calculated as $\frac{Agility+Focus}{2}$. Every 5 points of speed increases movement distance by 5 feet. Every 30 points of speed adds 0.5 to the Action Meter.

## Abilities

Abilities are the second part of character creation. Each Ability falls under the domain of a specific attribute. They can be thought of as groups of Skilled Actions. During character creation, select five Abilities; ideally, select ones that fall under the attributes that you allocated points to in the previous section.

Some Abilities are marked with an (M). This means that they are Magic Abilities. Magic Abilities have certain restrictions while wearing armor.

| Focus | Strength | Conditioning | Ingenuity | Agility | Will | Communication |
| --- | --- | --- | --- | --- | --- | --- |
| Trollsong (M) | Heavy Weapon | Armor | Alchemy | Bladed Weapon | Protection (M) | Persuasion |
| Fortification (M) | Rage | Recovery | Navigation | Sneak | Affliction (M) | Reputation |
| Projectiles | Unarmed | Alacrity | Runelore | Unarmored | Spirit Weapon | Summon Spirit (M) |

- **Trollsong** Constant effect self enhancements, such as darkvision.

- **Fortification** magic deals with providing immediate, temporary buffs to allies like doing more damage or increasing movement speed.

- **Projectiles** is the Ability for archers, dealing with bows, crossbows, or spears.

- **Heavy Weapon** is used for weapons that rely on weight for their attack. Hammers, axes, and Greatswords fall under this category.

- **Rage** gives temporary martial prowess, at the cost of Resolve.

- **Unarmed** deals with striking and grappling without a weapon.

- **Armor** allows one to wear armor effectively. Without this Ability, the benefits from armor items are negated.

- **Recovery** boosts short-term recovery, allowing for limited self healing.

- **Alacrity** gives the character a higher action count during encounters.

- **Alchemy** creates instant-use potions during downtime.

- **Navigation** Aids in exploring the wilderness and avoiding getting lost.

- **Runelore** allows a character to identify and use Runed weapons and armor.

- **Bladed Weapon** is used for all bladed weapons, which include swords, daggers, and greatswords.

- **Sneak** is for thief-related skills, and dealing increased damage while undetected.

- **Unarmored** gives armor points while not wearing armor.

- **Protection** is for creating temporary shields, and healing allies when they take damage.

- **Affliction** damages enemies while strengthening yourself.

- **Spirit Weapon** conjures a powerful weapon from thin air.

- **Persuasion** influences NPC interactions.

- **Reputation** influences Faction interactions.

- **Summon Spirit** Creates a summoned spirit as an ally.

## Skilled Actions

Skilled Actions are specific actions that your character can take, derived from their Abilities. Each Ability unlocks up to five Skilled Actions for your character, dependent on their relevant Attribute tier. The first Skilled Action for each Ability is unlocked at Tier I, the second Skilled Action is unlocked at Tier II, and so on. Your character can use any and all of the Skilled Actions that they have unlocked.

For example, your character has an Agility of 35. That is Tier II. That means that they can use Tier I and Tier II

Skilled Actions for Bladed Weapon, Sneak, and Unarmored, if they chose those Abilities at character creation. Each ability has five Skilled Actions, one for each tier of Attribute.

Most Skilled Actions require rolling dice. Those that don't will lack a "Roll Modifier" line in the Skilled Action card. When a dice roll is required, you use 1d100, sometimes called percentile dice. This roll is checked against your Attribute for that Skilled Action. If you roll under, then the Skilled Action succeeds. If you roll over, then it fails. A few Skilled Actions succeed even if the roll is failed, adding negative modifiers instead of failing the Skilled Action. In case the math isn't immediately clear, higher Attributes make your Skilled Actions more likely to succeed.

There are a few different ways to roll 1d100. The first way is to use a computer generator, setting the minimum value to 1 and the maximum value to 100. This is the easiest way, and if you play online then this may be the only way.

Another way is to use proper percentile dice. These are two ten-sided dice, one numbered for the tens with 00, 10, 20, and so on. The other is numbered 0-9. Add the two together to get your total. The only exception to the general rule is that a roll of 00 and 0 is 100, not a zero. The rest of the numbers work how you expect.

The last way is to use two normal d10s, numbered 1-10. Assign one die to the tens place, and the other to the ones place. Using different colors for each dice is a good idea. A roll of 10 on either dice represents a 0, and the rest of the numbers represent their normal place. Again, there is an exception for 100. If both dice roll 10, then that is 100, not a 0.

A 1-10 roll would be a 10.

A 2-7 roll would be a 27.

A 10-1 roll would be a 1.

And so on.

Occasionally, rolls for d10s will be called. Any d100 format can be turned into a d10 format by using only one die, or by setting your random number generator to 1-10. In these cases, for a 0-9 die, treat a 0 as 10. 1-10 dice roll normally.

## Unskilled Actions

During the course of play, the party will attempt to do things that are outside of Skilled Actions. Kicking in a door, for example, or climbing down a cliff. When this comes up, the GM determines the appropriate attribute that would oversee that action. Then the player rolls percentile dice. If the total is lower than the determined attribute, then the action succeeds. If the total is higher, then the action fails.

In the case that a character has some advantage or disadvantage to performing that action, the GM may raise or lower the total by a porangeetermined amount. For example, if a character is trying to climb down a cliff and they have climbing gear, then the GM may decide to subtract 25 from the final roll, making it more likely to succeed. Conversely, if the weather is poor, the GM may decide that adding 20 to the total is appropriate. This number is to be determined prior to the roll. The GM's Guide includes recommendations for adjusting these rolls.

## Character Progression

When you use an Ability during an encounter, add a tick mark next to that ability, up to three tick marks. During your next extended rest, increase the Attribute that governs that ability by one. Then erase the tickmark. Once your character's Attribute increases to the next tier, they are able to use those Skilled Actions immediately. There is no other actions that they need to take.

## Character Death

Life can be cut short very easily in Wilds of Ethurun. Healing is a limited resource, opponents can do a lot of damage, and there is no resurrection. Once a character dies, they are dead for good.

# Races, Origins, and Occupations

## Trolls

### Advantages and Drawbacks

- +2 Novelty.
- Owing to the toughened nature of Trolls, your Resolve is doubled.
- While you are in direct sunlight, movement distance and Action Meter is reduced by 0.25x.
- -3d10 on Opinion rolls.
- Natural Language: Trollish.

Trolls are the long-lived and solitary inhabitants of the Correll Mountains. No one knows where they come from, or how they are born. Centuries of grievances, real and imagined, have divided Trolls from the other intelligent races of Ethurun. They are feared as tricksters and man-eaters, and on the whole are treated with outright hostility. Indeed, most Trolls do live up to their horrible reputation, joyfully inflicting suffering on unwary travellers who stumble into their homelands. Rarely do they leave the Correll Mountains, however, and so incidents are rare nowadays.

Some Trolls, for one reason or another, lack the malevolent streak that their kin have. They do show some capacity for goodwill and kindness, although it is muted compared to even the more callous amongst the other intelligent races. Trolls do not have a society, or engage socially at all. Occasionally, individual Trolls may interact, to share news or to spread grief, but this is rare. For the most part, each Troll keeps to himself. Owing to their solitary nature (or perhaps it is the other way around), Trolls are very good at hiding themselves. Unwary travellers may be pursued for miles by a stalking Troll, and never know it. This is true especially in mountainous terrain, but any rough terrain is enough for a Troll to hide in.

Physically, Trolls are massive and physically imposing. Even the shortest of their kind are taller than the tallest humans, ranging from seven feet to ten feet tall. Their skin is coarse and hardened, stony in texture, and ranges in hue from charcoal to light grey. Trolls cannot tolerate direct sunlight. While the myths of turning to stone when touched by the sun are exaggerated, they are still weakened by the sun. It is for this reason that they rarely leave the mists of the Correll Mountains, although occasionally they can be found deep in the forests of Pasloe, or in the craggy peaks that surround the desert of Scetis.

# Dvergar

## Advantages and Drawbacks

- +1 Orthodoxy.
- Can deep rest in the span of a shallow rest, gaining the benefits of both.
- Speed is calculated as $\frac{Agility+Focus}{3}$.
- Natural Language: Dvergarin

While Trolls live on the surface of the Correll Mountains, the Dvergar inhabit the deep chambers of the Ionis Mountains to the west. By far, they are the most populous race in Ethurun. Their underground capital of Farshaw is the center of trade and commerce in the Westlands. Dvergar have pale skin, and stand between four and five feet tall. They tend to be heavyset, but strong.

Dvergar are the dominant race in Ethurun in terms of advancement and civilization. Farshaw is the biggest settlement on the peninsula, and the only one that could qualify as a city. The Dvergar are well versed in stonework and metalwork, and have a dim understanding of chemistry, owing to thousands of years of slow experimentation and improvement. They are also the only culture with a sophisticated writing system. Although other races may use primitive scrawlings at times, the standard written language in Ethurun is Dvergarin.

Due to their advancement and power, the Dvergar are a proud people. Attitudes amongst the Dvergar range from vaguely patriotic to outright nationalistic. Despite this, the Dvergar are not inclined to rapid expansion. Change comes slowly, and they prefer to expand in a meticulous and calculated manner.

# Ethalin

## Advantages and Drawbacks

- +2 Orthodoxy
- Can use Skilled Actions that are one tier higher than normal.
- Restricted to three Abilities.
- Natural Language: Ethalin

The Ethalin are not native to the continent of Ethurun. They instead inhabit a chain of islands west of Ethurun, on the moon-ward side. These islands can be seen from Ethurun, but take a few days by boat to sail to.

The Ethalin are able to call on ancestral memory when the occasion calls for it. Due to this, they are naturally more skilled in things that their forebears have done. The Ethalin are extremely Orthodoxy-minded, and the weight of their ancestral memories sometimes causes problems when it comes to innovation and problemsolving.

Physically, Ethalin are tall and bulky. They have large horns, which act as electricity-storing organs. The islands of Ulen Isom are constantly beset by thunderstorms, and Ethalin can catch the lightning with their horns and then discharge it.

## Mankind

Mankind inhabits the lands to the sun-ward side of the Correll Mountains. They are the most recent arrivals to Ethurun, discovering the continent about seven thousand years ago. They built the city-fortress of Tenet, before a widespread collapse allowed their Dvergar neighbors to drive them out and sun-ward.

Today, Mankind is a loose collection of Houses, each engaged in their own affairs.

Physically, men stand between Ethalin and Dvergar in height, although they are closer to the Dvergar side of that spectrum. They have pale skin. They are naturally inclined towards Novelty.

### Advantages and Drawbacks

- +1 Novelty.
- You may take one additional Ability. You cannot use tier IV or V Skilled Actions from it.
- Your Resolve is reduced by 0.25x.
- Natural Language: Ice-Speech.

## Origin and Occupation

Origin and Occupation is your character's story before the present day. Details are left intentionally vague, to give space for storytelling. Origin gives Cosmic Points, and Occupation gives passive bonuses.

### Origins

- Tenet | +2 Orthodoxy

- Mossford | +1 Orthodoxy

- Wanderer | +0 Orthodoxy/+0 Novelty

- Ta'Rafit | +1 Novelty

- Ta'Palin | +2 Novelty

### Occupation

| Enchanter |
|---|
| You were apprenticed by an Enchanter, and have some skill in using enchanted items effectively. Can wear one additional enchanted ring, bracelet, and necklace. |

| Warcaster |
|---|
| You were a battle-mage, and learned to use magic in armor. Can fully use one magical Ability while wearing armor. |

| Peacekeeper |
|---|
| You served as a peacekeeper in your origin city. -10 to all weapon action rolls. |

| Translator |
|---|
| You learned another language and spent time as a translator. Learn one additional language. |

| Scout |
|---|
| You spent time as a scout in your origin's military. Use one ration every two days. |

# World Mechanics

## Cosmic Points

*The universe is torn between Novelty and Orthodoxy; two opposing forces that dictate our lives, in big ways and in small ways. Each force is hyper-real, more real than we are, and they are cosmic in scale. They do battle with each other over centuries and millenia, contesting each action as it unfolds. They may even be self-aware.*

Every being in Ethurun places somewhere on the Novelty-Orthodoxy spectrum. This represents whether they are open to new things (Novelty) or prefer the older, established ways (Orthodoxy). As you build your character, your race and background will add points of Novelty or Orthodoxy. Novelty and Orthodoxy points cancel each other out. If you start with two points of Orthodoxy and gain one point of Novelty, then your Orthodoxy points are reduced by one. At the end of character creation, you will have between one and three points in either Novelty or Orthodoxy, and these are your **Cosmic Points**.

During every encounter, the GM will roll 1d10 to divine whether the universe favors Novelty or Orthodoxy at this moment. When even numbers are rolled, the universe favors Orthodoxy. When odd numbers are rolled, the universe favors Novelty.

If the universe favors your alignment, then you can use Cosmic Points to influence the outcome of any action. One cosmic point can be used to force your action to succeed, or to force an opponent's action to fail. On the other hand, if the universe favors the opposite alignment, your Cosmic Points are used against you. The GM can use one of your Cosmic Points to make an action fail, or to make an opponent's action succeed. Some opponents also have special Cosmic Actions, that can only be used against player characters with remaining Cosmic Points.

Once all of your Cosmic Points have been used, you cannot regain them during that encounter. They reset to full at the start of each encounter.

## Combat

Combat in Ascendance is party-based. Once combat begins, each party takes their turn to act and react. After all parties have had their turn, the round is over, and the order starts again. When a party is taking its turn, it is said to be attacking. All other parties are defending. Every round, which includes every party's turn, lasts five seconds.

when the GM calls to roll for combat order, each combatant on both sides rolls 2d10 and adds it to their highest AS. All combatants in the same party then add this number together. The party with the highest number goes first. If there are more than two parties, then combat order is decided from highest to lowest total number. Once the attacking party has finished their turn, the roles switch, and the defending party takes their turn as the attacking party. During combat, combatants in the same party take their turn one at a time. They may take their turn in any order, and the order may change from round to round.

Each combatant has an Action Meter. Each action that they may take has a certain Action Cost, as denoted in the Skilled Action. During their turn, a combatant may move up to their movement speed, and take as many actions as they like, provided the total is equal to or lower than their total Action Meter. If a Skilled Action is a reaction, then the Action Cost is deducted from their next turn.

During combat, several different status effects may be applied.

- Barrier — Temporary Resolve, used first when Resolve damage is taken.

- Invisible — Cannot be seen by normal vision, but can still be heard.

If a player character is reduced to zero Resolve, they are **incapacitated**. In this state, an opponent may take the **Kill** action to put them down for good. This is a distinct action that always takes their entire turn, regardless of their Action Meter. If the opponent is not interrupted, then they succeed in killing the player character.

## Resting

During and after your adventures, there will come times where your characters will need to stop and rest. There are three different levels of rest: shallow rest, deep rest, and extended rest. There are certain Skilled Actions that can only be taken when resting.

Shallow rests are quick breathers in between encounters, ten minutes to an hour. On a shallow rest, characters can restore 0.1x of their Resolve. These rests can be taken at any time, regardless of danger, as long as there are no immediate threats. The number of shallow rests is limited, and only four can be taken per deep rest.

Deep rests are longer periods of resting, between four and eight hours. The area that the deep rest takes place in must be secured so that they cannot be ambushed. Armor must be taken off for a deep rest to be successful. Characters restore 0.25x of their maximum Resolve after a deep rest.

Extended rests take periods over days and weeks, with a minimum of three days. The party's Resolve heals to their maximum, and any temporary effects gradually wear off. These are taken in between Expeditions.

## Factions, Reputation, and Opinion

Throughout Ethurun, there are a number of factions that exert power and influence. Broadly speaking, a faction is a sizable group of people united under a common banner. These can be anything from small villages and towns, to druidic circles, to roving warbands or national militaries. During your party's adventures, they will encounter multiple factions, and may join some of them. If they amass enough power and prestige, they may even form their own faction, dedicated to whatever purpose they choose.

As you interact with factions, your reputation with them will go up or down. All factions start at zero reputation, and range from +5 to -5.

Reputation influences the Opinion of individual members of factions. Opinion is a scale from 1 to 100. When Opinion is closer to 100, individuals will regard you more highly. They will be more helpful, may overlook small transgressions, and will trust you more. When Opinion is closer to 0, they will become more suspicious, more hostile, and in extreme cases may outright attack you.

Opinion can also be lowered by other factors. If you do not share a language with that NPC, add -2d10 to the Opinion roll.

When encountering someone for the first time, the GM will roll 1d100 to determine their initial state. Then, a number of d10s will be rolled, corresponding to Reputation with that person's faction and the Persuasion ability, if applicable. If the dice total is positive, then the total of those rolls will be added to Opinion. If the dice total is negative, then the total of those rolls will be subtracted.

Reputation and Opinion is applied to every party member universally. When rolling for Opinion, the highest Persuasion tier that any character has unlocked is used, provided that the character and the NPC share a language.

### Language

Every player character knows at least two languages; one from their race, and an additional one selected during character creation. Player characters cannot communicate effectively with people who they do not share a language with, although they may be able to get their message across if given time.

# Travel

Travel is an important part of adventuring in Ethurun.

Each hex on the map of Ethurun is roughly six miles. Each hex contains a landmark, which is an obvious piece of terrain to orient themselves by. This may be things like a ruined fortress, an enormous tree, a stone monument, or similar. Each hex may also contain a hidden feature, which can be found by exploring the hex. Not every hex contains a hidden feature.

- When traveling through rough terrain, the party can move one hex in one day.

- When traveling through normal terrain, the party can move two hexes in one day.

The party may also **Forced March**. They move one additional hex, but have a +10% chance of being lost, and there is a chance for a random encounter.

Every day of travel requires one unit of rations for every player character. Rations can be purchased anywhere that an extended rest can be taken. The party may hunt for rations. The party gains two rations per day of hunting, but they cannot move forward. There is also a chance for a random encounter.

For every day without rations, the maximum Resolve of a player character is reduced by 0.1x. Restoring this Resolve requires one day of extended rest per 0.1x lowered Resolve.

For every hex of travel, there is a chance that the party will get lost. The base chance of this is 30%, and can be lowered with the Navigation Ability. One player at the table will roll 1d100, and if the result is 30 or less, then the party is lost. When the party is lost, they do not move forward that day, and there is a chance for a random encounter. By the next day, they are no longer lost. They may continue moving forward, and do not need to reroll for that hex.

If the party decides to explore the hex, they spend one day doing so. They find the hidden feature of the hex, if there is one, and there is a chance for a random encounter.

# The Settlement

The settlement is the core of long term progression in Wilds of Ethurun. You begin the game already attached to settlement. As you explore the world and find Objectives, your settlement becomes stronger. This unlocks new items, new people, and new tools to solve problems with.

## Objectives and Expeditions

**Objectives** are a broad category of goals that improve the settlement in some way. They can be obtaining items, or causing events, or convincing people to join your settlement.

**Expeditions** are the journeys to fulfill Objectives.

# Setting: Ethurun

The world of Ethurun is set on a long, thin continent. East-to-West, it spans about a hundred miles. North-to-South, there are two celestial bodies in the sky, the sun at the northern end and the moon at the southern. The sun and moon do not move through the sky. Instead, they dim and brighten over the course of the day. This cycle is asynchrous. The Sun's intensity grows and diminishes over a year, which creates seasons. The moon's intensity changes over the course of a month.

As one approaches the sun, the land becomes dryer and desolate. No one knows how far the land stretches in that direction, as the conditions become increasingly inhospitable and exploration parties are forced to turn back. The moon-ward side is easier to travel, but is a dark and frozen waste as one leaves the temperate lands of Ethurun.

In between the sun and moon is a strip of mild climate where life can flourish. The habitable region spans about four hundred miles; a few dozen miles more in both directions if one is willing to live a miserable existence.

Additionally, there is a chain of islands to the west of Ethurun known as Ulen Isom. That is the region that the Ethalin inhabit.

# Items

## Inventory

Each player character has an inventory of ten items, in addition to whatever equipment they wear. Armor, weapons, magical jewelry, and one stack of ammunition can be worn.

With a pack, a player character can carry five more items. However, their Speed is reduced by 0.25x during combat while wearing it. The pack must be dropped to negate this effect.

## Currency

The common currency is Strand, minted by the Dvergar of Tenet, and accepted almost everywhere in Ethurun. They are small coins with a hole in the center, through which a rope can be passed through. Strands are grouped in twelves. One dozen Strand is a Knot, and one dozen Knots is a Cord.

Gold coins also exist for larger quantities. One gold is worth the same as one Cord, which is 144 Strand.

144 Strand (denoted by "s") = 12 Knot (k) = 1 Cord (c) = 1 Gold (g).

## Equipment

If an item is marked with (S), then it stacks with itself in the inventory. If there is a number in the (S) tag, then it stacks up to that number. Otherwise, each item takes up one space.

| Name | Use | Price |
|---|---|---:|
| Torch (S-3) | Creates light in a 30ft radius | 1k |
| Rations (S-10) | Rations for one day | 3s |
| Rope (S) | 50 feet of strong rope | 1k |
| Tinderbox | Used to light fires | 6s |
| Pack | Adds five inventory spaces | 5k |
| Bedroll | Deep rests restore +0.05x Resolve | 5k |
| Lockpick (S) | Opens locks | 2s |
| Probe (S) | Disables traps | 2s |
| Petty Healing Potion (S-5) | Restore 25 Resolve | 4s |
| Common Healing Potion (S-3) | Restore 50 Resolve | 1k |
| Grand Healing Potion (S-1) | Restore 125 Resolve | 3k |

## Weapons

Each weapon falls under a category: Bladed, Heavy, and Projectile. A player character must have the appropriate Ability in order to use the weapon. Weapons have five Skilled Actions, which are unlocked as a character progresses that Ability.

All weapon archetypes have the same Skilled Actions. A cutlass, a katana, a broadsword, and a shortsword, all use the same Skilled Actions, as they are all sword-archetype weapons. For that reason, the item for each of those is simply "Sword".

Weapons may furthermore have a "Poor" or "Superior" condition. A Poor sword adds 20 to Skilled Action rolls, and costs 2k less. A Superior sword subtracts 20 from Skilled Action rolls, and costs 2k more. This does not apply to ammunition.

Weapons may be either one-handed (1h) or two-handed (2h).

Projectile weapons require ammunition.

| Weapon | Type | Price |
|---|---|---:|
| Sword | Bladed, 1h | 6k |
| Dagger | Bladed, 1h | 3k |
| Greatsword | Bladed OR Heavy, 2h | 10k |
| Hammer | Heavy, 1h or 2h | 10k |
| Axe | Heavy, 1h or 2h | 6k |
| Bow | Projectile, 2h | 5k |
| Arrow (S-30) | Projectile ammunition | 1s |
| Hand Cannon | Projectile, 1h | 5k |
| Aurichalc blank (S-100) | Projectile ammunition | 1s |
| Spear (S-3) | Projectile, 1h or 2h | 2k |

## Armor

Armor is worn and used as full sets. Splitting and mix-matching armor is not possible. All armor restricts magical Abilities to a degree.

Like weapons, Armor falls under specific categories: Medium and Heavy. Medium armor restricts the user to tiers I-III of magic Abilities, meaning that they cannot use tier IV and V Skilled Actions. Heavy armor restricts magic Abilities entirely. A shield can only be used when you have at least one hand free.

Also like weapons, armor can be of Poor or Superior quality. Poor armor subtracts 5 armor points from the total, but costs 2k less. Superior armor adds 5 armor points to the total, but costs 2k more.

| Item Name | Armor Points | Price |
|---|---|---:|
| Medium Armor | 15 points | 8k |
| Heavy Armor | 25 points | 10k |
| Shield | 10 points | 5k |

## Magical Jewelry

Rings, necklaces, and bracelets can be enchanted for a variety of effects. Each enchantment must be done by an enchanter, and requires the destruction of one Adamant Sphere for the enchanting process. A player character is able to wear two rings, two bracelets, and one necklace. Enchantments of the same effect stack additively. Each item can hold one effect, from the list below:

| Name | Effect | Active/Passive |
|---|---|---|
| Resolve Trickle | Restores 10 Resolve every half hour | Passive |
| Charm | Increase your Reputation by 1 | Passive |
| Armor | Increase your armor by 5 points | Passive |
| Fortify Resolve | Increase your Resolve by 25 points | Passive |
| Fortify Attribute | Increase any Attribute by 10 points | Passive |
| Change Fate | Force a re-roll of the Cosmic Dice | Active (1.0AC) |
| Multiply Damage | Your next attack deals 1.25x damage. | Active (0.5AC) |

# Weapon Skills

## Bladed Weapons

### Sword

Swords are defensive weapons. They are used to defend yourself, and to punish opponents that engage you. Katanas, cutlasses, shortswords, broadswords, and so on all fall under Sword.

Parry and Riposte can be used to defend against the same melee attack.

| Slash | Bladed Weapon I |
|---|---|
| Turn | Attacking |
| Range | Melee |
| Action Cost | 1.0 |
| Effect | Slash with your sword, dealing 1x your Agility as Resolve damage. |

| Riposte | Bladed Weapon II |
|---|---|
| Turn | Reacting |
| Reacting To | Successful melee attack |
| Range | Melee |
| Action Cost | 0.5 |
| Effect | Immediately after a melee attack is made against you, deal 1.5x your Agility as Resolve damage to your attacker. |

| Parry | Bladed Weapon III |
|---|---|
| Turn | Reacting |
| Reacting To | Successful melee attack |
| Range | Melee |
| Action Cost | 0.5 |
| Effect | Immediately after a melee attack is made against you, parry the blow and negate the attack. |

| Whirlwind | Bladed Weapon IV |
|---|---|
| Turn | Attacking |
| Range | Melee |
| Action Cost | 1.0 |
| Effect | Until the start of your next turn, any opponent that enters your melee range takes 2x your Agility as Resolve damage. Your movement distance is set to 0. |

| Fortress | Bladed Weapon V |
|---|---|
| Effect | If you have used 0 movement distance during your turn, your armor is increased by 25 points until the start of your next turn. |

## Daggers

Daggers are highly mobile melee weapons.

| Stab | Bladed Weapons I |
|---|---|
| Turn | Attacking |
| Range | Melee |
| Action Cost | 0.25 |
| Effect | Target an enemy and stab him. Deal 0.25x your Agility as Resolve damage. |

| Dodge | Bladed Weapons II |
|---|---|
| Turn | Reacting |
| Reacting To | Opponent attack |
| Action Cost | 0.5 |
| Roll Modifier | 0 |
| Effect | Dodge an opponent's attack, taking no damage and moving 5 feet in any direction. |

| Flurry | Bladed Weapon III |
|---|---|
| Turn | Attacking |
| Action Cost | 1.0 |
| Roll Modifier | 0 |
| Effect | Move 20 feet in a straight line, and Stab every opponent within melee range of the line. |

| Surprise | Bladed Weapon IV |
|---|---|
| Turn | Attacking |
| Action Cost | 0.0 |
| Effect | Target an enemy within 15 feet and move to within melee range of them. |

| Momentum | Bladed Weapon V |
|---|---|
| Effect | For every Stab, gain 5 feet of movement distance. |

## Greatsword

Greatswords are support weapons. They can be used with either Bladed Weapon or Heavy Weapon. If used with Bladed Weapon, then your Agility is used for attribute calculations. If used with Heavy Weapon, then your Strength is used for attribute calculations.

| Swing | Bladed/Heavy Weapon I |
|---|---|
| Turn | Attacking |
| Range | Melee |
| Action Cost | 1.0 |
| Effect | Swing your greatsword, dealing 1x your Agility/Strength as Resolve damage. |

| Interrupt | Bladed/Heavy Weapon II |
|---|---|
| Turn | Reacting |
| Reacting To | Opponent killing an ally |
| Range | 30 feet |
| Action Cost | 0.5 |
| Effect | Dash to an opponent and interrupt their kill attempt. |

| Face Me | Bladed/Heavy Weapon III |
|---|---|
| Turn | Attacking |
| Range | Melee |
| Action Cost | 0.5 |
| Effect | Target an opponent. Until the start of your next turn, if that opponent attacks anyone other than you, make the Swing attack against them. This attack does not use Action Meter. |

| Body Block | Bladed/Heavy Weapon IV |
|---|---|
| Turn | Reacting |
| Reacting To | Opponent attacking ally |
| Range | 15 feet |
| Action Cost | 0.5 |
| Roll Modifier | 0 |
| Effect | Move in between an opponent and an attacked ally. The ally is pushed 5 feet away from the opponent. |

| Protective Wall | Bladed/Heavy Weapon V |
|---|---|
| Effect | Whenever you are directly between an opponent and an ally, that ally gains 50 points of armor against all attacks from that opponent. |

# Heavy Weapons

## Axe

Axes exclusively deal damage, and a lot of it.

When using a two-handed axe, add 0.5x your Strength to every attack.

| Hack | Bladed Weapon I |
|---|---|
| Turn | Attacking |
| Range | Melee |
| Action Cost | 0.5 |
| Effect | Hack with your axe, dealing 0.5x your Strength as Resolve damage. |

| Heavy Strike | Bladed Weapon II |
|---|---|
| Turn | Attacking |
| Range | Melee |
| Action Cost | 0.5 |
| Roll Modifier | 0 |
| Effect | Put more force into an axe blow, dealing 2x your Strength as Resolve damage. |

| Aim for the Gap | Heavy Weapon III |
|---|---|
| Turn | Attacking |
| Range | Melee |
| Action Cost | 0.5 |
| Roll Modifier | +10 |
| Effect | Aim for a gap in your opponent's armor. Deal 1x your Strength as Resolve damage. This attack ignores armor. |

| Dispatch | Heavy Weapon IV |
|---|---|
| Turn | Attacking |
| Range | Melee |
| Action Cost | 1.0 |
| Roll Modifier | +20 |
| Effect | Deal a finishing blow to your opponent. deal 1 point of Resolve damage for every 1 point of Resolve that your opponent is missing. |

| Bloodlust | Heavy Weapon IV |
|---|---|
| Effect | Whenever you deal the killing blow to an opponent, gain 2.0 Action. |

# Projectiles

**Hand Cannon**

---

Hand cannons are a primitive, often improvised, category of firearm. They launch shells to create areas of effect.

shells are refined from Aurichalc. Cannoneers refine shells on the fly, according to what they need at a given time. When you refine Aurichalc, you turn one chunk of Aurichalc into a shell of a tier that you have unlocked. During a shallow rest, you can refine up to ten pieces of Aurichalc into shells. During a deep rest, you can refine up to thirty pieces. During an extended rest, you can refine up to one hundred pieces per day. Each type of shell stacks with itself, up to 100.

Shells do not discriminate, and affect both allies and opponents.

| Explosive Bullet | Projectiles I |
| --- | --- |
| Turn | Attacking |
| Range | 60 feet |
| Action Cost | 1.0 |
| Effect | Choose a target point and sling the bullet. Everyone within a 15 foot radius of the target point takes 0.5x your Focus as Resolve damage. |

| Overgrowth Bullet | Projectiles II |
| --- | --- |
| Turn | Attacking |
| Range | 60 feet |
| Action Cost | 1.0 |
| Roll Modifier | 0 |
| Duration | Until the start of your next turn |
| Effect | Create a circular area with a diameter of 30 feet. Vines and abundant plantlife grow in that area, and it becomes difficult terrain. |

| Barrier Bullet | Projectiles III |
| --- | --- |
| Turn | Attacking |
| Range | 60 feet |
| Action Cost | 1.0 |
| Roll Modifier | 0 |
| Effect | Create a circular area with a diameter of 10 feet. Everyone within that area gains 0.5x your Focus as Barrier for three turns. |

| Rejuvenation Bullet | Projectiles IV |
| --- | --- |
| Turn | Attacking |
| Range | 60 feet |
| Action Cost | 1.0 |
| Roll Modifier | 0 |
| Effect | Create a circular area with a diameter of 20 feet. Everyone within that area gains 0.25x your Focus as Resolve. |

| Careful Aim | Projectiles V |
| --- | --- |
| Effect | You can choose which targets within each bullet's area are affected. |

## Spear

Spears can be used with one hand or with two hands. When used with two hands, increase Resolve damage done by 0.5x. This does not apply when the spear is thrown. After a spear is thrown, it can be recovered. You can carry up to three spears per inventory space.

| Thrust | Projectiles I |
| --- | --- |
| Turn | Attacking |
| Range | Melee |
| Action Cost | 1.0 |
| Effect | Attack with your spear in melee range, dealing 1x your Focus as Resolve damage. |

| Throw | Projectiles II |
| --- | --- |
| Turn | Attacking |
| Range | 60ft |
| Action Cost | 1.0 |
| Roll Modifier | 0 |
| Effect | Throw your spear at an opponent, dealing 3x your Focus as Resolve damage. |

| Hemmorrhage | Projectiles III |
| --- | --- |
| Turn | Attacking |
| Range | 60ft |
| Action Cost | 1.0 |
| Effect | Throw your spear, dealing 0.5x your Focus as Resolve damage. This damage is then applied at the start of each of your turns for the rest of combat. Does not stack without Compound Damage. |

| Skilled Action 4 | ATTRIBUTE IV |
| --- | --- |

| Compound Damage | Projectiles V |
| --- | --- |
| Effect | Hemmorrhage and blank now stack with themselves. |

# Abilities and Skilled Actions

## Focus

### Focus/Trollsong

Trollsong is a form of magic that is chanted or sung to influence how your character interacts with their environment. It requires one to be able to speak. The effect is applied for as long as you continue to sing. If you lose more than 0.5x your Resolve within five seconds, your concentration is broken and the effect is lost. The song is audible within a minimum of five feet, to a maximum of sixty feet, depending on volume.

| Journey Through the Dark | Focus I |
|---|---|
| Effect | You can see in total darkness, up to 120 feet. |
| I Talk to the Wind | Focus II |
| Effect | You no longer move vertically. You cannot fall, and you cannot ascend. Horizontal movement is normal. |
| And Then There Was Silence | Focus IV |
| Effect | You make no noise, and your singing cannot be heard. |
| I'm the Only Ghost | Focus III |
| Effect | 25% chance to nullify attacks. |
| The Time is Now | Focus V |
| Effect | You turn invisible. |

# Focus/Fortification

Fortification is magic to make your allies more effective. It does not deal with healing or with keeping them alive. It requires at least one hand free to cast spells.

| Assist | Focus I |
|---|---|
| Turn | Attacking |
| Range | Within sight |
| Action Cost | 0.5 |
| Effect | Immediately after an ally uses a Skilled Action, you may subtract up to your Focus AS to their Result. Doing so starts your turn in combat. |

| Bless Weapon | Focus II |
|---|---|
| Turn | Noncombat |
| Range | Touch |
| Action Cost | 0.0 |
| Effect | Bless an ally's weapon. For the next hour, it deals bonus Resolve damage equal to 0.25x your Focus AS. |

| Lay on Hands | Focus III |
|---|---|
| Turn | During deep rest |
| Range | Touch |
| Action Cost | 0.0 |
| Effect | Lay your hands on an ally. For the next 24 hours, their Resolve maximum is increased by 1x your Focus AS. Their current Resolve is not affected. May affect up to ten allies at a time. |

| Fortify One | Focus IV |
|---|---|
| Turn | During shallow rest |
| Range | Touch |
| Action Cost | 0.0 |
| Effect | Strengthen one ally. Until your next shallow rest, their highest Attribute is increased by 1x your Focus AS. |

| Fortify All | Focus V |
|---|---|
| Turn | During deep rest |
| Range | Touch |
| Action Cost | 0.0 |
| Effect | Perform a ritual of strengthening. All allies who are present have all of their Attributes increased by 0.25x your Focus AS. |

## Focus/Projectiles

Projectiles allows for the use of ranged weapons. This includes the following weapons:

- Bow

- Crossbow

- Spear

| Projectiles I | Focus I |
|---|---|
| Effect | Allows you to use weapons with the Projectile tag. Also allows you to use the first Skilled Action of that weapon. |
| Projectiles II | Focus II |
| Effect | Allows you to use the second Skilled Action of your weapon. |
| Projectiles III | Focus III |
| Effect | Allows you to use the third Skilled Action of your weapon. |
| Projectiles IV | Focus IV |
| Effect | Allows you to use the fourth Skilled Action of your weapon. |
| Projectiles V | Focus V |
| Effect | Allows you to use the fifth Skilled Action of your weapon. |

# Strength

## Strength/Heavy Weapon

Heavy Weapon uses the weight of your weapon to smash and damage foes. This includes the following weapons:

- Axe

- Hammer

- Greatsword

| Heavy Weapon | Strength I |
|---|---|
| Effect | Allows you to use weapons with the Heavy tag. Also allows you to use the first Skilled Action of that weapon. |
| **Heavy Weapon II** | *Strength II* |
| Effect | Allows you to use the second Skilled Action of your weapon. |
| **Heavy Weapon III** | *Strength III* |
| Effect | Allows you to use the third Skilled Action of your weapon. |
| **Heavy Weapon IV** | *Strength IV* |
| Effect | Allows you to use the fourth Skilled Action of your weapon. |
| **Heavy Weapon V** | *Strength V* |
| Effect | Allows you to use the fifth Skilled Action of your weapon. |

# Strength/Rage

Rage increases the damage of your Player Character, while draining their Resolve. Extra damage is mitigated by armor. *self* damage is not mitigated by armor.

| Aggression | Strength I |
|---|---|
| Turn | Attacking |
| Action Cost | 0.0 |
| Duration | Until the start of your next turn |
| Effect | When used, increase all damage done with Bladed or Heavy weapons by 1.5x. Additionally, take 1.5x increased Resolve damage. |

| Charge | Strength II |
|---|---|
| Turn | Attacking |
| Range | 2x movement distance |
| Action Cost | 0.5 |
| Roll Modifier | 0 |
| Effect | Choose a target and charge up to twice your normal movement distance to reach them. Deal your Strength AS as Resolve damage. Deal the same damage to yourself if you failed your roll. |

| Bloodied | Strength III |
|---|---|
| Effect | When you are brought to half Resolve, immediately gain and use 2.0 Action. |

| Savage Blows | Strength IV |
|---|---|
| Turn | Attacking |
| Range | Melee |
| Action Cost | 0.5 |
| Roll Modifier | 0 |
| Effect | Target one enemy and deal Resolve damage equal to your missing Resolve. |

| Execute | Strength V |
|---|---|
| Turn | Attacking |
| Range | Melee |
| Action Cost | 2.0 |
| Roll | -20 |
| Effect | Target an opponent and attack. If that opponent's current Resolve is 0.3x or less of its maximum Resolve, it is killed. |
| Notes | Can only be used when your current Resolve is 0.4x or less of your maximum Resolve |

# Strength/Unarmed

Pugilists, wrestlers, and martial artists of all kinds favor Unarmed. The later tiers of Unarmed have a series of escalating conditions:

When your opponent is **Restrained**, they cannot take any actions. You may make one Strike against them per round. They are knocked unconscious after your third continuous turn of restraining them. You cannot take any other actions while restraining them, other than the one Strike. Your opponent must roll 1d100 against 2x your Strength AS to free themselves. You are considered prone while restraining them.

When you have an opponent in a **Clinch**, they are unable to make attacks or cast spells. Both party's movement distance is halved, and if either party moves then their opponent moves with them. While in the clinch, you can still use any Unarmed skills on your turn. Sweep does not require the clinched opponent to make an attack, and instead requires 0.5AP. To free themselves, your opponent must roll 1d100 and beat your Strength AS. Releasing the clinch uses 0.5AP. You may only clinch one opponent at a time.

| Strike | Strength I |
| --- | --- |
| Turn | Attacking |
| Range | Melee |
| Action Cost | 0.25 |
| Effect | Target an opponent and deal 0.5 Strength AS as resolve damage. When wearing heavy armor, deal 0.75 Strength AS as resolve damage. |

| Barrage | Strength II |
| --- | --- |
| Turn | Attacking |
| Range | Melee |
| Action Cost | 0.5 |
| Effect | Push your opponent back 5 feet for every two strikes you've made against them. |

| Sweep | Strength III |
| --- | --- |
| Turn | Reacting |
| Reacting to | Melee attack against you |
| Action Cost | 0.5 |
| Effect | After an opponent has made a melee attack against you, dodge the attack, nullifying the damage. Afterwards, knock them prone. |

| Grapple | Strength IV |
| --- | --- |
| Turn | Acting |
| Range | Melee |
| Action Cost | 1.0 |
| Effect | Target a prone opponent and restrain them. |

| Clinch | Strength V |
| --- | --- |
| Turn | Attacking |
| Range | Melee |
| Action Cost | 1.0 |
| Effect | Target an opponent within melee range and Clinch them. |

# Conditioning

## Conditioning/Armor

The Armor Ability allows you to use medium or heavy armor. Every tier of the skill increases your damage reduction while wearing any armor. When you are wearing Medium armor, you cannot use the tier IV or V Skilled Actions of magical Abilities. When you are wearing Heavy armor, you cannot use any magical Abilities. To use a shield, you must have at least one hand free.

| Armor I | Conditioning I |
|---|---|
| Effect | Allows you to wear medium or heavy armor. Gain 15 points of armor while wearing either. |
| **Armor II** | *Conditioning II* |
| Effect | Add 20 points of armor while wearing any armor. |
| **Armor III** | *Conditioning III* |
| Effect | Add 25 points of armor while wearing any armor. |
| **Armor IV** | *Conditioning IV* |
| Effect | Add 30 points of armor while wearing any armor. |
| **Armor V** | *Conditioning V* |
| Effect | Add 35 points of armor while wearing any armor. |

# Conditioning/Recovery

Recovery boosts your ability to recover during shallow and deep rests. The recovered Resolve stacks with natural recovery from resting.

| Recovery I | Conditioning I |
|---|---|
| Turn | Shallow or deep rest. |
| Effect | Restore 0.1x of your Resolve. |
| **Recovery II** | *Conditioning II* |
| Turn | Shallow or deep rest. |
| Effect | Restore 0.2x of your Resolve. |
| **Recovery III** | *Conditioning III* |
| Turn | Shallow or deep rest. |
| Effect | Restore 0.3x of your Resolve. |
| **Recovery IV** | *Conditioning IV* |
| Turn | Shallow or deep rest. |
| Effect | Restore 0.4x of your Resolve. |
| **Recovery V** | *Conditioning V* |
| Turn | Shallow or deep rest. |
| Effect | Restore 0.5x of your Resolve. |

## Conditioning/Alacrity

Alacrity allows you to take more actions during combat.

| Alacrity I | Conditioning I |
|---|---|
| Effect | Increases action meter by 0.5 |
| Alacrity II | Conditioning II |
| Effect | Increases action meter by 1.0 |
| Skilled Action 3 | Conditioning III |
| Effect | Increases action meter by 1.5 |
| Skilled Action 4 | Conditioning IV |
| Effect | Increases action meter by 2.0 |
| Skilled Action 5 | Conditioning V |
| Effect | Increases action meter by 2.5 |

# Ingenuity

## Ingenuity/Navigation

Navigation aids in exploring the wilderness. It decreases the likelihood of getting lost, and increases hunting gains.

The base chance of getting lost is 30%. The base gain from hunting is 2 rations per day.

| Navigation I | Ingenuity I |
|---|---|
| Effect | 25% chance of getting lost. |
| Navigation II | Ingenuity II |
| Effect | Gain 3 rations per day of hunting. |
| Navigation III | Ingenuity III |
| Effect | 20% chance of getting lost. |
| Navigation IV | Ingenuity IV |
| Effect | Gain 4 rations per day of hunting. |
| Navigation V | Ingenuity V |
| Effect | 10% chance of getting lost. |

# Agility

## Agility/Sneak

Sneak deals with thievery and other related skillsets.

Pick Lock/Trap requires the use of picks or probes to pick locks or disarm traps. These are separate consumable items. Each pick attempt takes five minutes. If it succeeds, the pick or probe is kept. If it fails, the pick or probe is destroyed. If a trap fails to be disarmed, it may be triggered. Rules for triggering, and setting difficulty, are in the GM's section.

You must use Set Trap during a deep or extended rest. Each rest has different traps that can be used. You may set one trap per deep rest, and one trap per day during an extended rest. Consult the list of traps in the Appendix.

| Pick Lock/Trap | Agility I |
|---|---|
| Turn | Noncombat |
| Action Cost | 0.0 |
| Roll Modifier | Various |
| Effect | Attempt to pick a lock or disarm a trap. Requires a pick or probe, respectively. |

| Sneak Attack | Agility II |
|---|---|
| Turn | Passive |
| Effect | When you are outside of an opponent's line of sight, all Resolve damage done to them is doubled. |

| Conceal | Agility III |
|---|---|
| Turn | Noncombat |
| Action Cost | 0.0 |
| Roll Modifier | 0 |
| Effect | You attempt to conceal your presence. An opponent looking for you must roll 1d100 and beat your Agility AS. If they fail, they do not notice you. If you are outside of their line of sight, they must beat 2x your Agility AS. |

| Skilled Action 4 | ATTRIBUTE IV |
|---|---|
| Set Trap | Agility V |
| Turn | During rest |
| Action Cost | 0.0 |
| Effect | During a rest, you set a trap. The capabilities of the trap are determined by the type of rest you take. |

## Agility/Bladed Weapon

---

Bladed Weapon allows for the use of the following weapons:

- Greatsword

- Shortsword

- Dagger

| Bladed Weapon I | Agility I |
|---|---|
| Effect | Allows you to use the first Skilled Action of your weapon. |
| **Bladed Weapon II** | *Agility II* |
| Effect | Allows you to use the second Skilled Action of your weapon. |
| **Bladed Weapon III** | *Agility III* |
| Effect | Allows you to use the third Skilled Action of your weapon. |
| **Bladed Weapon IV** | *Agility IV* |
| Effect | Allows you to use the fourth Skilled Action of your weapon. |
| **Bladed Weapon V** | *Agility V* |
| Effect | Allows you to use the fifth Skilled Action of your weapon. |

# Agility/Unarmored

---

Unarmored boosts your armor points when you are not wearing armor. If you don armor, the boost is removed. This includes shields. This does not include armor from jewelry.

| Unarmored I | Agility I |
|---|---|
| Effect | Add 10 armor points while not wearing any armor. |

| Unarmored II | Agility II |
|---|---|
| Effect | Add 15 armor points while not wearing any armor. |

| Unarmored III | Agility III |
|---|---|
| Effect | Add 20 armor points while not wearing any armor. |

| Unarmored IV | Agility IV |
|---|---|
| Effect | Add 25 armor points while not wearing any armor. |

| Unarmored V | Agility V |
|---|---|
| Effect | Add 30 armor points while not wearing any armor. |

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## Will/Spirit Weapon

Spirit Weapon conjures a weapon from thin air. This weapon can be *any* weapon that you have the appropriate Ability to use. It cannot accept Runes. This weapon lasts until you dismiss it, which uses 0.0 Action. In all other aspects, this weapon is identical to the item version of the weapon conjured.

When using Projectiles, one stack of ammunition is conjured. Spirit Weapon must be re-conjured to regain ammunition.

| Conjure Weapon I | Will I |
|---|---|
| Turn | Attacking |
| Action Cost | 0.0 |
| Duration | Until dismissed |
| Effect | Sacrifice 0.25x of your Resolve to conjure your Spirit Weapon. Also allows the use of the first Skilled Action for that weapon. |

| Conjure Weapon II | Will II |
|---|---|
| Effect | Allows you to use the Second Skilled Action of your Spirit Weapon |

| Conjure Weapon III | Will III |
|---|---|
| Effect | Allows you to use the Third Skilled Action of your Spirit Weapon |

| Conjure Weapon IV | Will IV |
|---|---|
| Effect | Allows you to use the fourth Skilled Action of your Spirit Weapon |

| Conjure Weapon V | Will V |
|---|---|
| Effect | Allows you to use the Fifth Skilled Action of your Spirit Weapon |

# Fortification/Will

Fortification helps keep allies alive.

| Minor Barrier | Will I |
|---|---|
| Turn | Attacking |
| Range | 30 feet |
| Action Cost | 0.25 |
| Effect | Every ally within range receives 0.25x your Will as Barrier. |

| Protect the Weak | Will II |
|---|---|
| Turn | Reacting |
| Reacting To | Opponent killing an ally |
| Range | 15 feet |
| Action Cost | 0.5 |
| Effect | Interrupt an enemy attempting to kill an ally, forcing them to fail their attempt. |

| Skilled Action 3 | ATTRIBUTE III |
|---|---|
| Skilled Action 4 | ATTRIBUTE IV |
| Skilled Action 5 | ATTRIBUTE V |

# Communication

## Communication/Persuasion

---

Persuasion increases your Opinion with NPCs. When Opinion is rolled for, add the number of dice corresponding to the tier you have unlocked. This bonus only applies when you and the NPC in question share a language.

| Persuasion I | Communication I |
|---|---|
| Effect | Add 2d10 to Opinion rolls. |
| Persuasion II | Communication II |
| Effect | Add 4d10 to Opinion rolls. |
| Persuasion III | Communication III |
| Effect | Add 6d10 to Opinion rolls. |
| Persuasion IV | Communication IV |
| Effect | Add 8d10 to Opinion rolls. |
| Persuasion V | Communication V |
| Effect | Add 10d10 to Opinion rolls. |

# Communication/Summon Spirit

---

Summon Spirit summons a spirit to aid you. It knows two Abilities. Its AP can be redistributed every time that the spirit is summoned. Summoning requires the sacrifice of 0.25x of your Resolve. It does not gain AP when using Skilled Actions. Otherwise, it functions the same as a normal player character.

| Summon Spirit I | Communication I |
|---|---|
| Effect | The spirit has 55 AP. |
| Summon Spirit II | Communication II |
| Effect | The spirit gains 30 AP for a total of 85AP. |
| Summon Spirit III | Communication III |
| Effect | The spirit gains 30 AP for a total of 110AP. |
| Summon Spirit IV | Communication IV |
| Effect | The spirit gains 30 AP for a total of 140AP. |
| Summon Spirit V | Communication V |
| Effect | The spirit gains 30 AP for a total of 170AP. |

# A Selection of Texts

In this section are a series of in-world texts. They are from various authors, writing at specific times to specific people. We have included them to create a better understanding of how the people of Ethurun understand themselves. This is optional reading for players. GMs may want to read through them, to get a better handle on creating adventures for Ethurun.

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## A Brief History of Men

*Damaged fragment from "The Histories". Written 2306-2308. Translated January, 3111*

Mankind's origins are lost to time. We have not done well in chronicling our own history. Everything before our arrival in Ethurun is shrouded in myth and legend, and putting the pieces together is nearly impossible. Although our oral tradition seems to have remained stable over the millenia, there has been enough drift between different accounts to cause significant contradictions.

It is well attested that mankind is not native to Ethurun. The Dvergar have well written accounts of our first arrival. It is less clear where we arrived *from*, or why we arrived here at all. It seems that some apocalyptic event displaced us. Some legends speak of our native sun being destroyed or blotted out, but this is not a universal aspect. Other myths blame monsters that descended from the stars, punishing some forgotten sin. Regardless of the reason, mankind left their home, scattering to all directions.

The journey was long and arduous, and the lands between mankind's home and Ethurun were dark and icy. This much is accurate, and recently has been independently verified by sailor exploration. Legends say the journey took generations, or a thousand years, or only a few years. It's hard to say what's accurate, but historians err on the longer end of those legends.

Regardle-

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## Official Notice on Adamant Spheres

*Notice from Tenetian Mint, August 8, 3114*

The buying and selling of Adamant Spheres is now forbidden by Tenetian law. Their destruction during the process of enchanting has been made illegal. ALL Adamant Spheres are to be turned in to the Magistrate of Coin, effective immediately. Any Adamant Spheres which are found or recovered must be turned in.

Compensation at the rate of FIFTY CORD will be awarded per Adamant Sphere.

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## Mossford's War for Independence Concludes

*Avviso of House Carolus, March 13 3051*

On March 9th, Tenet and Mossford concluded their peace negotiations. After nearly a month of ceasefire and negotiation, Mossford has won the right to self governance. This puts an end to the three-year conflict. Hannes Matthias Tarais, of House Tarais, oversaw the negotiations, and the major results are as follows: Mossford, as an established polity, is free to conduct business, create and enforce its own laws, and keep a standing military. The border between the two states splits the Ionis Mountains in two, with the sun-ward side belonging to Tenet and with the moon-ward side belonging to Mossford. Tenet retains control of Lake Pasen.

Members of House Carolus need not be reminded of the support that our House gave to Mossford. With this victory, new trade opportunities have been created. House Carolus will be granted a port in Mossford territory, the first for the new city-state. Expect new orders within a month.

# Changelog

0.4-

- Added Origin and Occupation
- Added Opinion
- Added language mechanics
- Added travel mechanics
- Added settlement gameplay loop

0.3-

- Added more Abilities
- Added some weapon skills
- Removed Result and X, in favor of roll-under
- Added races
- Added some faction mechanics
- Added Cosmic Points
- Added Resting mechanics
- Simplified progression
- Added items and weapons
- Added setting material
- Added in-universe texts

0.2-

- Added introduction
- Rewrote combat section
- Added Action Meter
- Standardized dice, X, and Result
- Reworked Ability and Skilled Action page template
- Changed "Skills" to "Abilities" to remove confusion
- Elaborated on Skilled Actions
- Finished Ability list
- Finalized colors
- Began "talents" section
- Added Character Progression