

# Aspect<sup>TM</sup>

## Prime

What is Aspect Prime?

Fast. Flexible. Flavorful.

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

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 engage encounters in any of these three arenas.

Aspect Prime uses a **point 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 multiclassed. The rules fit your character, not the other way around.

**Aspect has skill sets.** Aspect has sages, tacticians, elementalists, demonologists, chronomancers, necromancers, artificers in mechanized armor, shapeshifting druids, preachy pastors and much more in addition to the classic mages, priests, rogues, and warriors. You get to make the character *you* want to play.

**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. Combat versatility with a simple easy to read character sheet.

Aspect is a balanced with **4 unique combat roles**. You decide how your character contributes to the dynamic.

**Success and advantage** 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 has **more than 15 gentle races** as well as **easy race creation** for making half elves and other race mixes. Humans, gnomes, dragonkin, desert elves, high elves, wood elves, catkin, foxkin, lizardkin, and more are ready to play in the *Aspect Prime Core Rulebook*. You can even play monster races.

**Your race matters as much as you want it to.** Halfling warrior, dwarf wizard, giantkin rogue – these are all viable characters in Aspect. Your race gives you traits and makes you eligible for race-specific talents that don't pigeonhole you.

**Gear is free form.** You define your gear. Want a pet 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.

**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. Keywords aren't just fluff, they give your character extra utility while out of combat.

The **universal talents** and various combat uses for skills mean your character can meaningfully contribute to combat in any aspect no matter what talents you buy.

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

**Encounters are easy to design and manage.** Following monster budgets, you can challenge the players without leaving serious lasting marks or 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.

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

## Design

Heather Gunn

**Editing:** ?

**Special Thanks:** John Hanely, Peter Hanely, John Hegner, Stephen Hilber, Ayame Leeta

**Character and Monster Art:** Heather Gunn

**Playtesters:** Caroline Bouchard, Tishia Browder, Alexandra Bullard, Zachary Clayson, Nicodemus Estee, Ephraim Gunn, Gabriel Gunn, John Hanely, Peter Hanely, Stephen Hilber, Russell Johnson, Caroline Kersten, Ayame Leeta, Noel Overkamp, Matt Perrett, John Stack, Jacob Yanovsky

Aspect Prime, Stone Tablet Games, and their respective logos are trademarks of Stone Tablet Games in the U.S.A. and all other countries.

All characters, character names, and the distinctive likenesses thereof are property of Stone Tablet Games.

This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Stone Tablet Games.

This product is a work of fiction. Any similarity to real people, organizations, places, events, or monsters under your bed is purely coincidental.

© 2008-2018 Heather Gunn. All rights reserved.



# TABLE OF CONTENTS

Getting Started.....3	Skills.....12	Advancement.....30
Building a Character.....3	Combat.....13	Customization.....30
Character Background.....4	Basic Skills.....13	Advantage Spending.....31
Ability Scores.....4	Trained Skills.....17	Game Mastering: Conflict.....32
Character Flavor.....5	Companions.....25	Building Encounters.....32
Race.....6	Items: Gear and Equipment.....26	The World of Aspect Prime.....32
Origin.....10	Gear.....26	Monsters.....36
Defenses.....10	Equipment.....27	Making Custom Monsters.....39
Hit Points.....10	Overcoming Obstacles.....27	Advantage Spending.....40
Talents.....11	Resolving Conflict.....28	Stuff We Need to Add.....40
Roles.....12	Value Tables.....30	Universal Talents Summary.....41

## GETTING STARTED

Aspect Prime is fast paced action and strategy built around a storytelling game mechanic.

For any contest, the player gets a dice pool based on their Attributes, Skills, and Gear. This pool is rolled and the successes and advantages are compared to the targets. If the successes are greater than the target, the action succeeds. Positive or negative advantage totals are spent to modify the situation in some way.

There are three kinds of dice in Aspect Prime. Add (or A) dice, Basic (or B) dice, and Crit (or C) dice.

To build a dice pool for a skill, determine the value of the applicable Attribute, Skill, and Gear. 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 2<sup>nd</sup> highest value. Convert that many A dice to B dice.
- Use the lowest value and convert that many B dice to C dice. This is your dice pool.

For reference, these are the sides of each die:

Die Type	Side 1	Side 2	Side 3	Side 4	Side 5	Side 6
A	blank	blank	1 A	2 A	1 S, 1 A	2 S
B	blank	1 S	1 S, 1 A	1 S, 2 A	2 S	2 S, 2 A
C	1 S	1 S, 3 A	2 S	2 S, 1 A	2 S, 2 A	Crit (3 S)

As you can see, more dice means more advantages, while higher quality dice means more consistent success rates.

### Upgrading Dice

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).

### Downgrading Dice

To downgrade dice, you can convert a C to a B, a B to an A, or simply discard an A die, your choice.

## Dice Notation

Dice are notated with A, B, and C. So AABC is two Add dice, one Basic die, and one Crit die.

## Die Values

Sometimes you need to evaluate some dice. An A die is worth 1/2, a B die is worth 1. A C die is worth 1 1/2.

*Design Note: Each A die added adds, on average, 2/3rds of an advantage and 1/3rd of a success. Each upgrade of a die adds an average of 1/6th of an advantage and 2/3rds of a success.*

*When upgrading a roll, if you want more success you can upgrade the As to Bs and Bs to Cs. If you want more advantage, just add more As instead. Also consider that Cs dice have at least one success on every side.*

## BUILDING A CHARACTER

Quick build your character using the character builder. Using a series of questions, you decide who your character is in a few easy steps.

1. Put a single mark in each of the six main stats: Brawn, Dexterity, Genius, Savvy, Appeal, and Empathy.
2. Is it 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 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 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 things? 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 stat. 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.

1. When your allies are attacked, who do you interact with, the allies or the attackers? If you said attackers, got 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, Artifice, Blade, Blunt, Chaos, Companion, Divine Weapon, Earth, Evocation, Fae, Fire, Force, Great Weapon, Holy, Hunter, Illusion, Necromancy, Plant, Pole Weapon, Swift, Transmutation, Unarmed, Vampire, Vanguard, Venom, Vicious, Water

How about these universal skills?

Athletics, Charm, Customs, Durability, Entertain, Intimidate, Leadership, Nature, Negotiation, Nimble, Perception, Precision, Science, Shrewd, Stealth, Tactics, Trickery, Vigilance

Take a note of the ones that sound interesting, we will get into those more in the skills chapter.

Next we recommend you follow these steps in order:

1. Define some characteristics of your character (*see Characteristics, page 4*).
2. Determine your interests (*see Interests, page 5*) and flavor words (*see Flavor Words, page 5*).
3. This can be a good time to pick your Race (*See Race, page 6*) and Origin (*See Origin, page 10*).
4. Check out your role and buy a few talents (*see Roles, page 12 and Talents, page 11*).
5. Decide on what skills you want to spend ranks on and spend those ranks (*see Skills, page 12*).
6. Choose your gear and then assign value to it (*see Gear, page 26*).
7. Calculate your Die pools, Defenses, and Composure Pool (*see Defenses, page 10*).

## CHARACTER BACKGROUND

Your character is more than just numbers on a page. Your character is an idea, a persona, 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 an idea before digging into numbers and such.

This can be a good place to start building ideas about who your character is and what makes them tick.

## Characteristics

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 way to start figuring out who your character is.

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.

These questions can be good starting points for figuring out who your character is and what how they might react in different situations.

## ABILITY SCORES

The ability scores are Brawn, Dexterity, Genius, Savvy, Appeal, and Empathy. There three aspects - Physical, Mental, and Social. Each aspect has two attributes - Power and Agility. Power is the ability to endure difficult situations, agility is the ability to get out of 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.

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

Alternately, characters can start with four 2 scores and two 1s, distributed as they prefer and then they get 15 points to upgrade those scores however they like to a maximum of 4.

As the character advances, they will get ability score points that they can use to upgrade their ability scores. Use the following chart to determine how many ability points are needed to upgrade a score. The cost to upgrade is equal to the difference between the value of the current score and the value of the new score.

For example, upgrading from a 3 to a 4 costs 4. Upgrading from a 1 to a 3 costs 5 (2 to go to a 2, and an additional 3 to go to 3).

Cost to upgrade an ability score	New Score					
Score	1	2	3	4	5	6
Value	1	3	6	10	15	21
Cost to upgrade		2	3	4	5	6
Minimum Level		-	-	-	5	12

## Physical

Your physical ability scores are brawn and dexterity.

When both are worn down, you are **Unconscious**. You cannot take any actions.

### Brawn (Physical Power)

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

When you take wounds in your Brawn, you might stagger or have a moment of weakness.

When your brawn is worn down you are **Neutralized**. You cannot target physical defenses or use skills that are based on brawn.

### Dexterity (Physical Agility)

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

When you take wounds in your Dexterity, you might fumble or lose your balance.

When your dexterity is worn down you are **Hobbled**. You cannot make movement actions or use skills that are based on dexterity.

## Mental

Your mental ability scores are genius and savvy.

When both are worn down you are **Flumoxed**. You can't form coherent thoughts or communicate. Your mental defenses are 0.

### Genius (Mental Power)

Genius represents your raw mental power and knowledge. The three basic skills for genius are Nature, Science, and Tactics.

When you take wounds in your Genius, you might have a moment of confusion, fear, or cognitive dissonance.

When your genius is worn down you are **Stumped**. You cannot target mental defenses or use any skills that are based on genius.

### Savvy (Mental Agility) (Cunning?)

Savvy represents your quickness of thought and understanding of how people think. The three basic skills for savvy are Perception, Vigilance, and Trickery.

When you take wounds in Savvy, you lose focus for a moment.

When your savvy is worn down, you are **Baffled**. You unable to refute any assertion and cannot use any skills that are based on savvy.

## Social

Your social ability scores are discipline and appeal.

When both are worn down, you are **Chastened** and cannot refuse a request without fleeing or becoming physically violent.

### Appeal (Social Power)

Appeal represents how other people react to you socially. The three basic skills for appeal are Charm, Entertain, and Negotiation.

Taking wounds to Appeal can manifest as losing confidence or severe anxiety.

When your appeal is worn down you are **Cowed**. You cannot target social defenses or use skills that are based on appeal.

### Empathy (Social Agility)

Empathy represents your ability to read and navigate others' emotional states. The three basic skills for appeal are Customs, Leadership, and Shrewd.

Taking wounds to Empathy often manifests as becoming upset or losing your temper.

When your empathy is worn down you are **Ashamed**. You cannot ask others to do things for you or use any skills that are based on empathy.

## CHARACTER FLAVOR

### Interests

Interests are things that your character cares about.

Your character has various interests based on your character's 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 a skill. They must be at least a subset that covers fewer than half of your expected uses of that skill.

For example, you cannot simply have an interest in fencing if you are someone who uses a rapier.

### Mechanics

Once per scene per interest, when are making a roll that is related to that interest, you may upgrade that roll by double your ranks 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 target's social defenses are reduced by your ranks in the interest (*as do yours by theirs*).

A character can use trickery to attempt to fool characters into believing they have similar interests as another character (*see Trickery (Savvy), page 17*).

### Interest Types

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

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

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

### Flavor Words

Choose a theme for your flavor words, you shouldn't have more than a couple of them. Some examples:

- Me, My or I (an egocentric character)
- Cold or Frost (a character that specializes in cold)
- Blasted or Blast (perhaps as a curse word)
- Eldar or Eldar's (the character's deity)
- Axe (the character's favorite weapon)

You need not choose flavor words right away, but should choose them once you understand your character better.

## RACE

Race determines your typical size, movement, starting languages, favored stat, senses, racial traits, and any racial skill bonuses.

### Favored Stat

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

### Movement

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

### Size

Size is how much space your character takes up, and determines the size and weight of your equipment. Most of the gentle races are Medium in size. Size also modifies your physical defense advantage targets and can give you greater reach.

### Senses

Senses are how we experience our world.

#### Vision Types

Vision types 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 types 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 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 race is born with. Lizardkin have tails, desert elves are fast, dwarves 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 (Racial. Tier 1)** – You have learned how to use your claws for climbing more adroitly. You have a climb speed of 2 less than your race's 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 (Racial. Tier 1)** – You have a burrow speed of 2 less than your race's base speed (*minimum of 1*).

### FAST (1, 2, OR 3)

Fast creatures can move more quickly than other races of the same size. Whenever you use a major action to use make a basic move, 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*).

**Longstrider (Racial. Tier 1)** – You gain a +1 racial bonus to your ground move speed.

**Greater Longstrider (Racial. Tier 2)** – You may move 2 squares as a free action.

**Improved Longstrider (Racial. Tier 3)** – You may shift one square as a free action.

### INNATE KEYWORDS

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

### MIGHTY (X)

You gain a +X racial bonus to per die damage with melee weapons.

### NATURAL WEAPON (BITE, CLAWS, HORNS, OR TAIL)

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:** If you critically hit a foe with a bite attack, you may hinder that foe as a free action (*save ends; spend Y success: +Y difficulty*).

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

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

**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 up to an

extra square away, but with three die downgrades. (*Tails can even attack an extra square away, but at three downgrades.*)

**Tusks:** You may can easily puncture through tough material, your tusks naturally have piercing 1.

**Brutal Bite (Racial. Tier 1)** – Perk: Your bite is piercing 1 and gains one additional damage when you hit.

**Goring Tusks (Racial. Tier 1)** – Perk: Your tusks cause 1 ongoing damage whenever you hit with a crit with them.

**Honed Horns (Racial. Tier 1)** – Perk: Your horns are piercing 3 and you gain Soak 1 against attacks from in front of you.

**Long Tail (Racial. Tier 1)** – Perk: You have no die downgrade penalty for using your tail at reach.

**Sharpened Claws (Racial. Tier 1)** – Your claws are piercing 2. You gain one die upgrade when grappling a foe with your claws.

### 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 (Racial. Tier 1)** – You gain scentsense.

### 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 racial bonus to your physical and social health pools.

### SWIMMER

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

**Swimming (Racial. Tier 1)** – You have a swim speed equal to your race's base speed.

### TOUGH X

You have a natural soak X in one aspect.

### 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 ( $2 \times 3 = 6$ ).

These are the talents available to races who have wings.

**Glide (Racial. Tier 1)** – You have learned how to use your wings, but can only glide. You have a glide speed equal to your race's base speed.

**Fly (Racial, Tier 2)** – You have better learned how to use your wings, and can now fly. Your glide speed increases by 2 and you gain a fly speed of your race's base speed minus 1 (*minimum 1*).

**Hover (Racial, Tier 3)** – You have best learned how to use your wings, and can now hover. Your fly speed increases by 1 and you gain a hover speed of 2 less than your race's base speed (*minimum of 1*).

#### STARTING LANGUAGES

These are the languages your character knows automatically. You can put skill ranks in Customs to learn more languages.

#### DRAGONKIN, HALF

**Average Height:** 7'6" to 8'4"

**Average Weight:** 460 to 640lbs

**Size:** Large

**Favored Ability:** Savvy

**Skill Bonuses:** +1 to Durability and Nature

**Movement Types:** 6 Ground

**Senses & Traits:** Infravision, Wings 2, and 2 of the following: Weapon (Tail, Horns, or Claws)

**Languages:** Common, Dragon

1 language, 3 skills, 2 infravision, 2 wings, 2 natural weapons, -2 speed

#### DRAGONKIN, QUARTER

**Average Height:** 5'11" to 7'0"

**Average Weight:** 215 to 365lbs

**Size:** Medium

**Favored Ability:** Savvy

**Skill Bonuses:** +1 to Durability and Nature

**Movement Types:** 6 Ground

**Senses & Traits:** Infravision and 2 of the following: Weapon (Tail, Horns, or Claws), or Wings 1

**Languages:** Common, Dragon

1 language, 3 skills, 2 infravision, 2 things that equal 1

#### DRAGONKIN, EIGHTH

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

**Average Weight:** 140 to 230lbs

**Size:** Medium

**Favored Ability:** Savvy

**Skill Bonuses:** +1 to Durability, Nature, and Nimble

**Movement Types:** 6 Ground

**Senses & Traits:** Infravision

**Languages:** Common, Dragon

1 language, 5skills, 2 infravision

#### DWARF, DEEP

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

**Average Weight:** 82 to 152lbs

**Size:** Medium

**Favored Ability:** Genius

**Skill Bonuses:** +1 to Science, Shrewd, and Vigilance

**Movement Types:** 5 Ground

**Senses & Traits:** Darkvision, Tough 1

**Languages:** Common, Dwarven

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

#### DWARF, MOUNTAIN

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

**Average Weight:** 85 to 156lbs

**Size:** Medium

**Favored Ability:** Brawn

**Skill Bonuses:** +1 to Athletics, Science, and Vigilance

**Movement Types:** 5 Ground

**Senses & Traits:** Darkvision, Sturdy 1

**Languages:** Common, Dwarven

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

#### ELF, DESERT

**Average Height:** 5'7" to 6'4"

**Average Weight:** 130 to 195lbs

**Size:** Medium

**Favored Ability:** Empathy

**Skill Bonuses:** +1 to Nature, Negotiation, and Precision

**Movement Types:** 6 Ground

**Senses & Traits:** Normal Vision, Fast 2

**Languages:** Common, Elven

1 language, 5 skills, 2 Fast

#### ELF, FOREST

**Average Height:** 4'7" to 5'4"

**Average Weight:** 70 to 115lbs

**Size:** Medium

**Favored Ability:** Savvy

**Skill Bonuses:** +1 to Nature, Nimble, and Shrewd

**Movement Types:** 6 Ground

**Senses & Traits:** Infravision

**Languages:** Common, Elven

1 language, 5 skills, 2 infravision

#### ELF, Highborn

**Average Height:** 5'5" to 6'2"

**Average Weight:** 115 to 180lbs

**Size:** Medium

**Favored Ability:** Genius

**Skill Bonuses:** +1 to Customs, Entertain, and Science

**Movement Types:** 6 Ground

**Senses & Traits:** Infravision

**Languages:** Common, Elven

1 language, 5 skills, 2 infravision

#### ELF, SHADOW

**Average Height:** 4'7" to 5'4"

**Average Weight:** 75 to 110lbs

**Size:** Medium

**Favored Ability:** Savvy

**Skill Bonuses:** +1 to Nature and Shrewd

**Movement Types:** 6 Ground

**Senses & Traits:** Darkvision, Innate Keyword Shadow

**Languages:** Common, Elven

1 language, 3 skills, 2 infravision, 2 Shadow Keyword

#### EUMYKIN

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

**Average Weight:** 40 to 250lbs

**Size:** Medium or Large

**Favored Ability:** Empathy

**Skill Bonuses:** +1 to Customs and Nimble

**Movement Types:** 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: Skinny 1, Tongue Weapon, Wings 1

**Languages:** Common, Eumykin

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

#### FAE, BIRDKIN (AQUATIC)

**Average Height:** 4'7" to 5'4"

**Average Weight:** 75 to 110lbs

**Size:** Medium

**Favored Ability:** Empathy

**Skill Bonuses:** +1 to Leadership and Tactics

**Movement Types:** 5 Ground

**Senses & Traits:** Darkvision, Bite Weapon, Wings 2

**Languages:** Common, Avian

1 language, 3 skills, 2 darkvision, 1 swimmer, 2 wings, 1 bite, -2 slow



### FÆ, CATKIN

**Average Height:** 2'9" to 3'7"

**Average Weight:** 15 to 40lbs

**Size:** Small

**Favored Ability:** Dexterity

**Skill Bonuses:** +1 to Perception and Precision

**Movement Types:** 5 Ground

**Senses & Traits:** Infravision, Claw Weapon, Fast 1

**Languages:** Common, Cat

1 language, 3 skills, 2 infravision, 1 claws, 1 fast

### FÆ, FOXKIN

**Average Height:** 5'1" to 6'0"

**Average Weight:** 115 to 195lbs

**Size:** Medium

**Favored Ability:** Savvy

**Skill Bonuses:** +1 to Nature and Trickery

**Movement Types:** 6 Ground

**Senses & Traits:** Normal Vision, Bite Weapon, Fast 2, Scent

**Languages:** Common, Canine

1 language, 3 skills, 1 claws, 2 fast, 1 Scent

### FÆ, LIZARDKIN

**Average Height:** 5'1" to 6'0"

**Average Weight:** 140 to 240lbs

**Size:** Medium

**Favored Ability:** Savvy

**Skill Bonuses:** +1 to Precision and Trickery

**Movement Types:** 6 Ground

**Senses & Traits:** Normal Vision, Climbing Claws, Bite Weapon,

Claws Weapon, Tail Weapon

**Languages:** Common, Reptile

1 language, 3 skills, 1 climbing claws, 3 weapons

### FÆ, RATKIN

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

**Average Weight:** 14 to 32lbs

**Size:** Small

**Favored Ability:** Savvy

**Skill Bonuses:** +1 to Tactics and Shrewd

**Movement Types:** 5 Ground

**Senses & Traits:** Darkvision, Bite Weapon, Scent

**Languages:** Common, Rodent

1 language, 3 skills, 2 darkvision, 1 claws, 1 fast

### FÆ, WOLFKIN

**Average Height:** 5'2" to 6'3"

**Average Weight:** 120 to 220lbs

**Size:** Medium

**Favored Ability:** Empathy

**Skill Bonuses:** +1 to Leadership and Vigilance

**Movement Types:** 6 Ground

**Senses & Traits:** Darkvision, Bite Weapon, Scent

**Languages:** Common, Canine

1 language, 3 skills, 2 darkvision, 1 bite, 1 scent

### GIANTKIN

**Average Height:** 9'5" to 11'4"

**Average Weight:** 750 to 1315lbs

**Size:** Large

**Favored Ability:** Brawn

**Skill Bonuses:** +1 to Athletics and Negotiation

**Movement Types:** 7 Ground

**Senses & Traits:** Normal Vision, Fast 2, Mighty 1

**Languages:** Common, Giant

1 language, 3 skills, 2 fast, 2 mighty

### GNOME, TINKER

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

**Average Weight:** 10 to 30lbs

**Size:** Small

**Favored Ability:** Genius

**Skill Bonuses:** +1 to Entertain, Precision, and Science

**Movement Types:** 5 Ground

**Senses & Traits:** Infravision

**Languages:** Common, Gnomish

1 language, 5 skills, 2 infravision

### GNOME, WILD

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

**Average Weight:** 10 to 30lbs

**Size:** Small

**Favored Ability:** Savvy

**Skill Bonuses:** +1 to Customs, Nimble, and Nature

**Movement Types:** 5 Ground

**Senses & Traits:** Normal Vision, fast 1, scent

**Languages:** Common, Gnomish

1 language, 5 skills, 1 fast, 1 scent

### HALFLING, CITY

**Average Height:** 3'0" to 3'9"

**Average Weight:** 25 to 60lbs

**Size:** Small

**Favored Ability:** Savvy

**Skill Bonuses:** +1 to Entertain, Stealth, and Trickery

**Movement Types:** 6 Ground

**Senses & Traits:** Normal Vision, Voracious

**Languages:** Common

5 skills, 2 speed, 1 Voracious

### HUMAN

**Average Height:** 5'1" to 6'4"

**Average Weight:** 100 to 225lbs

**Size:** Medium

**Favored Ability:** Appeal

**Skill Bonuses:** +1 to any one skill

**Movement Types:** 6 Ground

**Senses & Traits:** Normal vision, Prepared: +1 Action Point

**Languages:** Common

3 skills, 5 action point

### PLANTKIN

**Average Height:** 3'10" to 14'4"

**Average Weight:** 90 to 5275lbs

**Size:** Medium or Large

**Favored Ability:** Brawn

**Skill Bonuses:** +1 to Charm and Durability

**Movement Types:** 6 (*medium*) or 7 (*large*) Ground

**Senses & Traits:** Normal Vision, Tough 1, Mighty 1

**Languages:** Common, Plant

1 language, 3 skills, 2 tough, 2 mighty

### SALAMANDERKIN

**Average Height:** 4'9" to 5'11"

**Average Weight:** 100 to 225lbs

**Size:** Medium

**Favored Ability:** Dexterity

**Skill Bonuses:** +1 to Charm and Nimble

**Movement Types:** 6 Ground

**Senses & Traits:** Normal Vision, Fast 2, climbing claws, swimmer

**Languages:** Common, Salamander

1 language, 2 fast, 1 climb, 1 swim, 3 skill

## VAMPIRE

**Average Height:** Varies

**Average Weight:** Varies

**Size:** Varies

**Favored Ability:** Appeal

**Skill Bonuses:** +1 to Charm and Customs

**Movement Types:** Based on size

**Senses & Traits:** Heat Vision, Fast 1, Wings 1, Natural Bite, Voracious (blood), Vulnerable 2 (wood), Bloodtaste (+1 upgrades with blood-related skill checks)

**Languages:** Common, Gnomish

2 heat vision, 1 fast 1, 1 wings, 1 bite, 1 voracious, -2 vuln, +1 btaste, +3 skill

If none of these races suit you, create your own race using the Customization chapter (see Making Custom Races, page 30).

## ORIGIN

Origin determines background perks and origin skill perks. Here are a few possible origins:

**Alchemist:** +2 Precision, +2 Science, +1 Perception

**Blacksmith:** +2 Athletics, +2 Science, +1 Shrewd

**Butcher:** +2 Nature, +2 Precision, +1 Durability

**Hunter:** +2 Stealth, +2 Perception, +1 Nature

**Merchant:** +2 Customs, +2 Shrewd, +1 Charm

**Noble:** +2 Customs, +1 Charm; **Perk:** You have a +2 to social and mental defenses vs. characters with fewer Customs ranks.

**Officer:** +2 Tactics, +2 Science, +1 Vigilance

**Preacher:** +2 Leadership, +2 Charm, +1 Vigilance

**Sailor:** +2 Customs, +2 Nimble, +1 Nature

**Soldier:** +2 Athletics, +2 Vigilance, +1 Tactics

**Studious:** +2 Customs, +2 Science, +1 Nature

**Street Rat:** +2 Stealth, +2 Trickery, +1 Shrewd

**Tinker:** +2 Precision, +2 Science, +1 Durability

Skill bonuses from Race and Origin stack. For example, a +2 and a +1 on the same skill will make a +3.

If none of these origins suit you, create your own using the Customization chapter (see Making Custom Origins, page 31).

## DEFENSES

Defenses are how you avoid negative consequences from conflicts. Defenses are based on your ability scores, skill ranks, and/or gear. Each ability score has a success DT and an advantage DT. They are shown in order, separated by a comma like so: 3,2.

There are six defenses. When an aspect is specified as a defense (which is almost always) instead of just an ability score, the passive character may choose to defend with either defense in that aspect.

If a defense is hit, the success result is applied. Often in the form of damage to a particular health pool. Each ability score has a health pool equal to that ability score's defense.

## Determining Defenses

For each ability score, determine the following three values:

- Your ability score
- The greatest ranks of the three skills of that ability score
- The highest gear value for skills of that ability score

The highest of those three values is used for your success DT, the second highest value is used for your advantage DT, and the lowest value is ignored. This means if you have a high ability score and skill rank, there is no need for defensive gear in that aspect unless it can surpass one of them.

### Skill Defenses

When rolling against a skill of an unaware target, the defense is the number of dice, with an advantage target equal to the number of B or C dice.

## HIT POINTS

You have one composure pool and each defense has a separate health pool. Composure is easy to heal and always the first to go. Health is much harder to heal and is only damaged when there 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 conflict. The parried punches, the insults that are laughed off, the mental tricks that are easily unraveled or ignored.

Whenever you take damage, if you have any composure, the damage goes there first (it doesn't matter which defense target you were hit in). Once all composure is depleted, when you take damage in a defense, that damage is to health in that aspect.

If a character has any composure left, damage always goes to composure first before going to health. Excess goes to health.

### 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.

## Health

Health is damage that visibly affects a character. When a character takes damage to health, it has a noticeable effect and is called wounds.

When it isn't specified where the damage goes, the one taking the damage can decide which pool it goes to. All the damage from that event goes to that pool. When only an aspect is specified, the damage can go to either pool in that aspect. Track excess damage in that pool.

## Healing

Healing composure is easy. A character can simply rest one minute in order to collect themselves. All healing is composure unless otherwise specified. A character using a talent to heal can force that healing to affect wounds instead by spending an action point.

Wounds are healed back during long rests. One plus the comfort level of the establishment being rested in. A tent has a comfort level of 0, while a decent inn might be a 1, ones own home could be a 2, while a hospital is probably a 3 to 4, depending on how good it is.

## 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.

When you take damage, you cannot assign damage to a pool that is already defeated unless both pools are defeated.

Once both pools are defeated, you are defeated in that aspect.

*Lorrenna has 4 Dexterity health and 3 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 run away, she takes the damage in her Brawn pool, giving her 2 damage in Dexterity and 4 in Brawn. She can no longer make physical attacks or use her Brawn skills, however.*

*As she is running, she takes another hit of 2 physical damage. Because Brawn is defeated, that damage goes to her Dexterity and now that she is defeated in both Brawn and Dexterity, her Physical aspect is defeated and she falls unconscious.*

## Determining Health

Your health in a defense is equal to that defense success target. We don't write them separately since they are the same. The box below the DT is used to track how much damage you've taken.

## Unstable Condition and Death

Once you are defeated physically, you start taking death marks. This means you are dying. At the end of each of your turns, make a save. If you fail you take one death mark. If you receive any physical healing, even if it is only to composure, you become physically stabilized and stop dying. If you have death marks equal to your grade, you are dead. Death marks can only be healed one per long rest.

Defeat for the other two aspects works the same, but with a different name for the marks and end results. For mental defeat, you take delirium marks as you lose your grasp on reality and eventually can descend into madness. For social defeat you take despair marks as you lose hope and can eventually become suicidal.

### Stabilizing

Additionally, you can stabilize a character by using Nature to Staunch Bleeding, Customs to Talk Down, or Shrewd to Recenter.

**Recenter (Shrewd. Universal)** – A target that is descending into madness. Shrewd vs. target's excess mental wounds. Success mentally stabilizes the target.

**Staunch Bleeding (Nature. Universal)** – A target that is dying. Nature vs. target's excess physical wounds. Success physically stabilizes the target.

**Talk Down (Customs. Universal)** – A target that is becoming suicidal. Customs vs. target's excess social wounds. Success socially stabilizes the target.

### Self-Stabilizing

Characters can also 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 becoming suicidal. However, this check is increased by the sum of their death marks, delirium marks, and despair marks.

## TALENTS

Talents give characters additional flexibility when overcoming obstacles in scenes.

There are three types of talents.

**Universal Talents.** Anyone can use a universal talent, they do not need to be purchased.

Talents that anyone can use look like this.

**Prime talents.** Every skill set has a Prime talent you get for free when you put a rank into the skill. It does not cost you a talent point. Each role has one as well.

Talents that you must meet prerequisites to use look like this.

**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 higher Tier talents, you either need a talent of the previous rank from that skill or a number of ranks in the skill equal to the Tier.

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.

Talents you must spend talent points on to earn look like this.

A level one character starts with 4 talents.

## Reading a Talent

The first bit before the parentheses in a talent is the name of the talent. Talents with the same name function identically, but can only be used when that skill's prerequisite for use is met.

Talent actions are Major actions unless specified otherwise with Manuever, Sub-Move Action X, Quick Action, or Free Action.

### Attack

Attacks typically provoke a return attack in response, even if it misses.

### Non-Violent

This is an attack that won't typically provoke a physical attack in response. These are social or mental attacks in which a physical attack response would be interpreted as weakness.

### Sub-Move Action X

Talents of this type use part of a move action. The X value is a specified amount of move points that are used by this action.

### Quip

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

### Other Keywords

Some other keywords come with talents, which apply to all advantage, success, and crits generated by that talent.

## Interchangeable Talents

You can use talents from different basic and trained skills together. For instance, you might combine Blast (Fire) and Inferno (Fire) to roll a twice downgraded Fire attack to hit a 2x2 area of foes. If you

have some remaining advantage, you could spend it on a Daze (Blunt) since the attack targets a Physical ability score.

Note that you still need to meet the requirements to use that skill, however. In the example above, you must have access to fire to use the Fire skill and talents, and a blunt weapon in hand to use the Blunt talent.

## ROLES

There are four basic roles in Aspect Prime. Each has a unique way to succeed and contribute to the success of their allies by using advantage gained in rolls.

Each role gains a specific talent tree and a special feature. Characters with that role get the Prime talent for free, and may purchase additional talents in the tree for talent points.

### Controller

Controllers nullify foes.

**Dampen (Controller. Prime)** – Spend 3X advantage. Targets affected by this action downgrade 2X dice next turn.

Discourage – Feature: Each turn, you may choose one foe in line of sight. That foe downgrades a die until your next turn.

Saves against your status effects have +1 to their DT.

**Fan the Flames (Controller. Tier 1)** – Spend 2X advantage. Target 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 advantage against that target.

**Debilitating Effect (Controller. Tier 2)** – Perk: Whenever you inflict an ongoing effect on a target, that foe downgrades a die until your next turn.

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

### Defender

Defenders shield themselves and their allies.

**Shield (Defender. Prime)** – Spend 2X advantage. You and allies adjacent to you gain Soak X until the end of your next turn.

Taunt – Feature: Once per turn you may choose a foe within one range increment that can see you. If that foe starts an attack that does not target an enemy defender, the roll is downgraded by your grade (heroes have a grade of 3).

Defenders gain additional composure equal to their grade.

**Fly to Aid (Defender. Tier 1)** – 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)** – Perk: When an adjacent foe shifts away, you get a reaction attack but you downgrade your dice by 3.

**Immovable (Defender. Tier 2)** – Perk: Whenever you would be pulled, pushed, or slid by an attack, you may reduce that movement by two, to a minimum of 1.

**Ablative Presence (Defender. Tier 2)** – Perk: Once per turn as a free action, when an adjacent ally would take damage, you may 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.

**Inspire (Leader. Prime)** – Spend 3X advantage. Upgrade the very next roll either you or an ally make by 2X dice.

Hone – Feature: Each turn, you may choose one ally you can see, or yourself and all allies adjacent to you. Those characters upgrade their rolls by 1 until your next turn.

**Incite (Leader. Tier 1)** – Perk: As a free action, you may spend an action point to make a quip and give an ally an immediate Major action.

**Motivate (Leader. Tier 1)** – Success, Spend 2X advantage. An ally within X range increments heals X composure.

**Galvanize (Leader. Tier 2)** – Spend 2X+3Y advantage. Upgrade rolls made by allies within X range increments by 2Y dice until the end of your next turn.

**Unburden (Leader. Tier 2)** – Maneuver, downgrade X dice until the end of your next turn: An ally within X range increments may make an immediate save with X die upgrades.

### Striker

Strikers deal greater damage.

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

Precise – Feature: Each turn, you may do 1 extra damage to a foe you hit this turn.

Damage dealt by strikers can only be reduced to 2 by soak.

**Injury to Insult (Striker. Tier 1)** – Perk: Once per turn as a free action, when you hit a foe suffering an ongoing effect, you deal an extra 1 damage to that foe.

**Windup (Striker. Tier 1)** – Maneuver, Success, Spend 2X advantage: Your turn ends. Your next attack against the target is upgraded by 3X dice.

**Incisive Strikes (Striker. Tier 2)** – Perk: When you have leverage against a target, you gain 2 additional die upgrades.

**Use Leverage (Striker. Tier 2)** – You have leverage, free action, Spend X advantage: Damage from this attack ignores X soak.

## SKILLS

Skills are how characters in Aspect Prime resolve conflict and overcome difficulty.

## 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 Race and Origin. 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 much the same way as upgrading ability scores.

*Note: By putting the standard array together with an origin and race, you can potentially get 3, 3, 3, 3, 3, 2. Like so:*

Array	3	3	2	1		
Race			1	1	1	
Origin				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.

## COMBAT

### Universal Attacks

These attacks can be used by any character. To use one of these attacks, the character chooses an appropriate skill, describes what they are doing, determines the dice to be used, then rolls the attack.

**Strike (Basic. Universal)** – Attack, Downgrade X dice: Physical Skill vs. Physical against an enemy within X range increments. Success deals damage.

**Mental Assault (Basic. Universal)** – Non-Violent Quip, Downgrade X dice: Mental Skill vs. Mental against an enemy within X range increments. Success deals damage.

**Social Pressure (Basic. Universal)** – Non-Violent Quip, Downgrade X dice: Social Skill vs. Social against an enemy within X range increments. Success deals damage.

### 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.

## BASIC SKILLS

The 18 skills that all characters can use are called the basic skills.

Each basic skill has one or more universal talent that anyone can use even without taking any ranks in it, one or more Prime talent, and one or more Tier 1+ talent.

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 new rank.

Cost to upgrade a skill	New Skill Rank					
Score	1	2	3	4	5	6
Value	1	3	6	10	15	21
Cost to upgrade	2	3	4	5	6	
Minimum Level	-	-	-	5	12	

### 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.

## Athletics (Brawn)

Athletics is a general measurement of coordination and controlled strength. You can use Athletics for knowledge checks regarding sports and related feats of strength.

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. Universal)** – Maneuver Action: Athletics vs. DT against any difficult terrain. A success means you move at slow speed across the terrain. Each additional success lets you move at 1 more speed to a maximum of your normal speed. Failure means you move 1.

Overcome can be used to jump gaps, swim in rough current, run across rough terrain, fight against a strong wind, lift a heavy load, etc.

**Athletic Grapple (Athletics. Prime)** – Attack, Stance, one enemy that is one or more sizes larger than you: Athletics vs. Physical against an enemy in melee. You start the stance. The target has a penalty to accuracy equal to your success. Whenever the target moves, you move with the target.

**Take Down (Athletics. Tier 1)** – Downgrade 2 Athletics dice. On success the target is knocked prone. Each additional Success deals damage. Advantage can be spent to push the target one square each.

**Well Built (Athletics. Tier 2)** – Perk: You may purchase physical-based talents as if they were one tier lower.

## Charm (Appeal)

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 ?

**Coax (Charm. Universal)** – Non-violent Suggestion Quip, Downgrade 2X dice: Charm vs. Social against a target in X range increments. Success: your target tries to meet your request (save ends; spend Y success: +Y difficulty).

**Charming Look (Charm. Prime)** – Spend 2X advantage on a non-violent success. Lower the defenses of affected targets by X.

**Enthrall (Charm. Tier 1)** – Non-violent Suggestion Quip, Downgrade 3X dice: Charm vs. Social against an enemy in X range increments. If you succeed, the target is staggered (*save ends; spend Y success: +Y difficulty*).

## Customs (Empathy)

Customs is a general measurement of your knowledge of the way society works in the higher classes. You can use Customs for knowledge checks regarding history, culture and language.

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 ?

**Linguistics (Customs. Universal)** – Use this skill to communicate with creatures that do not share a language with you. If the target is actively trying to understand as well, they can add their own Customs roll to yours. The base difficulty is (4, 4).

Success means you can communicate basic ideas and ask and reply to questions involving simple multiple choice answers.

Advantage is how much good favor is curried by the conversation. Complete failure with no advantage means one or the other side takes something said as a grievous insult.

**Customary Gesture (Customs. Prime)** – Use this skill to cool down a tense encounter. Non-violent: 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. Track the running advantage / disadvantage as well.

**Linguist (Customs. Tier 1)** – 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, Dwarven, Elemental, Giant, Goblin, and animal languages (such as Bear, Bird, Cat, Canine, Reptile, Rodent, and Spider).

Complex languages include: Dragon, Elven, and Gnomish.

**Well Mannered (Customs. Tier 2)** – Perk: You may purchase social-based talents as if they were one tier lower.

## Durability (Brawn)

Durability is a measurement of your ability to forge onward in dire circumstances.

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. Universal)** – Fortitude is used to survive harsh environmental conditions, perform strenuous activity for long periods, hold your concentration when hurt, or overcome a disease or poison.

**Durable Guard (Durability. Prime)** – Defend against an Overrun with an opposed Durability roll instead of just a physical defense.

**Overrun (Durability. Tier 1)** – Attack, you must be mobile: Downgrade 1 die, Durability vs. Physical against an enemy in melee, success means movement this turn doesn't trigger reaction attacks from that character. Each additional success can be spent to push the target one square or deal one damage.

**Thick Skin (Durability. Tier 2)** – Free Action, you must be mobile: Downgrade 3 dice, Durability vs. X,X where X is the physical wounds you just received, success means reducing the damage by one (*to a minimum of one damage*).

## Entertain (Appeal)

The Entertain skill comprises multiple forms of performance such as theater, music, and dance.

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 until your next turn.

**Distract (Entertain. Universal)** – Spend 2X Entertain advantage. Targets struck by the attack reduce all defenses by X until your next turn.

**Entertaining Performance (Entertain. Prime)** – Non-violent Suggestion Quip: Downgrade X dice, Entertain vs. Social against a target in X range increments. Success pulls the target that many squares.

**Amuse (Entertain. Tier 1)** – Non-violent: Entertain vs. a DT representing the target's opinion of the active character. Success raises the target's opinion of the character by that much. Failure reduces by that much.

## Intimidate (Brawn)

Intimidate 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 Intimidate, you can exchange damage for a Fear effect with a save target equal to the damage spent.

**Scare Off (Intimidate. Universal)** – Non-violent, Fear: Intimidate vs. Mental against a target. If you succeed, the target must either flee or cower (*save ends*). Each additional success is a penalty to the target's save.

**Intimidating Shout (Intimidate. Prime)** – Non-violent, Fear: Downgrade X dice, Intimidate vs. Mental against a target in X range increments. Success lowers the target's defenses by that much. Failure increases the target's defenses by that much.

**Bully (Intimidate. Tier 1)** – Non-violent Fear Quip, Downgrade 2X dice: Intimidate vs. Mental against a target in X range increments. Success: your target tries to meet your request (*save ends; spend Y success: +Y difficulty*).

**Spook (Intimidate. Tier 2)** – Success, Spend a Crit: Roll a Scare Off as a free action.

## Leadership (Empathy)

Leadership is how well you inspire others to greater feats than they ordinarily could accomplish.

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 that many die upgrades next roll.

**Console (Leadership. Universal)** – Non-violent, Healing: Leadership vs. the target's wounds in a mental or social aspect. Success heals composure in that aspect.

**Leader's Bolster (Leadership. Prime)** – Maneuver, Quip: Downgrade X dice, Leadership vs. the DT of the target task. Success gives that much advantage to each ally within X range increments the next time they attempt the target task.

**Dissuade (Leadership. Tier 1)** – Non-violent, Suggestion, Quip, Downgrade 2 dice: Leadership vs. Social against a target in 1 range increment. Success: your target is convinced the action you describe is a bad idea (save ends; spend X success: +X difficulty).

## Nature (Genius)

Nature is a general measurement of your knowledge of untamed wilderness and the natural state of living things.

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 to ?

**Heal (Nature. Universal)** – Non-violent Healing: Nature vs. the target's wounds in a physical aspect. Success heals composure.

**Natural Remedy (Nature. Prime)** – Non-violent Healing: Nature vs. the target's wounds in a physical aspect. Success heals composure.

**Combine Herbs (Nature. Tier 1)** – Crafting antidotes / poisons / potions. Use the Craft mechanic in Science.

**Detect Magic (Nature. Tier 1)** – Non-violent: Nature vs. the grade of the magic. Success means you detect if it is magic or not. Failure means you are unsure.

## Negotiation (Appeal)

Negotiation 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 Negotiation, you can exchange damage to ?

**Haggle (Negotiation. Universal)** – Non-violent: Negotiation vs. the target's Negotiation. Divide the value of the item by your successes (or 1 if less than 1), then multiply by your target's successes. That's the final price of the item.

**Negotiate (Negotiation. Prime)** – (value vs. value, stuff or circumstances) (GM assigns modifiers based on the difficulty of the trade)

**Diplomacy (Negotiation. Tier 1)** – (negotiating trade deals and such)

## Nimble (Dexterity)

Nimble is a general measurement of your surefootedness, and ability to react to changes in the physical environment on a large scale.

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. Universal)** – Maneuver Action; Nimble vs. DT against any place you need to carefully balance or squeeze through. A success means you move at slow speed through the area. Each additional success lets you move at 1 more speed to a maximum of your normal speed.

Failure means you fall and take that much damage or get stuck in place with a Nimble escape DT equal to the amount you failed by.

**Nimble Escape (Nimble. Prime)** – Downgrade a die for each limb that is bound or each grappler holding you. Nimble vs. DT of bindings or grapple, success means that particular binding or grappler is overcome. Failure means the DT of that binding increases by 1.

**Rolling Stand (Nimble. Tier 1)** – Maneuver Action; Nimble vs. Vigilance. Success means you may stand without the target foe getting a reaction attack against you. Failure means the target foe gets an attack as normal, but with 2 die upgrades.

**Nimble Shift (Nimble. Tier 1)** *Dash past, leap over, slide under, or otherwise evade through foes* – 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.

## 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.

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 damage to ?

**Sense (Perception. Universal)** – Minor Action: Perception vs. Stealth. See Stealth for more details.

**Perceptive Search (Perception. Prime)** – Variable action, Upgrade dice equal to time spent (*see Time*): Perception 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)** – Non-violent: Downgrade 2X dice, Perception vs. Stealth against a target within X range increments. If you succeed, you can understand your target if they are speaking a language you understand.

This check can be combined with a Linguistics (Customs) to understand a language you don't know that you can't hear.

## Precision (Dexterity)

Precision is a general measurement of your manual dexterity and fine motor skills.

Precision 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 Precision, you can exchange damage to ?

**Catch (Precision. Universal)** – Maneuver Action; This cooperative check is your Precision and the thrower's Precision vs. the Range Increment, both checks must succeed.

**Precise Deflection (Precision. Prime)** – Quick Action, a ranged weapon is thrown or fired at you; Precision 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.

**Catch Ranged Weapon (Precision. Tier 1)** – Perk: While using Deflect Ranged Weapon, if you roll a number of crits equal to the damage that would have been dealt, you may catch the weapon instead of deflecting it.

## Science (Genius)

Science is a general measurement of your knowledge of how the physical world works.

Science 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 Science, you can exchange damage to ?

**Handy (Science. Universal)** – Variable action based on gear value (see Time); Science vs. target gear value. If you succeed, you create a makeshift item with a durability equal to your success. The item is obviously slapdash.

Each time the item is used, the user makes a Science roll against the item's durability. Success means the item works fine. Failure means the item loses a rank of durability. When the item reaches 0 durability, it fails.

**Scientific Craft (Science. Prime)** – Variable action based on gear value (see Time); Spend appropriate materials of one value lower than your target value. Science vs. target gear value. If you succeed, you create an item. If you fail, the materials are ruined.

You may now attempt Handy checks at 1 time increment lower.

**Determine Weak Point (Science. Tier 1)** – Variable action (see Time); Upgrade dice based on the value of time spent, Science vs. X,X, where X is the value of the target. Success means you can treat the target's value as one lower for each success. Failure means you misjudge and treat the target's value as one higher for each failure.

**Well Learned (Science. Tier 2)** – Perk: You may purchase mental skill talents as if they were one tier lower.

## Shrewd (Empathy)

Shrewd is a general measurement of your knowledge of the way society works in the middle to lower classes.

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 damage to ?

**Local Information (Shrewd. Universal)** – Non-violent: Shrewd vs. Local Attitudes DT or DT of a specific bit of information. Success means you learn that many pertinent things.

**Shrewd Observation (Shrewd. Prime)** – Non-violent: Shrewd 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.

**Blend In (Shrewd. Tier 1)** – Non-violent: Shrewd vs. Vigilance. Success means you escape notice in a busy area.

**Lockstep (Shrewd. Tier 1)** – Quick Action: An adjacent character shifts away from you, Shrewd vs. Tactics opposed roll. Success means you may shift that many squares towards the character.

## Stealth (Dexterity)

Stealth talents can be used at any time. Downgrade your roll by 1 die for each Physical wound you have.

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 damage to ?

**Hide (Stealth. Universal)** – Non-violent: Stealth vs. Perception against a target. If you succeed, the target does not notice you.

**Stealthy Maneuver (Stealth. Prime)** – Non-violent: Stealth vs. Perception against a target. If you succeed, the target does not notice you.

Downgrade the target's defense for each range increment they are from you. Upgrade the difficulty by four if the target is already aware of you.

**Sneak Attack (Stealth. Tier 1)** – Bonus; If the target does not notice you before your attack, upgrade your attack by 3 dice.

## Tactics (Genius)

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.

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.



**Evaluate (Tactics. Universal)** – Make this check to determine the threat level of a foe or the difficulty of a task. Tactics vs. Bluff.

**I Have A Plan (Tactics. Universal)** – 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 the end of your next turn are treated as 0,0.

**Tactical Decision (Tactics. Prime)** – Non-violent Suggestion Quip, Downgrade 2X dice: Tactics vs. Mental against a target in X range increments. Success: your target does the foolish thing you intended them to (save ends; spend Y success: +Y difficulty).

**Outmaneuver (Tactics. Tier 1)** – Quick Action: An opponent moves next to you, Tactics vs. Nimble opposed roll. Success means you may shift that many squares away from that foe.

## Trickery (Savvy)

Trickery is a general measurement of your ability to deceive others.

Trickery 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 Trickery, you can exchange damage to ?

**Bluff (Trickery. Universal)** – Non-violent Quip: An active bluff opposes another character's Evaluate, Sense Motive, or Bluff check. Bluffs are used to convince other characters that something that is false is true or vice versa.

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.

**Tricky Words (Trickery. Prime)** – Non-violent Suggestion Quip, Downgrade 2X dice: Trickery vs. Mental against a target in X range increments. Success: your target believes what you said is true (save ends; spend Y success: +Y difficulty).

**Disguise (Trickery. Tier 1)** – Downgrade X dice, one each for being a different race, subtype, type, or origin. Trickery vs. Perception. Success means you blend in perfectly.

**Sleight of Hand (Trickery. Tier 1)** – Non-violent, Free Action: Trickery vs. Perception for each creature in your line of sight. Success means your 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.

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 damage to ?

**Preparedness (Vigilance. Universal)** – Make this check to determine if your character remembered to do something important (*such as Did I Bring the Thing?, see page 27*).

**Vigilant Sleeper (Vigilance. Prime)** – You can roll vigilance checks even if you are asleep. Downgrade your dice by 4 minus your ranks in Vigilance, minimum of 0.

**Gut Feeling (Vigilance. Tier 1)** – Perk: The first time each day, when you passively fail a Perception or Vigilance check, you still have a feeling there is something you missed.

## TRAINED SKILLS

Trained Skill sets do not have a Universal function that anyone can use. The following table lists all currently available trained skills by the ability score used with that skill.

Ability Score	Available Trained Skills
Brawn	Blunt, Chaos, Earth, Great Weapon, Necromancy, Unarmed, Vanguard, Vicious
Dexterity	Blade, Fire, Hunter, Pole Weapon, Swift, Unarmed, Vicious, Water
Genius	Air, Artifice, Chaos, Earth, Evocation, Force, Illusion, Venom
Savvy	Artifice, Blade, Evocation, Fae, Fire, Illusion, Necromancy, Transmutation
Appeal	Divine Weapon, Fae, Force, Holy, Plant, Vampire, Vanguard, Water
Empathy	Air, Blunt, Divine Weapon, Great Weapon, Holy, Plant, Pole Weapon, Venom

## Air (Empathy or Genius)

Air talents can be used any time you are outdoors at a 1 die upgrade. You can use Air talents indoors if there is fresh air.

**Storm Blast (Air. Prime)** – Attack, Elemental: Air vs. Physical against an enemy in melee. Success deals blunt damage.

**Air Blade (Air. Tier 1)** – Downgrade X Elemental dice. Your roll covers a line 3X.

**Airsense (Air. Tier 1)** – Non-violent, Maneuver: You sense the air within range increments equal to your ranks in Air, including shape, purity, humidity, and airflow. Airsense is equivalent to echolocation as long as the air is calm.

**Fling (Air. Tier 1)** – Spend X Physical advantage: Targets struck by the attack are slid X squares.

**Gust of Wind (Air. Tier 1)** – Downgrade X Elemental attack dice. Your roll covers an area 2X. Choose a direction. If this attack would do X damage, instead it pushes the target in that direction X squares.

**Ionized Air (Air. Tier 1)** – Downgrade X Elemental dice. This roll gains X range increments. You may have this roll deal lightning damage instead of blunt damage. If you do, this roll gains the Lightning keyword.

**Asphyxiate (Air. Tier 2)** – Spend 4 Physical advantage. Targets struck by the attack are staggered (save ends; spend X success: +X difficulty).

**Lightning Cascade (Air. Tier 2)** – Elemental, Lightning, You may downgrade X Air dice, Ranged 3X: This attack deals lightning damage instead of blunt damage. If this attack hits, use that roll again at up to two additional foes within 3X squares of the first, downgrading by 2 success. You may continue splitting and downgrading as long as you successfully hit new foes and have hit fewer than 3X foes. You cannot hit the same foe twice with this attack.

**Aerial Jaunt (Air. Tier 3)** – Elemental, Maneuver, Engage X dice until the end of your next turn: you make a flying shift of up to X squares. X cannot be more than your ranks in Air.

**Eye of the Storm (Air. Tier 3)** – Stance, Elemental, Maneuver, Engage X dice: Whenever you hit with an Elemental attack, as a free action you may roll Air vs. Physical against each foe in melee X. Success pushes the target that many squares.

**Thunderhead (Air. Tier 3)** – Stance, Elemental, Maneuver, Engage X dice: You create a cloud within a range of X squares. As a free action, you may have the cloud make X dice vs. Physical lightning attacks at foes within X squares of it. You must stay within X squares of the cloud, or the stance ends.

**Air's Flow (Air. Tier 4)** – Perk: When you use an attack that targets an area or line, you may choose up to X targets. Those targets are unaffected by the attack. X is your ranks in Air.

**Air's Reach (Air. Tier 4)** – Maneuver: Your next ranged attack gains X additional squares of range. X is your ranks in Air.

**Zephyr Flight (Air. Tier 5)** – Elemental, Engage X dice until the end of your next turn: you make a flying move of up to 3X squares. X cannot be more than your ranks in Air.

## Artifice (Genius or Savvy)

Artifice talents can be used any time one of your artifices or automatons are within X range increments of you. You may only have X automatons functioning at once. X is your ranks in Artifice.

**Clockwork Strike (Artifice. Prime)** – Attack, Automaton, Weapon: Artifice vs. Physical against an enemy in melee range of one of your automatons within range. Success deals blunt, slicing, or piercing damage.

**Powered Slice (Artifice. Tier 1)** – Downgrade 1 Weapon die. Your roll targets all adjacent foes.

**Elemental Conversion (Artifice. Tier 1)** – Choose Cold, Fire, Lightning, or Radiant. Replace the Weapon keyword in an attack you are using with that keyword. Damage dealt by the attack is that damage type. If you choose Radiant, the attack targets Mental.

**Mobile Automaton (Artifice. Tier 1)** – Whenever 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.

**Bomb Blast (Artifice. Tier 2)** – Downgrade X Automaton, Cold, Fire, or Lightning dice. Your roll covers an area X+1.

**Hot Shot (Artifice. Tier 2)** – Downgrade X Artifice dice. This roll gains X range increments.

**Hypnotic Pattern (Artifice. Tier 2)** – Spend 2 Blunt, Cold, Lightning, or Radiant advantage. Targets struck by the attack are dazed (save ends; spend X success: +X difficulty).

**Lancing Strike (Artifice. Tier 2)** – Downgrade X Cold, Fire, Lightning, Radiant, or Weapon dice. Your roll covers a line 3X.

**Sticky Flames (Artifice. Tier 2)** – Spend 2X Fire advantage. 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.

**Stun Blast (Artifice. Tier 2)** – Spend 4 Blunt, Cold, Lightning, or Radiant advantage. Targets struck by the attack are immobilized (save ends; spend X success: +X difficulty).

**Mechanized Propulsion: Agile (Artifice. Tier 3)** – Stance, Maneuver, Engage X dice. Whenever you shift, you may shift X additional squares. X cannot be more than your ranks in Artifice.

**Mechanized Propulsion: Defense (Artifice. Tier 3)** – Stance, Maneuver, Engage X dice. You have soak X. X cannot be more than your ranks in Artifice.

**Tricked Out (Artifice. Tier 4)** – Maneuver: Choose any piece of gear an ally within X squares is wielding. That gear counts as one of your automatons until the end of your next turn.

**Unstable Devices (Artifice. Tier 4)** – Perk: When you roll a miss with three or more blank dice, you may spend a free action on your next turn to reroll the attack with X die upgrades. X is your ranks in Artifice.

## Blade (Dexterity or Savvy)

Blade talents can be used any time you have a weapon in hand that deals slicing damage.

**Blade Slash (Blade. Prime)** – Attack, Weapon: Blade vs. Physical against an enemy in melee. Success deals slicing or piercing damage.

**Deep Cut (Blade. Tier 1)** – Spend 2X Weapon advantage. Targets struck by the attack have ongoing damage X (save ends; spend Y success: +Y difficulty).

**Parry (Blade. Tier 1)** – Quick Action, Weapon: Downgrade X dice until the end of your next turn. Gain X advantage in a melee contest.

**Whirlwind (Blade. Tier 1)** – Downgrade 1 Weapon die. Your roll targets all adjacent foes.

**Sword Throw (Blade. Tier 2)** – Downgrade X Blade dice. You can throw a blade up to X range increments for this attack.

**Cleave (Blade. Tier 2)** – Quick Action, Success, You physically defeated a foe with a Weapon attack. Make a Blade Slash attack at a foe you have not yet struck this turn.

**Lunge (Blade. Tier 2)** – Downgrade 2X Blade dice. You may shift up to X squares before this attack.

**Slash Opener (Blade. Tier 3)** – Stance, Maneuver: Whenever you attack a foe you hit with a Blade attack the previous round, you may upgrade your dice against that target by X. X is your ranks in Blade.

**Riposte Form (Blade. Tier 3)** – Stance, Maneuver: Whenever an adjacent foe misses you with an attack, you may upgrade your dice against that target by X until the end of your next turn. X is your ranks in Blade.

## Blunt (Brawn or Empathy)

Blunt talents can be used any time you have a blunt weapon in hand that deals blunt damage.

**Bash (Blunt. Prime)** – Attack, Weapon: Blunt vs. Physical against an enemy in melee. Success deals blunt damage.

**Beatdown (Blunt. Tier 1)** – Spend 3 Physical advantage. Targets struck by the attack are knocked prone.

**Blindside (Blunt. Tier 1)** – Spend 3 Physical advantage. Targets struck by the attack are dazed (save ends; spend X success: +X difficulty).

**Swat (Blunt. Tier 1)** – Spend X Physical advantage: Targets struck by the attack are slid X squares.

**Crushing Strike (Blunt. Tier 2)** – Spend 3 Physical advantage. Targets struck by the attack downgrade their Physical defenses (save ends; spend X success: +X difficulty).

**Excessive Assault (Blunt. Tier 2)** – Downgrade 2X Weapon dice. If you hit with this attack, gain X success and advantage.

**Skullcrack (Blunt. Tier 2)** – Spend 5 Physical advantage. Targets struck by the attack are staggered (save ends; spend X success: +X difficulty).

**Pummeling Strikes (Blunt. Tier 3)** – Stance, Maneuver: Whenever you deal Physical wounds with a Weapon attack, you deal that many wounds to Mental as well.

**Threatening Alliance (Blunt. Tier 4)** – Perk: Whenever you are adjacent to an ally, if a foe is adjacent to both you and that ally, you both gain leverage against that foe.

## Chaos (Brawn or Genius)

Chaos talents can be used any time you are wielding an arcane focus.

**Chaos Bolt (Chaos. Prime)** – Chaos, Downgrade 1 Chaos dice: Chaos vs. Variable against a target within 2 range increments. Roll on the chart, the attack gains that keyword, target defense, and effect:

**0 Humiliate:** vs. Social, Success deals damage + 1 to social.

**1 Fire:** vs. Physical, Success deals fire damage - 1 to physical, spend X advantage: X ongoing damage (save ends).

**2 Cold:** vs. Physical, Success deals cold damage, pick one: spend 1 advantage for slow, 3 advantage for immobilize (save ends).

**3 Lightning:** vs. Physical, Success deals lightning damage and the target is knocked prone. Push the target advantage squares.

**4 Force:** vs. Physical, Success deals blunt damage. Slide the target advantage squares.

**5 Poison:** vs. Physical, Success deals poison damage, and the target is weakened (save ends, spend X advantage: +X difficulty).

**6 Acid:** vs. Physical, Success deals acid damage, advantage deals physical damage to adjacent foes not hit by this (non-stacking).

**7 Radiant:** vs. Social, Success deals radiant damage to social, heal advantage composure on an ally adjacent to you or the target.

**8 Web:** vs. Physical, the target is immobilized (save ends, +X difficulty, where X is your successes).

**9 Phantasm:** vs. Mental, Success deals phantom damage to mental, pick one: spend 1 advantage for daze, 3 advantage for stagger (save ends).

**Boon (Chaos. Tier 1)** – Chaos, Maneuver, Downgrade 1 Chaos die: Roll to determine the benefit (X is your ranks in Chaos):

**1 Heart:** Heal X composure.

**2 Hand:** Upgrade your next roll by X dice.

**3 Lung:** Heal 1 scratch and make a save with a +X bonus.

**4 Foot:** You may shift X squares.

**5 Mind:** Choose X defenses. Gain +1 in them until your next turn.

**6 Muscle:** +X to your damage until your next turn.

**Wild Strike (Chaos. Tier 2)** – Chaos, Maneuver: The next time you use Chaos Bolt this turn, roll. It gains the following benefit (X is your ranks in Chaos):

**1 Shatter:** +X damage.

**2 Burst:** Area 3 + X

**3 Beam:** Adjacent line 8 + X

**4 Pelt:** Downgrade 2 dice, Area 5 + X

**5 Wall:** 1 range increment, line 4 + X

**6 Blast:** Adjacent line 2 + X, including foes adjacent to the line

**Chaos Shield (Chaos. Tier 3)** – Stance, Chaos, Maneuver: Roll to determine the following benefit until this stance ends:

**1 Shadow:** You gain Soak 1.

**2 Wind:** You gain Dexterity defense +1.

**3 Earth:** You gain Brawn defense +1

**4 Lightning:** Whenever a foe deals physical damage to you with an attack, as a free action you may roll a Chaos  $\downarrow 4$  vs. Physical attack against them. Success deals lightning damage.

**5 Fire:** At the beginning of each of your turns, roll a Chaos  $\downarrow 4$  vs. Physical attack against adjacent foes. Success deals fire damage.

**6 Spirit:** Heal 1 physical scratch at the end of each of your turns.

## Divine Weapon (Appeal or Empathy)

Divine Weapon talents can be used any time you have a Divine Weapon in hand that is okay with your recent actions.

**Divine Inspiration (Divine Weapon. Prime)** – Divine, Spend 2X Weapon advantage: Allies within X range increments upgrade their next attack by 1 die.

**Crushing Glory (Divine Weapon. Tier 1)** – Spend 3 Weapon advantage. Targets struck by the attack are knocked prone.

**Divine Aid (Divine Weapon. Tier 1)** – Divine, Spend 2X Weapon advantage: Heal yourself or an ally in X range increments up to your Divine Weapon skill rank in composure.

**Divine Inspiration (Divine Weapon. Tier 1)** – Divine, Spend 2X Weapon advantage: Each ally in X range increments may make one improvised save as a free action.

**Righteous Arc (Divine Weapon. Tier 2)** – Downgrade 1 Weapon die. Your roll targets all adjacent foes.

**Blessing of Insight (Divine Weapon. Tier 2)** – Divine, Free Action, You used a Divine talent during your previous action: An adjacent ally make make an assisted save.

**Angelic Radiance (Divine Weapon. Tier 2)** – Attack, Divine, Downgrade 2X dice: Divine Weapon vs. Social against foes in melee X. Success deals radiant damage.

**Divine Demeanor (Divine Weapon. Tier 3)** – Stance, Divine, Maneuver: Adjacent foes downgrade their dice by 1. Upgrade your Weapon dice by 1.

**Harrowing Divinity (Divine Weapon. Tier 3)** – Stance, Divine, Maneuver: Whenever you deal physical wounds with a Divine or Weapon attack, deal that many radiant wounds to social as well.

**Blight Destroyer (Divine Weapon. Tier 4)** – Perk: Whenever you hit with a Radiant attack, you deal an additional 1 damage. If the target is vulnerable to Radiant, deal an additional X damage. X is your ranks in Divine Weapon.

## Earth (Brawn or Genius)

Earth talents can be used any time you are near stone or earth within 1 range increment. Downgrade your dice for each additional range increment away you are from earth or stone.

**Stone Throw (Earth. Prime)** – Attack, Elemental, Downgrade X Earth dice: Earth vs. Physical against an enemy within X range increments. Success deals blunt, piercing, or slicing damage.

**Catapult (Earth. Tier 1)** – Spend 2X Physical advantage: Targets struck by the attack are pushed or pulled 3X squares.

**Stomp the Earth (Earth. Tier 1)** – Spend 3 Physical advantage. Targets struck by the attack are knocked prone.

**Earth Ripple (Earth. Tier 2)** – Elemental, Maneuver, Engage X+Y dice: An adjacent area 5X becomes difficult terrain Y.

**Epicenter (Earth. Tier 2)** – Elemental, Downgrade 2X Elemental dice: The attack targets all foes within X squares.

**Stone Grip (Earth. Tier 2)** – Spend 4 advantage. Targets struck by the attack are immobilized (save ends; spend X success: +X difficulty).

**Unsteady Ground (Earth. Tier 2)** – Downgrade 2 Earth Attack dice: Targets struck by the attack are slowed (save ends).

**Shift Stone (Earth. Tier 3)** – Elemental: Earth vs. X+Y, where X is the range increments to a target area Y+1. Success shifts that area a number of squares equal to your advantage. If there are creatures in that area, you may also target their defenses with the same roll. If you do, success deals damage.

**Tunneling (Earth. Tier 3)** – Elemental, Maneuver, Engage X dice until the end of your next turn, you are standing on earth or stone: you teleport up to X squares to a square connected contiguously by earth or stone to the one you started in. X cannot be more than your ranks in Earth.

**Whirling Stones (Earth. Tier 3)** – Stance, Maneuver, Engage 3X dice: Allies within X range increments gain Soak 1 while you are in this stance. Earth attacks you make gain X+1 advantage. X cannot be more than your ranks in Earth.

**Stone Golem (Earth. Tier 4)** – Signature Maneuver, Summon: You summon a Stone Golem. It has composure equal to your physical health and your defenses. You share your movement with it. You may use Elemental talents using the golem as the origin point. The golem must stay within X range increments of you or crumble. X is your ranks in Earth.

## Evocation (Genius or Savvy)

Evocation talents can be used any time you are wielding an arcane focus.

**Arcane Bolt (Evocation. Prime)** – Attack, Arcane, (Choose a type: Cold, Fire, or Lightning), Downgrade X dice: Evocation vs. Physical against an enemy in X range increments. Success deals Type damage.

**Exotic Materia (Evocation. Tier 1)** – When using Arcane Bolt, your possible types include Acid, Poison, and Radiant.

**Frozen in Place (Evocation. Tier 1)** – Spend 4 Cold or Poison advantage. Targets struck by the attack are immobilized (save ends; spend X success: +X difficulty).

**Instant Conflagration (Evocation. Tier 1)** – Spend 2X Acid or Fire advantage. Targets struck by the attack have ongoing damage X (save ends; spend Y success: +Y difficulty).

**Shock Pulse (Evocation. Tier 1)** – Spend 3 Lightning or Radiant advantage. Targets struck by the attack are dazed (save ends; spend X success: +X difficulty).

**Cascading Spark of Maris (Evocation. Tier 2)** – Arcane, Downgrade X Lightning dice: If this attack hits, use that roll 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.

**Corrosive Splash (Evocation. Tier 2)** – Arcane, Downgrade 1 Acid or Poison die: If this attack hits, use that roll again on each foe adjacent to that target you didn't already hit with this attack.

**Dervin's Fireblast (Evocation. Tier 2)** – Arcane, Downgrade 2X Fire dice: This attack targets an area X+1. On any success, the area is difficult terrain X and deals X damage to creatures that end their next turn in it.

**Lightburst (Evocation. Tier 2)** – Arcane, Downgrade 2X Radiant dice: The attack targets all foes within X squares. You may target Mental instead of Dexterity.

**Perrin's Freezing Icewall (Evocation. Tier 2)** – Arcane, Engage X Cold dice: This attack targets a chain X+1. On any success, the area is difficult terrain 2X, sustained as long as the dice remain engaged and you are within range.

**Delayed Casting (Evocation. Tier 3)** – Stance, Maneuver, you have a free hand. An orb appears in your hand. As a free action, you may add another orb to your hand. You may spend all the orbs when you make an Arcane attack. If you do, upgrade your dice by X where X is the orbs spent. This stance ends. You cannot have more orbs than your ranks in Evocation.

**Vibrant Power (Evocation. Tier 3)** – Stance, Maneuver. While in this stance, once per turn you may spend X Arcane Successes: Gain X+1 advantage. Add an extra keyword to this attack. It gains that damage type.

**Overwhelming Control (Evocation. Tier 4)** – Perk: If you roll a critical hit with an attack that inflicts an ongoing effect, add X to the difficulty of the save. X is the number of crits in that roll.

## Fae (Appeal or Savvy)

Fae talents can be used any time you have friendly fae nearby.

**Captivate (Fae. Prime)** – Attack, Phantasm, Downgrade X Fae dice: Fae vs. Social against an enemy in X range increments. Success slides deals phantom damage to social.

**Meander (Fae. Tier 1)** – Downgrade X Phantasm Attack dice: Targets struck by the attack are slid X squares.

**Soothe (Fae. Tier 1)** – Phantasm, Maneuver, Engage X Phantasm dice: Until the end of your next turn, you heal an ally within 1 range increment X composure. X cannot be more than your ranks in Fae.

**Flickering Onslaught (Fae. Tier 2)** – Downgrade X Phantasm Attack dice: Targets struck by the attack take ongoing X damage to physical (save ends; spend Y success: +Y difficulty).

**Trick of the Light (Fae. Tier 2)** – Spend 4 Phantasm advantage. Choose a foe adjacent to you that was struck by the attack. Swap places with that foe.

**Adoring Throng (Fae. Tier 3)** – Stance, Phantasm, Maneuver: Whenever a creature ends its turn next to you, as a free action you may deal X damage to it. X is your ranks in Fae.

## Fire (Dexterity or Savvy)

Fire talents can be used any time you have access to fire. You cannot use fire talents while underwater.

**Singe (Fire. Prime)** – Attack, Elemental: Fire vs. Physical against an enemy in melee. Success deals fire damage.

**Flame Jet (Fire. Tier 1)** – Downgrade X Elemental dice. This roll gains X range increments.

**Ignite (Fire. Tier 1)** – Spend 2X Fire advantage. Targets struck by the attack have ongoing fire damage X (save ends; spend Y success: +Y difficulty).

**Char (Fire. Tier 2)** – Spend 3X Fire advantage. Targets struck by the attack downgrade their physical defenses by X (save ends; spend Y success: +Y difficulty).

**Firelash (Fire. Tier 2)** – Downgrade X Elemental dice. Your roll covers a line 3X.

**Inferno (Fire. Tier 2)** – Downgrade X Elemental dice. Your roll covers an area X+1.

**Ablaze (Fire. Tier 3)** – Stance, Maneuver, Engage 3X dice: At the end of each of your turns, enemies adjacent to you take X fire damage. You gain +X successes with Fire talents, but if you roll no successes you automatically miss. X cannot be more than your ranks in Fire.

## Force (Appeal or Genius)

Force talents can be used any time you are wielding an arcane focus.

**Force Burst (Force. Prime)** – Attack, Arcane: Downgrade X dice, Force vs. Physical against targets in an area X+1 adjacent to you. Success deals blunt or slicing damage.

**Force Blast (Force. Tier 1)** – Downgrade X Arcane dice. This roll gains X range increments.

**False Matter (Force. Tier 1)** – Downgrade X dice. Downgrade your dice 1 per range increment: Force vs. X,X. Success means you create X translucent blocks of solid force, filling a chain of squares within the range. You may make the blocks difficult terrain up to X,X. Failure means you take that much damage.

Sustain, Free Action: All your dice are downgraded by X.

**Force Push (Force. Tier 1)** – Spend X Arcane advantage: Targets struck by the attack are slid X squares.

**Anchor (Force. Tier 2)** – Spend 4 advantage. Targets struck by the attack are immobilized (save ends; spend X success: +X difficulty).

**Lesser Animation (Force. Tier 2)** – Variable action, downgrade your dice for this turn by 2X, one object within X range increments makes an action of the type you spent as if you were there using it.

**Spheres of Force (Force. Tier 3)** – Stance, Arcane, Maneuver: X spheres hover near you., where X is your ranks in Force.

Spend X Spheres, Free Action: Upgrade your Arcane roll by 1 die for each sphere spent. If you have none, end this stance.

Maneuver: Reset the number of spheres to your ranks in Force.

## Great Weapon (Brawn or Empathy)

Great Weapon talents can be used any time you are wielding a heavy weapon or two-handed weapon.

**Smash (Great Weapon. Prime)** – Attack, Weapon: Great Weapon vs. Physical against an enemy in melee. Success deals damage based on the weapon type.

**Charge Attack (Great Weapon. Tier 1)** – Downgrade X Weapon dice. You may move X squares before the attack.

**Whirling Slash (Great Weapon. Tier 1)** – Downgrade 2 Weapon dice. Your roll targets all foes in melee 2.

**Undercut (Great Weapon. Tier 1)** – Spend 3 Physical advantage. Targets struck by the attack are knocked prone.

**Curb Foe (Great Weapon. Tier 2)** – Spend 3 Physical advantage. You may shift foes struck by the attack up to 2 squares to a square adjacent to you.

**Preparatory Strike (Great Weapon. Tier 2)** – Downgrade X Weapon dice for this attack. If the attack hits and your next attack targets this foe, upgrade that attack roll by 2X dice.

**Pommel Strike (Great Weapon. Tier 2)** – Downgrade 1 Weapon die. On a hit, you slide each target 1 square. You may shift 1 square.

**Blind Rage (Great Weapon. Tier 3)** – Stance, Maneuver, You may only use Great Weapon and Universal talents while in this stance. All of your Great Weapon melee attacks now target each creature in melee range (*including allies*).

**Crushing Blow (Great Weapon. Tier 3)** – Spend 6 Physical advantage. Targets struck by the attack are slowed and staggered (save ends; spend X success: +X difficulty).

**Skewer (Great Weapon. Tier 3)** – Success, Spend 5 Great Weapon advantage. Choose a foe you did not target that is adjacent to a foe you struck with this attack. The attack deals damage to the target as if it had also targeted that foe.

**Strong Style (Great Weapon. Tier 3)** – Stance, Maneuver, Downgrade your defenses by X while you are in this stance: Upgrade your melee Weapon dice by X while you are in this stance.

## Holy (Appeal or Empathy)

Holy talents can be used any time you have a divine item in hand and your deity is okay with your recent actions.

**Bless (Holy. Prime)** – Divine: Engage X dice until the end of your next turn, each ally within X range increments upgrade each die roll by 1 until the end of your next turn. X cannot be more than your ranks in Holy.

**Heal (Holy. Tier 1)** – Divine, Maneuver: Engage X dice until the end of your next turn, you heal an ally within 1 range increment X composure. X cannot be more than your ranks in Holy.

**Holy Light (Holy. Tier 1)** – Divine, Maneuver: Engage X dice until the end of your next turn, you light up an area of X range increments from your divine item.

**Healing Aura (Holy. Tier 2)** – Divine: Engage X dice until the end of your next turn, each adjacent ally is healed X composure. X cannot be more than your ranks in Holy.

**Martyr's Faith (Holy. Tier 2)** – Divine Maneuver, Take X physical wounds: Each ally within X range increments is healed X composure. X cannot be more than your ranks in Holy.

**Divine Rejuvenation (Holy. Tier 2)** – Divine, Maneuver, Spend 1 AP: You and each ally within 1 range increment are healed X wounds. X cannot be more than your ranks in Holy.

**Aura of Divinity (Holy. Tier 3)** – Stance, Maneuver. As a free action you may downgrade the dice of each enemy in melee X by 1 until the end of your next turn. X is your ranks in Holy.

**Angelic Defender (Holy. Tier 4)** – Perk: If an adjacent ally is hit with an attack that didn't hit you, as a quick action you may swap places with that ally and be struck instead.

**Supernal Aid (Holy. Tier 4)** – Maneuver, Summon: You summon a divine being. It has composure equal to your physical health and your defenses. You share your movement with it. You may use Divine talents using the being as the origin point. The being must stay within X range increments of you or crumble. X is your ranks in Holy.

## Hunter (Dexterity or Genius)

Hunter talents can be used any time you have a ranged weapon in hand.

**Shot (Hunter. Prime)** – Attack, Weapon: Downgrade 1 die per range increment and spend one ammo, Hunter vs. Physical against an enemy. Success deals piercing damage.

**Hunter's Fang (Hunter. Tier 1)** – Spend 3 Weapon advantage. Targets struck by the attack have ongoing damage 1 (save ends; spend X success: +X difficulty).

**Rapid Shot (Hunter. Tier 1)** – Downgrade 2X dice. The attack targets X+1 foes within range.

**Called Shot (Hunter. Tier 1)** – Spend 2X Dexterity advantage. Targets struck by the attack downgrade their dice by X (save ends; spend Y success: +Y difficulty).

**Long Range Form (Hunter. Tier 2)** – Stance, Maneuver: You upgrade your Hunter dice by 1 vs. foes at 2 range increments and further. You are slowed.

**Point Blank Form (Hunter. Tier 2)** – Stance, Maneuver: You upgrade your Hunter dice by 1 vs. foes within 1 range increment.

## Illusion (Genius or Savvy)

Illusion talents can be used any time you are wielding an arcane focus.

**Figments (Illusion. Prime)** – Stance, Non-violent, Phantasm, Downgrade X+Y Phantasm dice: Within X range increments, you create a Y,Y quality figment. A figment can be either a simple sound or an indistinct figure making simple movements.

**Phantom Foe (Illusion. Tier 1)** – Attack, Phantasm, Downgrade X Phantasm dice: Illusion vs. Mental against an enemy within X range increments. Success creates a faux foe that provides flanking (save ends; spend Y success: +Y difficulty).

**Phantasmal Terror (Illusion. Tier 1)** – Attack, Phantasm, Downgrade 1+X Phantasm dice: Illusion vs. Mental against an enemy within X range increments. Success deals phantom damage to mental and the target is dazed (save ends).

**Impossible Onslaught (Illusion. Tier 2)** – Downgrade X Phantasm dice: your roll covers an area X.

**Deceive (Illusion. Tier 3)** – Attack, Phantasm, Downgrade 2X Phantasm dice: Illusion vs. Mental against an enemy within X range increments. Success means the target confuses friends for foes and foes for friends (save ends; spend Y success: +Y difficulty).

**Mirror Image (Illusion. Tier 3)** – Stance, Major, Engage X dice: You split into X+1 copies. You divide your actions as you wish among the copies. Each copy must stay within X range increments of the others or be destroyed. You lose all Soak. Each copy has X composure until destroyed. If more than one is destroyed at once, you choose which is first. When one copy is remaining, that copy is you and the stance ends. You don't take damage dealt to defeated copies. X is your ranks in Illusion.

## Necromancy (Brawn or Savvy)

Necromancy talents can be used any time you have a dead or undead body two sizes smaller than you or bigger within one range increment.

**Corrupt (Necromancy. Prime)** – Attack, Downgrade X Necromancy dice: Necromancy vs. Physical against targets in an area X+1. Success deals cold damage.

**Pestilence (Necromancy. Tier 1)** – Spend 2X Physical advantage. Targets struck by the attack have ongoing damage X (save ends; spend Y success: +Y difficulty).

**Death's Reach (Necromancy. Tier 1)** – Downgrade X Necromancy dice. This roll gains X range increments.

**Blood Burn (Necromancy. Tier 2)** – Spend X physical wounds: Upgrade your next die roll by X dice. X cannot be more than your ranks in Necromancy.

**Stirring Dead (Necromancy. Tier 2)** – Upgrade your rolls by 1 die against up to X targets adjacent to undead or dead bodies within X size categories of you. X is your ranks in Necromancy.

**Shambling Dead (Necromancy. Tier 3)** – Stance, Undead, Engage X dice: X target dead bodies within X range increments count as you when you target with Necromancy talents. Whenever you would move, you may divide your movement among these undead.

## Plant (Appeal or Empathy)

Plant talents can be used any time you have access to living plants.

**Rootlash (Plant. Prime)** – Attack, Plant: Plant vs. Physical against an enemy in melee. Success deals blunt damage.

**Seekerthorn (Plant. Tier 1)** – Downgrade X Plant dice: Plant vs. Physical against an enemy within X range increments. Success deals damage.

**Spore Burst (Plant. Tier 1)** – Spend 2 Physical advantage. Targets struck by the attack are dazed (save ends; spend X success: +X difficulty).

**Thorny Embrace (Plant. Tier 1)** – Spend 3X Physical advantage. Targets struck by the attack take 2X piercing damage whenever they use a move action (save ends; spend Y success: +Y difficulty).

**Uproot (Plant. Tier 1)** – Spend 3 Physical advantage. Targets struck by the attack are knocked prone.

**Healing Spores (Plant. Tier 2)** – Whenever you defeat a foe with a Plant attack, as a free action you may roll Appeal or Empathy. Success heals composure on an ally adjacent to foe, to a maximum of your ranks in Plant.

**Skewerroot (Plant. Tier 2)** – Plant, Downgrade X Plant dice: If this attack hits, use that roll again at 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 until you have hit X+1 foes. You cannot arc back to hit the same foe twice with this attack.

**Branch Out (Plant. Tier 3)** – Stance, Maneuver, Dedicate 2X dice: You and allies within X squares upgrade physical defenses by 1. You gain +X reach with Plant talents.

**Undergrowth (Plant. Tier 3)** – Stance, Maneuver, Dedicate 2X dice: Whenever an enemy ends its turn within X squares of you, you may roll a Plant vs. Physical attack against them. Success deals damage.

## Pole Weapon (Dexterity or Empathy)

Pole weapon talents can be used any time you are wielding a pole weapon.

**Swipe (Pole Weapon. Prime)** – Attack, Weapon: Pole Weapon vs. Physical against an enemy in melee. Success deals damage based on the weapon type.

**Clearing Sweep (Pole Weapon. Tier 1)** – Spend 3 Physical advantage. Targets struck by the attack are knocked prone.

**Whirling Stick (Pole Weapon. Tier 1)** – Downgrade 2 Weapon dice. Your roll targets all foes within reach.

**Reach (Pole Weapon. Tier 2)** – Downgrade 1 Physical die. Your roll gains +1 reach. If you did not use this talent since the beginning of your previous turn, your roll also gains +1 advantage.

**Leverage Stance (Pole Weapon. Tier 3)** – Engage X Pole Weapon dice: You gain Soak X against Weapon and Brawn attacks. You gain X additional advantage with Weapon attacks when active.

## Swift (Dexterity)

Swift talents can be used any time you are wielding a light or small one-handed weapon.

**Skirmish (Swift. Prime)** – Downgrade X Attack dice (to a max of your Dexterity): move X squares before the attack.

**Swift Shift (Swift. Tier 1)** – Active: Spend 2X Physical advantage. Shift X squares to a maximum of your Dexterity.

**Swift Throw (Swift. Tier 1)** – Attack, Weapon: Downgrade 1 die per range increment and spend one ammo, Swift vs. Physical against an enemy. Success deals damage.

**Weapon Lock (Swift. Tier 2)** – Maneuver, Weapon: Opposed roll Swift vs. Physical skill of target's choice. Success means both your weapon and the opponent's weapon is engaged until your next turn. Lower the target's physical defenses by X. X is your ranks in Swift.

**Swift Disarm (Swift. Tier 2)** – Spend 2X Weapon advantage. Your opponent must make a Brawn or Dexterity check against (X, X) or drop their weapon. They have bonus successes added to the roll equal to their composure.

**Mobile Form (Swift. Tier 3)** – Stance, Maneuver: Whenever you hit a foe with a Weapon attack, you may shift one square as a free action.

## Temporal (Dexterity or Empathy)

Temporal talents can be used any time you can move your feet.

**Flurry of Blows (Temporal. Prime)** – Arcane, Downgrade 2X dice: Make X+1 attacks against a target in melee.

**Blink Dash (Temporal. Tier 1)** – Arcane, Downgrade 2X dice: Shift X squares.

## Unarmed (Brawn or Dexterity)

Unarmed talents can be used any time you are physically mobile.

**Jab (Unarmed. Prime)** – Attack, Weapon, Downgrade 1 die for each of your hands that are not empty: Unarmed vs. Physical against a foe in melee. Success deals blunt damage.

**Shove (Unarmed. Tier 1)** – Spend 2 Brawn advantage. Targets struck by the attack are pushed a number of squares equal to your success.

**Low Sweep (Unarmed. Tier 1)** – Spend 3 Physical advantage. Targets struck by the attack are knocked prone.

**Multistrike (Unarmed. Tier 1)** – Downgrade 1 Weapon die. Your roll targets all adjacent foes.

**Cramping Strike (Unarmed. Tier 2)** – Spend 4 Physical advantage. Targets struck by the attack are immobilized (save ends; spend X success: +X difficulty).

**Raging Barrage (Unarmed. Tier 2)** – Downgrade X Weapon dice: Shift X squares while making this attack. Your attack treats any foe within melee during the shift as adjacent.

**Swaying Reed (Unarmed. Tier 3)** – Stance, Maneuver:

Whenever you are missed by a melee attack, as a quick action, you may roll Perception vs. Physical. Success: switch places with that foe. You have a +1 bonus to your Dexterity advantage target.

## Vampire (Appeal)

You cannot use Vampire talents while in dim or brighter sunlight.

**Blood Siphon (Vampire. Prime)** – Spend 2X advantage. You heal X damage, up to a maximum of the amount of damage dealt to a single target with this attack and a maximum of your ranks in Vampire.

**Supernatural Speed (Vampire. Tier 1)** – Spend X advantage. You gain +X speed until the end of your next turn. X cannot be more than your ranks in Vampire.

**Paralyzing Eyes (Vampire. Tier 1)** – Spend 4 advantage. Targets you can see that were struck by the attack are immobilized (save ends; spend X success: +X difficulty).

**Cloud of Bats (Vampire. Tier 3)** – Stance, Maneuver, Engage X dice: You become a cloud of bats in an adjacent X area. X cannot be more than your ranks in Vampire. You gain Soak X-1 and Vulnerable: Area 1. You cannot attack. As a Maneuver you can return to your normal form in a square adjacent to the area.

## Vanguard (Brawn or Appeal)

You can use Vanguard abilities whenever you are aware of an armed ally that can see you.

**Diverting Strike (Vanguard. Prime)** – Attack, Weapon, Downgrade X dice: Vanguard vs. Physical against an enemy in melee. Success deals damage based on the weapon type. An ally adjacent to the target may shift X squares.

**Inspiring Strike (Vanguard. Tier 1)** – Downgrade 2X melee dice: If you hit, heal an ally adjacent to the target X composure.

**Leap to Aid (Vanguard. Tier 1)** – Maneuver: Choose an adjacent ally that is adjacent to an enemy. You may swap places with that ally.

**Command Strike (Vanguard. Tier 2)** – Success, Spend 3X melee advantage: Physical attacks made by allies that hit this foe gain +X damage until your next turn.

**Embolden (Vanguard. Tier 2)** – Success, Spend 6X advantage: An ally in X range increments may make a save with X die upgrades as a free action.

**Command Form (Vanguard. Tier 3)** – Stance, Maneuver: Whenever you hit an adjacent foe, an ally adjacent to you or that foe may shift one square as a free action.

## Venom (Empathy or Genius)

Venom characters have a supernatural pact with poisonous entities.

**Envenom (Venom. Prime)** – Poison, Downgrade 1 Physical die: If you deal physical wounds with this attack, you also deal that many mental wounds (to a maximum of your Venom ranks).

**Crippling Malaise (Venom. Tier 1)** – Spend 4 Poison advantage. Targets struck by the attack are immobilized (save ends; spend X success: +X difficulty).



**Mind Fog (Venom. Tier 1)** – Spend 3 Poison advantage. Targets struck by the attack are dazed (save ends; spend X success: +X difficulty).

**Toxic Cloud (Venom. Tier 1)** – Poison, Attack, Downgrade X dice: Poison vs. Physical against an area X+1. Success deals poison damage. If you deal physical wounds, you also deal that many mental wounds (to a maximum of your Venom ranks).

**Ennervate (Venom. Tier 2)** – Spend 2X Poison advantage. Targets struck by the attack downgrade all attack rolls by X dice (save ends; spend Y success: +Y difficulty). X cannot be more than your ranks in Venom.

**Fatal Toxin (Venom. Tier 2)** – Spend 2X Poison advantage. Targets struck by the attack have ongoing X damage (save ends; spend Y success: +Y difficulty). X cannot be more than your ranks in Venom.

**Poison Resistance (Venom. Tier 3)** – You have Soak X (Poison). Free action, Poison: Upgrade all your saves against poison by X until the end of your next turn. X is your ranks in Venom.

**Tainted Blood (Venom. Tier 3)** – Stance, Maneuver: Whenever you are dealt physical wounds, as a free action you may roll Venom vs. Physical on a creature in melee 1. Success deals damage to a max of X poison damage. X is your ranks in Venom.

## Vicious (Brawn or Dexterity)

Vicious talents can be used any time you are wielding a light weapon.

**Exact Strike (Vicious. Prime)** – Attack, Weapon, Downgrade 3 dice: Vicious vs. Physical against an enemy in melee. Success deals damage based on the weapon type + 2.

**Cruel Gash (Vicious. Tier 1)** – Spend 2X Weapon advantage. Targets struck by the attack have ongoing damage X (save ends; spend Y success: +Y difficulty).

**Brutal Strike (Vicious. Tier 1)** – If your target is dazed or staggered, upgrade your Weapon dice by your ranks in Vicious.

**Crippling Strike (Vicious. Tier 2)** – Spend a critical hit. Targets struck by the attack are (choose one) staggered or immobilized. That status effect has (save ends, spend X success: +X difficulty).

## Water (Appeal or Dexterity)

Water talents can be used any time you have access to cool water or ice. You cannot use water talents while in hot or dry conditions such as in the desert or a forge.

**Frost Blast (Water. Prime)** – Attack, Elemental: Water vs. Physical against an enemy in melee. Success deals blunt or cold damage.

**Frostbite (Water. Tier 1)** – Spend 4X Water advantage. Foes hit by the attack have all defenses lowered by X and ongoing cold damage X (save ends; spend Y success: +Y difficulty).

**Frigid Chill (Water. Tier 1)** – Spend 2 advantage. Targets struck by the attack are slowed (save ends; spend X success: +X difficulty).

**Ice Lance (Water. Tier 1)** – Downgrade X Elemental dice. This roll gains X range increments.

**Blizzard (Water. Tier 2)** – Downgrade X Elemental dice. Your roll covers an area X+1.

**Icewall (Water. Tier 2)** – Downgrade X Elemental dice. Your roll covers a line 3X.

**Freeze in Place (Water. Tier 2)** – Spend 4 Physical advantage. Targets struck by the attack are immobilized (save ends; spend X success: +X difficulty).

**Ice Blockade (Water. Tier 2)** – Arcane, Engage X Water dice: On any success, the area is difficult terrain X, sustained as long as the dice remain engaged and you are within range.

**Frostfeet (Water. Tier 3)** – Stance, Maneuver: Whenever you deal cold damage to a foe, you may slide the target 1 square. (*Yes, this works with Frostbite's ongoing damage*)

**Ice Shield (Water. Tier 3)** – As a Quick Action, engage 2X Water dice until the end of your next turn. Gain Soak X against an incoming attack that hit you.

## COMPANIONS

Companions are special allies of your character. They may be divine allies, mechanical constructs you have created, demons you have summoned, creatures you have captured, or simply comrades in arms.

Companions can be earned by buying a companion instead of gear. Companion grade is equal to the

You can only have companions that are a lower grade than you are. Thus hero grade characters are limited to fodder, minion, and basic companions. All companions start at level 1.

You may have a maximum of Savvy fodder companions active at once. You may have more companions in total, but the others will stay in their home (wherever that is) until you fetch them.

You may target a companion with any power that targets allies.

### Commanding Companions

Unless commanded to do otherwise, companions will follow you, endeavoring to stay within one range increment, and avoiding perceived danger if possible. You may use a quip to set a companion free to do what they will or ask them to stay in an area until you return for them.

You may use your actions to command the companion, as shown on the chart below. Companions you do not command do nothing that turn. These commands are delivered by quips. A companion will attempt to continue the command until it is complete, it is wounded, or it is no longer able to follow it.

Companions have a primary skill that can be any trained or untrained skill (*other than Companion, don't be silly*). Their primary skill defaults to the value here. All other skills are assumed to be the other value.

Grade	Gear Cost	Minimum Ranks	Command Action	Composure / Health	Primary Skill	Other Skills
Fodder	1	0	Free	1c / 2h	BC	A
Minion	1	1	Maneuver	3c / 3h	CC	AA
Basic	2	2	Major	5c / 4h	BCC	AA
Hero	3	3	Full	7c / 5h	ABCC	AAA

You must actually stay within line of sight to command a companion. You cannot give commands unless you can see what predicament your companion is in. That said, once the command is given, it does not need to be within line of sight to complete the given command.

You may only command the same companion once per round, plus a second time if you use an action point to command the companion. If you have several companions, however, you are free to command them all in the same round if you have enough actions to do so.

The Companion skill can use any mental or social ability score as a base stat.

**Command (Companion. Prime)** – Nonviolent, Quip, Variable Action: You use the quip to give a command to one of your companions. It attempts to do so until it cannot. You cannot command companions of a higher grade than your ranks in Companion.

**Commander's Prerogative (Companion. Tier 1)** – Spend an action point. You may reroll a companion's last roll, using your Companion skill as the base instead. The companion must be within your line of sight.

## ITEMS: GEAR AND EQUIPMENT

Adventurers need items. Items come in two types: Gear and Equipment. Weapons and Armor are gear, and things like rope and fishing hooks are equipment.

Gear is your character's signature items. The stuff that might even be totally unique to your character. Gear gives either a specific defense bonus or a bonus to all checks with a specific basic or trained skill. 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 11 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.

Cost to upgrade a piece of gear		New Quality				
Type	Improvised	Poor	Good	Exceptional	Mythic	Epic
Source	Anywhere	Village	City	Specialist	Quest	?
Quality	0	1	2	3	4	5
Value	0	1	3	6	10	15
Cost	0	10gp	60gp	240gp	3000gp	300kgp
Resale	0	2gp	10gp	40gp	500gp	50kgp
Minimum Level	-	-	-	2	8	14

When you make 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. Back-mounted torches that give you a constant source of fire? Awesome. Does your charm reveal your heart of cheddar? Um. Go you?

Determine the cost of the base gear based on the table above, then add cost for special effects based on the equipment table in the Equipment section.

For instance, the back-mounted torches with a quality of Fire 2 could cost 60gp 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 keyword to actively light the area whenever you like.

## Getting Gear

The cost of gear is its cost 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 Epic 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.

## 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.

## Traits for Gear

Traits are things about gear that let you use them for specific trained skills.

Items have one trait plus light or heavy and one-handed, two-handed, or worn.

A two-handed item gets two extra traits. For instance, a halberd might be a two handed heavy slicing piercing blunt weapon.

One-handed items can be used with one hand, and each hand can wield a different one-handed item. A two-handed item must be used in both hands in order to use any of its traits.

## 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 the resale price. Anything above grade 1 has a variable value determined by the GM of the value stated divided by 5 and multiplied by a d10 roll. If the GM rolls a 0, then the value is double the base resale value because either the seller knows someone who is looking for that specific kind of item, or it has a known history, or some other reason.

## EQUIPMENT

Equipment is what the prepared adventurer brings! Of course you are welcome to purchase this stuff whenever you are in town, but

Here we have detailed descriptions of some of the equipment as well as the various adventurer's kits. 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.

Player characters have 20gp in gear to start.

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	
Belt pouch, large	2gp	1lb	8 lb capacity
Belt pouch, 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

Equipment	Cost	Weight	Notes
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, double 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

## 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 following chart:

Did I bring the thing?	
Cost	5cp 3sp 1gp 3gp 10gp 30gp 100gp 300gp
Check	1 2 3 4 5 6 7 8

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.

## OVERCOMING OBSTACLES

Overcoming an obstacle in Aspect Prime is either a simple yes or a skill contest. In many cases, the GM should just say yes (such as

when a skill roll will be rolling 3 dice more than the difficulty 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 (see Die Values, page 3), rounded down.

### DT 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 advantage target, or the amount of advantage inherent to the task.

#### Success Target

To have success, the active character's total successes on a roll must be equal to the success targets. More than that means a stronger success. Some of the typical types of success for a talent are described below:

**Success:** Usually when counting successes, subtract the target from the successes rolled. So rolling a 5 against a DT of 1 counts as 4 total successes.

**Each additional success:** A talent with this verbiage has a specified effect gained from each additional success. The first success isn't counted for this portion of the ability.

**Deals X damage:** Means each counted success deals one damage. The damage is dealt to the specified target defense. If an aspect is specified as the target defense, the defender chooses which defense in that aspect the damage applies to. If X is specified, that is the type of damage being dealt. Some creatures may be more or less vulnerable to different types of damage.

For example, a **Success deals fire damage** would deal damage equal to the excess successes past the target. So rolling a 2 against a DT of 1 would do 1 damage, and a 5 against a DT of 1 would deal 4 damage.

Just meeting the exact amount still means a success for the purposes of spending advantage against the target, though it won't deal any damage.

### Damage Types

The damage types are acid, cold, fire, lightning, poison, and radiant. Each damage type is a keyword that can be spent to do other effects.

#### COLD (KEYWORD)

You can spend cold damage to freeze inanimate objects solid. Water freezes an inch solid per point spent.

#### Advantage Target

Whether or not you succeed, you may still have advantage or disadvantage. The advantage target is the amount of disadvantage you have to overcome in order to gain advantage against the target.

Advantage 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 negative effects for the targets.

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

If your advantage is greater than the advantage target, you have advantage against that foe and may spend it on effects that target that foe (the entire amount you rolled). You may only spend advantage on an enemy if you succeeded in hitting the target, whether or not you dealt damage to it.

#### 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.

## RESOLVING CONFLICT

A conflict might be a duel of blades, a terse negotiation, a tricky battle of wits, or a combination of conflict on multiple planes. 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

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

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

#### Shrewd Initiative

Advantage rolled in a Shrewd initiative roll carries over to the character's first roll on their first turn this conflict.

## Vigilance Initiative

Advantage from a Vigilance initiative roll can be used immediately after rolling initiative (in initiative order).

## 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

**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 triggering, the active character can choose what order they trigger in.

### 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*).

## Main Step

The main step is when the active character may take their Major action and Maneuver action. Actions during the main step can be taken in any order, even if dividing an action into sub actions. For example, a character splitting their Maneuver action into two sub actions could do a sub action, then a Major, then a second sub action.

### Maneuver Actions

Maneuver actions don't typically contribute directly to the conflict, but rather getting the character into a more advantageous position. Some possible maneuver actions are:

**Basic Shift (Basic. Universal)** – Movement, Maneuver; Shift one square.

**Basic Move (Basic. Universal)** – Movement, Maneuver; Move your speed.

**Sub-Move Actions (Universal)** – You can divide a basic move into multiple parts by subtracting some movement from it:

1 Move: Get out or put away a piece of gear or move 1

2 Move: Open a door, pick up something, or drink a potion

**Focus (Basic. Universal)** – Maneuver; ↑1 to your next die roll or defense (*no matter what it is*). You may move one square as part of this action.

**Stand (Basic. Universal)** – Movement, Maneuver; Stand from prone.

Specify a named maneuver action (see Named Actions).

### Major Actions

A major action can be one of any number of things:

**Attack (Universal)** – Attack; Use any attack.

**Sprint (Basic. Universal)** – Movement; 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 (Basic. Universal)** – Movement; 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.

### Named Actions

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

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 side, then I 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.” You can only have a single response named for a trigger.

Your named response must be a single maneuver or major action. If the beginning of your turn comes before you use the named action, you lose the chance to do that named action, though you can specify it again at the cost of the same action type.

## 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 they happen in.

### Saves

Saves happen during the end step. Saves are used to end ongoing effects.

Ongoing effects have (save ends, ST #). These effects must be saved against in order for them to end. If no ST (*Save Target*) is specified, the ST is 4.

To make a save, heroes roll BBBC.

If the number of successes are equal to or greater than the ST or the character rolls a crit, the save is a success.

### ASSISTED 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 assisted save using her Science skill to smother the flames with a blanket. Sarai gets to roll her Science, 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 assisted save, possibly even from range. A character could use a bucket of water to put out the flames, even.

### Free Action

Your Free Action recharges during your end step.

Free actions are actions that can be done after any action, yours or someone else's. Each time an event happens or a creature finishes taking an action, you may use a free action. Free actions are done after the thing you are reacting to.

You may perform one free action per turn - once you use a free action, you cannot use another until the beginning of your next turn. Here are some types of free actions you can make.

- Any combination of the following: Saying up to two words, changing your facial expression, gesturing, dropping something or everything in your hands.
- An action listed as a free action, such as Heroic Effort.

### Quick Action

Your Quick Action recharges during your end step.

Another special type of action is the 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.

### REACTION ATTACKS

Reaction attacks 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 reaction attack against an adjacent enemy that:

- Moves without using a shift, and is not being moved by a slide, push or pull.
- Uses any ranged power that isn't a reaction attack.
- Gets up from prone.

You must target the creature that triggered the reaction attack. If you use a ranged attack as a reaction attack, you do not provoke a reaction attack yourself.

### Action Points

Action points represent your adrenaline and energy reserves. You use action points to perform heroic feats.

Upon completing a long rest and eating a meal, your character has one action point (*except humans, who get two*). At the end of any combat or major event you are involved in, the GM will give you another action point.

You may only use one action point per round, and only on your turn. An action point may be spent to gain an extra major action or to make a Heroic Effort (*see Heroic Effort, below*). Talents and powers can grant you other uses of action points.

### Heroic Effort

As a free action you may spend an action point to immediately gain a +6 advantage of any type or combination of types.

### Healing Wounds With Action Points

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

## Range

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

### Range Increments

Each range increment is 25 feet, or five hexes or squares.

## VALUE TABLES

These tables provide values for various things.

### Time

This table can be used for several things. Some examples are upgrading difficulty based on how much time has passed, showing how much time it takes to craft a thing based on its value, or upgrading dice based on successful research time spent.

How much value for time?							
Time	1 minute	1 hour	1 day	1 week	1 month	1 year	1 century
Value	0	1	2	3	4	5	6
Minimum Rank	-	-	1	2	3	4	

## 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 (see Composure, page 10).

Level	XP	Stat	Max			Ability	Skill	Talents	XPV	BEV
			Skill	Gear						
1	0	4	3	2			4	30	20	
2	200	4	3	3		+2	+1	32	21	
3	500	4	3	3	+4			34	23	
4	800	4	4	3		+4	+1	38	25	
5	1100	4	4	3		+2	+1	44	29	
6	1400	5	4	3	+5			52	35	
7	1800	5	4	3		+3	+1	60	40	
8	2200	5	4	4	+4			68	45	
9	2700	5	4	4		+3	+1	76	51	
10	3200	5	5	4		+5	+1	84	56	
11	3800	5	5	4	+4			92	61	
12	4500	6	5	4	+6			100	67	
13	5200	6	5	4		+2	+1	110	73	
14	6000	6	5	5	+4			130	87	
15	6900	6	5	5		+4	+1	150	100	
16	8000	6	6	5		+6	+1	170	115	

## CUSTOMIZATION

Custom Races and Origins in case the ones listed here don't fit the character you want to make.

### Making Custom Races

The following chart is the basis upon which the gentle races were balanced. Use a total of 8 points for each race. For example, most of the gentle races consist of 5 points for the 3 skills in different ability scores, 2 points for a special vision type or speed bonus, and then 1 point for an additional language.

Gentle races get common for free. Other races have to pay 1 point for their base language. As a GM, you may allow players to make a gentle race if you like, but that race should have a prominent role in the world and not have direct antagonism against any of the gentle races. The gentle races have a somewhat civilized accord that allows them to develop communication more freely. Gentle races have a starting social rank and wealth rank of 5, while other races have a 4.

You may use this chart to modify a character's base race. For example, a blind character would have 4 additional points because blind has a -4 adjustment. These could be spent to purchase other perks or could just be converted into ability points to be spent on ability scores.

Note that glide, fly and hover are all flying movement types, and must always be purchased in that order as talents, but a race with access to all three only gains a +3 value, not 3+2+1. In order to have access to hover, the race only needs wings 3.

It is recommended that there is only one additional racial language for a race. As with any custom content, use of this chart and resulting race should be subject to GM approval.

#### Skills (Choose One)

- +6 1 skill at +2, 1 at +1 from different Ability Scores
- +5 3 skills at +1 from different Ability Scores
- +4 Constrained skill at +1 plus 1 specified at +1 (ex: Athletics plus any other one non-social skill)
- +3 2 skills at +1 from different Ability Scores
- +3 One free skill at +1

#### Primary Sense (Choose One)

- +0 Normal vision
- +2 Infravision, darkvision, heat vision or other fine vision
- +0 Echolocation, vibrosense, scentsense or other rough vision instead of normal vision
- 2 Dimvision with no other vision type
- 4 Blind with no other vision type
- +1 Potential for additional rough vision with talent
- +2 Per additional sense (plus the cost of that vision)

#### Base Speed (Choose One)

- +0 Normal (+0 to base speed for size)
- 2 -1 base speed (may only be taken once)
- +2 +1 base speed (may only be taken once)

#### Additional Options (Unlimited)

- +1 Per additional starting language (Gentle races get Common for free)
- +1 ea Fast 1, wings 1, climbing claws, digging claws, scent, skinny 1, or swimmer
- +2 ea Mighty 1, sturdy 1, fast 2, skinny 2, wings 2
- +3 ea Fast 3, skinny 3, wings 3
- +1 ea Natural weapon (bite, claw, horn, tail)
- +1 Innate keyword
- +5 Human extra action point
- +1 Halfling voracious
- +X\*2 Tough X

#### Additional Options (Unlimited)

- +2 Mindless, non-corporeal, or soulless (+2 each, max of 2)
- 2 ea Weak 1
- X Vulnerable X to something common

Vulnerable: Attacks with this weapon type or keyword have this many die upgrades against you.

## Making Custom Origins

Origins usually are just ranks in three skills from three different Ability Scores, two at +2, one at +1. You may trade away ranks in exchange for features, to be bought the same way race features are. Each point of skill bonus from origin you trade away gets you a point to spend on the racial feature table.

## ADVANTAGE SPENDING

These are things you can do with all that advantage you got.

If the spender is the active character, the target is the original target of the roll. If the spender is the passive character, the target is the one who rolled in the first place.

Some advantage can only be spent if you are the active character, these are marked with the keyword Active.

Some advantage can only be spent if you succeeded in this particular contest. These are marked as Success. You can use advantage this way even if you are the passive character in the contest.

### Advantage Types

When using advantage, sometimes a type is specified. This means either the active or passive character must be using that type in this particular conflict. For instance, for Shove (Unarmed), a character can spend Brawn advantage to move a foe. This means the active character must be using Brawn in the attack roll, or the passive character must be using Brawn as defense against that roll.

### Two advantage

↓1 target's specific defense until the end of your next turn.

↑1 the next very roll made by you or an ally.

Move one square

### Three advantage

Quick Action: Take an immediate extra maneuver as a free action

### Crit ~~OR~~ Six advantage

Active Quick Action: Take an immediate extra major action

## GAME MASTERING: 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 a character getting wounded badly 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 5XP 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 (*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.

#### 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.

## THE WORLD OF ASPECT PRIME

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, 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 gentle races.

*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 gentle races have accepted each other.* Gnomes, dragonkin, humans, dwarves, elves and so on all have a reason to be somewhat civil towards one another. They don't always share lands, but they are not in overt war with one another over mere racial differences.

*Despite this, there are great dangers in the world.* The gentle races have not tamed the world. There are other races that have reason to hate the gentle races, there are untamed wilds, 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 dangerous encounters.

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 spellcasting characters, then partway through the adventure have something happen that nullifies all arcane magic forever. That's just cruel.

## Components of the World

The world in Aspect Prime is made of many things, and each can be quantified in a meaningful way to the game rules.

### 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  $\uparrow 1$  to  $\uparrow 6$ . Specific subjects will have ratings from  $\uparrow 0$  to  $\uparrow 12$ , which supersedes the overall rating. Neither kind of bonus should exceed the social rank of whoever owns the library. (*see knowledge skills*)



# The Pantheon

Different worlds have different pantheons, but the default world used in Aspect Prime is Annor. 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. Also note that when used in this manner, all the powers become Divine, even if they are from Arcane, Supernatural, or some other power source.

## Holy Symbols

The holy symbol is a typical symbol for followers of that particular deity.

## Eldar and Kala – All-Creator and All-Mother

Eldar and Kala are the parents of all 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 Slavaac. 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 Crafting and Faith. Her favored skills are Diplomacy and Leadership.

**Primary Domains:** His primary domains are Weather and Radiant, and her primary domains are Healing and Order.

**Holy Symbol:** White. The white symbolizes the purity of thought and intent that The All-Creator and The All-Mother share.

### *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.

--

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 shocking 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 Tarlek, Nox, Mereth, Herulok, and Tariana. And Kala told Eldar to stop mimicking the bunnies and create 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 give 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 Gentle Races. And Kala stared. And Eldar said, Oh Wait, That's Not Quite Right, and went back into his study.

And the other Gods did speak to the Gentle Races and taught them many things and the Gentle Races did discover that Boats were good for firewood.

It came to pass that Herulok taught the Gentle Races how to hold their liquor. And the Gentle Races 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 Gentle Races 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 his eyes towards the sky and Eldar created the Eagles. And Kala smiled.

And Kel-Sir taught the Gentle Races to fish. And the Gentle Races 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 Gentle Races 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 Gentle Races 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.

--

### **Eryn – The Protector**

Eryn is the God of Fair Play and Competition. 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 he 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. Priestesses of Eryn are somewhat uncommon.

**Favored Skills:** His favored skills are Athletics and Fortitude.

**Primary Domains:** His primary domains are Divine Weapon, Radiant, and Vitality.

**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.

### ***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 Gentle Races. 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 took care of them.

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.

The Law forbids Cheating.

The Law forbids Betrayal.

--

### **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 worshipped in sacred groves and grottos 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 Transformation, Plant, and Weather.

**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.

### ***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.

--

### **Herulok –The Merry Man**

Herulok has two aspects: first, the jolly celebrant, and second, the solemn farmer. He is the god of feasts and the earth. He is generally worshipped in more rural areas, bringing plentiful crops and warmth to the hearth. Places dedicated to his worship tend to be hearths in homes, 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 few priestesses of Herulok are named after precious stones and are commonly referred to by the appellation of "the Jewel."

**Favored Skills:** His favored skills are Entertain and Customs.

**Primary Domains:** His primary domains are Healing, Plant, and Vitality.

**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.

## Calendar of Celebration

The 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 the wheat

**Harvestday** – The celebration of completing the harvest of the wheat

**Brewday** – An annual celebration of the day Herulok created Drink

**The Day of Pain** – The day after Brewday is celebrated as a day of rest and chewing of special barks and herbs.

## Mereth – Loremaster

Mereth is the goddess of knowledge. She always seeks more knowledge and her followers do as well. Her worshippers are librarians, watchers, or other seekers of knowledge. Followers of Mereth are named Seekers of Truth, though usually called Students by outsiders. 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.

**Favored Skills:** Her favored skills are Handy and Tactics.

**Primary Domains:** Her followers typically use the Sage School, and one other power set of the follower's choice, representing that particular Seeker's chosen field of study.

**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.

### *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 the Creator and Burikne shall 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.

--

## 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. Priests and priestesses of Kel-Sir are named Laijii. Above water temples or followers of Kel-Sir are unheard of, though rumors have persisted. Sailors often pray to Kel-Sir, but are not followers of her word, nor are likely to have read her scripture.

**Favored Skills:** Her favored skills are Magic and Science.

**Primary Domains:** Her primary domains are Weather and the Elements of Water and Air.

**Holy Symbol:** Tattoos on the palms of the hands and the bottoms of the feet. The tattoos are of creatures of the sea. The special inks used itch when not in contact with water, always giving followers a desire to return to the sea.

### *Tales of the Sea*

The 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.

--

## Tarlek – The Reaver

Tarlek is the god of death. He is worshipped only in secret or in the company of others of the same mind. Temples to him are always hidden and never known to non-followers. He seeks death and more souls for his realm.

**Favored Skills:** His favored skills are Nimble and Shrewd.

**Primary Domains:** His primary domains are the Necromancy Pact and Parasite Pact.

**Holy Symbol:** A black cloak with a hood concealing the face. The black represents the darkness below where The Reaver dwells. The concealed face represents the concealing of intentions from the outside world.

## 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 become jealous and they conspired to destroy him. Tarlek The Reaver destroyed many of them 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.

--

## Nox –The Dark Mistress

Nox is the goddess of the night. Her temples are hidden away in secret places. Non-followers who know do not live to tell. Her works are done in secret and her adherents are often hired as assassins.

Nox tends to favor female priestesses.

**Favored Skills:** Her favored skills are Precision and Trickery.

**Primary Domains:** Her primary domains are the Shadow Pact and Venom Pact.

**Holy Symbol:** Reddish black mask. The mask serves to conceal the identity of each priestess from the world. The removal of the mask is used as a form of punishment within the religion.

### Book of Silence

The Book of Silence is the only writing of the gods not 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 priestesses.

## Koron – The Burning One

Koron is the god of the world Slavaac. His world collided with the world of Annor many years ago, and now his world is a continent attached to the world of Annor. He is a very demanding god, requiring human sacrifice of his followers. Slavaac has altars and temples in every area of human habitation. Many of his temples are built directly over lava flows or volcanoes.

**Favored Skills:** His favored skills are Nimble and Precision.

**Primary Domains:** His primary domains are the Element of Fire and Infernal Pact.

**Holy Symbol:** A flaming yellow eye on a black background. The eye symbolizes the burning gaze of Koron 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.

### The Book of Fire

The Book of Fire details the creation of Koron's homeworld Slavaac.

--

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 moulds 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.

--

## MONSTERS

Stuff about monsters

Oh man. Monsters are cool.

**Pulverizer Unit** **Elite: Grade 4**  
**Large Mechanical Arthropod (Automaton)** **XPV: 40**

Composure Pool: 8 – Controller: 1 1 foe / turn

Physical	Mental	Social	Darkvision
Brawn Def: 3,3	Genius Def: 0,2	Appeal Def: 1,2	Speed 7
Dexterity Def: 2,0	Savvy Def: 3,1	Empathy Def: 2,0	Saves: BBCC
			AP: 1+1

Dampen (Controller P) Spend 3X advantage. Targets affected by this action downgrade 2X dice next turn.

Crushing Blow (Great Weapon P) Atk, Weapon: CCBA vs. Phy against an enemy in melee. Dmg.

Powered Slice (Artifice T1) 1 1 Weapon die. Your roll targets all ad foes.

Charge Atk (Great Weapon T1) 1 X Weapon dice. You may move X squares before the attack.

Curb Foe (Great Weapon T2) Spend 3 Phy adv. You may shift foes struck by the attack up to 2 squares to a square adjacent to you.

Skewer (Great Weapon T3) Success, Spend 5 Great Weapon adv. Choose a foe you did not target that is adjacent to a foe you struck with this attack. The attack deals dmg to the target as if it had also targeted that foe.

Mechanized Propulsion: Defense (Artifice T3) Stance, Maneuver, Engage X dice. You have soak X. Max of 3.

Athletics BBAA; Charm AAA; Customs AA; Durability CCBA; Entertain AAA; Intimidate BBAA; Leadership AAA; Nature A; Negotiation AA; Nimble AAA; Perception CBAA; Precision AAA; Science B; Shrewd AAAA; Stealth AAA; Tactics BA; Trickery AAAA; Vigilance CC; Languages: Gnomish

Gear: Complex Gearwork (Artifice 2), Massive Claws (Great Weapon 2), Plate Armor (Durability 2), Telescopic Lenses (Perception 2), Multicore Calculator (Vigilance 2)

**Sleetslither Hatchling** **Minion: Grade 1**  
**Medium Water Elem. Reptile (Frost Wyrn)** **XPV: 10**

Composure Pool: 3 – Leader: †1 (ea adj or 1 ally) / turn

Physical	Mental	Social	Darkvision
Brawn Def: 1,0	Genius Def: 0,0	Appeal Def: 1,0	Speed 7
Dexterity Def: 1,0	Savvy Def: 1,1	Empathy Def: 1,0	Saves: BBC
			AP: 0

Inspire (Leader P) Spend 3X advantage. Upgrade the very next roll either you or an ally make by 2X dice.  
 Frost Blast (Cold P) Atk, Elemental: CB vs. Physical against an enemy in melee. Success deals cold dmg.  
 Frigid Chill (Cold T1) Spend 2 adv. Targets struck by the attack are slowed (save ends; spend X success: +X difficulty).  
 Icewall (Cold T2) †X Elemental dice. Your roll covers a line 3X.

Athletics AA; Charm AA; Customs AA; Durability AA; Entertain AA; Intimidate AA; Leadership AA; Nature A; Negotiation AA; Nimble AA; Perception CA; Precision AA; Science A; Shrewd AA; Stealth AA; Tactics A; Trickery AA; Vigilance AA; Languages: Elemental

Gear: Frost Breath (Cold 1), Antennae (Perception 1)

**Sleetslither Youngling** **Basic: Grade 2**  
**Large Water Elem. Reptile (Frost Wyrn) 2x2 sq.** **XPV: 20**

Composure Pool: 5 – Controller: †1 1 foe / turn

Physical	Mental	Social	Darkvision
Brawn Def: 1,1	Genius Def: 1,2	Appeal Def: 0,0	Speed 7
Dexterity Def: 2,2	Savvy Def: 1,2	Empathy Def: 2,0	Saves: BBC
			AP: 0

Dampen (Controller P) Spend 3X advantage. Targets affected by this action downgrade 2X dice next turn.  
 Frost Blast (Cold P) Atk, Elemental: CCB vs. Physical against an enemy in melee. Success deals cold dmg to physical.  
 Ice Lance (Cold T1) †X Elemental dice. This roll gains X RIs.  
 Icewall (Cold T2) †X Elemental dice. Your roll covers a line 3X.  
 Freeze in Place (Cold T2) Spend 4 Phy adv. Targets struck by the attack are immobilized (save ends; spend X success: +X difficulty).

Athletics BA; Charm AAA; Customs A; Durability AA; Entertain AAA; Intimidate AA; Leadership AAAA; Nature BB; Negotiation A; Nimble BAA; Perception CC; Precision AAA; Science AA; Shrewd CA; Stealth CBA; Tactics AA; Trickery AA; Vigilance A; Languages: Elemental

Gear: Frost Breath (Cold 2), Antennae (Perception 2), Slick Scales (Stealth 1), Tongue (Shrewd 1)

**Sleetslither** **Elite: Grade 4**  
**Huge Water Elem. Reptile (Frost Wyrn) 3x3 sq.** **XPV: 40**

Composure Pool: 8 – Controller: †1 1 foe / turn

Physical	Mental	Social	Darkvision
Brawn Def: 2,3	Genius Def: 1,2	Appeal Def: 0,1	Speed 7
Dexterity Def: 3,3	Savvy Def: 2,2	Empathy Def: 3,0	Saves: BBCC
			AP: 1+1

Dampen (Controller P) Spend 3X advantage. Targets affected by this action downgrade 2X dice next turn.  
 Frost Blast (Cold P) Atk, Elemental: CCBA vs. Physical against an enemy in melee. Success deals cold dmg.  
 Ice Lance (Cold T1) †X Elemental dice. This roll gains X RIs.  
 Icewall (Cold T2) †X Elemental dice. Your roll covers a line 3X.  
 Blizzard (Cold T2) †X Elemental dice. Your roll covers an area X+1.  
 Freeze in Place (Cold T2) Spend 4 Phy adv. Targets struck by the attack are immobilized (save ends; spend X success: +X difficulty).  
 Lockstep (Shrewd T1) Quick Action: An adjacent character shifts away from you, CCA vs. Tactics opposed roll. Success means you may shift that many squares towards the character.

Athletics BBA; Charm AAAA; Customs A; Durability AAA; Entertain AAAA; Intimidate CCB; Leadership AAAAA; Nature BB; Negotiation A; Nimble AAAAA; Perception CCA; Precision AAAAA; Science AA; Shrewd CCA; Stealth CCBA; Tactics AA; Trickery AAA; Vigilance B; Languages: Elemental

Gear: Frost Breath (Cold 2), Antennae (Perception 2), Slick Scales (Stealth 2), Tongue (Shrewd 2), Head Spines (Intimidate 2)

**Goblin Boss** **Basic: Grade 2**  
**Small Natural Humanoid (Goblin)** **XPV: 20**

Composure Pool: 5 – Leader: †1 (ea adj or 1 ally) / turn

Physical	Mental	Social	Darkvision
Brawn Def: 2,2	Genius Def: 1,1	Appeal Def: 1,1	Speed 5
Dexterity Def: 1,0	Savvy Def: 1,2	Empathy Def: 2,2	Saves: BBC
			AP: 0

Inspire (Leader. P) – 3X adv: †2X to the next roll made by you or an ally.  
 Diverting Strike (Vanguard. P) – Atk, Weapon, melee, †2X dice: BCC vs. Phy. Damage and an ally adjacent to the target may shift X squares.  
 Skirmish (Swift. P) – †X Atk dice (max 3): move X squares before the attack.  
 Inspiring Strike (Vanguard. T1) – †2X melee dice: On a hit, heal an ally adjacent to the target X composure.  
 Swift Shift (Swift. T1) – Active: Spend 2X Phy adv. Shift X squares (max 3)  
 Command Strike (Vanguard. T2) – Success, 3X melee adv: Phy attacks made by allies that hit this foe gain +X dmg until your next turn.

Athletics AAA; Charm AAA; Customs BB; Durability AAA; Entertain AAA; Intimidate ACC; Leadership ABB; Nature AA; Negotiation AC; Nimble A; Perception AA; Precision A; Science AA; Shrewd AB; Stealth A; Tactics AB; Trickery AA; Vigilance AA; Languages: Goblin

Gear: Short Sword (Vanguard 2), Grim Trophy (Intimidate 2), Serrated Dagger (Negotiation 1), Chain Shirt (Dex defense 1)

**Goblin Defender** **Minion: Grade 1**  
**Small Natural Humanoid (Goblin)** **XPV: 10**

Composure Pool: 6 – Defender: taunt 1 foe / turn

Physical	Mental	Social	Infra-vision
Brawn Def: 1,2	Genius Def: 1,1	Appeal Def: 1,0	Speed 5
Dexterity Def: 1,1	Savvy Def: 1,0	Empathy Def: 0,0	Saves: BC
			AP: 0

Shield (Defender P) Spend 2X adv: You & adj allies get Soak X UEQYNT

Shot (Hunter P) Atk, Weapon: 1 die per RI and spend one ammo, CA vs. Physical against an enemy. Dmg.

Slash (Blade P) Atk, Weapon: CB vs. Phy against an foe in melee. Dmg.

Bleed (Blade T1) Spend 2X Weapon adv. Targets struck by the attack have ongoing dmg X (save ends; spend X success: +X difficulty).

Fly to Aid (Defender. Tier 1) – Maneuver: An ally within 1 range increment may shift 1 sq. You may move into the space they vacated.

Athletics BB; Charm A; Customs AA; Durability AA; Entertain A; Intimidate AA; Leadership AA; Nature BA; Negotiation AA; Nimble AA; Perception AA; Precision AA; Science AA; Shrewd AA; Stealth CA; Tactics AA; Trickery AA; Vigilance AA; Languages: Goblin

Gear: Rusty Blade (Blade 1), Shield (Dex Def 2), Bone Bow (Hunter 1)

**Goblin Horde** **Fodder: Grade 0**  
**Small Natural Humanoid (Goblin)** **XPV: 5**

Composure Pool: 2 – Striker: +1 damage on a hit / turn

Physical	Mental	Social	Infra-vision
Brawn Def: 0	Genius Def: 0	Appeal Def: 0	Speed 5
Dexterity Def: 1,1	Savvy Def: 1	Empathy Def: 0	Saves: C
			AP: 0

Conquer (Striker. P) – Success, 2X adv: +XS on this roll.

Slash (Blade. P) – Atk, Weapon, melee: BC vs. Phy. Damage.

Bleed (Blade. T1) – 2X Phy adv: Ong. damage X (se; XS: +Xdif).

Nimble AA; Perception AA; Precision AA; Shrewd AA; Stealth AC; Trickery AA; Others A; Languages: Goblin

Gear: Rusty Dagger (Blade 1), Worn Leather (Stealth 1)

**Goblin Stalker** **Minion: Grade 1**  
**Small Natural Humanoid (Goblin)** **XPV: 10**

Composure Pool: 4 – Striker: +1 damage on a hit / turn

Physical	Mental	Social	Infra-vision
Brawn Def: 1,2	Genius Def: 1,1	Appeal Def: 1,0	Speed 5
Dexterity Def: 1,1	Savvy Def: 1,0	Empathy Def: 0,0	Saves: BC
			AP: 0

Conquer (Striker. P) – Success, 2X adv: +XS on this roll.

Shot (Hunter P) Atk, Weapon: 1 die per RI and spend one ammo, CC vs. Physical against an enemy. Dmg.

Slash (Blade P) Atk, Weapon: CA vs. Phy against an foe in melee. Dmg.

Bleed (Blade T1) Spend 2X Weapon adv. Targets struck by the attack have ongoing dmg X (save ends; spend X success: +X difficulty).

Point Blank Form (Hunter T2) Stance, Maneuver: You upgrade your Hunter dice by 1 vs. foes within 1 RI.

Athletics BB; Charm A; Customs AA; Durability AA; Entertain A; Intimidate AA; Leadership AA; Nature BA; Negotiation AA; Nimble AA; Perception AA; Precision AA; Science AA; Shrewd AA; Stealth CA; Tactics AA; Trickery AA; Vigilance AA; Languages: Goblin

Gear: Rusty Blade (Blade 1), Dusty Sandals (Stealth 1), Bone Bow (Hunter 2)

**Goblin Assassin** **Elite: Grade 4**  
**Small Natural Humanoid (Goblin)** **XPV: 40**

Composure Pool: 8 – Striker: +1 damage on a hit / turn

Physical	Mental	Social	Infra-vision
Brawn Def: 2,2	Genius Def: 2	Appeal Def: 1	Speed 5
Dexterity Def: 3,3	Savvy Def: 3,3	Empathy Def: 2,0	Saves: BBCC
			AP: 1+1

Conquer (Striker. P) – Success, 2X adv: +XS on this roll.

Exact Strike (Vicious. P) – Atk, Weapon, 13 dice, melee: ABCC vs. Phy. Damage + 2.

Shot (Hunter. P) – Atk, Weapon, 1X dice, spend 1 ammo, range inc. X: ABCC vs. Dex. Damage.

Bleed (Hunter. T1) – 2X Phy adv: Ong. damage X (s.e.; XS: +Xdif).

Brutal Strike (Vicious. T1) – If target is dazed or staggered, 13 dice.

Crippling Strike (Vicious. T2) – Spend a critical hit: (choose one) stagger (s.e.; XS: +Xdif) or immobilize (s.e.; XS: +Xdif).

Point Blank Form (Hunter. T2) – Stance, Maneuver: 1 Hunter dice vs. foes within 1 range increment.

Sneak Attack (Stealth. T1) – Bonus; If stealth vs. target, 13 atk dice.

Athletics ABB; Charm A; Customs AAAA; Durability AAA; Entertain A; Intimidate AAB; Leadership A; Nature AAA; Negotiation AA; Nimble AAB; Perception ABCC; Precision AAAB; Science AAA; Shrewd AAAA; Stealth ABCC; Tactics AAA; Trickery AAB; Vigilance AA; Languages: Goblin

Gear: Polished Dagger (Blade 2), Wooden Slingshot (Blade 2), Hat (Empathy Defense 2), Leather (Stealth 2), Sandals (Athletics 2)

**Strangler** **Elite: Grade 4**  
**XPV: 40**  
**Small Unnatural Humanoid (Strangler)**

Composure Pool: 8 – Striker: +1 damage on a hit / turn  
 Physical Brawn Def: 3,3  
 Dexterity Def: 3,3  
 Mental Genius Def: 1,1  
 Savvy Def: 2,2  
 Social Appeal Def: 2,0  
 Empathy Def: 0,0  
 Darkvision Speed 5  
 Saves: BBCC  
 AP: 1+1

Conquer (Striker P) Success, Spend 2X advantage: Increase your successes by X on this roll.  
 Jab (Unarmed P) Atk, Weapon, +1 die for each of your hands that are not empty: CCBA vs. Phy against an enemy in melee. Dmg.  
 Brutal Strike (Vicious T1) If your target is dazed or staggered, upgrade your Weapon dice by 2.  
 Take Down (Athletics T1) Atk: +2 dice, CCBA vs. Phy against an enemy in melee. The target is knocked prone. Each additional Dmg. Each adv can be spent to push the target one square.  
 Raging Barrage (Unarmed T2) +X Unarmed dice: Shift X squares while making this attack. You may attack any foe within melee during the shift.  
 Crippling Strike (Vicious T2) Spend a critical hit. Targets struck by the attack are (choose one) staggered or immobilized. That status effect has (save ends, spend X success: +X difficulty).  
 Swaying Reed (Unarmed T3) Stance, Maneuver: Whenever you are missed by a melee attack, as a quick action, you may roll

Perception vs. Physical. Success: switch places with that foe. You have a +1 bonus to your Dexterity adv target.

Athletics CCBA; Charm A; Customs AAA; Durability AAAA; Entertain A; Intimidate AAAA; Leadership A; Nature AA; Negotiation AAA; Nimble AAAA; Perception CCA; Precision AAAA; Science AA; Shrewd BBA; Stealth CCBA; Tactics BA; Trickery BBA; Vigilance AAA; Languages: Gnomish

Gear: Serrated Claws (Unarmed 2), Keen Eyes (Perception 2), Spiny Feet (Athletics 2), Needle Teeth (Vicious 2), Supple Limbs (Stealth 2)

## MAKING CUSTOM MONSTERS

Making Monsters in Aspect Prime is as easy as making player characters. The only difference is the pool of points to work with.

### Uber Foes

For higher level adventures, you will need tougher foes. The easy way is to simply take existing foes and make them Uber. Uber foes gain an extra Crit die for each roll, two extra composure, and each defense is upgraded by 1, 2. In the chart, you can see that their XP Values are up to three times that of their weaker versions, reflecting the fact that their difficulty is significantly increased.

Grade	Ability Scores	Skills	Gear	Talents	Action Points	Equivalent Level	Save Dice	XP Value
<b>0: Fodder</b>	2, 2, 1, 1, 1, 1	2, 1	1, 1	1	0	-10	C	5
<b>1: Minion</b>	2, 2, 2, 2, 2, 1	2, 2, 2, 1, 1	2, 1, 1	2	0	-5	BC	10
<b>2: Basic</b>	3, 3, 2, 2, 2, 1	3, 2, 2, 2, 1, 1, 1	2, 2, 1, 1	3	0	-2	BBC	20
<b>3: Hero</b>	4, 3, 3, 2, 2, 1	3, 3, 2, 2, 2, 1, 1, 1, 1	2, 2, 2, 1, 1	4	1	1	BBBC	30
<b>4: Elite</b>	4, 4, 3, 3, 2, 1	3, 3, 3, 2, 2, 2, 2, 1, 1	2, 2, 2, 2, 2	5	1+1	4	BBCC	40
<b>5: Boss</b>	5, 4, 3, 3, 3, 2	4, 3, 3, 3, 3, 2, 2, 1, 1	3, 3, 2, 2, 2	6	2+1	9	BCCC	80
<b>6: Epic</b>	5, 5, 4, 3, 3, 3	4, 4, 3, 3, 3, 3, 3, 2, 1	4, 3, 3, 2, 2	7	2+2	15	CCCC	160
<b>4: UberBasic</b>	4, 4, 3, 3, 3, 2	4, 3, 3, 3, 2, 2, 2	3, 3, 2, 2	3	0	10	BBBC	60
<b>5: UberHero</b>	5, 4, 4, 3, 3, 2	4, 4, 3, 3, 3, 2, 2, 2, 2	3, 3, 3, 2, 2	4	1	12	BBBBC	110
<b>6: UberElite</b>	5, 5, 4, 4, 3, 2	4, 4, 4, 3, 3, 3, 3, 2, 2	3, 3, 3, 3, 3	5	1+1	15	BBBCC	170
<b>7: UberBoss</b>	6, 5, 4, 4, 4, 3	5, 4, 4, 4, 4, 3, 3, 2, 2	4, 4, 3, 3, 3	6	2+1	22	BBCCC	300
<b>8: UberEpic</b>	6, 6, 5, 4, 4, 4	5, 5, 4, 4, 4, 4, 4, 3, 2	5, 4, 4, 3, 3	7	2+2	30	BCCCC	550

Size	Speed	Base	Minimum	Maximum	Brawn Defense	Dexterity Defense	Square Size	Reach
<b>Fine</b>	-2, 4	3"	2¼"	5"	-4 Advantage	+4 Advantage	¼ x ¼	
<b>Puny</b>	-2, 4	7"	5"	11"	-3 Advantage	+3 Advantage	¼ x ¼	
<b>Tiny</b>	-1, 5	1'3"	11"	1'10"	-2 Advantage	+2 Advantage	½ x ½	
<b>Small</b>	-1, 5	2'6"	1'10"	3'9"	-1 Advantage	+1 Advantage	1 x 1	
<b>Medium</b>	+0, 6	5'	3'9"	7'6"	+0	+0	1 x 1	
<b>Large</b>	+1, 7	10'	7'6"	15'	+1 Advantage	-1 Advantage	2 x 2	
<b>Huge</b>	+2, 8	20'	15'	30'	+2 Advantage	-2 Advantage	3 x 3	+1
<b>Gigantic</b>	+3, 9	40'	30'	60'	+3 Advantage	-3 Advantage	6 x 6	+2
<b>Colossal</b>	+4, 10	80'	60'	120'	+4 Advantage	-4 Advantage	10 x 10	+3
<b>Vast</b>	+5, 11	160'	120'	240'	+5 Advantage	-5 Advantage	16 x 16	+4
<b>Immense</b>	+6, 12	320'	240'	480'	+6 Advantage	-6 Advantage	20 x 20	+5

Grade	Primary Skills	Secondary Skills	Other	Defenses	Talents	AP	Equiv Lv	Saves	XPV
<b>0: Fodder</b>	2 x BC	AA in 1 Aspect	A	1c, 2x1-1, 2x1, 0...	1	0	-10	C	5
<b>1: Minion</b>	3 x CC	BB in 1 Aspect	A	3c, 2x1-2, 2x1-1, 1...	2	0	-5	BC	10

<b>2: Basic</b>	3 x BCC	ABB in 1 Aspect	AA	5c, 2x2-2, 2x1-1, 1...	3	0	-2	BBC	20
<b>3: Hero</b>	3 x ABCC	AABB in 1 Aspect	AA	7c, 2x3-2, 2x2-1, 1...	4	1	1	BBBC	30
<b>4: Elite</b>	3 x ABCC	AABB in 1 Aspect	AAA	9c, 2x3-3, 2x2-1, 2...	5	1+1	4	BBCC	40
<b>5: Boss</b>	3 x ABCC	AAABB in 1 Aspect	AAA	11c, 2x4-3, 2x3-2, 2...	6	2+1	9	BCCC	80
<b>6: Epic</b>	3 x ABCCC	AABBB in 1 Aspect	AAA	13c, 2x4-3, 2x3-3, 2...	7	2+2	15	CCCC	160
<b>4: UberBasic</b>	3 x BCCC	ABBC in 1 Aspect	AAC	9c, 2x3-4, 2x2-3, 2...	3	0	10	BBBC	60
<b>5: UberHero</b>	3 x ABCCC	AABBC in 1 Aspect	AAC	11c, 2x4-4, 2x3-3, 2...	4	1	12	BBBC	110
<b>6: UberElite</b>	3 x ABCCC	AABBC in 1 Aspect	AAAC	13c, 2x4-5, 2x3-3, 3...	5	1+1	15	BBCC	170
<b>7: UberBoss</b>	3 x ABCCC	AAABBC in 1 Aspect	AAAC	15c, 2x5-5, 2x4-4, 3...	6	2+1	22	BBCC	300
<b>8: UberEpic</b>	3 x ABCCCC	AABBBC in 1 Aspect	AAAC	17c, 2x5-5, 2x4-5, 3...	7	2+2	30	BCCCC	550

## ADVANTAGE SPENDING

These are things you can do with all that advantage you got.

If the spender is the active character, the target is the original target of the roll. If the spender is the passive character, the target is the one who rolled in the first place.

Some advantage can only be spent if you are the active character, these are marked with the keyword Active.

Some advantage can only be spent if you succeeded in this particular contest. These are marked as Success. You can use advantage this way even if you are the passive character in the contest.

### Advantage Types

When using advantage, sometimes a type is specified. This means either the active or passive character must be using that type in this particular conflict. For instance, for Shove (Unarmed), a character can spend Brawn advantage to move a foe. This means the active character must be using Brawn in the attack roll, or the passive character must be using Brawn as defense against that roll.

### Two advantage

↓1 target's specific defense until the end of your next turn.

↑1 the next very roll made by you or an ally.

Move one square

### Three advantage

Quick Action: Take an immediate extra maneuver as a free action

### Crit ~~OR~~ Six advantage

Active Quick Action: Take an immediate extra major action

## STUFF WE NEED TO ADD

Ammunition cost? Action points and how do they work / Races and how do they work? Stances? Dazed (downgrading non-maneuvers), Slowed (downgrading maneuvers), Staggered (both)

Staggered takes away your Major, Daze takes away your Maneuver.

Basic functions of power sets/keywords: Cold to freeze water, blades to cut ropes, etc. Blade vs. quality of material to determine success?

Signature moves are talents that are part of a trained skill set that are cool and special. Provide rules for the players to make them?

Engaged = unusable (weapon, dice, etc). Engaging dice: works like downgrading dice, but lasts while the stance or effect is working. You cannot engage more dice than you have in the skill that gave you the talent.

Soak (Y) X = Reduce damage (of type Y) by X to a minimum of 1 damage per instance

Vulnerable X Y = Attacks of X type deal Y additional damage whenever they hit you.

Area X: unless range is specified, it is adjacent. When an area targets more than one square of a creature or swarm, it only affects that target once.

Flying Movement: If you haven't made a flying move in the past two turns, you begin falling. You fall a turn's worth of falling at the end of the second turn.

Claws count as a light weapon, gear 1



## Aspect Prime - Quick Encounters

Need some fast monsters? Use this chart to fill in the blanks.

Super Easy (Fodder) 1, 1 Armor 2 + 2 health Attack: BC (0 to 1 talents) Stuff I'm Good At: AA Stuff I'm Not: A	XP 5 Gear value 1 Gear value 1	Save: C     (4 for one hero)
Easy (Minion) 1, 2 Armor 4 + 3 health (+1 more if defender) Attack: CC (1 to 2 talents) Stuff I'm Good At: BB Stuff I'm Not: A	XP 10 Gear value 2 Gear value 1 Gear value 1	Save: BC     (2 for one hero)
Medium (Basic) 1 Action Point 2, 2 Armor 5 + 4 health (+2 more if defender) Attack: BCC (1 to 3 talents) Stuff I'm Good At: ABB Stuff I'm Not: AA	XP 20 Gear value 2 Gear value 2 Gear value 1 Gear value 1	Save: BBC     (1 for one hero)
Mini Boss (Elite) 2 Action Points 3, 3 Armor 8 + 6 health (+4 more if defender) Attack: ABCC (2 to 5 talents) Stuff I'm Good At: AABBB Stuff I'm Not: AAA	XP 40 Gear value 2 Gear value 2 Gear value 2 Gear value 1 Gear value 1	Save: BBCC     (1 for two heroes)
Boss (Boss) 3 Action Points 4, 3 Armor 11 + 7 health (+5 more if defender) Attack: ABCCC (3 to 6 talents) Stuff I'm Good At: AAABC Stuff I'm Not: AAA	XP 80 Gear value 3 Gear value 3 Gear value 2 Gear value 2 Gear value 2	Save: BCCC     (1 for four heroes)
Epic (Ultimate Boss) 4 Action Points 4, 3 Armor 13 + 9 health (+6 more if defender) Attack: ACCCC (4 to 7 talents) Stuff I'm Good At: AABBC Stuff I'm Not: AAB	XP 160 Gear value 4 Gear value 3 Gear value 3 Gear value 2 Gear value 2	Save: CCCC     (1 for EIGHT heroes)

*Normal fights: 20 XP for each player*

*Tough fights: 30 XP for each player*

# UNIVERSAL TALENTS SUMMARY

## Universal Attack Talents

**Strike (Basic. Universal)** – Attack, Downgrade X dice: Physical Skill vs. Physical against an enemy within X range increments. Success deals damage.

**Mental Assault (Basic. Universal)** – Non-Violent Quip, Downgrade X dice: Mental Skill vs. Mental against an enemy within X range increments. Success deals damage.

**Social Pressure (Basic. Universal)** – Non-Violent Quip, Downgrade X dice: Social Skill vs. Social against an enemy within X range increments. Success deals damage.

## Universal Skill Talents

**Overcome (Athletics. Universal)** – Maneuver Action: Athletics vs. DT against any difficult terrain. Overcome can be used to jump gaps, swim in rough current, run across rough terrain, fight against a strong wind, lift a heavy load, etc.

**Coax (Charm. Universal)** – Non-violent Suggestion Quip, Downgrade 2X dice: Charm vs. Social against a target in X range increments. Success: your target tries to meet your request (save ends; spend Y success: +Y difficulty).

**Linguistics (Customs. Universal)** – Use this skill to communicate with creatures that do not share a language with you. If the target is actively trying to understand as well, they can add their own Customs roll to yours.

**Fortitude (Durability. Universal)** – Fortitude is used to survive harsh environmental conditions, perform strenuous activity for long periods, hold your concentration when hurt, or overcome a disease or poison.

**Distract (Entertain. Universal)** – Spend 2X Entertain advantage. Targets struck by the attack reduce all defenses by X until your next turn.

**Scare Off (Intimidate. Universal)** – Non-violent, Fear: Intimidate vs. Mental against a target. If you succeed, the target must either flee or cower (save ends).

**Console (Leadership. Universal)** – Non-violent, Healing: Leadership vs. the target's wounds in a mental or social aspect. Success heals composure in that aspect.

**Heal (Nature. Universal)** – Non-violent Healing: Nature vs. the target's wounds in a physical aspect. Success heals composure.

**Haggle (Negotiation. Universal)** – Non-violent: Negotiation vs. the target's Negotiation. Divide the value of the item by your successes (or 1 if less than 1), then multiply by your target's successes. That's the final price of the item.

**Adroit Movement (Nimble. Universal)** – Maneuver Action; Nimble vs. DT against any place you need to carefully balance or squeeze through.

**Sense (Perception. Universal)** – Minor Action: Perception vs. Stealth. See Stealth for more details.

**Catch (Precision. Universal)** – Maneuver Action; This cooperative check is your Precision and the thrower's Precision vs. the Range Increment, both checks must succeed.

**Handy (Science. Universal)** – Variable action based on gear value (see Time); Science vs. target gear value. If you succeed, you create a makeshift item with a durability equal to your success. The item is obviously slapdash.

**Local Information (Shrewd. Universal)** – Non-violent: Shrewd vs. Local Attitudes DT or DT of a specific bit of information. Success means you learn that many pertinent things.

**Hide (Stealth. Universal)** – Non-violent: Stealth vs. Perception against a target. If you succeed, the target does not notice you.

**Evaluate (Tactics. Universal)** – Make this check to determine the threat level of foes or the difficulty of a task. Tactics vs. Bluff.

**I Have A Plan (Tactics. Universal)** – Spend X minutes outlining a plan to any number of characters.

**Bluff (Trickery. Universal)** – Non-violent Quip: An active bluff opposes another character's Evaluate, Sense Motive, or Bluff check. Bluffs are used to convince other characters that something that is false is true or vice versa.

**Preparedness (Vigilance. Universal)** – Make this check to determine if your character remembered to do something important (*such as Did I Bring the Thing?, see page 27*).

## Universal Movement Abilities

**Basic Shift (Basic. Universal)** – Movement, Maneuver; Shift one square.

**Basic Move (Basic. Universal)** – Movement, Maneuver; Move your speed.

**Sub-Move Actions (Universal)** – You can divide a basic move into multiple parts by subtracting some movement from it:

1 Move: Get out or put away a piece of gear or move 1

2 Move: Open a door, pick up something, or drink a potion

**Focus (Basic. Universal)** – Maneuver; ↑1 to your next die roll or defense (*no matter what it is*). You may move one square as part of this action.

**Stand (Basic. Universal)** – Movement, Maneuver; Stand up.

**Sprint (Basic. Universal)** – Movement; 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 (Basic. Universal)** – Movement; 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.

## Other Universal Talents

**Recenter (Shrewd. Universal)** – A target that is descending into madness. Shrewd vs. target's mental wounds minus their Genius and Savvy health. Success mentally stabilizes the target.

**Staunch Bleeding (Nature. Universal)** – A target that is dying. Nature vs. target's physical wounds minus their Brawn and Dexterity health. Success physically stabilizes the target.

**Talk Down (Customs. Universal)** – A target that is becoming suicidal. Customs vs. target's social wounds minus their Empathy and Appeal health. Success socially stabilizes the target.

# ALPHABETICAL INDEX

Ability Scores.....	4	Dimvision (Rough).....	6	Maneuver Actions.....	29	Starting Languages.....	8
Action Points.....	30	Divine Weapon (Appeal or Empathy) 20		Mechanics.....	5	Stealth (Dexterity).....	16
Active Skills.....	28	Downgrading Dice.....	3	Mental.....	5	Striker.....	12
Adjusting Difficulty.....	32	DT or Difficulty Targets.....	28	Mereth – Loremaster.....	35	Stuff We Need to Add.....	40
Advancement.....	30	Durability (Brawn).....	14	Mighty (X).....	7	Sturdy X.....	7
Advantage Spending.....	31	Earth (Brawn or Genius).....	20	Monsters.....	36	Sub-Move Action X.....	11
Advantage Spending.....	40	Echolocation (Rough).....	6	Movement.....	6	Success Target.....	28
Advantage Target.....	28	Eldar and Kala – All-Creator and All-		Named Actions.....	29	Swift (Dexterity).....	24
Advantage Types.....	31	Mother.....	33	Natural Weapon (bite, claws, horns, or		Swimmer.....	7
Advantage Types.....	40	Empathy (Social Agility).....	5	tail).....	7	Tactics (Genius).....	16
Air (Empathy or Genius).....	17	End Step.....	29	Nature (Genius).....	15	Talents.....	11
Appeal (Social Power).....	5	Entertain (Appeal).....	14	Necromancy (Brawn or Savvy).....	23	Tales of the Sea.....	35
Artifice (Genius or Savvy).....	18	Equipment.....	27	Negotiation (Appeal).....	15	Tariana – Life-Bringer, Green Lady... 34	
Assisted Saves.....	29	Eryn – The Protector.....	34	Nimble (Dexterity).....	15	Tarlek – The Reaver.....	35
Athletics (Brawn).....	13	Evocation (Genius or Savvy).....	20	Non-Violent.....	11	Temporal (Dexterity or Empathy)..... 24	
Attack.....	11	Fae (Appeal or Savvy).....	21	Normal Vision (Fine).....	6	The Beginning of All Things.....	33
Basic Skills.....	13	Fast (1, 2, or 3).....	7	Nox –The Dark Mistress.....	36	The Book and The Law.....	34
Beginning Step.....	29	Favored Skills.....	33	Ongoing Effects.....	29	The Book of Fire.....	36
Blade (Dexterity or Savvy).....	18	Favored Stat.....	6	Opposed Skill Check.....	28	The Book of Knowledge.....	35
Blind (Rough).....	6	Fine Vision vs. Rough Vision.....	6	Origin.....	10	The Book of Songs.....	34
Blunt (Brawn or Empathy).....	19	Fire (Dexterity or Savvy).....	21	Other Keywords.....	11	The Creation of the Sea.....	35
Book of Silence.....	36	Flavor Words.....	5	Other Major Senses.....	6	The Pantheon.....	33
Boss Fights.....	32	Force (Appeal or Genius).....	21	Other Universal Talents.....	41	The Sinking of the Isle of Gallat..... 35	
Brawn (Physical Power).....	5	Free Action.....	30	Overcoming Obstacles.....	27	The Turn.....	29
Building a Character.....	3	Game Mastering: Conflict.....	32	Passive Skills.....	28	The World of Aspect Prime.....	32
Building Encounters.....	32	Gear.....	26	Path of Wisdom.....	16	Three advantage.....	31
Calendar of Celebration.....	35	Genius (Mental Power).....	5	Perception (Savvy).....	35	Three advantage.....	40
Chaos (Brawn or Genius).....	19	Getting Gear.....	26	Physical.....	4	Time.....	30
Character Background.....	4	Getting Started.....	3	Picking Skills.....	13	Tough X.....	7
Character Flavor.....	5	Great Weapon (Brawn or Empathy)..... 22		Pivotal Battles.....	32	Towns and Cities.....	32
Characteristics.....	4	Healing.....	10	Plant (Appeal or Empathy).....	23	Trained Skills.....	17
Charm (Appeal).....	13	Healing Wounds With Action Points..... 30		Pole Weapon (Dexterity or Empathy) 23		Traits.....	7
Climbing Claws.....	7	Health.....	10	Precision (Dexterity).....	16	Traits for Gear.....	26
Cold (keyword).....	28	Heat Vision (Fine).....	6	Prerequisite to Use.....	13	Trickery (Savvy).....	17
Combat.....	13	Heroic Effort.....	30	Primary Domains.....	33	Two advantage.....	31
Commanding Companions.....	25	Herulok –The Merry Man.....	34	Quick Action.....	30	Two advantage.....	40
Companions.....	25	Hit Points.....	10	Quip.....	11	Uber Foes.....	39
Components of the World.....	32	Holy (Appeal or Empathy).....	22	Race.....	6	Unarmed (Brawn or Dexterity)..... 24	
Composure.....	10	Holy Symbols.....	33	Range.....	30	Universal Attack Talents.....	41
Controller.....	12	Hunter (Dexterity or Genius).....	22	Range Increments.....	30	Universal Attacks.....	13
Crit OR Six advantage.....	31	Illusion (Genius or Savvy).....	23	Reaction Attacks.....	30	Universal Movement Abilities.....	41
Crit OR Six advantage.....	40	Infravision (Fine).....	6	Reading a Talent.....	11	Universal Skill Talents.....	41
Customization.....	30	Initiative Order.....	28	Resolving Conflict.....	28	Universal Talents Summary.....	41
Customs (Empathy).....	14	Innate Keywords.....	7	Roles.....	12	Unstable Condition and Death..... 11	
Damage Conversion.....	13	Inns.....	32	Saves.....	29	Upgrading Dice.....	3
Damage Types.....	28	Interchangeable Talents.....	11	Savvy (Mental Agility) (Cunning?)..... 5		Using Skills.....	28
Darkvision (Fine).....	6	Interest Types.....	5	Scent.....	7	Value Tables.....	30
Defeat.....	11	Interests.....	5	Scentsense (Rough).....	6	Vampire (Appeal).....	24
Defender.....	12	Intimidate (Brawn).....	14	Science (Genius).....	16	Vanguard (Brawn or Appeal).....	24
Defenses.....	10	Items: Gear and Equipment.....	26	Self-Stabilizing.....	11	Venom (Empathy or Genius).....	24
Defenses.....	28	Keeping Gear.....	26	Selling Gear.....	27	Vibrosense (Rough).....	6
Defining Gear.....	26	Koron – The Burning One.....	36	Senses.....	6	Vicious (Brawn or Dexterity).....	25
Design.....	2	Leader.....	12	Shrewd (Empathy).....	16	Vigilance (Savvy).....	17
Determining Defenses.....	10	Leadership (Empathy).....	15	Shrewd Initiative.....	28	Vigilance Initiative.....	29
Determining Health.....	11	Libraries.....	32	Size.....	6	Visibility.....	6
Determining Your Composure Pool..... 10		Main Step.....	29	Skill Challenges.....	13	Vision Types.....	6
Dexterity (Physical Agility).....	5	Major Actions.....	29	Skill Defenses.....	10	Water (Appeal or Dexterity).....	25
Dice Notation.....	3	Major Holidays.....	35	Skills.....	12	Wings (1, 2, or 3).....	7
Did I Bring the Thing?.....	27	Making Custom Monsters.....	39	Skinny X.....	7	Your First Encounter.....	32
Die Values.....	3	Making Custom Origins.....	31	Social.....	5		
Digging Claws.....	7	Making Custom Races.....	30	Stabilizing.....	11		