Spellforged

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Summary Sheet

Forbidden Blender	Fantasy without Dungeon Crawling Mythos without Insanity
Fan Favourites	Stunting Character Concept as Character Sheet Shared Narrative Control (minor)
Needs more Love	Gallons of Dice Attribute/Skill Divide (minor) All Decked Out (minor)
Wish List	Hot Blooded Action Unskilled Niche (minor)

1 | Initiation

Prologue

Long ago, the Godslayers seals away the First Gods and declare themselves God Kings, and each built themselves a civilization that endures as long as eternity. They called their land Eternais and declare their holdings the Lone and Eternal Empire.

But the First Gods stir, and eternity is too short a time to contain their wrath and wild dreams. The glorious Empire now is just a memory, now shattered and fragmented between many clans and warlords. Schools that guard the secret teachings of the Godslayers vie for each other for supremacy while various Guilds plot and scheme in vain to take their places among the Clans.

You are one of the descendants of the numerous God Kings, Warrior Lords, Sage Emperors and Sorcerer Princes. Within you flow blood and mana intertwined. You are Spellforged, for your heritage allows spells to be directly written into you. Upon this canvas of chaos your story unfold. What will be your tale, Spellforged?

Introduction

Spellforged is a low-crunch, epic high fantasy game where the usual fantasy staple gets a power upgrade. As a descendant of the Godslayers, you know how to channel Mana, the Unseen Power of Creation within you, making you faster, more agile and stronger than any mortal. Schools teaches various disciplines of using mana in combat, stratagems and athletics and you belong to one such schools.

Your struggles won't be just against the servants and creations of the First Gods. Guilds and Clans make up the political landscape of Eternais, and because of your ancestry, you naturally will be embroiled in their conflicts. Your ties with your Clan, Guild and School determines your resources in the social, political and warfare arenal.

You and your fellow players belong to an *alliance*, members of different factions coming together for a common goal. Some alliance can be a formal arrangement between your parent organizations, but many could be informal, devoted to a singular cause. Such alliances, usually if successfully, become their own Guilds and hence one of the major movers and shakers of Eternais.

The World - Eternais

Imagine Eternais itself to be in an eternal ancient age, one which mankind has enjoyed since the dawn of civilization. Think of needle-high towers, colossal monuments, massive fortifications

and impressive feats of engineering that the Greek are capable of. Spells could be weaved into Orichalcum, which would then function as long as there are sources of mana. Mana can be channelled into 'flows' using glass tubes, much like electricity and vacuum tubes. One could imagine Eternais to be Atlantis indeed.

Side-note: **Magus** are scholars of magic, and practitioners of unwieldly rituals and incantations. They rarely lack combat experience, and are usually court advisors, sages and engineers.

Eternais is not homogeneous throughout, even though it occupies one single continent. Each of the Godslayer builds their own holdings after they rebelled against the First Gods, sealing them within the Gardens of Torment. Each of the God-Kings mould and shape their land as they please.

2 | Origins

Character Creation

Your character consists of *characteristics,* which determine your aptitudes at some common skills and *traits*, which are descriptors reflecting a certain aspect of your character. Mortal characters have at most only a few traits, but being a Spellforged, you have many more traits and you can use Mana to use your traits for spectacular results.

Aspects

Your character consists of many aspects. Each aspect has a list of traits associated with it. Those are

- Concept
- Combat Style
- School
- Guild
- Heritage
- Relationships

Concepts

The first step for your character creation is to decide upon a concept. A concept is a shorthand for who your character is *when he is not in combat*. For example, you can settle on being a

- *Honorable Nobleman* for the concept and an
- *Armored Knight* for the combat style

You have ten traits to distribute among four categories: *physical, skills, influence* and *belief*. You have to allocate at least one trait for each category. A category can have at most 4 traits. Consult the Codex for sample traits you can use for each category, and a quick explanation.

- **Physical:** Those phrases here describes the physical attributes of your Concept. Examples: Graceful, Strong, Dashing

- **Skills:** Those phrases describe expertise that you possess. Those can be learned formally at a school or gained through experience. Examples: Cunning merchant, espionage, skilled librarian, orator.

- **Influence:** Those phrases describe how you influence people, or what sort people you would know and have access to. Examples include charming, seductress, delineate.

- **Belief:** Describe, with short phrases, guiding beliefs of the character's concept. It could be "Never give up the fight" or "Smile but hide a dagger behind your back"

Next, assign a score to each of the ten phrases from the following array
- One phrase at +4
- Two phrases at +3
- Three phrases at +3
- Four phrases at +1

For each category, sum up the total score for the traits it has and divide it by 2. This is the attribute score for that category.

Combat Style

This aspect determines how you fight. Like creating a Concept, you will assign 10 traits among four different categories - *offense, defense, movement* and *tricks.*

Each category must have at least 1 trait, and can have at most 4 traits. Consult the Codex for sample traits you can use for each category, and a quick explanation.

- **Offense:** How do you deal damage in combat? Select traits here to reflect the weapons you use. You can include the type of weapons you are using; but nothing on how well it works or how powerful it is (If you wish to play an evoker-style magic user, you can elect to choose "bolts of fire" as your offense phrases)

- **Defense:** What are your means of defending yourself? Example traits include *Shield*, *Dodge* and *Kinetic Shield*.

- **Movement:** How do you move when in combat? Cautiously, focusing at one target? Circling around a group of opponents, waiting to seize an opportunity?

- **Trick:** What sort of tricks do you employ in combat? Feints, throwing dust at your enemies or tripping them?

Next, assign a score to each of the ten phrases from the following array
- One phrase at +4
- Two phrases at +3
- Three phrases at +3
- Four phrases at +1

For each category, sum up the total score for the traits it has and divide the total by 2. This is the attribute score for that category.

Heritage

You are a descendant of one of the Godslayers, a God-King. Choose one Heritage from the list below - and select your first Heritage Special (indicated below). You may consult the details for all Heritages in chapter 6

- **The Sword Sage:** Gain *Swordsman* +1 *or* re-roll up to 3 dice when making a check

related to beliefs, philosophy or religion.

- **The Hidden Enigma:** Re-roll up to 3 dice in a roll that uses any traits that has the word *Elemental* or *Magic* in it or get +1 to the *Magic Theory* trait

- **The Lone Wanderer:** Re-roll up to 3 dice when making a check related to wilderness survival, traveling or exploration *or* gain +1 to the *Thrown Weapon Expert* trait.

- **The Shadow Walker:** Re-roll 3 dice when making any checks related to thievery and deceit *or* gain +1 to the *Stealth* trait.

- **The Valiant Guardian:** Gain 1 desperation token if attacked (including when warding someone) 3 times or more in a combat round *or* increase the Protection trait of armor and shield worn by 1.

- **The Sunchaser:** Re-roll up to three dice when defending against a ranged attack *or* gain +1 *Archer.*

- **The Skycleaver:** Re-roll up to three dice in a melee attack *or* spend a Mana/Fate point to increase damage done by another d10 from the Effort roll.

School & Styles

School Styles are granted by following a School, or learn by one's own by meditating upon a God-King's relic. Each style, like your default Combat Style, has its own set of Offense, Defense, Movement and Tricks traits. Styles also have *exploits*, which allows you to perform a specific exception to the game rules.

Select one of the schools - you gain access to their starting styles (see chapter 6, Codex). You also gain the following traits listed under the school. Unless stated otherwise, each trait starts at +1. For each category, add up all the traits' score and divide by 2 to derive the characteristic score.

- **Lore:** This determine knowledge that only your school would know. You may use traits inside the Lore category when specific knowledge is demanding.
- **Assets:** These are the assets you get by being part of the school.
- **Principles:** These are the guiding principles of your school; if you act in manners according to traits here, you may use them for overcoming Challenges.

Your relationship with your School is measured by your *Principles* characteristic score.

Guilds

Choose one of the Guilds from the beginning - you gain the traits as described. Unless stated otherwise, each trait starts at +1. For each category, add up all the traits' score and divide by 2 to derive the characteristic score.

- **Lore:** Like schools, traits for a Guild's Lore rep
- **Assets:** These are the assets that the Guild would provide you with.
- **Objectives:** These are the objectives of your school; if you are acting in a challenge that is related to the traits listed here, you may use them in the challenge.

Your level of commitment to your Guild is determined by your *Objectives* characteristics score.

Conviction, Mana and Fate

Conviction and Mana are what set you apart from the others; magic flows within your blood, allowing you to channel **mana** for physical stunts. You have a glorious and illustrious ancestry, and your **conviction** can shape the world, allowing you to perform mental and social stunts.

Fate is the wild card; it could represent the luck, the last ounce of untapped strength or a brilliant idea that comes out of nowhere. It can take place of Conviction and Mana, but neither of those can take the place of Fate.

You have 15 points to split between Conviction and Mana. Select one of the following split:
- 10 Mana and 4 Conviction, 1 Fate
- 4 Mana and 10 Conviction, 1 Fate
- 7 Mana and 7 Conviction, 1 Fate

Wounds and Wound Levels

Your *Wounds* score determine how much physical violence and damage you can suffer before incapacitated. You have four wound levels - each wound level have as many points as your *Physical* score **plus** 10. The three levels are:

- **Winded:** If you run out of Wound points at this level, you are winded.
- **Lightly Injured:** Running out of points at this level means you are lightly injured.
- **Seriously Injured:** Emptying all the Wound points at this level means you have taken serious injury.
- **Last Stand:** Exhausting Wound points at this level means you have been knocked out for the fight.

Example: Larke has *Physical* +4, and hence he has 14 Wound points at each level; He can take 14 points of damage before being winded; after which if he takes another 14 more points of damage, he will be lightly injured.

Passive Defense

Your Passive Defense value determines how hard it is to hit you in combat - even when you didn't actively defend yourself from a threat. This is based on the idea that no one is standing still in combat; they are always moving, assessing threat or recovering from an attack.

Your Passive Defense score is equal to 10 + your Defense characteristic

3 | Philosophy

Challenges and Resolution

Simple Effort Rolls

Often time you will find yourself putting your abilities against certain challenges. A challenge has a *Target Number*, which determines its difficulty.

Difficulty	Target Number (TN)
Easy	5
Average	10
Challenging	15
Difficult	20
Exceptional	25
Legendary	30

A challenge also has a *governing characteristic.* For example, to lift a giant boulder will be a *Physical* challenge, while trying to hit someone in combat is an *Offense* challenge. To resist being brainwashed requires a challenge testing your *Belief*.

To overcome a challenge, the GM will call for a *resolution roll*. Here's what you do.

1. Decide on the most relevant trait for the task. If there really is no trait suitable, assume you are using a trait with a value of 0.

2. Apply any Complications, if you need to explain why the trait is relevant. For each reason you supply, you reduce the trait by 1 and must roll 1 Complication dice.

3. Roll as many d10 as your trait score.

4. Take the highest d10, or the highest set. For example, if you roll [3], [4] [6], then take the 6. If you roll [6] [6] [3], then you take the two [6] and end up with 12.

5. Add the result from step 4 to the relevant Characteristic.
6. If the result is equal to or higher than the Target Number (TN) of the challenge, then you have succeeded.

7. If you have incur any complication from step 2, you have to roll all the accumulated complication dice. Sum up the total. If the result is equal or higher than your total result (from step 6), then a complication has occurred. It could be a "two steps forward, one step backward" occurrence or so your action has caused another problem. As a rule of thumb, the TN of the complication (if it is a challenge) should be lower than the task that caused it.

Extraordinary Effort Rolls

Sometimes failure is not an option; as a Spellforged, you have the ability to tap into your Mana or Conviction to go beyond mortal limits. To do so is termed as *extraordinary effort*. In essence, you use more than 1 trait to resolve a challenge.

1. Decide which traits you wish to invoke for an extraordinary effort. You can use as many traits as you wish, but there is a cap to the total score which is equal to the governing characteristic of the challenge multiplied by 2.

   Example: Larke has Physical +3. Not matter how many traits he invoked, he can't have a total of more than 6.

2. For each trait invoked after the first one, you must spend the necessary resource. If the trait is physical or skill-based in nature, use 1 Mana. If it is cerebral or mental, use 1 Conviction. You may spend a Fate point instead of Mana or Conviction.

3. Total up all your traits, capping it to your governing characteristic multiplied by 2.

4. Roll as many d10 as your total, picking out the highest d10 or taking the highest set.

5. Add the governing characteristic of the challenge to your total.

6. For each trait you invoked, roll a complication dice. Total up the result and if it is equal or higher than your total, there's a complication.

You will have to narrate how the traits invoked for an extraordinary effort fits in. The GM is encouraged to draw inspirations for complications based on your narrative.

Example: Asha is trying to persuade a greedy silk merchant to give up information concerning his source of ambrosia, the addictive spice of the First Gods. Ambrosia is a lucrative luxury good, and the suppliers aren't one to be crossed, so the GM set the task to be at have an exceptional difficulty, boasting a TN of 25.

She decides to go for extraordinary effort, crafting her story as such - she will pretend to be a noble lady using her *Court Etiquette* +1 trait, and place the prospects of large order with the merchant with her *Deceit* +3 trait and using her *Graceful* +2 trait to enforce the illusion. She wants to get the merchant so enthralled that he would babble about who is supplying him with the ambrosia.

In total, Asha needs to spend 1 Mana (for the *Graceful* trait, which is a physical trait) and 1 Conviction for her Deceit trait. The first trait she uses, *Court Etiquette*, is free.

The GM rules the governing characteristic for this challenge is *Influence*, and Asha has an Influence of +5, which means for that Asha get use traits totalling up to +10. Since Asha only use traits totalling up to +6, there isn't a problem.

Asha rolls 6d10, and gets [10],[10],[1],[9],[5],[2]. The highest set are the two[10]s, so Asha uses that to form a total score of 20. Adding her Influence of +5 to the total, she gets a 25 This beats the challenge's TN of 25, and the merchant unknowingly gave away the supplier to Asha.

As Asha has used 3 traits for her extraordinary effort, she has to roll 3d10 for complication. Alas, she scores a 27! Grinning, the GM rules that the greedy, fat merchant has become so smitten with Asha so he has decided to court her...

Group Basic Resolution

You need not strive alone - if you wish to work as a group to conquer a challenge, each member in the group can contribute 1 trait to your roll. However, the *score* of that trait must not match any other traits any used. You cannot use 2 traits of the same name in a Group Effort.

So if Asha has *Deceit* trait at +3, and Larke wants to act as her bodyguard with his *Intimidate* +3, he cannot, as both traits share the same score. Ulra the Storyteller couldn't use her *Deceit* of +4 either as Asha is already using *Deceit*.

Each trait contributed by a group member incurs 1 *additional* complication dice.

Group Extra Effort

When the stake is as high as it can get, you can go for performing an Extra Effort as a group. This time, each member of the group can contribute as many traits as you they wish, spending Mana or Conviction to do so. However the Group Basic Resolution rules still apply - no duplicated traits, and no traits with the same score.

The restrictions for performing a singular Extra Effort still applies too - the sum of all the traits used cannot exceed the primary character's governing characteristic.

Opposed Rolls

Sometimes your opponent is a living, breathing, dynamic being - it could be a NPC run by the GM, or a hurricane that is smashing against you. For such foes, a static TN will not be enough. They will make their own rolls against you.

The sequence is the same as detailed in the Basic Resolution rolls. The GM will pick the best, relevant trait for the roll, and also generate complication like you.

Opposed Extraordinary Effort Rolls

The example given to explain the Extra Effort rules is just a simple example for the sake of brevity. There are times your attempt at an extraordinary effort is opposed too.

The recommended way to run a scene with Extra Effort is to be interactive. The players may come up with their plan, but the NPC isn't static. He will has his own say and response too.

Get the player to bring in the traits, one at a time, and have the NPC respond to the trait. In the example above, Asha will use her *Court Etiquette* trait first, and roll the dice associated with it. The NPC merchant will bring in another trait, maybe *Merchant* trait, to try to get the read on this new customer.

This goes back and forth until both parties pass on involving more traits. Only after this both side should tally their dice and compare their final results.

> **GM's Tip:** Encourage the player to narrate and role-play their part as they introduce their traits. If a player has put effort into role-playing the part and come up with something interesting and helpful, consider awarding him the roll of an extra d10.

Traits

The essence of Spellforged are the traits; as described in the Origins chapter, they are a short phrase that describes a certain aspect of your character.

Traits can be also be used to describe an object, the mood in a room and virtually almost anything.

Trait Scores

The numerical score attached to a trait describes how strongly expressed it is. Someone with *Depressed* +1 is sad and feeling the weight of the world. But a *Depressed* +4 is an agonizing, soul-crushing pain that even the darkest songs cannot describe.

There are no negative traits; in this game, all traits are expressed positively. Instead of using *Depressed* -4, use *Joyous* +4 instead.

Disadvantages

Certain traits are nothing but bad news; those are called *disadvantages*. Those can only be invoked by your opponents in an opposed roll. In case of an unopposed roll, you have to reduce your total number of dice rolled by the score of the disdvantage.

Using Traits

Traits are primarily used for resolution of challenges (as discussed in Challenges and Resolution above). That's the most straightforward way to use traits. There are other advanced ways to use them too.

Adding Traits

You can also add certain traits to a scene, on an object or to a NPC. To do so, declare the trait that you are trying to impose, and the GM will decide on a static TN or an opposed roll. If you are successful, you introduce a temporary trait. The score of the trait depends on how many successes you obtain - for every 1 success, the trait has a score of +1. So if you get three successes, the trait is at +3.

Most newly introduced traits are transient; they last for less than a minute. To make a trait sticks till the end of the scene, you need to spend 1 success on it (hence reducing its effective score by 1). If the trait doesn't make sense if it lasts too short, you cannot introduce it. A sprained *ankle* trait, for example, have to last till the end of the scene for it to make sense. No one sprains his ankle just for a short while.

You can also declare a trait - if a room is dark, declaring that the room has the *Darkness* trait doesn't require a roll. Usually, declared traits are at +1, unless the players and GM decide otherwise.

You can also increase the score of existing traits - a trait increased this way last for about a minute, unless you spend an additional success to extend it till the end of scene. You just need to spend 1 success regardless of how many points you are adding to an existing trait.

Using External Traits

In a resolution roll, you can also use the traits of another entity (NPC, the scene or a non-living object). You must have add, discovered or declare the trait beforehand.

As per the resolution rules, if the trait is physical in nature, you need to spend Mana on it. If it is mental in nature, you need to spend Conviction. However, if you introduce the trait, you get to tag it for free *once* in the scene.

No matter what you spend to weave the trait into your extraordinary effort, it must be coherent within the narrative; if you need to explain, every reason you give reduces the trait by 1 and

introduce 1 complication dice.

Example: An enemy has the *Sprained Ankle* trait at +2; it's a physical trait, hence you need to spend Mana to invoke it. Knowing that someone is *Proud* (a mental trait) and wanting to invoke it requires Conviction.

Whenever an enemy's or the environment's trait is invoked this way, the GM gains a Fate point, regardless of whether the invoke is free or not.

Discovering Traits

Before you can invoke someone's traits against himself, you need to find out those traits first.This should be modelled as a challenge. As a rule of thumb, every 5 degree of success should reveal a relevant trait about the target. The GM should reveal the lowest scoring trait first.

The choice of the traits to reveal should make sense in context of the challenge. If the party has been intercepting a nobleman's military orders, finding out from those that he is a Womanizer is likely improbable.

Penalty for Using Non-Existent Traits

Attempting to use a trait that doesn't exist means that you get to waste your Mana/Conviction, and you have to reduce the maximum trait score you can have by 3.

Forcing an Effect

The maximum for any traits is usually +4'; if you push a trait to +5, you can force an effect. For instance, when you get a group of guards to have *Fearful* +7, you may force them to run by performing an action and spending 1 Mana, Conviction or Fate.

Likewise, the GM may force an effect on you, which you can't reject.

After the effect has been forced, the trait drops to its normal score.

4 | Trials

Sometimes challenges involve that of steel and blood; the rules for physical combat are presented below.

The Battlefield

When combat begins, the GM will have to frame the scene first. The recommended method is to divide the battle field into several zones, with each zone representing an area which can be traversed within 6 seconds, and large enough to swing a broadsword in.

Each zone can have a number of traits associated with it. If the battle occurs in a crumbling ruins, zones could feature traits such as *crumbling archway*, *choked with debris* and such.

Those traits can be invoked by anyone inside the zone, or anyone attacking that zone.

Initiative and Combat Rounds

The game uses a standard deck of playing cards (without Jokers) for Initiative. At the start of combat, each combatant is dealt 5 cards. The GM may group similar mundane NPCs as one group, and the GM get 5 cards too, with one more card per combatant beyond the first.

Combat is divided into rounds; at the start of each round, each combatant will play a card from their hand. The GM will play a card for each combatant he controls. When you have taken your round, draw a card from the deck and add to your hand.

The combatant with the highest face value will go first, with the deuce of any suit being the smallest, and Ace the highest. In case of tie, break ties by the suits:

Spade > Club > Hearts > Diamond

Certain exploits *reset initiative* - when initiative is reset, players return all their cards and it is shuffled again, and each player is dealt 5 cards (as above).

Some exploits give you an initiative *bump* - for the next round, you may play two cards of the same suit and add them together for your Initiative. However, if you play more than one cards for Initiative, you still only draw **1** card at the end of your round.

Combat Styles

In combat, you have to keep track of your *active style*. You have your default Combat Style, and may also invoke one School Style; you gain the traits listed on that style and you also add the style's *Offense, Defense, Movement* and *Trick* to your default Combat Style.

Combat Actions

When it is your turn to act in combat, you can perform 2 actions, and only one action could be an offensive actions.

- **Melee Attack:** Attack someone in the same zone as you, either using the Simple Effort or the Extraordinary Effort rules. When rolling your attack, you have to set aside dice from your traits roll for damage (before picking the highest dice or set). see the Damage section below. Dice set aside for damage are **not** counted for your roll.

  To determine if you strike your opponent, you have to beat his Passive Defense score. Your opponent, if he has actions remaining, may decide to make a roll to defend himself. In such cases, you have to roll above your opponent's total score.

- **Ranged Attack:** Attack someone more than a zone away; the trait(s) you invoke must be somehow relevant to ranged attack. When rolling your attack, you have to set aside dice from your traits roll for damage (before picking the highest dice or set).. Dice set aside for damage are **not** counted for your roll. The damage section below will have more explanation.

  As in Melee Attacks, your Ranged Attack's TN is the Passive Defense score of your target. Your opponent can spend any remaining actions to invoke traits for an opposed roll. You have to score higher than your opponent to hit him.

- **Ward:** Defend someone from an attack or a maneuver; if someone attacked your target, they pit against your Passive Defense. If you choose to spend an action to defend your ward, you ward can choose to contribute traits as well.

- **Move:** When unopposed (that is, no enemies in the zones you are trying to cross), you can move as many zones as your current Combat Style's *Movement* score. If there are enemies, then you have to overcome a challenge; the TN to move out from a zone is equal to 10 plus the best *Movement* score among your enemies. You only have to roll once and compare the score with the TN of each zone you are moving past; if you failed to beat the TN for a zone you are passing through, you stop there.

- **Mark:** You focus on one opponent (or one group of opponent). If they attempt to take an action you can immediately perform an opposed roll against that action.

- **Block:** Choose an action to block (Melee, Ranged, Ward, Move or Mark). If anyone in your zone attempt that action, you can attempt to disrupt it with an attack or a maneuver. Certain combat styles allow you to block actions in zones which you are not in.

- **Switch Style:** You exchange your current active School Style for another Style.

- **Delay:** Decide on whose turn you want to act; you can choose to act before, or after that character. If that character is your ally, you may even contribute to his Effort rolls.

- **Maneuver:** You attempt to impose a trait on an opponent or the environment, or one of your allies. Use your combat style's *Trick* score when performing a Maneuver. Using

non-combat traits (i.e, traits that don't belong to your Combat Style) for maneuver requires you to beat a TN of 20 first. See the rules for *Adding Traits,* in chapter 3, for more information.

As this is a trait which you have just introduced, you first invoke of it is free.

Damage

If you do hit your opponent, you do damage. When you roll your attack roll, you get to set aside some dice from your traits roll for damage. Those damage dice are picked **before** you select the highest dice or set to use. Sum up the damage dice you have chosen and add your Offense score to it.

You usually may only pick 1 or 2 damage dice, depending on the weapons you use.

Armor: Your opponent may be wearing armor - see *Wargears* below. Armor reduces the damage of your roll.

Wounds: Once damage is determined, apply the damage to the wounds of your target. He may suffer penalties if you knock him down to a different wound level:

Wound Level	Effects
Fresh	None
Lightly Injured	Desperation +1,
Seriously Injured	Desperation +2, -1 dice to all Effort rolls
Last Stand	Desperation +3, -2 dice to all Effort rolls

When a character or an important NPC reaches a lower wound level for the first time, he gains a Desperation token. See the section on *Desperation* below.

Extraordinary Offenses and Defenses

You may use Extraordinary Effort when doing an attack or performing a defense. The rules are the same, and yes, your allies may join in too. However, for your allies to aid you in an Extraordinary Offense or Defense, they have to use the *Delay* action to act together with you.

Exploits (Extraordinary Effort)

Certain styles have *exploits*, which you can use with an Extraordinary Effort. An exploit requires a *set* from your Effort roll to use, and must beat a certain TN.

For example, Larke attacks a group of Chaospawns, and rolled [3], [4], [10], [6] and [6]. To

activate an exploit, Larke have to use a *set* - and the only set are the two [6]. Those 2 dice gives him a total of 12, which is enough for him to use the *Forceful Hit* exploit (it has a TN of 10).

You can use as many exploits as you wish, as long as you have sets from your Effort Roll.

In a combined Extraordinary Effort, you and your other allies can divide up any sets rolled to activate exploits.

Wargears

There are primarily three type of equipment that are useful in combat:

- **Weapons**: Each weapon has a damage rating, and a couple of traits that goes with it. Light weapons usually have only 1 damage dice, while medium weapons have 2 damage dice. Large weapons usually bestow 3 damage dice. Weapons have their own traits too.

  However, each weapon has a Physical characteristic prerequisite.

- **Armor**: Protective armaments is both a boon and a bane - they reduce damage taken by a fixed value, but also have a *Armor Penalty disadvantage* associated with it. The disadvantage can be invoked by enemies with either a Mana, Fate or Conviction point.

- **Shield:** Shields add their *Protection* trait value to your Passive Defense Value; for rolled defenses, you can invoke the shield's *Protection* trait.

Example of Weapons

Name	Requirements	Damage Dice	Other Traits
Dagger	n/a	1	Concealable +1, Light +1, Small +1
Stave	n/a	1	Reach +1, Flexible for Offense and Defense +1
Sword	Physical +2	2	Flexible for Offense and Defense +2
Axe	Physical +3	2	Armor Piercing +2, Unbalanced +1
Spear	Physical +2	2	Long Reach +1, Armor Piercing +1
Two-Handed Sword	Physical +3	3	Long Reach +1, Heavy +3, Flexible for Offense and Defense +1, Taxing +2

Shortbow	Physical +2	1	Swift Fire +1, Armor Piercing +1
LongBow	Physical +3	2	Armor Piercing +1
Dart	n/a	1	Swift Fire +2

Example of Armor

Name	Requirements	Protection	Other Traits
Leather	n/a	1	Armor Penalty +1
Chain	Physical +2	3	Armor Penalty +2
Plate	Physical +3	5	Armor Penalty +3
Full Plate	Physical +4	7	Armor Penalty +4

Example of Shields

Name	Requirements	Defense	Other Traits
Buckler	n/a	1	Cumbersome +1
Light Shield	Physical +2	2	Cumbersome +2
Heavy Shield	Physical +3	3	Cumbersome +3, Heavy +1
Tower Shield	Physical +4	4	Cumbersome +4, Heavy +2

Desperation

As you take wounds, desperation sets in. When you have reached a certain score level, you gain the *Desperation* trait. This trait can be invoked by you, or your opponent (who owes you a Fate Point), to add dice to any Effort rolls. You still need to spend Mana, Conviction or Fate to use the Desperation trait.

You can use a Desperation Token to gain an additional action, which *may* be an attack action, even if you have attacked in your current round. You can get the additional action to defend yourself from an attack too, if desired.

Each time you drop to a lower wound level for the first time, you gain a Desperation Token. Those tokens can be spent like Fate to invoke your traits. You also reduce the dice penalty of your current wound level by the number of Desperation Tokens you have. So if you are seriously injured, and you have 1 Desperation Token, you don't have to remove any dice from your Effort rolls.

There are other ways to get Desperation Tokens, depending on your school, guild and heritage.

Desperation tokens last till the end of the scene.

Mundanes, Elite and Spellforged

There are three classes of combatant you will meet on the battlefield:

- **Mundanes:** They only have characteristic scores (Physical, Offense, Defense etc.) and while the can have traits, they can't invoke them. They are usually go about battle in groups. Their danger comes from their numbers. For each mundane in a group, they get to roll a d10 for their Effort. Mundanes can never use Extraordinary Effort.

  When you attack a group, you can incapacitate more than 1 Mundane at a time, if you can deplete multiple Mundane's wounds at one go. Mundanes only have one wound level (*Fresh*) - once that wound level is exhausted, a Mundane is out of combat.

- **Elites:** Those are characters a cut above the rest, having a few trait scores; they may use Simple Effort for their rolls, and they can be attached to a group of mundanes. When fighting such a group, you have to destroy all Mundanes in the group

  Elites have two wound levels (*Fresh, Last Stand*)

- **Spellforged**: Those opponents are exactly like you, having four wound levels, traits and the ability to pull an Extraordinary Effort

Healing

How long it takes to recover from wounds depend on the wound level; all the numbers assume medical attention given each day, set at a certain TN. If no medical attention is given, only recover 1 Wound Point at the given rate.

- **Incapacitated:** Requires medical attention (TN 20) and at least a week of bed rest before the character regain 1 wound point in the *Last Stand* level.

- **Last Stand:** Recovers Wound Points equal to Physical every 3 days (Medical attention TN is 15)

- **Seriously Injured:** Recovers Wound Points equal to Physical every day (Medical attention TN is 10)

- **Lightly Injured:** Recover Wound Points equal to Physical every hour (Medical attention is TN 5)

- **Winded:** Recover all Wound Points at end of scene, or in an hour, whichever is sooner.

5 | Advancements

Ending a Session

At the end of a session, the GM should reward each character a number of XP depending on three factors:

- **Stunting**: For each Extraordinary Effort used or contributed to, award 1 XP
- **Goal:** Give out 1 to 5 XP depending on how well the objectives for the session is met
- **Challenge:** Give out 1 to 5 XP depending on how challenging the session has been. If the players got lucky rolls or somehow avoid the hard fights or obstacles, aware 1 or 2. If they were consistently on the edge, award 4 or 5.

Improving Your Character

You may purchase one upgrade *once per end of each session*

1. Increase a trait by +1. The cost is equal to the new level of the trait multiplied by 5. You may have to re-calculate your attribute score. You may improve traits from your Concept, Combat Style and School Styles.
2. Get a new trait at +1 for 5 XP. You may have to re-calculate your attribute score.
3. Spend XP to required to learn a Heritage Special (coming in full rules)
4. Spend XP to increase your Guild or School's trait; the cost is equal to the new level of the trait multipled by 5.

6 | Codex

Example Traits for Concept

Physical	Skill	Influence	Belief
Strong	Scholar	Persuade	Generosity
Tough	Scribe	Deceit	Chasity
Graceful	Merchant	Seduce	Mercy
Beautiful/Handsome	Craftsman	Bully	Love
Agile	Traveler	Wealthy	Justice
Well Coordinated	Thief	Contacts (specify)	Anarchy
Fast	Impersonator	Rapport	
Heavy Build	Orator	Empathy	
Skinny	Knowledge (specify)	Command	
Alert	War Strategy		
	Magic Theory		

Example Traits for Combat Style

Offense	Defense	Movement	Tricks
Swordsman	Dodge	Run	Distract
Spearman	Parry	Jump	Feint
Archer	Shield Block	Acrobatic	Taunt
Elemental Blasts	Blink	Dimensional Door	Lure
Magic Bolts	Elemental Shield	Glide	Fascinate

Spearman	Magic Shield	Portal	Dazzle
Axeman	Mana Deflect	Burrow	
	Momentarily Invisibility		

Schools

Wrathful Dragon	**Lore** ● Locations of the Skycleaver relics ● Blacksmith **Assets** ● Warriors of the Wrathful Dragon **Principles** ● Justice ● Protect the Weak ● Destroy all traces of the First God ● Defend Honor at all Cost
Unseen Shadow	**Lore** ● Hidden ways through the wilderness ● Hidden ways through the cities **Assets** ● Safehouses ● Wealth ● Rogues of the Unseen Shadow **Principles** ● Waste not; want not ● Spare no abuse of power ● Find relics of the First Gods ● Kill without the target knowing
Merciless Rain	**Lore** ● Fletching ● Armor Piercing (stacks with any other Armor Piercing traits) **Assets** ● Friends in the Wild **Principles** ● Protect travelers ● Kill from a distant ● Melee is distasteful

Lonesword Mountain	**Lore** ● Alchemy (stacks with any other Alchemy traits) **Assets** ● Herbalists of the Lonesword Mountain **Principles** ● Attacks only when attacked first ● Remain Honorable in a Fight ● Diplomacy before a Fight
Broken Clouds Valley	**Lore** ● Magic Theory (stacks with any other Magic Theory traits) ● Locations of the Wardstone ● War Strategy (stacks with any other War Strategy traits) **Assets** ● Broken Clouds Library **Principles** ● Preserve knowledge ● Destroy knowledge which you can't get ● Deceit is the perfect weapon
Worldshaper Council	**Lore** ● Knowledge (History of Eternais) ● Politics (stacks with any other Politics traits) ● Magic Theory (stacks with any other Magic Theory traits) **Assets** ● Council Safehouses ● Agents of the Council **Principles** ● Manipulate, manipulate, manipulate ● Magic is sacred ● Obtain knowledge of the First Gods

Guilds

The Seawatch	**Lore** ● The Unnumbered Isles ● Shipwright ● Sailing **Assets** ● Safehouse at the Ports ● Wealthy **Objectives** ● Stop invasions from the Unnumbered Isles ● Ensure safety of trade routes over inland seas and rivers

The Eternal Cycle	**Lore** ● Magiteck Devices ● Engineering **Assets** ● Magiteck Factories ● Wealthy **Objectives** ● Advance knowledge of Magiteck ● Study devices belonging to the FIrst Gods
White Cloak Order	**Lore** ● The Roads of Eternais **Assets** ● Safehouse in the Wild ● Safehouse in the City **Objectives** ● Ensure security within Eternais itself ● Stop plots related to independence and secession.

Styles

Thorrim's Fury
(Wrathful Dragon)
	● Offense +2
	  ○ Heavy Blow
	  ○ Exploit: Hammer
	  ○ Exploit: Shockwave
	● Defense -1
	● Movement +0
	● Tricks +0

Sudden Storm
(Wrathful Dragon)
	● Defense +1
	  ○ Sudden Burst of Speed
	● Movement +0
	  ○ Exploit: Dash

Ghost Step
(Unseen Shadow)
	● Offense +1
	  ○ Exploit: Sudden Strike
	● Movement +1
	  ○ Blend in Shadows

Shadow Shifting
(Unseen Shadow)
	● Defense +1
	  ○ Uncanny Dodge
	● Tricks +1
	  ○ Exploit: Distracting Images

Heartseeker (Merciless Rain)	- Offense +1 - Exploit: Precise Aim - Tricks +1 - Stumbling Shot
Sunriding (Merciless Rain)	- Movement +2 - Exploit: Steal Initiative - Walk on Thin Objects
Warden's Swordplay (Lonesword Mountain)	- Offense +1 - Defense +1 - Exploit: Parry Zone - Exploit: Riposte
Unseen Images (Lonesword Mountain)	- Offense +1 - Exploit: Distant Slash - Movement +1
Elemental Rage (Broken Clouds Valley)	- Offense +2 - Exploit: Blast Zone - Exploit: Heighten Damage - Movement -1
Obscuring Mist (Broken Clouds Valley)	- Defense +1 - Tricks +1 - Conjure Ghostly Images - Exploit: Block Zone
Subtle Needle (Worldshaper Council)	- Offense -1 - Tricks +1 - Exploit: Seal Action - Movement +1 - Pass Unseen - Light weapons only
Phoenix's Dance (Worldshaper Council)	- Defense +1 - Exploit: Soften Blow - Movement -3 - Tricks +1 - Exploit: Fascinate - Distracting Lights

Exploits

Name	TN	Effect
Hammer	10	Struck target if move out 1 zone; resist with a challenge roll vs TN 10
Shockwave	15	Push all targets in the current zone out; resist with a challenge roll vs TN 15
Dash	5	Move to an adjacent zone, after resolving attack/defense
Sudden Strike	10	*After a Move Action*, use the set of dice to activate Sudden Strike as an attack against one attack in the current zone. The target is surprised if he fails a Simple Effort roll vs. 10 + the attacker's Skill.
Distracting Images	10	All enemies in the zone must discard the highest dice in their Effort roll.
Precise Aim	5	Re-roll 1 other dice not used to activate this Exploit.
Steal Initiative	15	*During an attack:* Take the highest Initiative Card from the target
Parry Zone	10	*When defending:* You automatically block all allies in the zone with the defense score that you have just rolled.
Riposte	15	*When defending:* Attack an enemy with the set you use to activate Riposte. If you hit, you have to take damage dice from your Effort roll.
Distant Slash	10	Your attack becomes a projectile attack with a range of 3 zones. You can attack a single target.
Blast Zone	15	Your attack affects all opponents in a zone, including Spellforged or Elites attached to a group of Mundane.
Heighten Damage	10	Add 1 extra damage dice from your Effort roll for this attack
Block Zone	10	The TN to leave the current zone is equal to the set you use to activate this exploit.
Seal Action	15	Name a combat action; the target of your attack cannot perform this action for his next roll.
Soften Blow	10	*When defending:* Pick an unused dice from your Effort roll; reduce damage by the value of that dice.

| Fascinate | 15 | *When attacking mundanes only:* The mundane group loses their next action |