

**NAME**  
Macklin "Mack" Snow

**LEVEL**  
1

**RACE**  
Halfling

**BACKGROUND**  
Burglar

**CLASS**  
Rogue

**ATTRIBUTES**

+1 **ACUITY**  
+3 **CUNNING**  
+3 **DARING**  
-1 **MIGHT**  
+0 **PRESENCE**  
+0 **RESOLVE**  
+0 **WISDOM**

**HIT POINTS**

15

**ARMOR**

1 (Leather)

**SHIELDING**

None

**DAMAGE**

1d8

**RACIAL FEATURES**

Attribute Adjustment: +1 to Cunning (already applied)  
Racial Features: **Pint-Sized** (You're smaller than most and the world is built for bigger folk. You get +1 to any saving throws against big things - big monsters, traps, spells, hazards, etc.)  
**Prolific** (Halfling families have many children and spread out. You can search any settlement for friends or relatives. When you do so, the DM will roll the Die of Fate to determine the results.)

**CONDITIONS**

Healthy

**BONDS**

(+1) **Brother Eldar the Cleric** - You and the cleric shared a vision in a dream once. Ask them what that vision was.  
(+1) **Dreg Yurick the Fighter** - You think that the fighter is a liability to the group's safety. Tell them what happened to make you think that.

**PERSONAL INFO**

Gender: Male Height: 3'3" Weight: 68 lbs Age: 20  
Homeland: The Broadshire Place of Birth: Barrelden  
Religion/Diety: None (Adacost god of law hates you!)  
Allegiance: None (Or, the Thieves Guild, kind of)  
Mentor: Ruggish Liege: Damlan Title: Initiate  
Distinguishments: keen eyes, wild hair, ratty voice, dark cloak, always hairy-barefoot, has tattoos all over back

**BACKGROUND FEATURES**

Skillset: Climb, Pick Lock, Hide  
Background Features: You were once a petty burglar, stealing valuables from the homes of rich folk. You rarely settled in any one place, but you've created a small network of shady contacts that deal with all sorts of illicit business in your homeland. You're a member of the Thieves Guild - as long as the place you're in has a guild presence, you can find a safe-house or a fense to sell stolen loot to. You can also gain access to thief tools and poisons.

**INVENTORY**

ITEM	LOCATION	TAGS
Leather	Worn	1 Def
Dagger	Belt	Close
Throwing Knives (x4)	Belt	Thrown, -1 dmg
Lockpicks (x3)	Backpack	Pick Locks
Rope, hemp (30')	Backpack	Coiled
Dry Rations (x5)	Backpack	For Resting
Skin (with wine, x5)	Backpack	For Resting
Coinpouch	Backpack	Holds Money
Hooded Lantern	Backpack	Medium Light

15 silver pieces  
*Exchange Rate: 100 Copper = 10 Silver = 1 Gold*

**ENCUMBRANCE**

Wearing Mail Armor (Clumsy   
 Wearing Plate Armor (Clumsy   
 For every 10 different items carried  
 For each heavy item carried  
Max Load: 1 Encumbered  Speed: Sprint

**SKILLS**

Climb, Hide, Pick Lock, Deception, Pick Pocket, Sneak

**ALIGNMENTS**

**Crook** (Gain SP when you lie, cheat, or steal your way into a windfall of wealth or treasure.)  
**Daredevil** (Gain SP when you endanger yourself for the fun and the thrill of it.)  
**Imposter** (Gain SP when you convince someone you're something or someone that you're not.)

**FLAWS**

**Brash** (You often jump into action before thinking it through.)  
**Fraudulent** (Prone to lying, cheating, hiding things, and stealing.)  
**Rebellious** (You have a deep desire to resist law and authority.)

**SPIRIT AND EXPERIENCE**

Spirit Points  
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Experience Points  
□□□□ □□□□ □□□□ □□□□

**CLASS FEATURES**

Class Upkeep: You must spend a whole day maintaining tools, dealing with shady people, practicing your tricks, and so forth.  
**Class Abilities:**  
**Roguish:** You've picked up some extra useful skills. You start with the Sneak, Deception, and Pick Pocket skills. Also, when wearing Leather, your speed is Sprint.  
**Night-Sight:** Your ability to see in darkness is stronger than most of your race. You gain Darkvision. You can always see in total darkness as if you were carrying a lit candle.  
**Sneak Attack:** When attack an enemy that is unaware of your presence, you always inflict maximum damage. Further, you can choose to roll +Cunning to take a risk for additional effects. On Full Success, choose two options. On Partial Success, choose one. Options: inflict +1d6 damage, give ally +1 to their next attack against this enemy, reduce the target's Armor Defense by -1, or stun your target for a few moments.  
**Thieves' Cant:** You know the secret language of thieves. Using doubletalk, code words, and slang, you can speak in a way that only other thieves understand. Using the cant would allow you to speak what sounds like a normal conversation, but was really hiding a number of secret messages. You can also use a limited number of special gestures that convey common meanings through sign language.  
**Trap Expert:** When you spend a few moments searching an area for traps, roll +Cunning. On a 16+, hold three. On a 11+, hold one. Spend hold one-for-one to ask the DM one of these options: Is there a trap here and if so, how is it activated? What does the trap do when activated? What else is hidden here?

**NOTES**

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She may tell you it'll take time, money, information, several tries, or exposure to further risk. Maybe you'll need to acquire a certain item first, or build something on your own. Maybe you'll need someone or something to help you. Maybe the best you'll be able to do with what you've got will be a lesser version than what you're looking for. Whatever it is, they'll say it up front, and you'll need to tackle it to get what you want.

## Risky Actions

When your character is doing something particularly risky, the DM can interject and declare that a roll of the dice is required to proceed. The DM may ask questions to clarify your action and make sure the stakes of the roll are clear. Based on your action, the DM will tell you which Attribute Modifier to add to the roll.

## **When you do something risky and the DM calls for it...**

Roll  $2d10 + \text{Attribute Modifier} + \text{Other Modifiers}$

- **On a 20+, it's a Critical Success.** You do it well without complication, plus some added benefit
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When you get a Full or Critical Success, you and DM will describe how your character does it. On a Partial Success, the DM will explain how you get part of what you want, but also how you encounter some kind of trouble along the way.

When you get a Failure, the DM will momentarily take control of your character and explain how they screw everything up. You never “whiff” an action - something always happens as a result of a failure; it's an opportunity for the DM to hit you with some bad results. When you fail a roll, mark off one of the four boxes in the corners of the Attribute box and take a Spirit Point.

## **Here are some examples of risky actions and which Attribute you would use when rolling:**

**Acuity** is used for listening, spotting, noticing, searching, scouting, sensing motives, using intuition, and aiming at an enemy with a thrown or ranged weapon.

**Cunning** is used for sneaking, hiding, picking pockets, picking locks, concealing objects, sneak attacking an enemy from behind, sleight of hand, gathering rumors, subterfuge, scheming, bluffing, threatening, and lying.

**Daring** is used for balancing, acrobatics, dodging, climbing precarious obstacles, swinging from ropes, and maintaining control over a mount during difficult circumstances, as well as making quick attacks with light melee weapons.

**Might** is used for smashing things, intimidating with sheer size, climbing or swimming with a heavy load, leaping great distances, pushing, pulling, carrying, throwing heavy objects, or making heavy attacks with large melee weapons.

**Presence** is used for diplomacy, leadership, inspiring others, negotiating, performing, persuasion, charm, seduction, handling or taming animals, and most other non-sneaky social actions.

**Resolve** is used for dealing with fatigue, resisting disease and poison, going without sleep, driving a cart or wagon in difficult circumstances, surviving without food or water, holding your breath, marching for hours without rest, and resisting most supernatural powers or spells.

**Wisdom** is used for recalling lore, speaking foreign languages, deciphering, studying, researching, administering first aid, figuring out puzzles, and performing rituals.

## Skills

When you roll the dice and you have a Skill that applies to the situation, you can never roll a Failure. On a result of 2-10, you get a *Close-Call* instead. A Close-Call means you still manage to pull off success somehow, but you'll encounter some harsh consequences none-the-less. Think of it as a Partial Success with a little less success and a lot more trouble.

## Character Features

Your character's race, background, and class provide several special features that make your character unique. Each feature offers a description on how it is used.

## Alignments

Your character's Alignments reflect that which is most important to the character – what drives you and gives you strength to carry on? You start with three Alignments and can change them between adventures when it makes sense for your character. When you fulfill an “alignment goal”, you receive a Spirit Point or SP (see below).

## Flaws

Every character has some weaknesses – your Flaws show us what personal issues tend to hinder your character in their adventures. Flaws always exist in the fiction and the DM can make mention of them when relevant, but the DM can never penalize your roll or shoot down an idea because of a Flaw. You get to choose when your Flaws hinder you, and you are rewarded with a Spirit Point when you do so. In other words, your character can overcome their Flaws whenever you want them to, and they only hold you back when you want them to.

## **You can use your Flaws in two ways:**

- 1) You can volunteer to automatically get a Failure on a DM-prompted roll, earning you an SP (plus the normal SP you get from failing a roll – see below).
- 2) You can volunteer to roll for something that you wouldn't normally need to roll for (your Flaw creates risk that you must deal with), earning you an SP.

## Hit Points

Hit Points represent your character's ability to avoid mortal damage through luck, skill, divine favor, destiny, or whatever. Your character is important and therefore doesn't get killed right away – they have a little bit of “plot armor” that keeps them safe for a bit. When you take damage via monsters, traps, or other hazards, you subtract the damage from your current HP. When you reach 0 HP, your character becomes vulnerable to severe wounds and death. If you die, you'll have to face Death itself – and Death may offer you a bargain to send you back to the living world. Always remember, Death takes its job seriously – you may return to life but never the same. Somehow or another, you'll come back different than before. The DM will explain.

## Conditions

Sometimes you'll run into more specific injury or debilitating effects. Maybe you're blinded, deafened, knocked unconscious, stunned, slowed, turned to stone, or anything like that. Maybe a long journey leaves you exhausted, or resting without food leaves you hungry. Maybe you take a long fall and break bones. These things are considered Conditions. They bypass HP and take immediate effect. When you have a Condition, you're limited to what your character can do and must always consider if one of your conditions is going to make things difficult for you. The DM will let you know when a Condition hinders you. To get rid of a Condition, you have to describe how your character deals with and fixes the problem – if you're not sure, ask the DM.

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These are specific relationships between the PCs in the party, good or bad. They mean you have a history with that character. Whenever you try to aid or hinder another PC, you don't use an Attribute Modifier, instead using a modifier equal to the number of Bonds you have with that character (since your Bond with that character trumps your Attributes in level of importance). At the end of each session, if the Bond no longer makes sense for your character given the events of the adventure, you can resolve it and both take an SP. You can then create a new bond with that character or a different one.

## Personal Information

This section of your character sheet describes the basic personal details of a character. There is no established gameworld setting when the game starts, so it's up to you do describe and flesh-out the details of your Homeland and Place of Birth. You may actively worship a god, or you may be faithless (however, you cannot avoid the presence of a deity in your life – if you don't actively worship a god, then the DM will pick a god that is watching you or actually hates you). Allegiance, mentor, liege, and title are just for role-playing purposes – you can always contact the organization you're in allegiance with, your mentor, or your liege for help (and they may call on you for help). Distinguishments are just quick snippets that describe your character's appearance.

## Inventory

Your inventory is everything your character is carrying on them. You must always describe where an item is kept on your person and common sense always applies. Tags are important features of an item – ask the DM what a tag means if you're not sure.

## Encumbrance

Each character has a specific amount of weight they can carry comfortably – this called their Max Load (equal to 1 + Might, min of 1). Heavy armors like mail and plate will add load, as will objects that marked with the Heavy tag. For every ten items your character is carrying, add another load. Items tagged Tiny do not count against your load so long as you can describe where you carry them. You can carry up to your Load (plus up to 9 items past your Load). If you go past your Max Load, you gain the Encumbered Condition.

## Spirit Points

Spirit Points represent your character's ability to push their self towards success when they really need it. You earn Spirit Points (SP) through enduring hardship and failure, and you spend them to avoid hardship and failure later. When you earn an SP, mark a circle on the character sheet. You can bank up to 20 SP at a time and they carry over from one session to the next. When you spend an SP, erase a mark accordingly.

## **You earn Spirit Points in these ways:**

- 1) Failing a dice roll.
- 2) Fulfilling an alignment goal.
- 3) Volunteering to fail a DM-prompted roll (in addition to the normal failure SP).
- 4) Volunteering to roll for something you wouldn't normally have to.
- 5) Resolving a Bond between your character another PC.
- 6) Doing something significantly **AWESOME** that makes the table laugh or say “Woah, cool!”

## **You can spend Spirit Points in these ways:**

- 1) Spend SP 1-for-1 to increase the results of a roll; there is no limit to how many SP you can “pump” into a roll to let you achieve the success level you're going for.
- 2) Spend 2 SP to produce a small and useful but temporary item
- 3) Spend 3 SP to come up with a new NPC contact on the fly

## Experience Points

Experience Points (XP) represent your character growing in capability, knowledge, toughness, and power. You earn XP in one single way: when you spend a Spirit Point. There is no other way to earn XP. All things you might be awarded XP for in other games is awarded in SP (which is then spent to earn XP). When you earn an XP, mark a box on your character sheet. When all twenty boxes are filled, you're eligible to Level Up (perform your Class Upkeep to do so).

## NAME

Brother Eldar Envaris

## LEVEL

1

## RACE

Elf

## BACKGROUND

Priest

## CLASS

Cleric

## ATTRIBUTES

## HIT POINTS

17

## ARMOR

2 (Mail)

## SHIELDING

None

## DAMAGE

1d6+1

+0 ACUITY

-1 CUNNING

+1 DARING

+1 MIGHT

+3 PRESENCE

+2 RESOLVE

+1 WISDOM

## RACIAL FEATURES

Attribute Adjustment: +1 to Daring (already applied)  
Racial Features: **Longevity** (Elves live long lives. You do not have to sleep but once a week, instead requiring only a few hours of peaceful meditation a day, staying completely alert.)

**Wild Sense** (Your senses are highly effective while in the forest, jungle, or swamp. +1 bonus to Acuity rolls while in these areas. Also gain a +1 bonus to saving throws vs illusion/charm magic.)

## CONDITIONS

Healthy

## BACKGROUND FEATURES

Skillset: Oratory, Divine Lore, Insight  
Background Features: You belong to the Brotherhood of Correlia and serve at a specific temple to your god where you have followers and provide services. You have a meager but comfortable residence there. While near a temple or shrine of Correlia, you can call on upon acolytes and other priests to assist you in non-dangerous activities. You can also expect to receive free healing other services while at sister-temples.

## INVENTORY

ITEM	LOCATION	TAGS
Chainmail	Worn	2 Def
Mace	Belt	Close, blunt +1
Healing Potion	Backpack	+1d8 HP
Dry Rations (x5)	Backpack	For Resting
Skin (with water, x5)	Belt	For Resting
Coinpouch	Belt	Holds Money
Torches (x2)	Backpack	Medium Light

10 silver pieces

Exchange Rate: 100 Copper = 10 Silver = 1 Gold

## ENCUMBRANCE

⊗ Wearing Mail Armor (Clumsy )  
○○ Wearing Plate Armor (Clumsy )  
○○○○ For every 10 different items carried  
○○○○ For each heavy item carried  
Max Load: 2 Encumbered  Speed: Jog

## CLASS FEATURES

Class Upkeep: You must spend a whole day training, working out, sharpening weapons, knocking dents out of armor, etc.

### Class Abilities:

**Chosen One:** Your god is **Correlia the Elf Mother**. Her Prime Domain is **HEALING AND RESTORATION**. Her Minor Domain is **TRAVEL AND FREEDOM**. She gives you your power. Do not cross your god - you will regret it.

**Channeling:** You can cast a divine spell in order to create a miraculous effect that exemplifies to your god's Domains. Describe how the spell is intended to work and what it looks like. Channeling your god's power is always risky - roll+Presence. The level of risk is derived from the level of ambition of the intended miraculous effects. If used to heal or inflict damage, use 1d6 to determine how many HP are healed/removed.

**Bless:** Spend 10 minutes praying without interruption to touch and bestow divine favor upon an object/creature. When you Bless a suit of armor, a weapon, or a creature, it gains +1 Defense, +2 Damage, or +3 HP respectively. The Defense and Damage are only viable against enemies of the Cleric's faith. Armor and weapon blessings last until the cleric releases them. Bonus HP are temporary and are never healed back, and when expended, the blessing is automatically released. You can only bestow one Blessing at a time.

**Banish:** When faced with evil spirits, demons, or the undead, you can hold your holy symbol aloft and pray to your deity to attempt to drive off, or at least hold at bay these enemies. Roll+Resolve and the DM will explain what happens.

**Temple Guardian:** Ignore the Clumsy tag on Mail Armor. Get +1 to damage with blunt weapons.

## NOTES

## SKILLS

Oratory, Divine Lore, Insight

## ALIGNMENTS

**Merciful** (Gain SP when you endanger yourself to heal a suffering soul.)

**Pious** (Gain SP when you endanger yourself to further the agenda of your church or god.)

**Zealot** (Gain SP when you smite a creature or disrupt an organization that is a threat or enemy to your god.)

## FLAWS

**Fanatic** (Your zeal for your god often irritates others.)

**Generous** (Over generosity often lets others get the better.)

**Small Frame** (You are thinner and skinner than most.)

## SPIRIT AND EXPERIENCE

### Spirit Points

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### Experience Points

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## PERSONAL INFO

Gender: Male Height: 6' Weight: 135 lbs Age: 64  
Homeland: Nevarriel Place of Birth: Silvervale  
Religion/Diety: Correlia the Elf Mother  
Allegiance: The Elven Court  
Mentor: Leggalo Liege: The Elf King Title: Brother  
Distinguishments: soft eyes, well-kept hair, silver hair, compelling voice, shining metal armor, billowing white cloak, silver holy symbol necklace

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Your inventory is everything your character is carrying on them. You must always describe where an item is kept on your person and common sense always applies. Tags are important features of an item – ask the DM what a tag means if you're not sure.

## Encumbrance

Each character has a specific amount of weight they can carry comfortably – this called their Max Load (equal to 1 + Might, min of 1). Heavy armors like mail and plate will add load, as will objects that marked with the Heavy tag. For every ten items your character is carrying, add another load. Items tagged Tiny do not count against your load so long as you can describe where you carry them. You can carry up to your Load (plus up to 9 items past your Load). If you go past your Max Load, you gain the Encumbered Condition.

## Spirit Points

Spirit Points represent your character's ability to push their self towards success when they really need it. You earn Spirit Points (SP) through enduring hardship and failure, and you spend them to avoid hardship and failure later. When you earn an SP, mark a circle on the character sheet. You can bank up to 20 SP at a time and they carry over from one session to the next. When you spend an SP, erase a mark accordingly.

## **You earn Spirit Points in these ways:**

- 1) Failing a dice roll.
- 2) Fulfilling an alignment goal.
- 3) Volunteering to fail a DM-prompted roll (in addition to the normal failure SP).
- 4) Volunteering to roll for something you wouldn't normally have to.
- 5) Resolving a Bond between your character another PC.
- 6) Doing something significantly **AWESOME** that makes the table laugh or say “Woah, cool!”

## **You can spend Spirit Points in these ways:**

- 1) Spend SP 1-for-1 to increase the results of a roll; there is no limit to how many SP you can “pump” into a roll to let you achieve the success level you're going for.
- 2) Spend 2 SP to produce a small and useful but temporary item
- 3) Spend 3 SP to come up with a new NPC contact on the fly

## Experience Points

Experience Points (XP) represent your character growing in capability, knowledge, toughness, and power. You earn XP in one single way: when you spend a Spirit Point. There is no other way to earn XP. All things you might be awarded XP for in other games is awarded in SP (which is then spent to earn XP). When you earn an XP, mark a box on your character sheet. When all twenty boxes are filled, you're eligible to Level Up (perform your Class Upkeep to do so).

**NAME**  
Dreg Yurrick

**LEVEL**  
1

**RACE**  
Dwarf

**BACKGROUND**  
Bounty Hunter

**CLASS**  
Fighter

**ATTRIBUTES**

+0 ACUITY  
+0 CUNNING  
+1 DARING  
+3 MIGHT  
+0 PRESENCE  
+3 RESOLVE  
-1 WISDOM

**HIT POINTS**

21

**ARMOR**

2 (Mail)

**SHIELDING**

3 (Kite)

**DAMAGE**

1d10+1

**SKILLS**

Negotiate, Intimidate, Track, Feats of Might

**ALIGNMENTS**

**Avenger** (Gain SP when you endanger yourself in order to get revenge for a past slight or wrong-doing.)  
**Commander** (Gain SP when you give an order to someone and they follow your order willingly.)  
**Hunter** (Gain SP when you endanger yourself in order to track down, capture, or kill a quarry.)

**FLAWS**

**Alcoholic** (Despite your iron gut, you can't help but get too drunk.)  
**Fierce** (You're prone to heated anger and violent outbursts.)  
**Prideful** (You're extremely boastful and don't like accepting help.)

**SPIRIT AND EXPERIENCE**

**Spirit Points**  
○○○○○ ○○○○○ ○○○○○ ○○○○○  
**Experience Points**  
□□□□ □□□□ □□□□ □□□□

**RACIAL FEATURES**

Attribute Adjustment: +1 to Resolve (already applied)  
Racial Features: **Cavernborn** (You're able to keep your bearings while underground and have a sense of depth at all times. You also have darkvision; you're able to see in total darkness, though faint and colorless, and not too far away.)  
**Iron Gut** (You are immune to poisons. Also, you can drink as much alcohol as you like, only getting inebriated if desired. When you drink yourself to sleep, gain +1d4 HP.)

**CONDITIONS**

Healthy

**BONDS**

**(+1) Brother Eldar the Cleric** - You think the cleric is weak and you plan to toughen him up. Ask him what he did that made you think he's weak.  
**(+1) Baran Zhuul the Mage** - You know the mage's secrete and have been watching him. Tell him what that secret is.

**PERSONAL INFO**

Gender: Male Height: 4'7" Weight: 175 lbs Age: 55  
Homeland: The Great Spine Place of Birth: Loch Tordan  
Religion/Diety: none (Rocknar god of dwarves watches you)  
Allegiance: None (Formerly, The King in the Mountain)  
Mentor: Dolph Liege: None Title: Free Hunter  
Distinguishments: intense eyes, thick red hair and beard, gruff dwarfy voice, dark green cloak, strapped with weapons, has tattoo of hammer neck

**BACKGROUND FEATURES**

Skillset: Negotiate, Intimidate, Track  
Background Features: You're an established bounty hunter with a reputation. You can always find bounties to pursue and will often get offers once people know you're there. It's easy for you to establish contacts with city watch and mercenary companies. If you're having trouble locating a bounty, you know where to go and who to talk to in order to get more leads. You have the ability to gain legal authority to arrest or execute criminals from rulers.

**INVENTORY**

ITEM	LOCATION	TAGS
Scale Mail	Worn	2 Defense
Kite Shield	Carried/On Back	3 Shielding
Battleaxe ("Foe Hunter")	Back Sheath	Close, +1 dmg
Large Net	Backpack	Thrown
Set of Manacles	Backpack	To Bind
Dozen Bounty Sheets	Backpack	Lists Bounties
Dry Rations (x5)	Backpack	For Resting
Skin (with wine, x5)	Backpack	For Resting
Coinpouch	Backpack	Holds Money
Toches (x3)	Backpack	Medium Light

9 silver pieces  
Exchange Rate: 100 Copper = 10 Silver = 1 Gold

**ENCUMBRANCE**

⊗ Wearing Mail Armor (Clumsy )  
○○ Wearing Plate Armor (Clumsy )  
⊗○○○ For every 10 different items carried  
○○○○ For each heavy item carried  
Max Load: 4 Encumbered  Speed: Jog

**CLASS FEATURES**

Class Upkeep: You must spend a whole day training, working out, sharpening weapons, knocking dents out of armor, etc.  
Class Abilities:  
**Adrenaline Surge:** When your character takes damage but isn't killed, you can immediately recover 1d4+Level HP. You must perform your upkeep to regain this ability after using it.  
**Always Armored:** You ignore the Clumsy tag from wearing heavier armors. Also, when wearing Mail armor, your Speed is Run and while wearing Plate armor, your Speed is Jog.  
**Always Strapped:** In addition to your normal weapons, you always carry an assortment of back-up weapons holstered and strapped in various places around your body. You start with 3 arsenal. You can spend arsenal 1-for-1 to gain a onetime use of one of these effects: +1d4 damage, +1 armor, forceful, messy, piercing, precise, stun, throw. By spending 3 arsenal all at once, you can produce a small and simple weapon, such as a dagger, garrote, sap, throwing knife, or dart, from off of your person.  
**Feats of Might:** You gain a new special Skill called Feats of Might. This means, when you apply brute force to get past an inanimate object that is posing an obstacle to your progress, such as bending bars, lifting gates, bashing through a barrier, or smashing a piece of environment, your roll is considered Skilled.  
**Weapon Mastery:** Choose a weapon and name it - this is your signature weapon. When you wield this weapon in combat, you get +1 to any rolls to attack an enemy with it and add your Level to all damage caused by it. You can only have one signature weapon at a time. If you'd like a designate a new weapon as your signature weapon, you must retire the old one, name the new one, and then spend a week of training to switch your mastery to this new weapon.

**NOTES**

# CAVERNS AND CATACOMBS RULES SUMMARY

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## Basic Character Actions

When you want your character to do something in the game world, describe it to everyone at table in detail. Your characters generally do as you say they do, without question, so long as they're capable of the action, they have all of the items or tools necessary, and they're in the correct fictional position in the gameworld to actually make it happen. If any of these caveats are not met, the DM can interject and ask questions or ask you to modify your action.

## Complex Actions and Quests

Maybe the thing you're after is more complex – maybe you want to make something, figure something out, learn something, achieve something big, find something, or embark on a quest of some kind. Maybe you're not sure what the necessary task (or tasks) would be in order to make it happen. That's when you turn the DM. When you want to do something bigger than a simple action or you're not sure how exactly you would have to go about, tell the DM what you're after. The DM will either say “sure, no problem” and together you describe it happening, or “sure, but...” and then tell you what you need to do (with more or less detail).

She may tell you it'll take time, money, information, several tries, or exposure to further risk. Maybe you'll need to acquire a certain item first, or build something on your own. Maybe you'll need someone or something to help you. Maybe the best you'll be able to do with what you've got will be a lesser version than what you're looking for. Whatever it is, they'll say it up front, and you'll need to tackle it to get what you want.

## Risky Actions

When your character is doing something particularly risky, the DM can interject and declare that a roll of the dice is required to proceed. The DM may ask questions to clarify your action and make sure the stakes of the roll are clear. Based on your action, the DM will tell you which Attribute Modifier to add to the roll.

## **When you do something risky and the DM calls for it...**

Roll  $2d10 + \text{Attribute Modifier} + \text{Other Modifiers}$

- **On a 20+, it's a Critical Success.** You do it well without complication, plus some added benefit
- **On a 15-19, it's a Full Success.** You do it with little trouble.
- **On an 11-14, it's a Partial Success.** You kind of do it, but with some complication, cost, or choice.
- **On a 2-10, it's a Failure.** You don't do it. There will be consequences.

When you get a Full or Critical Success, you and DM will describe how your character does it. On a Partial Success, the DM will explain how you get part of what you want, but also how you encounter some kind of trouble along the way.

When you get a Failure, the DM will momentarily take control of your character and explain how they screw everything up. You never “whiff” an action - something always happens as a result of a failure; it's an opportunity for the DM to hit you with some bad results. When you fail a roll, mark off one of the four boxes in the corners of the Attribute box and take a Spirit Point.

## **Here are some examples of risky actions and which Attribute you would use when rolling:**

**Acuity** is used for listening, spotting, noticing, searching, scouting, sensing motives, using intuition, and aiming at an enemy with a thrown or ranged weapon.

**Cunning** is used for sneaking, hiding, picking pockets, picking locks, concealing objects, sneak attacking an enemy from behind, sleight of hand, gathering rumors, subterfuge, scheming, bluffing, threatening, and lying.

**Daring** is used for balancing, acrobatics, dodging, climbing precarious obstacles, swinging from ropes, and maintaining control over a mount during difficult circumstances, as well as making quick attacks with light melee weapons.

**Might** is used for smashing things, intimidating with sheer size, climbing or swimming with a heavy load, leaping great distances, pushing, pulling, carrying, throwing heavy objects, or making heavy attacks with large melee weapons.

**Presence** is used for diplomacy, leadership, inspiring others, negotiating, performing, persuasion, charm, seduction, handling or taming animals, and most other non-sneaky social actions.

**Resolve** is used for dealing with fatigue, resisting disease and poison, going without sleep, driving a cart or wagon in difficult circumstances, surviving without food or water, holding your breath, marching for hours without rest, and resisting most supernatural powers or spells.

**Wisdom** is used for recalling lore, speaking foreign languages, deciphering, studying, researching, administering first aid, figuring out puzzles, and performing rituals.

## Skills

When you roll the dice and you have a Skill that applies to the situation, you can never roll a Failure. On a result of 2-10, you get a *Close-Call* instead. A Close-Call means you still manage to pull off success somehow, but you'll encounter some harsh consequences none-the-less. Think of it as a Partial Success with a little less success and a lot more trouble.

## Character Features

Your character's race, background, and class provide several special features that make your character unique. Each feature offers a description on how it is used.

## Alignments

Your character's Alignments reflect that which is most important to the character – what drives you and gives you strength to carry on? You start with three Alignments and can change them between adventures when it makes sense for your character. When you fulfill an “alignment goal”, you receive a Spirit Point or SP (see below).

## Flaws

Every character has some weaknesses – your Flaws show us what personal issues tend to hinder your character in their adventures. Flaws always exist in the fiction and the DM can make mention of them when relevant, but the DM can never penalize your roll or shoot down an idea because of a Flaw. You get to choose when your Flaws hinder you, and you are rewarded with a Spirit Point when you do so. In other words, your character can overcome their Flaws whenever you want them to, and they only hold you back when you want them to.

## **You can use your Flaws in two ways:**

- 1) You can volunteer to automatically get a Failure on a DM-prompted roll, earning you an SP (plus the normal SP you get from failing a roll – see below).
- 2) You can volunteer to roll for something that you wouldn't normally need to roll for (your Flaw creates risk that you must deal with), earning you an SP.

## Hit Points

Hit Points represent your character's ability to avoid mortal damage through luck, skill, divine favor, destiny, or whatever. Your character is important and therefore doesn't get killed right away – they have a little bit of “plot armor” that keeps them safe for a bit. When you take damage via monsters, traps, or other hazards, you subtract the damage from your current HP. When you reach 0 HP, your character becomes vulnerable to severe wounds and death. If you die, you'll have to face Death itself – and Death may offer you a bargain to send you back to the living world. Always remember, Death takes its job seriously – you may return to life but never the same. Somehow or another, you'll come back different than before. The DM will explain.

## Conditions

Sometimes you'll run into more specific injury or debilitating effects. Maybe you're blinded, deafened, knocked unconscious, stunned, slowed, turned to stone, or anything like that. Maybe a long journey leaves you exhausted, or resting without food leaves you hungry. Maybe you take a long fall and break bones. These things are considered Conditions. They bypass HP and take immediate effect. When you have a Condition, you're limited to what your character can do and must always consider if one of your conditions is going to make things difficult for you. The DM will let you know when a Condition hinders you. To get rid of a Condition, you have to describe how your character deals with and fixes the problem – if you're not sure, ask the DM.

## Bonds

These are specific relationships between the PCs in the party, good or bad. They mean you have a history with that character. Whenever you try to aid or hinder another PC, you don't use an Attribute Modifier, instead using a modifier equal to the number of Bonds you have with that character (since your Bond with that character trumps your Attributes in level of importance). At the end of each session, if the Bond no longer makes sense for your character given the events of the adventure, you can resolve it and both take an SP. You can then create a new bond with that character or a different one.

## Personal Information

This section of your character sheet describes the basic personal details of a character. There is no established gameworld setting when the game starts, so it's up to you do describe and flesh-out the details of your Homeland and Place of Birth. You may actively worship a god, or you may be faithless (however, you cannot avoid the presence of a deity in your life – if you don't actively worship a god, then the DM will pick a god that is watching you or actually hates you). Allegiance, mentor, liege, and title are just for role-playing purposes – you can always contact the organization you're in allegiance with, your mentor, or your liege for help (and they may call on you for help). Distinguishments are just quick snippets that describe your character's appearance.

## Inventory

Your inventory is everything your character is carrying on them. You must always describe where an item is kept on your person and common sense always applies. Tags are important features of an item – ask the DM what a tag means if you're not sure.

## Encumbrance

Each character has a specific amount of weight they can carry comfortably – this called their Max Load (equal to 1 + Might, min of 1). Heavy armors like mail and plate will add load, as will objects that marked with the Heavy tag. For every ten items your character is carrying, add another load. Items tagged Tiny do not count against your load so long as you can describe where you carry them. You can carry up to your Load (plus up to 9 items past your Load). If you go past your Max Load, you gain the Encumbered Condition.

## Spirit Points

Spirit Points represent your character's ability to push their self towards success when they really need it. You earn Spirit Points (SP) through enduring hardship and failure, and you spend them to avoid hardship and failure later. When you earn an SP, mark a circle on the character sheet. You can bank up to 20 SP at a time and they carry over from one session to the next. When you spend an SP, erase a mark accordingly.

## **You earn Spirit Points in these ways:**

- 1) Failing a dice roll.
- 2) Fulfilling an alignment goal.
- 3) Volunteering to fail a DM-prompted roll (in addition to the normal failure SP).
- 4) Volunteering to roll for something you wouldn't normally have to.
- 5) Resolving a Bond between your character another PC.
- 6) Doing something significantly **AWESOME** that makes the table laugh or say “Woah, cool!”

## **You can spend Spirit Points in these ways:**

- 1) Spend SP 1-for-1 to increase the results of a roll; there is no limit to how many SP you can “pump” into a roll to let you achieve the success level you're going for.
- 2) Spend 2 SP to produce a small and useful but temporary item
- 3) Spend 3 SP to come up with a new NPC contact on the fly

## Experience Points

Experience Points (XP) represent your character growing in capability, knowledge, toughness, and power. You earn XP in one single way: when you spend a Spirit Point. There is no other way to earn XP. All things you might be awarded XP for in other games is awarded in SP (which is then spent to earn XP). When you earn an XP, mark a box on your character sheet. When all twenty boxes are filled, you're eligible to Level Up (perform your Class Upkeep to do so).

**NAME**  
Baran Zhuul

**LEVEL**  
1

**RACE**  
Human

**BACKGROUND**  
Highborn

**CLASS**  
Mage

**ATTRIBUTES**

+1 ACUITY  
+1 CUNNING  
+0 DARING  
-1 MIGHT  
+0 PRESENCE  
+2 RESOLVE  
+3 WISDOM

**HIT POINTS**

15

**ARMOR**

0 (Cloth)

**SHIELDING**

None

**DAMAGE**

1d4

**RACIAL FEATURES**

Attribute Adjustment: +1 to Cunning  
Racial Features: **Adaptable** (Treat any single roll as if you were skilled in that activity. You must perform your class upkeep to regain the use of this ability.)  
**Human Entitlement** (You can call a reroll on the DM's Die of Fate once per session. You must take the results of the new roll, no matter what.)

**CONDITIONS**

Healthy

**BONDS**

(+1) **Mack Snow the Rogue** - The rogue betrayed you in the past and you won't forget it. Ask them what happened.  
(+1) **Dreg Yurick the Fighter** - You saved the fighter from a huge mistake once. Tell them what that mistake was.

**PERSONAL INFO**

Gender: Male Height: 5'11" Weight: 165 lbs Age: 35  
Homeland: Vuu'lar Place of Birth: Das'ari  
Religion/Diety: None (Va'rr god of time watches you)  
Allegiance: The Blooded House of Zhuul  
Mentor: Yug'har Liege: None Title: Bastard  
Distinguishments: Shimmering eyes, bald head, pointy goatee, rune-laden robes, accented voice, hissing voice

**BACKGROUND FEATURES**

Skillset: Diplomacy, Historical Lore, Insight  
Background Features: You start with three loyal retainers inherited from your noble family - a personal attendant, a messenger, and a load-bearer. They can perform mundane tasks but won't fight and will leave if repeatedly endangered. Also, your family has influence in your homeland, as well as many useful contacts that you may be able to tap into for assistance - though most will expect payment or an exchange of favors.

**INVENTORY**

ITEM	LOCATION	TAGS
Arcanist's Robes	Worn	Cloth (0 Def)
Walking Stick (staff)	Carried In-hand	Close, Two-hand
Grimoire	Backpack	Mage Item
Bag of Books	Backpack	5-uses, +1 Lore
Healing Potion	Backpack	+1d8 HP
Dry Rations (x5)	Backpack	For Resting
Skin (with wine, x5)	Belt	For Resting
Coinpouch	Belt	Holds Money
Bedroll	Backpack	+1 HP on rest
Candles (x5)	Backpack	Small Light
12 silver pieces, 2 gold pieces		
Exchange Rate: 100 Copper = 10 Silver = 1 Gold		

**ENCUMBRANCE**

Wearing Mail Armor (Clumsy )  
 Wearing Plate Armor (Clumsy )  
 For every 10 different items carried  
 For each heavy item carried  
Max Load: 1 Encumbered  Speed: Sprint

**SKILLS**

Diplomacy, Historical Lore, Insight, Arcane Lore, Natural Lore

**ALIGNMENTS**

**Ambitious** (Gain SP when you achieve something significant to further your status and fame in the world)  
**Controller** (Gain SP when you put others under your control or manipulate someone into doing what you want them to do.)  
**Outcast** (Gain SP when you suffer or are forced into danger due to your status as an outcast.)

**FLAWS**

**Cursed** (Your family has been cursed with misfortune for ages.)  
**Fixation** (You're obsessed with gaining magical power.)  
**Paranoid** (You distrust anyone outside of your closest friends.)

**SPIRIT AND EXPERIENCE**

Spirit Points  
○○○○○ ○○○○○ ○○○○○ ○○○○○  
Experience Points  
□□□□ □□□□ □□□□ □□□□

**CLASS FEATURES**

Class Upkeep: You must spend a whole day poring over arcane tomes, researching occult rituals, studying ancient texts and so on.  
Class Abilities:  
**Awakened**: When you take a few moments and roll+Acuity, you can try to detect and identify the presence of magic in your area.  
**Counterspell**: You can attempt to interfere with or cease any magical effect that you're aware of and is nearby. You expose yourself to risk doing so and must roll +Resolve.  
**Learned**: You gain the Arcane Lore and Natural Lore skills.  
**Sorcery**: You can cast a violent and painful spell to inflict harm. When you do this, describe how the spell inflicts damage and what it looks like, then pick two tags - if you don't choose a range tag, the range defaults to Hand (see tags below). Sorcery is extremely risky - roll +Resolve. If you succeed, deal 2d4 damage to one target or 1d4 damage to two closely positioned targets.  
**Wizardry**: You can cast a magical spell in order to solve problem (but never deal or heal damage). When you do this, describe how the spell is intended to help and what it looks like. Spellcasting is always risky - roll+Wisdom. The level of risk is derived from the level of ambition of the intended magical effects.  
(SORCERY SPELL TAGS: NEAR, REACH, DEBILITATING [-1 TO DAMAGE], MESSY, ELEMENT-TYPE, SUBTLE [-1 TO DAMAGE], OBVIOUS, FORCEFUL, LINGERING)

**NOTES**

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## Flaws

Every character has some weaknesses – your Flaws show us what personal issues tend to hinder your character in their adventures. Flaws always exist in the fiction and the DM can make mention of them when relevant, but the DM can never penalize your roll or shoot down an idea because of a Flaw. You get to choose when your Flaws hinder you, and you are rewarded with a Spirit Point when you do so. In other words, your character can overcome their Flaws whenever you want them to, and they only hold you back when you want them to.

## **You can use your Flaws in two ways:**

- 1) You can volunteer to automatically get a Failure on a DM-prompted roll, earning you an SP (plus the normal SP you get from failing a roll – see below).
- 2) You can volunteer to roll for something that you wouldn't normally need to roll for (your Flaw creates risk that you must deal with), earning you an SP.

## Hit Points

Hit Points represent your character's ability to avoid mortal damage through luck, skill, divine favor, destiny, or whatever. Your character is important and therefore doesn't get killed right away – they have a little bit of “plot armor” that keeps them safe for a bit. When you take damage via monsters, traps, or other hazards, you subtract the damage from your current HP. When you reach 0 HP, your character becomes vulnerable to severe wounds and death. If you die, you'll have to face Death itself – and Death may offer you a bargain to send you back to the living world. Always remember, Death takes its job seriously – you may return to life but never the same. Somehow or another, you'll come back different than before. The DM will explain.

## Conditions

Sometimes you'll run into more specific injury or debilitating effects. Maybe you're blinded, deafened, knocked unconscious, stunned, slowed, turned to stone, or anything like that. Maybe a long journey leaves you exhausted, or resting without food leaves you hungry. Maybe you take a long fall and break bones. These things are considered Conditions. They bypass HP and take immediate effect. When you have a Condition, you're limited to what your character can do and must always consider if one of your conditions is going to make things difficult for you. The DM will let you know when a Condition hinders you. To get rid of a Condition, you have to describe how your character deals with and fixes the problem – if you're not sure, ask the DM.

## Bonds

These are specific relationships between the PCs in the party, good or bad. They mean you have a history with that character. Whenever you try to aid or hinder another PC, you don't use an Attribute Modifier, instead using a modifier equal to the number of Bonds you have with that character (since your Bond with that character trumps your Attributes in level of importance). At the end of each session, if the Bond no longer makes sense for your character given the events of the adventure, you can resolve it and both take an SP. You can then create a new bond with that character or a different one.

## Personal Information

This section of your character sheet describes the basic personal details of a character. There is no established gameworld setting when the game starts, so it's up to you do describe and flesh-out the details of your Homeland and Place of Birth. You may actively worship a god, or you may be faithless (however, you cannot avoid the presence of a deity in your life – if you don't actively worship a god, then the DM will pick a god that is watching you or actually hates you). Allegiance, mentor, liege, and title are just for role-playing purposes – you can always contact the organization you're in allegiance with, your mentor, or your liege for help (and they may call on you for help). Distinguishments are just quick snippets that describe your character's appearance.

## Inventory

Your inventory is everything your character is carrying on them. You must always describe where an item is kept on your person and common sense always applies. Tags are important features of an item – ask the DM what a tag means if you're not sure.

## Encumbrance

Each character has a specific amount of weight they can carry comfortably – this called their Max Load (equal to 1 + Might, min of 1). Heavy armors like mail and plate will add load, as will objects that marked with the Heavy tag. For every ten items your character is carrying, add another load. Items tagged Tiny do not count against your load so long as you can describe where you carry them. You can carry up to your Load (plus up to 9 items past your Load). If you go past your Max Load, you gain the Encumbered Condition.

## Spirit Points

Spirit Points represent your character's ability to push their self towards success when they really need it. You earn Spirit Points (SP) through enduring hardship and failure, and you spend them to avoid hardship and failure later. When you earn an SP, mark a circle on the character sheet. You can bank up to 20 SP at a time and they carry over from one session to the next. When you spend an SP, erase a mark accordingly.

## **You earn Spirit Points in these ways:**

- 1) Failing a dice roll.
- 2) Fulfilling an alignment goal.
- 3) Volunteering to fail a DM-prompted roll (in addition to the normal failure SP).
- 4) Volunteering to roll for something you wouldn't normally have to.
- 5) Resolving a Bond between your character another PC.
- 6) Doing something significantly **AWESOME** that makes the table laugh or say “Woah, cool!”

## **You can spend Spirit Points in these ways:**

- 1) Spend SP 1-for-1 to increase the results of a roll; there is no limit to how many SP you can “pump” into a roll to let you achieve the success level you're going for.
- 2) Spend 2 SP to produce a small and useful but temporary item
- 3) Spend 3 SP to come up with a new NPC contact on the fly

## Experience Points

Experience Points (XP) represent your character growing in capability, knowledge, toughness, and power. You earn XP in one single way: when you spend a Spirit Point. There is no other way to earn XP. All things you might be awarded XP for in other games is awarded in SP (which is then spent to earn XP). When you earn an XP, mark a box on your character sheet. When all twenty boxes are filled, you're eligible to Level Up (perform your Class Upkeep to do so).