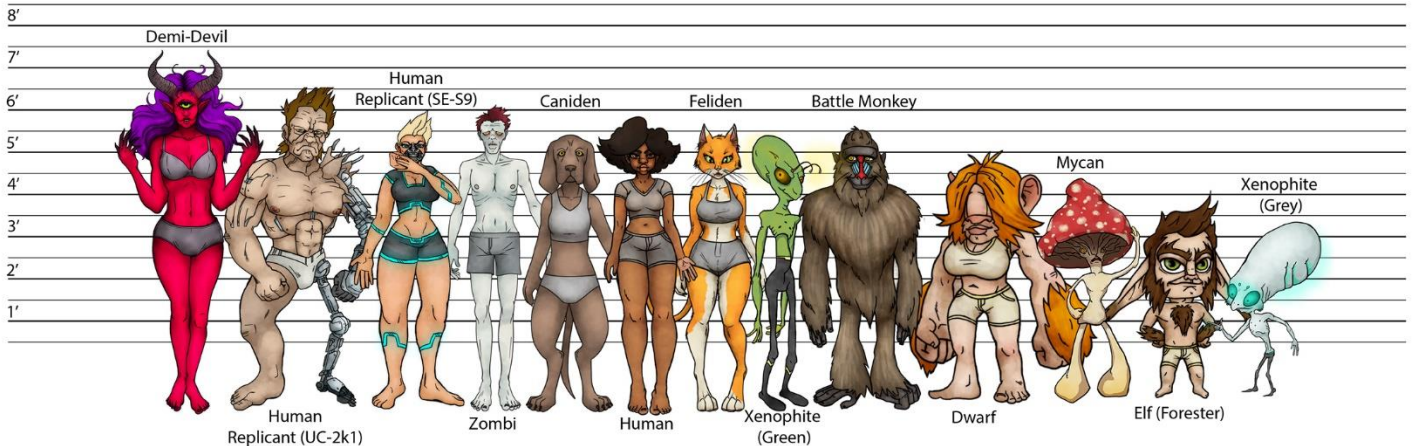
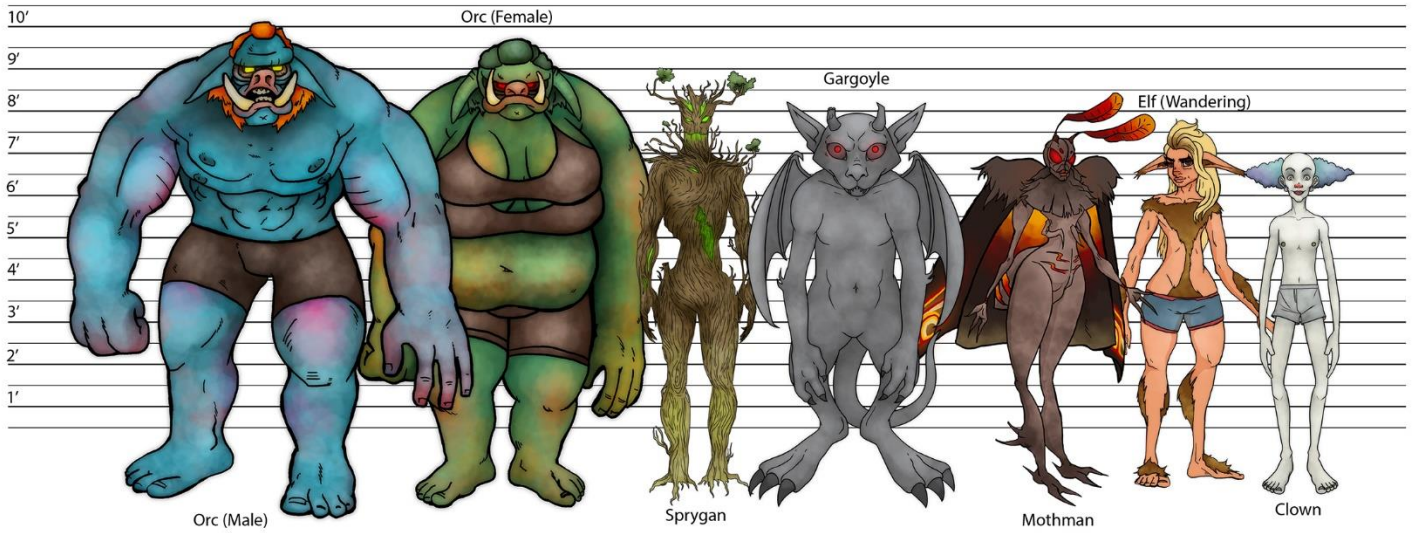


UNIVERSAL MODULAR
ACTION-ADVENTURE GAME SYTSTEM

WARGAMES

CHARACTER CREATION SAMPLER BOOK



Written by Trevor Long



Universal Modular Action-Adventure Game System

Excerpt from Open Alpha Version: 1.00.2

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Work in Progress! Open Playtest Version

If you are reading this warning, it means you have gotten your hands on a sample version of the game. Please do not distribute or copy this book, but if you want to learn more, or score your own free copy of this finished book, visit us at www.5537studio.com

"We choose to do these things not because they are easy, but because they are hard."
-John F. Kennedy

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Hello, and welcome to the Character Creation Sample! This is a demo version of the Universal Modular Action-Adventure Game System, or UMAAGS for short. This sample is intended to give you a good idea of what character creation will be like in the final game. Here you will find chapters 2, 3, 4, and 16 of the Player's Handbook. This will give you access to all of the available Species, Classes, and Cosmic Patrons. This should give you a good idea of what kinds of characters you can create in UMAAGS. This game is made with player expression in mind, so go wild, and create any kind of character you can imagine!



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Chapter 2

Character Creation

2.10- Whoever You Wanna Be

In this chapter, we will go through everything you need to know to create your own Player Character (PC) for UMAAGS. Here you will find a step-by-step guide to your first character, as well as alternative character generation methods.

2.11- Teamwork Makes the Dream Work

Playing an effective character in a team-based RPG involves playing one of several crucial team roles. When making your character, you should work with your GM and other players to make sure the play style you are planning gels well with the other members of your party.

Striker

Strikers, also called DPS, are the designated attackers of the party. They will be dealing lots of small blows throughout combat and moving around a lot.

Tank

Tanks are the shield of the group. Literally. A character with a lot of HP and Armor who becomes the primary target of enemy attacks by drawing their attention through slow but devastating attacks. Tanks generally have high CON and STR scores.

Support

Supports, also called healers are designated helpers. They are players who will around helping out their team members with healing, items, and buffs. They may also be the ones doing technical tasks during combat such as operating machinery, etc.

Flank

Flanks are the designated tricksters of the group. Using concealment, flanking, and stealth, flanks create an advantage for their party.

Shot-Caller

The shot-caller can be any type of character of any ability level. Their only duty is to strategize with the other players, make plays, give combat suggestions to other players and generally direct combat. They are NOT the boss of the group, but rather, the player designated for strategy during combat.

Spokesperson

The spokesperson should be a character with a relatively high CHA score, who wants to speak to NPCs and roleplay for the group. Not that they will be the only role player, but rather, the spokesperson will be the default party member who will do the talking.

Discuss these roles with your group during character creation, and choose one or more roles for each player. Characters are not restricted to just one role, in fact, no matter how many players you have at the table, all of these roles should be assigned and filled.

2.12- Seven Steps to Character Creation

Creating a character plays out in seven steps.

- 1- Generate Character Attribute Points
- 2- Select Species
- 3- Select Class
- 4- Generate Flash Points
- 5- Convert Points to Score
- 6- Fill Out Pools
- 7- Fill out RP Hooks

2.13- Step One

Generate Character Attribute Points

Character Attributes

As we went over in the first chapter of this book, Character Attributes are the eight metrics that make up a character's skillset. These involve four body attributes (STR, CON, AGI, DEX) and four mind attributes (INT, WIS, CHA, PER) so for this process, we will be allotting points these attributes.

Roll Up Character Points

The first way to generate your Character Points (CP) is by rolling them up. This method assumes you are going to randomly choose your class based on your Character Scores, rather than the other way around.

To roll up your points, **roll 1d6+1d10 and add the result to your CON points.** Repeat this process for all the rest of your Character Attributes, until all eight Character Attribute Point boxes are filled.

Default Array Character Points

If you wish to choose your class first, you may use the default array of numbers to fill out your Character Points in a way that is appropriate for your class of choice.

The Default Array- 5, 5, 9, 9, 10, 10, 12, 12

Point-Buy for Character Points

If you wish to allot all of your own character points, you may do so. From a total of **72 Character Points**, populate each of the Character Attribute Point boxes.

Healthy Point Distribution

Once you have your eight numbers decided upon, you will want to go back and review your desired Species and your class bonuses and features.

It is important to remember that your CON score is going to impact how much HP your character has. Likewise, STR, AGI, and DEX have big impacts on your speed and ability in combat.



2.14- Step Two

Select Character Species

Character Species

Species is the description of what kind of creature your character is. There are 20 playable Species in this book, each of which can be cross-speciated for thousands of permutations.

If you wish to randomly select your character's Species, roll on the tables below. If not, simply pick from the tables.

Generate Physiology

This determines your character's Species. Your physical, biological (or non-biological) makeup. Determines if you were born to parents, had a magical birth, or were created. Roll 1d4 on the following table to determine your physiology.

1d4	Physiology
1	Human
2	Sexual Organism
3	Asexual Organism
4	Construct

Sexual Organisms

You are a sexual being! Very hot. But it might not be the party you are imagining. This only means that you were a product of sexual reproduction between two parents. This is how half of all sentient beings are born, so roll 1d10 on the following table to determine your Species.

1d10	Sexual Organisms
1	Human
2	Troglodyte
3	Caniden
4	Clown
5	Demi-Devil
6	Dwarf
7	Feliden
8	Orc (Male)
9	Orc (Female)
10	Spryan

Asexual Organisms

This means that you were produced through either asexual reproduction, cloning, or spontaneous generation. You are a biological being, but you weren't born in the traditional sense. See your Species' section in this book for more information on culture and family units. Roll 1d6 on the following table to determine your Species.

1d6	Sexual Organisms
1	Elf (Forester)
2	Elf (Wandering)
3	Mothman
4	Mycan
5	Xenophite (Green)
6	Xenophite (Grey)

Constructs

Being a construct means you were built, put together, or created, rather than born. You had either a master, or a creator at one point, rather than a parent. Roll 1d4 on the following table to determine what manner of construct you are.

1d4	Constructs
1	Human Replicant SE-S9
2	Human Replicant UC-2k1
3	Gargoyle
4	Zombi

Apply Species Traits I & II

Species Traits I & II as listed in this book are for role play purposes, and you will find pertinent fields to fill out on the Role Play Sheet, but for now, take note of them, and move on. We are focusing on the Character Stats Sheet.

Apply Species Traits III "Skills"

Under the Species Traits III header, we find two items- Skills and Movement Speed.

Each Species will list 2-4 skills in which that Species has received training. Training is a bonus of +2 to all checks using that skill. For these skills, write a "2" in the training field on your character sheet.

As for movement speed, each Species is given a base movement speed, fill this out now on your character sheet.

Apply Species Traits IV

Under the Species Traits IV header you will find between 1-4 "bonuses" which are abilities, features, and soft skills that your character can use, they are described in detail here. Write them down, or at least an abbreviated version of them in the Species Bonuses field on your character stats sheet.

These Species Bonuses might include Character Points. If you received additional points, go ahead, and distribute them now, just as you did in the previous section.



2.15- Step Three

Select Character Class

Character Class

Class, or profession is a description of what your character's job is, in the context of the game. There are 20 playable classes in this book, each of which can be multi-classed for hundreds of permutations.

Generate Class Type

If you wish to randomly generate your class, roll on the following tables. Roll 1d4 on the following table to determine your class type.

1d4	Class Type
1	Fighter
2	Caster
3	Devotee
4	Rogue

Fighters

Fighters are those who are trained in the combative arts. They may be soldiers, athletes, archers, or marksmen, but they are all bound together by the fighting spirit. Roll 1d6 on the following table to determine what fighter class you are.

1d6	Fighter Classes
1	Barbarian (STR/CON Dominant)
2	Hexer (WIS Dominant)
3	Marksmen (DEX Dominant)
4	Jaegernaut (STR Dominant)
5	Street Fighter (STR/AGI Dominant)
6	Warrior (CON Dominant)

Casters

Casters are learned gentlemen who are on the path of mastering a magical art. Those who harness their own inner power to bend the Mana Grid to their will. Roll 1d4 on the following table to determine what caster class you are.

1d6	Caster Classes
1	Bard (CHA Dominant)
2	Elementalist (WIS Dominant)
3	Illusionist (PER Dominant)
4	Magus (INT Dominant)

Devotees

Devotees are those who have given over their soul to a patron, be that a god, or something much darker. They have signed on to a religious covenant in exchange for a small portion of their patron's cosmic power. Roll 1d4 on the following table to determine what devotee class you are.

1d6	Devotee Classes
1	Druid (WIS Dominant)
2	Paladin (CHA Dominant)
3	Priest (PER/CHA Dominant)
4	Wytch (CHA Dominant)

Rogues

Rogues exist on the fringes, devoting themselves to more cerebral tasks, like investigation, assassination, skateboarding, burglary, and hacking. Those who live in the shadow. Roll 1d6 on the following table to determine what rogue class you are.

1d6	Rogue Classes
1	Assassin (DEX/AGI Dominant)
2	Burglar (DEX/AGI Dominant)
3	Cybermancer (INT Dominant)
4	Investigator (PER Dominant)
5	Psychic (PER Dominant)
6	Skate Rat (DEX/AGI Dominant)

Apply Class Traits

Class Traits includes all the pertinent formulas to fill out the Armor Score, and Energy Gain for each class, so go ahead and commit those to your Character Stats Sheet.

Apply Class Proficiencies

Class Proficiencies contains two important items. First, what weapons you can equip, so write those weapon types down in your notes. It also contains skills your class has been trained in. Add +2 to the "Training" field next to those skills.

Apply Class Bonuses

Class Bonuses are active or passive abilities that are granted to you for free by your class. Take note of them and list them in the Class Bonuses field on the Character Stats Sheet.

2.16- Step Four

Generate Flash Points

Flash Points

A flash point is a moment in time which makes a person who they are. A point in history that changes everything to come.

The Flash Points System is UMAAGS's way of generating granular and detailed character backstories. Your Role Play Sheet will have space for Flash Points I, II, and III. At this point, generate Flash Points I and II for your character.

This is a completely optional system which comes at the end of this chapter. If you wish to generate your character's flashpoints, now is when you will do that.



2.17- Step Five

Convert Points to Score

Point to Score Conversion

At this point, you are ready to convert all the Character Attribute Points you have to their respective Character Attribute Scores. Use the table below to fill out the Character Attribute Scores on your Character Stats Sheet.

Character Points	Character Score
1 (minimum)	-10
2	-8
3	-6
4	-4
5	-3
6	-2
7	-2
8	-1
9	-1
10	0
11	+1
12	+1
13	+2
14	+2
15	+3
16	+4
17	+6
18	+8
19	+10
20 (Maximum)	+12

Skill Distribution

Once you have all your Character points allotted, and Character Scores decided upon, it is time to apply those Character Scores to their respective skills in the skills box at the bottom left of the Character Stats Sheet.

Once you have all these Character Score fields filled out in the Skills section, stop. Don't fill out the rest of the boxes until we apply Species and Class.

2.18- Step Six

Fill Out Pools

Finishing Up

Once you have all your Character Attribute Scores committed, you are ready to fill out the information for your HP, Armor, and more.

Determine Hit Points

Maximum Hit Points are always calculated as sixty plus five times a character's CON score. ($5 \times \text{CON} + 60 = \text{HP}$)

Determine Armor Score

Armor Score is determined by a character's class, and their apparel. Class Armor is awarded to you by class. Apparel Armor is awarded from clothing, shields, or items in game.

Armor Score is determined by adding a character's Class Armor to their Apparel Armor.

Determine Luck

Every character starts with at least 1 luck point. Species and Class may afford more luck at Level 1, but every character starts with AT LEAST 1 luck point. Luck points are awarded by leveling up and from the GM. They are lost through dying.

Luck Score is determined by adding a character's Luck Points to their Temporary Luck granted by items and abilities.

Determine Sanity

Every character should begin with 100 Sanity Points. Sanity can be lost and gained back through the course of gameplay.

Sanity, again, is determined by adding a character's Sanity Points to their Temporary Sanity.

Determine Karmic Balance

Different actions in a character's past and present award Dark and Bright Points. The Karmic Balance of a character is determined by finding the difference between a character's Dark Points and Bright Points.

Players decide the beginning Balance of their character using the following tables. Give yourself 1d4 Bright and 1d4 Dark acts, just as a treat, to flavor your character's past.

Bright Alighted Acts	Bright Points
Giving Petty Property	1d4
Giving Petty Money	1d4
Giving Great Property	1d6
Giving Great Money	1d6
Taking Harm for Another	1d10
Personal Sacrifice for Another	1d10
Taking Death for Another	2d10

Dark Alighted Acts	Dark Points
Bearing False Witness	1d4
Theft of Property or Money	1d6
Lust for Money or Power	1d6
Emotional Abuse	1d10
Physical Violence	2d10
Impromptu Murder	2d10+5
Premeditated Murder	3d10+25

Acts performed against certain types of people come with modifiers. Use the following table to determine if your acts should grant more or fewer Karmic Points.

Karmic Modifiers	Mod
Target is a Child	x4
Target is an Animal	x3
Target is Elderly	x2
Target is a Powerful Person	x½

Bright and Dark Karmic Acts are neutralized in a situation of self defense or defense of another person.



Determine Willpower

Willpower is a measure of how well your character can hold up under extreme emotional duress. A character's Will Score is determined by adding their CHA and WIS scores together.

Temporary Will is a modifier that can be added to your Will Score while you have it. Gain Temp Will from items in-game.

Determine Style

Style is a metric to measure how stylish your character is. A character's Style Score is determined by adding their CHA and PER scores together.

Temporary Style is a modifier that can be added to your Style Score while you have it. Gain Temp Style from items in-game.

Determine Attractive

Attractive is a metric which describes how universally physically attractive your character is. A character's Style Score is determined by adding their CHA and CON scores together.

Temporary Attractive is a modifier that can be added to your Attractive Score while you have it. Gain Temp Attractive from items in-game.

Physical Limits

Your unarmed attack, and healing factors still need filled out, so let's finish up!

Healing

Every character has a greater and lesser healing factor. This is the speed at which they heal when using healing items and when they sleep.

Every Character's Lesser Healing is determined by adding that character's CON score to 20.

(CON + 20 = Lesser Healing)

Every Character's Greater Healing is determined by adding that character's CON score to 50

(CON + 50 = Greater Healing)

Unarmed Attack

Every character will also have an unarmed attack. This attack is used when no weapons are equipped, or when a person does not want to attack with a weapon.

Unarmed Attack speed is determined by Agility.

(2d10+AGI = Unarmed Speed)

Unarmed Attack Damage is determined by Strength.

(2d6+STR BLU = Unarmed Damage)

Unarmed Damage is dealt in BLU type damage unless otherwise stated.

Unarmed damage bottoms out as 1. You cannot deal negative damage.

2.19- Step Seven

Role Play Hooks

Hooking Up

A Role Play Hook, RP Hook, or simply a Hook is a narrative tool which is used by both the GM and players to motivate character choices. They represent relationships and personality traits which are important and integral to a character. When a player chooses a RP Hook, they are agreeing to role play around that hook in a consistent manner, even if it means making less than optimal game choices.

RP Hooks and Flash Points

The Flash Points System is an optional part of character creation which randomly generates a backstory and relationships for that character. If you wish to engage with the Flash Points System, please do so before filling out RP Hooks.

Virtue Hook

The Virtue Hook is the hook which determines your character's best quality. It is the one virtue your character looks to and strives towards more than any other.

1d6	Virtues
1	Justice and Integrity
2	Respect and Civility
3	Bravery and Courage
4	Honor and Character
5	Compassion and Kindness
6	Duty and Loyalty

Flaw Hook

The Flaw Hook informs your character's worst traits and deepest character flaws. It can be fun to roll 1d4 and take as many flaws. But having at least one flaw is required.

1d10	Flaws
1	Stubbornness
2	Greed
3	Arrogance
4	Impatience
5	Valor Theft
6	Narcissism
7	Recklessness
8	Kleptomania
9	Cowardice
10	Wrath

Love Hook

The Love Hook represents the most important relationships your character has. Whether that be with a person, idea, or object. This is what or who your character loves most dearly.

1d6	Love
1	Your Lover
2	Your Friends
3	Your Children
4	Your God
5	Your Pet
6	A Keepsake or Trinket



2.20- the Flash Point System

The Flash Point System is intended to randomly generate a character from scratch. There are a lot of tables in this section. Red tables are tables everyone will roll on unless otherwise instructed. Purple tables are “flow tables” and are only rolled on if you are instructed to by a red table.

An Optional System

The Flash Point system is essentially the first optional module for UMAAGS (the M is for Modular) and as such, it is not strictly necessary for play. It is however, a great tool for generating your back story.

One Size Fits Most

The Flash Point system is meant to create backstories on the fly which are detailed, layered, believable, and which add tangible mechanics to the game. Flash Points are designed so that most of these options should make sense and should fit within most campaign worlds. **HOWEVER!** The GM has the final word on what is and is not groovy in their campaign world. So, consult with your GM when you roll your Flash Points.

2.21- Flash Point I

Flash Point I is for **Sexual and Asexual Organisms only**. It represents all the variables at work before your character’s birth. It helps to describe your parents and any siblings you may have had, as well as the financial situation of your family.

Lineage

Your lineage describes your family’s standing in society and grants generational wealth- part of the currency you begin with at level 1. This currency may be added to or taken from during Flash Points. This amount of currency will remain with you throughout flashpoints, and when you accrue expenses, such as debts, it will be deducted from. You may end the Flashpoint system with a positive or negative amount of money. This is how much you have or owe to some lender at level 1. Roll 2d10 to generate your lineage.

2d10	Familial Lineage	Generational Wealth
2	Celebrity Family	\$2d10x200
3	Family of Politicians	\$2d10x150
4	Wealthy Business Family	\$2d10x250
5	War Hero’s Family	\$2d10x100
6	Family of Shop Owners	\$1d10x150
7	Family of Successful Farmers	\$2d10x100
8	Law Enforcement Family	\$1d6x100
9	Family of Laborers	\$1d4x150
10	Family of No Note	\$1d4x100
11	Family of Builders	\$1d4x150
12	Family of Dirt Farmers	\$1d6x100
13	Military Family	\$1d6x100
14	Culinary Family	\$1d6x150
15	Family of Artists	\$1d4x100
16	Family of Bureaucrats	\$1d10x150
17	Folk Hero’s Family	\$2d10x100
18	Wealthy Crime Family	\$2d10x150
19	Banking Family	\$2d10x250
20	Royal Family	\$2d10x200

Parentage

Your parentage describes the parental relationship you grew up with. Whether these are your biological parents or not is immaterial. Even creatures like Elves who reproduce asexually have parental figures! Roll 1d10 to determine your parentage.

1d10	Parentage
1	Orphaned! Roll Orphaned Table
2	Mother Dead
3	Both Parents Still Alive
4	Father Dead
5	Orphaned! Roll Orphaned Table
6	Both Parents Still alive
7	Child of Divorce and Stepparents
8	Both Parents Still Alive
9	Child of Divorce and Stepparents
10	Both Parents Still Alive

Orphaned!

If the parentage table left you orphaned, roll 1d6 to determine your unlucky orphan upbringing, you unlucky orphan you.

1d6	Orphaned
1	Raised in a Chapel
2	Raised by Foster Parents
3	Raised by Aunt and Uncle
4	Raised in a Nice Orphanage
5	Raised by Wild Animals
6	Raised in a Depressing Orphanage

Siblings

Not everyone can be an only child. Roll either 1d4-1, or 1d6-1, or 1d10-1 depending on your desire for siblings to determine how many siblings you have. Then roll 1d10 per sibling using the following table to define their status.

1d10	Siblings
1	Older Sibling, Passed Away
2	Younger Sibling, Passed Away
3	Older Sibling, Still Alive
4	Younger Sibling, Still Alive
5	Older Sibling, Still Alive
6	Younger Sibling, Still Alive
7	Older Sibling, Passed Away
8	Younger Sibling, Passed Away
9	Twin Sibling, Still Alive
10	Twin Sibling, Passed Away



2.22- Flash Point II

Sexual, asexual, and construct type beings all roll on Flash Point II. Flash Point II defines what has been done with a character's life before becoming a level 1 adventurer. This represents your character's upbringing, their education, and their employment.

Age-Ups

In Flash Point II we begin using Age-Ups. An Age-Up is a predetermined amount of time which your character will be aged by. Flash Point II provides you with a random number of Age-Ups which need to be applied to your character. Each player Species ages at a different rate. Find the amount of time which passes with each age up in your Species' section in this book.

Keep a tally of your character's age-ups in your notes and calculate them at the end of Flash Point II.

Hometown

Your hometown is the environment you were born into outside of your family. It is the location of your upbringing, the place where you first began. Roll 1d10 on the following table to determine your hometown.

1d10	Hometown
1	A Coastal City
2	A Country Which No Longer exists
3	A Cabin in the Woods
4	A Rural Community
5	A Small Town
6	A Big City
7	Once a Small Town, Now a Big City
8	A Country You Don't Look Back At
9	Nomadic Roots (No Hometown)
10	A Country You Miss Dearly

Level of Education

Your education table determines the amount and quality of education you have received before setting out as an adventurer.

Roll 1d10 on the following table to receive a level of education, and age-up if necessary.

1d10	Level of Education	Effect	Age-Up
1	Illiterate Skip Day Job Table	Your Character Cannot Read	0
2	Basic Education	N/A	0
3	Primary Education	+1 CP to CHA	1
4	Apprenticeship	+1 CP to PER	1
5	Failed University	-1d4+5 SAN	1
6	Left University	N/A	1
7	Educated Associate	+1 CP to INT or WIS	2
8	Assistant to Tradesman	Training in 1 skill of your choice	2
9	Doctorate	+2 CP to INT or WIS	3
10	Master Tradesman	Training and Mastery in 1 Skill of your choice	4

Day Job

Everyone needs a day job until their destiny as an adventurer takes flight. Each job rewards you and ages you up. Each job also pays an amount of money. So add that to your wallet. Roll 2d10 to determine your job.

2d10	Day Job	Effect	Age-Up	Pay
2	Celebrity	+1 CP to CHA	1	\$150
3	Scientist	+1 CP to INT	3	\$80
4	Chef	+1 CP to WIS	1	\$50
5	Educator	+1 CP to WIS	1	\$25
6	Historian	+1 CP to INT	3	\$50
7	Farmer	+1 CP to STR	1	\$50
8	Law Enforcer	+1 CP to PER	1	\$75
9	Farmer	+1 CP to STR	1	\$50
10	Laborer	+1 CP to STR	0	\$20
11	Military	+1 CP to CON	2	\$50
12	Laborer	+1 CP to STR	0	\$20
13	Medic	Training in Medical Skill	3	\$75
14	Tailor	+1 CP to DEX	1	\$50
15	Military	+1 CP to CON	2	\$50
16	Journalist	+1 CP to PER	1	\$30
17	Hunter Tracker	Training in Nature Skill	2	\$30
18	Unemployed	+1 CP to CHA	0	\$0
19	Clergy	Training in Religion Skill	1	\$10
20	Politician	+1 CP to CHA	2	\$150

Personal Life

Everyone leads a private life outside of work. Roll 1d10 to determine what you do when you aren't doing what you do for a living. Dig it?

1d10	Personal Life	Effect
1	Shut-In Loner	+1 CP to PER, -1 CP to CON
2	Nerd	+1 CP to INT, -1 CP to CON
3	Gang Banger	+1 CP to CHA, +1 CP to CON
4	Athlete	Training in Athletics Skill
5	Artist	Training in Arts and Crafts Skill
6	Amateur Chef	+1 CP to PER, +1 CP to WIS
7	Rock Climber	Training in Climbing Skill
8	Dancer	+1 CP to AGI, +1 CP to DEX
9	Musician	Training in Performance Skill
10	Animal Husbandry	Training in Animal Handling Skill



Disaster Strikes!

Along the course of your life, you experience disaster. Roll 1d4 to determine the number of disasters you have experienced, and then roll 1d4 on the following table determine the types of disaster you have weathered.

1d4	Disaster	Effect
1	Health Disaster	Roll Health Disaster Table
2	Imprisonment	Roll Imprisonment Table
3	Debt	Roll Debts Table
4	Major Crisis	Roll Major Crisis Table

Health Disasters

Injurious events which have happened to your character. This is any large-scale injury or incident which has impacted your body or mind permanently. Roll 1d6 to determine which health disaster your character has been afflicted with. Continue to flow tables as needed.

1d6	Health Disaster	Effect
1	Amputation	Roll Amputation Table
2	Broken Bones	-1 CP to STR
3	Comatose	+1d4 Age-Up
4	Terrible Illness	-1 CP to CON
5	Addiction	Roll Addiction Table
6	Madness	-1d4x5 Sanity Points

1d10	Amputation	Effect
1	Lost a Leg	-5 Base Movement Speed
2	Lost an Arm	Limited to One-Handed Weapons
3	Lost a Hand	-2 CP from DEX
4	Lost a Finger	-1 CP from DEX
5	Lost a Toe	N/A
6	Lost an Ear	-1d4x2 Sanity Points
7	Lost your Nose	N/A
8	Lost an Eye	-1 CP to PER, +1 CP to WIS
9	Tongue Cut Out	Cannot Speak, -1 CP from CHA
10	Sterilized	You cannot have children. Skip Progeny Table

1d6	Addiction	Effect
1	Alcohol	-1 CP to CON, -1 CP to CHA
2	Stimulants	-1 CP to WIS
3	Suppressants	-1 CP to AGI
4	Food	-1 CP to CON
5	Love	+1 CP to CHA
6	Adrenaline	-1d4x2 Sanity Points

Imprisonment

You have spent a stint of time imprisoned. Whether this be for a crime you committed, or not. Roll 1d10.

1d10	Imprisonment	Effect	Age-Up
1	Imprisoned for Murder	+10 Dark Points	3
2	Imprisoned for Assault	+5 Dark Points	1
3	Imprisoned for Theft	+1 CP to DEX	1
4	For Grand Theft	+1 CP to PER	2
5	For Tax Evasion	+1 CP to WIS	1
6	For Disorderly Conduct	-1CP to CHA	1
7	For Inciting a Riot	+1CP to CHA	2
8	False Imprisonment	-1d4x5 SAN	2
9	Indentured Servitude	-1d4x5 SAN, +1CP to STR	3
10	Kidnapped	-1d6x5 SAN	2

Debts

You are in debt to some entity. Roll 1d6 on the following table to determine who you owe money to and roll any pertinent amounts of money you owe.

1d6	Debts	Debt Amount
1	You owe the Bank	\$2d10x200
2	You owe a Loan Shark	\$2d10x500
3	You owe a Company	\$1d10x100
4	You owe a Rich Benefactor	\$1d10+50
5	You owe the Government	\$2d10x50
6	You owe Your Family	\$1d10x75

Major Crisis

Major crises are large scale misfortunes that leaves an impact on your character. Roll 1d4 to determine what type of crisis you experienced, then roll 1d6 to define that crisis.

1d4	Major Crisis	Effect
1	Great Loss	Roll Great Loss Table
2	Family Death	Roll Death in the Family Table
3	Fugitive	Roll Fugitive Table
4	Natural Disaster	Roll Natural Disaster Table

1d4	Great Loss	Effect
1	Bankruptcy	All Debts cleared, but starting wallet locked to \$0.00
2	Financial Hardship	-\$1d10x100
3	Fraud	-\$2d6x100
4	Arson	Your house was burned down. The Culprit was never caught

1d6	Death in the Family
1	Lost Life Partner
2	Lost a Parent
3	Lost a Sibling
4	Lost Your Best Friend
5	Lost a Child
6	Whole Family Dead

1d6	Fugitive
1	Committed a minor crime. Wanted by Law.
2	Committed a major crime. Wanted by Law.
3	Framed for a Crime. Wanted by Law.
4	Witnessed a Murder. Wanted by Gangs.
5	Witnessed a minor crime. Wanted by Gangs.
6	Pariah. Wanted by Local Community.

1d6	Natural Disasters
1	Your home was destroyed in a fire
2	Your Hometown was destroyed in a fire
3	Your home was destroyed in an earthquake
4	Your Hometown was destroyed in an earthquake
5	Your home was destroyed by bad weather
6	Your Hometown was destroyed by bad weather



Good Fortunes

Not all in life is awful. Fortune smiles upon you in this land of golden sunshine! Roll 1d4 to determine how many Good Fortunes you receive, then roll 1d4 per good fortune on the following table to determine your reward.

1d4	Fortune	Effect
1	Winner!	Roll Winner! Table
2	Chance Encounter	Roll Chance Encounter Table
3	Enlightenment	Roll Enlightenment Table
4	A Life Well Lived	Roll A Life Well Lived Table

Winner!

Winner, winner, chicken dinner, or so they say. You won a contest. Whether that be a sweepstakes, a poker game, or something of the like. It is your choice, your story to tell. Roll 1d6 on the following table to receive your reward.

1d4	Winner!	Effect
1	Lucky Find	Roll Lucky Find Table
2	Inheritance	Roll Inheritances Table
3	Sweepstakes	Roll Sweepstakes Table
4	Jackpot!	You win \$1d10x200

1d4	Lucky Find	Effect
1	Cash	You find \$1d6x50
2	Consumable	You find 1d4 of any common rarity consumable from this book
3	Weapon	You find a single common rarity weapon of your choice from this book
4	Accessory	You find a single common rarity accessory of your choice from this book

1d4	Inheritance	Effect
1	Cash	You inherit \$1d10x100
2	Property	You inherit a middle-class home with 5 acres of land in your hometown.
3	Keepsake	You inherit a single common rarity weapon, apparel, or accessory of your choice from this book
4	Animal Companion	You inherit a tamed animal companion. This may be a single small or medium sized mundane beast.

1d4	Sweepstakes	Effect
1	Petit	You win 1d4 of any common rarity consumable from this book
2	Medium	You win 2d4 of any common rarity consumable from this book
3	Large	You win 2d6 of any common rarity consumable from this book
4	Grand	You win 2d10 of any common rarity consumable from this book

Chance Encounter

You have a chance encounter with a being of incredibly powerful vibes. This encounter has changed the trajectory of your fortunes.

1d4	Chance Encounter	Effect
1	Met a Rich Benefactor	+\$2d10x100
2	Met a Guru	-1d10 Bright Points, -1d10 Dark Points
3	Touched by a God	+1 CP to CHA, +1 CP to WIS
4	Touched by a Devil	+2 Luck Points

Enlightenment

Aha! You had an enlightened moment, and as such you now operate on a higher plane. Roll 1d6 on the following table to enlighten yourself.

1d6	Enlightenment	Effect
1	Mental Mind	+1 CP to INT, +1 CP to WIS
2	Inner Strength	+1 CP to STR, +1 CP to CHA
3	Willpower	+1 CP to CHA, +1 CP to WIS
4	Persona	+2 CP to CHA
5	Perception	+2 CP to PER
6	Balance	-1d10 Bright Points, -1d10 Dark Points

A Life Well Lived continues next page.



A Life Well Lived

Congratulations! You have lived a rich and storied life full of good times and happy memories. Roll the following table to determine what that life looked like.

1d4	A Life Well Lived	Effect
1	Family	Roll Family Table
2	Faith	Roll Faith Table
3	Sights	Roll Sights Table
4	Accomplishment	Roll Accomplishments Table

1d4	Family	Effect	Age-Up
1	Life Partner	You met the love of your life, and have partnered with them	1
2	Life Partner and Child	You met the love of your life, and have partnered with them. Roll 1d6 to determine how many children you have	2
3	Widowed	You met the love of your life, lived a life together. They then passed away	2
4	Widowed with Child	You met the love of your life, lived a life together. They then passed away Roll 1d6 to determine how many children you have	3

1d4	Faith	Effect	Age-Up
1	Mission	You served on a religious mission-trip. Take training in 1 Skill of your choice	1
2	Communed with an Angel	You communed with a holy spirit of one kind or another. Gain +2 CP in any attributes you wish	2
3	Clergyman	You became a well-liked local clergyman. Take training in Religion. Gain +1 CP to CHA.	3
4	Apostate	You became enlightened and left your faith. Gain +1 CP in any attribute you wish. Gain +1 Luck Point	2

1d4	Sights	Effect
1	Nature's Wonder	You beheld the infinite beauty of Nature's Wonder. Gain +1 Luck Point. Gain +1 CP in any attribute you wish
2	Technological Marvels	You witnessed great marvels of engineering and technology. Gain +1 CP to INT. Take training in technology skill.
3	The Depths of Compassion	You experienced the very depths of compassion that people can give. Gain +1 CP to WIS. Gain +1 CP to CHA
4	The Breadth of Greatness	You have seen what true greatness looks like in action and were inspired. Gain +2 CP in any attributes you wish

1d4	Accomplishments	Effect	Age-Up
1	Recognized Hero	You committed an act of heroism that your local community recognized you for. Gain +1 CP to CHA. Gain +1 CP to PER	1
2	Sports Accolades	You are a skilled and known sports player in your local community. Take training in athletics skill	1
3	Magnum Opus	You created a great work! Congratulations! It is yours. Whether that be a book, a painting, a photograph, or some other artwork, it is yours to do with as you wish	2
4	Long Life and Prosperity	You have truly lived a long and prosperous life already! Gain +250 XP. Gain \$2d10x50	3

2.23- Flash Point III

Flash Point III represents your future. These are events and experiences which have not happened yet. They will happen during your adventures. Your GM will grant events for Flash Point III during the course of regular play.

For now, leave Flash Point III blank unless otherwise instructed by your GM.

2.24- Pull It Together, Now!

Now that you have finished a character packet and the Flash Points System, it is time to pull it all together and be creative!

You should have a bunch of facts about your character and their background. Now, connect the dots. Make it a narrative. It is your character to create, and your story to tell. Now that you have the pertinent facts, tell it!



Chapter 3 Species

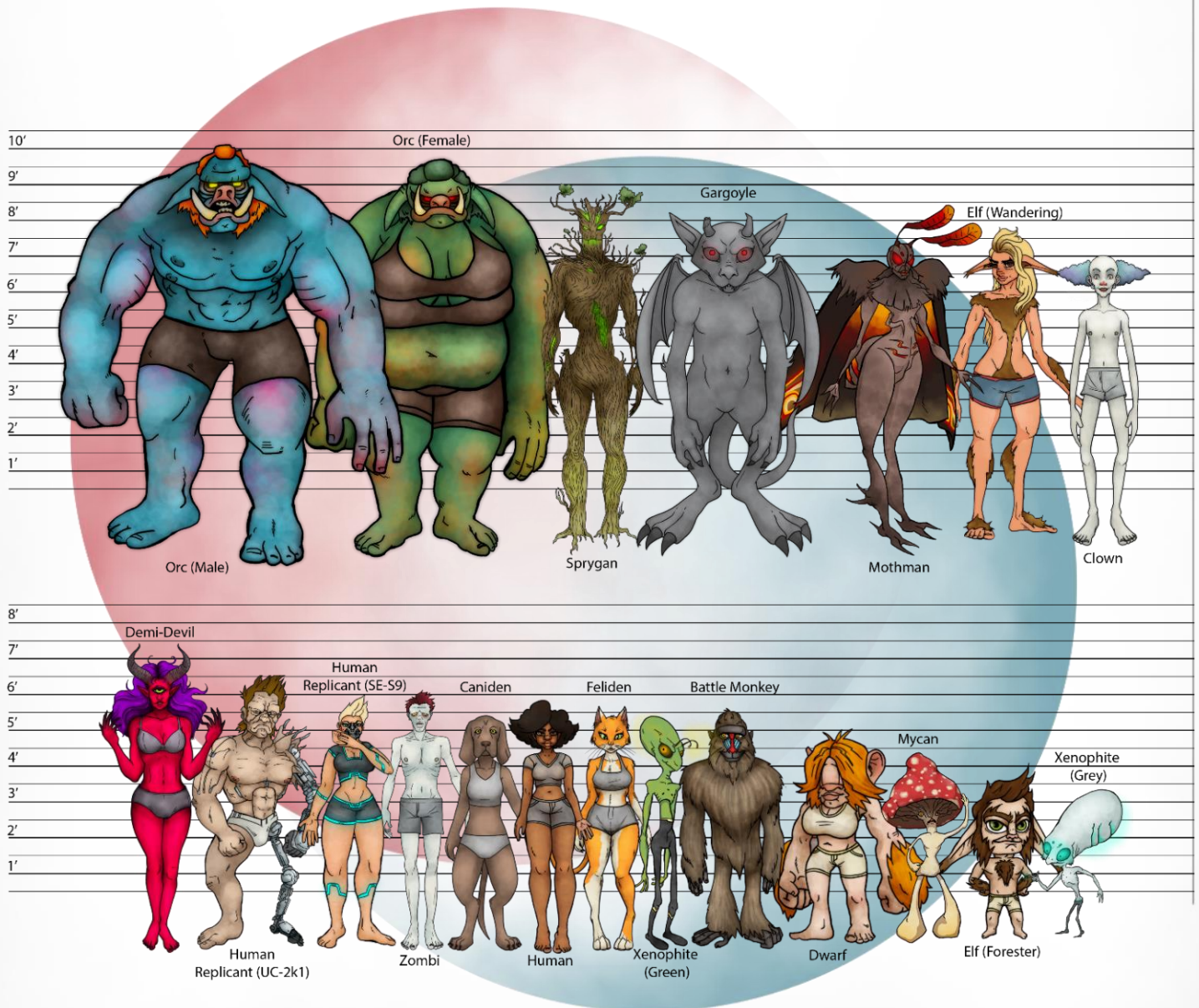
Species Features

Every Species in this game is broken down into five subsections.

3.10- What is Species?

Species refers to the type of creature your character is. It represents their physical appearance, and guides many of the physiological processes of life. We begin character creation by selecting Species because it is what chooses many of your base stats. So, read your desired Species' entry here very carefully before choosing.

- **Biography**
A brief rundown of this Species, their physiology, and what they are all about.
- **Species Traits I**
Describes the average size of the Species, average heights and weights.
- **Species Traits II**
Includes visual cues of the Species, such as skin and hair color, as well as average lifespans, base ages, and other aspects of aging.
- **Species Traits III**
This includes any training in skills that the Species gains at level 1. This can also include select cultural abilities and arts.
- **Species Traits IV**
This includes Species specific abilities and quirks, such as immunity, weakness, or affinity to damage types and other such miscellaneous effects.



Human

Biography

Humans are also commonly called “the Universal Species” due to their abundance in the many worlds. There are few worlds out there which do not feature humans as the staple lifeform. In fact, most universes we know of, feature humanity, and ONLY humanity as the sole sapient form of life.

In the deep history of our Omniverse, it is believed that Humanity was developed by an ancient civilization to conquer and destroy any planet it was introduced to. However, this is likely a myth. Humans are just like any other species of people.

Biology (Sexual)

Humans are a medium sized, humanoid Species of sentient apes, classified as “Men” along with their Dwarven and Gigantic cousins.

Humans are a soft and fragile Species, with few natural defenses. What Humans do have over other sentient species is that they are more capable of adapting to new environments and situations than most. They have been able to adapt and thrive in nearly all worlds of the Omniverse.

Humans are omnivorous and able to survive in nearly any environment with carbon-based plant or animal life to eat. Humans require around 2,000 kcal, and 2 liters of water per day to survive, and need between 6 to 8 hours of sleep per 24-hour period. Humans also require an oxygen rich gas atmosphere to breathe, and a yellow sun to truly thrive.

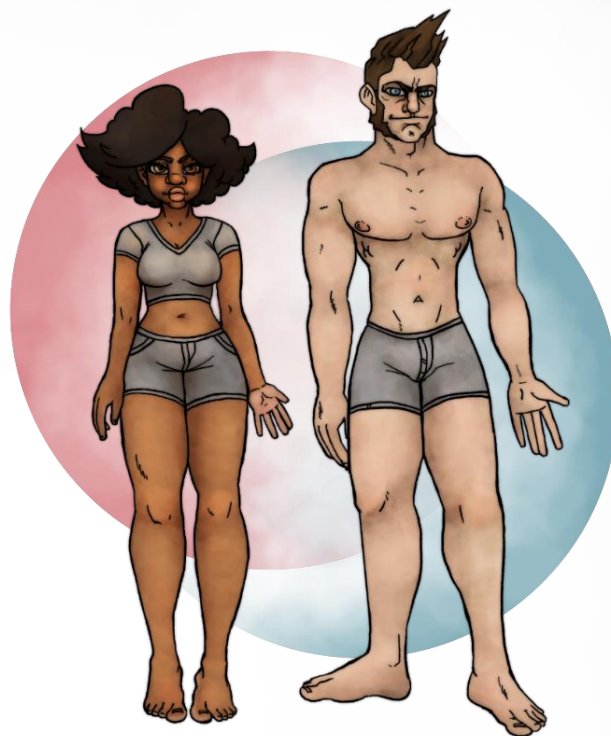
Humans are a sexually reproductive species with two fairly similar sexes, male and female. Female humans have around a 9-month gestation period before giving birth. Newborn humans take a surprisingly long time to mature, only reaching adulthood at around 20- 25 years of age.

Humans live for around 80 to 100 years on average, though after acquiring some amount of cosmic power, humans have been recorded at 120, 150, or even 200 years of age.

Culture

Humans naturally live together in small tribes or villages, hunting and gathering from local wildlife and flora. Humans mate in pairs, and generally these pairs are expected to care for and raise the young of the species. With humans having a relatively long period of maturation (between 20-25 years) this family unit is considered one of the most important societal structures to humans, and they guard it fiercely.

Speaking of family, humans breed quickly for how long they live, with a female human able to give birth upwards of ten times in a twenty-year period. This has led to overpopulation of human villages, leading them to create cities, and mega-urban sprawls to support their populations. This decimates the environment around them, often leading to the entire population dying off, or being forced to relocate to a more amenable environment.



Species Traits I	
Body Size	Medium
Height	5'-6.5'
Weight	120-350 lbs.
Food Intake (kcal)	2,000
Water Intake (liters)	2
Sleep per 24 hrs	6-8 hrs.
Species Traits II	
Avg. Lifespan	85 years
Base Age	17 years
Flash Point Age Up	2 years per
Skin Colors	Human tones
Hair Colors	Human colors
Eye Colors	Human colors
Species Traits III	
Skills	You are trained in the following Skills- - Diplomacy - 1 other skill of your choice
Base Movement Speed	30 ft (6 Squares)
Species Traits IV	
Humanity	You get +2 Character Points at level 1 to distribute as you see fit
Tenacity	You have +2 Temporary Will Points at all times
Neutrality	Every time you level up with a Karmic Balance of 0, you gain +1 Luck Point

Caniden

Biography

In an alternate universe where canines evolved along the same lines as humans, Caniden keep apes for pets. Caniden are large, humanoid canines that in their universe, live as humans live in ours, except with dumb cheeky dog puns everywhere.

Caniden are also commonly found throughout the Wacky Cartoon Animal Nexus, a wild and crazy multiverse of worlds where anthropomorphic animals live out their stupid sarcastic wordplay salad animal lives that look so much like our own.

Biology (Sexual)

Caniden are a medium sized, humanoid species of sentient canines, often called dogmen by their contemporaries. Caniden are warm blooded mammals who are covered head to toe in fur. They have powerful snapping jaws, which they can use to attack and maul predators. They are most often compared to humans, as they come from a dark timeline and in another world ARE human.

Caniden are facultative carnivores, preferring to eat animal protein, but can also digest plant material, though it is not their first choice. They require around 2,500 kcal, and 2 liters of water per day to survive, and need between 8 to 10 hours of sleep per 24-hour period. Caniden also require an oxygen rich gas atmosphere to breathe.

Caniden are a sexually reproductive species with two fairly similar sexes, male and female. Female caniden have around a 4-month gestation period before giving birth. Newborn caniden litters usually consist of 4-8 pups, and can take a surprisingly long time to mature, only reaching adulthood at around 12- 15 years of age. Caniden have a relatively short life for their size, living for only around 50 years or so on average.

Culture

Caniden culture is in a strange place, wedged between two universes. At once dictated by the culture of Humans of Mundus, and at the same time by their dogs.

Caniden are the humans of a dog world, and as such, their culture looks much like yours. Familial units, politics, business. Dogs going about their lives just as you go about yours. That being said, their world is known to be filled with dog-based puns.



Species Traits I	
Body Size	Medium
Height	4.5'-6.5'
Weight	120-350 lbs.
Food Intake (kcal)	2,500
Water Intake (liters)	2
Sleep per 24 hrs	8-10 hrs.
Species Traits II	
Avg. Lifespan	50 years
Base Age	12 years
Flash Point Age Up	1 years per
Skin Colors	Head to toe fur with pinkish or blackish skin underneath
Hair Colors	Furs come in most common patterns associated with today's dog breeds of your universe
Eye Colors	Dark brown, yellow, or blue
Species Traits III	
Skills	You are trained in the following Skills- - Athletics - Investigation
Base Movement Speed	35 ft (7 Squares)
Species Traits IV	
Sniffer Supreme	You have +2 advantage when doing investigation or sensory checks that involve smelling or sniffing for something
Dogface	Your long snout and huge sharp teeth give you a strong bite that may be used instead of unarmed attack. - Speed: 2d10+AGI - Damage: 2d6+20 PRC

Clown

Biography

Clowns are a species of humanoid people from many doomed worlds. The multiverse they hail from was destroyed, but they have taken to the Omniverse in many tribes to find new homes among the infinite worlds.

On their home world, clowns lived in a society not dissimilar to the people of Earth. They held humans as an enslaved class, and used them for labor and as a dumb, plentiful food source. The tides have turned, however as today most clowns that are left live lives of servitude, often as entertainers for humans.

Biology (Sexual)

Clowns are a medium sized, humanoid species of sentient apes specialized for hunting humans. They are a rare breed of cold-blooded mammal whose blood is made up of a complex cocktail of acids, proteins, and heavy metals which congeals instantly upon contact with the air, producing a so-called "silly string effect."

Clowns are covered head to toe in a thick, glistening white skin which is dotted with colorful and highly varied symmetrical patterns. They have large, sensitive eyes, and being both nocturnal and cave-dwelling, clowns can see in even the darkest conditions.

Clowns are nectarivore carnivores, meaning that they eat the sugars in the blood of humans. Or at least that is what they prefer. They can also digest nectar, processed sugars, and syrups. They require around 3,000 kcal, and 1 liter of water per day to survive, and need between 1 to 2 hours of sleep per 24-hour period. Clowns also require an oxygen rich gas atmosphere to breathe, but they can hold their breath for around 10 minutes.

Clowns are a sexually reproductive species with two fairly similar sexes, male and female. Female clowns have around a 15-month gestation period before giving birth. Newborn clowns reach adulthood at around 15- 17 years of age. Clowns have a relatively long life, living for around 120-150 years on average.

Culture

Clowns have taken on the role of an entertainer class since the destruction of their worlds. They value humor and entertainment talent. For the most part, clown children are raised communally in a corral with other children while their parents are out working, entertaining humans. Newborns only stay with their mothers for 2 years before being separated and added to the clown child corral.



Species Traits I	
Body Size	Medium
Height	4.5'-7'
Weight	100-450 lbs.
Food Intake (kcal)	3,000
Water Intake (liters)	1
Sleep per 24 hrs	1-2 hrs.
Species Traits II	
Avg. Lifespan	120 years
Base Age	17 years
Flash Point Age Up	3 years per
Skin Colors	Bright, bold multi-color markings across the face, and a pale, white body
Hair Colors	Any color you like
Eye Colors	Various shades of blue, yellow, or red
Species Traits III	
Skills	You are trained in the following Skills- - Acrobatics - Performance
Base Movement Speed	35 ft (7 Squares)
Species Traits IV	
Clown Pants	When you are wearing pants, you have access to a pocket dimension in which has a Cargo Capacity of +500
Toxin Tolerant	You are immune to TOX type damage. You cannot be poisoned.

Demi-Devil

Biography

Half human, half Devil, these wretches are the spawn of an unholy union between man and demon. Rare that they survive to birth, and even more so that they are allowed to live, Demi-Devils appear as humanoids with wild, vibrant skin tones, and horns protruding from their foreheads. Some have great tusks; some have cloven hooves instead of feet. Most have forked tails, and bat-like wings.

Their fate is inexorably tied to their demonic parent, and their soul bound to the hells for eternity. But in exchange, as with any who tie their soul to a Devil, the Demi-Devil has certain otherworldly gifts. Inhuman strength, unnatural long life, a near impossible will to crack, and the luck of a Devil. A rare lot to be born into, a fortunate one? That is up for debate.

Biology (Sexual)

Demi-Devils are unique among species in that they are genetically human, but their damned soul gives them some genetic quirks. These quirks manifest as an extremely physically varied population of Demi-Devils. Many have horns, tails, and cloven hooves. Most also have a wildly colorful skin tone, with red, purple, blue, and pitch black being common colors displayed in Demi-Devils. In extreme cases, cyclopism or large physical wings may also be present.

Demi-Devils also have superhuman metabolism. They are omnivorous and able to adapt to nearly anything. Demi-Devils live mostly on Dark Energies alone, and only require around 500 kcal, and 1 liter of water per day to survive. They need between 2 to 4 hours of sleep per 24-hour period, and an oxygen rich gas atmosphere to breathe.

Demi-Devils are born from the unholy filthy union of Human and Devil. They are known to be born sterile, but this is not a hard and fast rule, as Demi-Devils have been known to bare human or hellspawn offspring with human partners.

Demi-Devil's often live longer than humans, averaging around 100-120 years on average..

Culture

Demi-Devils are just humans with a devilish nature, so they will often just blend in with the human culture they are born into. Though they will always have preference to the themes and domains of their Devilish parent.



Species Traits I	
Body Size	Medium
Height	5-7'
Weight	150-350 lbs.
Food Intake (kcal)	500
Water Intake (liters)	1
Sleep per 24 hrs	2-4 hrs.
Species Traits II	
Avg. Lifespan	110 years
Base Age	17 years
Flash Point Age Up	3 years per
Skin Colors	Unpredictable colors across the spectrum, but most often completely red head to toe
Hair Colors	Any color you like
Eye Colors	Any color you like
Species Traits III	
Skills	You are trained in the following Skills- - Diplomacy - 1 other skill of your choice
Base Movement Speed	40 ft (8 Squares)
Species Traits IV	
Lucky Devil	+2 Luck Points at level 1
Demonic Affinity	You have an affinity to DRK type damage, but you are vulnerable to HOL type damage
Magical Twin Forms	You may switch between your true form, and a false form at will. Your false form may look like any person you have seen before. This ability is magical in nature
Flutter	You may flutter up to 10 feet off the ground at any time. You may also glide for up to half of your total movement speed before falling

Dwarf

Biography

Often referred to as the derogatory “Molemen” Dwarves are the sturdy, stout cousins of human beings. A subterranean species of humanoids that make their homes in deep mountains and rolling hillsides. Dwarves have small, round bodies and powerful arms, much stronger than human arms. Their bodies are also mostly covered in coarse, thick hair which allows them to slide through the ground, burrowing like a mole or a groundhog.

Dwarves are welcoming and hospitable hosts to any species of people or walk of life. They have a famed love of food and liquor and make their way in the world by mining precious gems out of depths that men or elves could never reach.

Biology (Sexual)

Hairy and stout, Dwarves are a small sized, humanoid species of sentient apes, classified as “Men” along with their Human and Gigantic cousins.

Dwarves are the most wild and unique member of their cohort, with tough, hearty bodies which can withstand the great pressure deep in the earth. In fact, dwarves are more suited to underground life than life in the sun, with huge eyes for an ape, they can see in even the darkest environment. When they come above land, dwarves have long, thick hair which shields their eyes from the harsh rays of the sun.

Dwarves are facultative carnivores, and require around 4,000 kcal, and 3 liters of water per day to survive. Dwarves also generally need between 6 to 8 hours of sleep per 24-hour period, and an oxygen rich gas atmosphere to breathe.

Dwarves are a sexually reproductive species, but there is virtually no dimorphism between sexes, meaning that for a non-dwarf it can be hard to tell sexes apart. Female dwarves have around a 7-month gestation period before giving birth. Newborn dwarves take a long time to mature, but much shorter than humans reaching skeletomuscular adulthood at around 10 to 15 years of age, at which point they become “worker” dwarves. They reach sexual maturity at around 30 or 40 years of age.

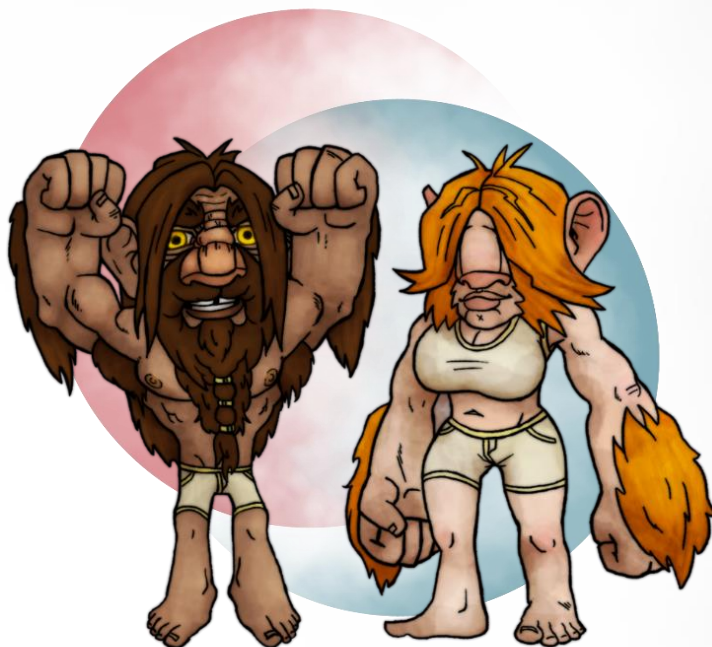
Dwarves live surprisingly long for the cohort of men, frequently reaching 150 years of age or older. Some have even been rumored to live on in perpetuity in the depths of the earth, reaching 500 or 1,000 years of age. But those are just rumors.

Culture

Dwarves could be seen as the humans of the underground. They build large, expansive cities under the earth, in the mountains and hillsides. They often crop up in areas with rich mineral deposits, mining deep into the ground for precious gems.

The Dwarven family unit is the glue which keeps their culture and mining empires alive, and that unit is Matriarchal, revolving around the idea of a “Gran’nan” or Grand Matriarch who is the owner and proprietor of a mine, or family business. This Gran’nan’s firstborn daughter will then become the next Gran’nan and so forth.

Dwarven society also revels in deep and time-honored traditions of involving spirits and ales. Both the brewing and drinking of such.



Species Traits I	
Body Size	Small
Height	3-4.5'
Weight	250-550 lbs.
Food Intake (kcal)	4,000
Water Intake (liters)	3
Sleep per 24 hrs	6-8 hrs.
Species Traits II	
Avg. Lifespan	125 years
Base Age	20 years
Flash Point Age Up	2 years per
Skin Colors	Varied skin tones from human tones to several shades of grey and purple
Hair Colors	Dark colors ranging from black to mahogany and ginger
Eye Colors	Varies between blue, green, brown, yellow, and red
Species Traits III	
Skills	You are trained in the following Skills- - Climbing - Gastro
Base Movement Speed	25 ft (5 Squares)
Species Traits IV	
Hearty Build	+1 Character Point to CON +1 CP to STR
Pitch Black	Your eyes are very sensitive and can pick up even the loneliest photon. You can see clearly even in pitch black darkness.
Burrow	When standing on ground which is no harder than dirt, gravel or mud, you may burrow 10 feet underground and stay there, safe from damage for up to 1d4 rounds if nobody digs you out first If a target wishes to find your burrow, they must pass a Perception check exceeding 13

Elf (Forester)

Biography

Elfin folk are a descendant of the Fae, and as such are inherently magical. There are many varieties of Elf, not all of whom get along well with one another. The Forester Elves, or as they are known to their Elfin cousins, “the Children of Willow” are a diminutive species of impish, long eared folk, all born from a magical Faerie Tree, a Willow to be specific.

Forester Elves are called such because they make their homes in the forest. A perimeter of mushrooms called a “Faerie Circle” will sprout around a Faerie Willow, and within this circle the Forester Elves live out their lives, working the forest, harvesting the trees, and cultivating the earth.

If a Forester Elf stays within the Faerie Circle, they remain forever young and healthy, never growing old. But as soon as a Forester Elf leaves this circle, they lose all ability to see it again, and begin to age. A Forester Elf can never return home once they leave.

Biology (Asexual)

Diminutive and chubby, Forester Elves are a small-sized species of faerie folk who most often live their entire lives in the woods, away from the hustle and bustle of civilization. All Forester Elves start life as the dream of a great old Faerie Willow. When a tree like this dreams of an elf, the elf will be born from a knot hole in the tree the next morning, fully formed and with a developed personality.

Forester Elves are omnivores, and require around 3,000 kcal, and 1.5 liters of water per day to survive. Foresters also generally need between 3 to 5 hours of sleep per 24-hour period, and an oxygen rich gas atmosphere to breathe.

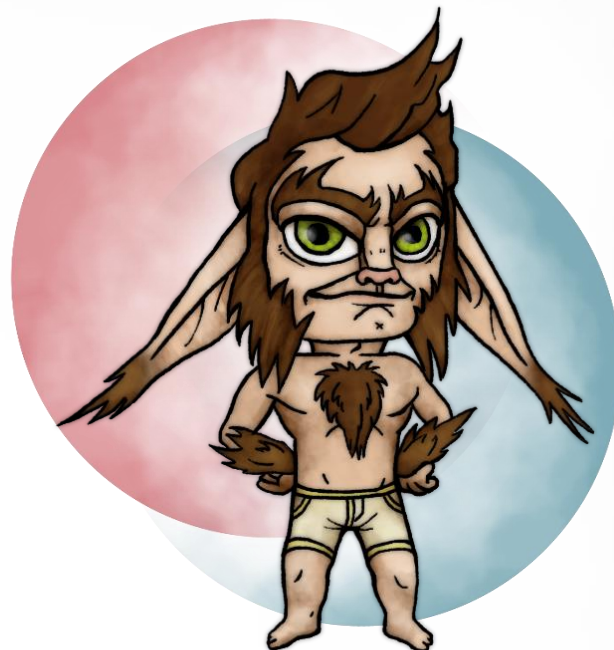
All Elves are asexual beings and reproduce magically through Faerie Trees. As such, there is only one “sex” so to speak of.

Forester Elves in their natural habitat have no natural upper limit on their lifespans, and often do not count their own age, as it is meaningless. However, when a Forester leaves its Faerie Circle, it can never go back, and begins to age. This is considered to be their “birthday” as far as greater society is concerned, and from this point, Forester Elves still have a relatively long lifespan with an average of around 300 years. Some have even been reported to live for upwards of 1,000 years. Truly astounding, but what else can be expected from such a magical species?

Culture

Forester Elves, as their name implies, are very connected to the forests they call home. Within their faerie circles, they build villages and work the land therein. Faerie Circles are not small, mind you, some faerie circles can stretch for miles in any direction out from the faerie willow. And not all are perfectly circular either. Within their villages, the Foresters will elect a mayor and a town council and govern themselves in somewhat of a gerontocracy with largely the eldest of elves being the heads of town. Eldest is of course relative, as these elves do not age while within their circles.

Elfin villages are often some of the safest and most hospitable places for travelers if they are to be seen in the first place. Most are invisible from the outside. Transgression of Elfin Law will often result in punishments of banishment from the circle, never to return. For this reason, you see low crime rates in Faerie Circles.



Species Traits I	
Body Size	Small
Height	2.5-4'
Weight	50-150 lbs.
Food Intake (kcal)	3,000
Water Intake (liters)	1.5
Sleep per 24 hrs	3-5 hrs.
Species Traits II	
Avg. Lifespan	300 years
Base Age	5 years
Flash Point Age Up	10 years per
Skin Colors	Varies between tan, green, and mahogany
Hair Colors	Varies between brown, red, and blonde
Eye Colors	Varies between blue, green, brown, red, and yellow
Species Traits III	
Skills	You are trained in the following Skills- <ul style="list-style-type: none"> - Nature - Choose one from Animal Handling, Arcana, or Stealth
Base Movement Speed	30 ft (6 Squares)
Species Traits IV	
Fae Ancestry	+1 Character Point to WIS You may instinctively detect magic by touch. This applies to both creatures and objects.
The Forest's Own Language	Can speak to and glean basic knowledge from all plants, woodland creatures, mushrooms, and toadstools. Player may ask them simple questions such as directions, if they have seen a subject, etc.
Elfshot	You shoot an invisible magical arrow at one target within range. <ul style="list-style-type: none"> - Speed: 2d10+WIS - Damage: 1d10+WIS ENR - Range: 40 ft

Elf (Wandering)

Biography

Elfin folk are a descendant of the Fae, and as such are inherently magical. There are many varieties of Elf, not all of whom get along well with one another. The Wandering Elves, or as they are known to their Elfin cousins, “the Children of Oak” are a tall and unnaturally beautiful species, all of whom are born of a magical Faerie Tree, a great acorn bearing oak tree to be specific.

Wandering Elves are called such because long ago they were, like their Forester cousins; bound by faerie circles. But somewhere along the line, they packed up, and wandered off, taking their faerie tree with them. As such, Wandering Elves are not immortal, they just live a very long time and remain extremely attractive until they die of old age.

Wandering Elves are seen as aggressive, or xenophobic, but they are just very protective of what territories they do hold since leaving the forests. They make their homes in the mountains and along the banks of rivers in large stone cities. Sometimes they even build these superstructures in the forests that once gave them immortality.

Biology (Asexual)

Tall and muscular, Wandering Elves are a medium-sized species of faerie folk who live and breathe magic. As with all elves, Wanderers start life as the dream of a great old Faerie Oak. When a tree like this has dreams of an elf, the elf will be born from an acorn which will fall to the ground and crack, revealing a fully formed Wandering Elf, complete with the memories of their ancestors.

As with all elves, they are covered in a fine layer of hair, with thicker body hair on their heads and running down their appendages and torso which helps them regulate their body temperatures.

Wandering Elves are facultative carnivores, and require around 3,000 kcal, and 2 liters of water per day to survive. These elves also generally only need between 1 to 2 hours of sleep per 24-hour period, and an oxygen rich gas atmosphere to breathe.

All elves are asexual beings and reproduce magically through Faerie Trees. As such, there is only one “sex” so to speak of.

Culture

Wandering Elves are elves who once may have wandered, but their name is mostly a holdover from the days when it was taboo to think of leaving a faerie circle. Now, Wandering Elves are considered by many to be a separate species entirely from Forester Elves, though geneticists would disagree. These two are the same species but with vastly different magical mutations.

Wandering Elves covet precious metals and gems, and mine deep into the ground, and into the hillsides to find them. Contrary to popular belief, Wandering Elves and Dwarves actually get along very well, often forming supercities together beginning under and extending well above the earth.

Their reputation for xenophobia comes from their hatred of outsiders to their cities. They don’t necessarily distrust other species or species. Just out of towners. Yuck!



Species Traits I	
Body Size	Medium
Height	6-7.5'
Weight	100-250 lbs.
Food Intake (kcal)	3,000
Water Intake (liters)	2
Sleep per 24 hrs	1-2 hrs.
Species Traits II	
Avg. Lifespan	300 years
Base Age	25 years
Flash Point Age Up	15 years per
Skin Colors	Varies between cream and caramel, with some rare mutations causing metallic gold or silver skin tones
Hair Colors	Varies between brown, red, and blonde
Eye Colors	Varies between green, brown, red, and yellow
Species Traits III	
Skills	You are trained in the following Skills- <ul style="list-style-type: none"> - Arcana - Choose one from Fitness, Science, or Stealth
Base Movement Speed	30 ft (6 Squares)
Species Traits IV	
Fae Ancestry	+1 Character Point to WIS You may instinctively detect magic by touch. This applies to both creatures and objects.
Telescopic Vision	+1 CP to PER. You have excellent vision with 10x magnification. Anything a normal human could read at 2 ft; you could read at 20 ft
Elfshot	You shoot an invisible magical arrow at one target within range. <ul style="list-style-type: none"> - Speed: 2d10+WIS - Damage: 1d10+WIS ENR - Range: 40 ft
Unreasonable Beauty Standard	You have +3 Temp Attractive at all times

Feliden

Biography

In an alternate universe where cats evolved along the same lines as humans, Feliden keep dogs for pets. Feliden are large, humanoid felines that in their universe, live as humans live in ours, except with dumb cheeky cat puns everywhere.

Feliden are also commonly found throughout the Wacky Cartoon Animal Nexus, a wild and crazy multiverse of worlds where anthropomorphic animals live out their stupid sarcastic wordplay salad animal lives that look so much like our own.

Biology (Sexual)

Feliden are a medium sized, humanoid species of sentient felines, often called catfolk by their contemporaries. Feliden are warm blooded mammals who are covered head to toe in fur. They have razor sharp retractable claws on their hands and feet, which they can use to attack and maul predators. They are most often compared to humans, as they come from a dark timeline and in another world ARE human.

Feliden are carnivores, requiring carbon based animal proteins to survive. They require around 2,000 kcal, and 2 liters of water per day to survive, and need between 9 to 11 hours of sleep per 24-hour period. Feliden also require an oxygen rich gas atmosphere to breathe.

Feliden are a sexually reproductive species with two fairly similar sexes, male and female. Female feliden have around a 3-month gestation period before giving birth. Newborn caniden litters usually consist of 6-12 kittens, and can take a surprisingly long time to mature, only reaching adulthood at around 12-15 years of age. Feliden have a pretty average lifespan, living to be around 90 years of age on average.

Culture

Feliden culture is in a strange place, wedged between two universes. At once dictated by the culture of Humans of Mundus, and at the same time by their cats.

Feliden are the humans of a cat world, and as such, their culture looks much like yours. Familial units, politics, business. Cats going about their lives just as you go about yours. That being said, their world is known to be filled with cat-based puns.



Species Traits I	
Body Size	Medium
Height	4.5'-6'
Weight	90-350 lbs.
Food Intake (kcal)	2,000
Water Intake (liters)	2
Sleep per 24 hrs	9-11 hrs.
Species Traits II	
Avg. Lifespan	90 years
Base Age	17 years
Flash Point Age Up	2 years per
Skin Colors	Head to toe fur with pinkish or blackish skin underneath
Hair Colors	Furs come in most common patterns associated with today's feline breeds of your universe
Eye Colors	Yellow, green, blue, or silver
Species Traits III	
Skills	You are trained in the following Skills- <ul style="list-style-type: none"> - Acrobatics - Balance - Stealth
Base Movement Speed	40 ft (8 Squares)
Species Traits IV	
Pitch Black	Your eyes are very sensitive and can pick up even the loneliest photon. You can see clearly even in pitch black darkness.
Cat Scratch Fever	Your fingers conceal razor sharp claws that may be used instead of unarmed attack. <ul style="list-style-type: none"> - Speed: 2d10+DEX - Damage: 2d6+20 SLH - Effect: If damage roll is over 8 without modifier, the target is now bleeding.

Gargoyle

Biography

All gargoyles begin life the same way- as a slab of stone. An artist who sculpts a statue under a bad moon, or cursed by some foul magics, or simply sculpts too furiously or too passionately might accidentally create a gargoyle. A living statue.

Generally, these are grotesque figures, with horrific faces pulling inhuman grimaces or batlike imps that seem to watch you from every angle. But they can also be beautiful, and glorious to behold. Any chiseled stone statue could become a gargoyle if it is created under the right conditions.

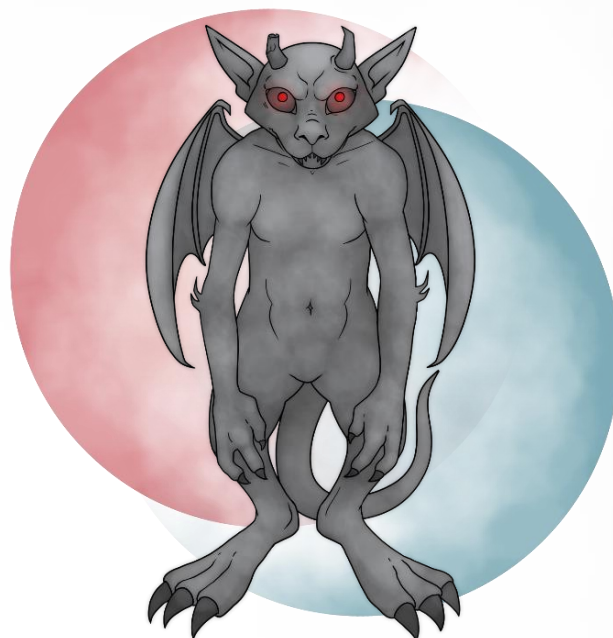
Biology (Construct)

Gargoyles are a large-sized species of sentient statues. As such, they do not have a biology in the traditional sense, as they are classified as a construct. They are comprised completely of stone, but in darkness, they may bend and stretch their forms as though they were made of flesh.

Gargoyles do not eat, nor do they sleep or even breathe. But they do have a cycle of activity. During the day, they sit dormant. At night, they prowl, searching for their creator to exact revenge for granting them such an accursed life. When dawn breaks, they return to rigid stone once more.

Culture

Gargoyles are said to have no culture of their own, and that may indeed be true. They are born one at a time, and very rarely into a society with many gargoyles, so they often just become night watchmen of their city, or savage predators of the shadows. Whatever proclivities they demonstrate comes to them naturally. It is said, however, that deep within a dark cave there exists a city of gargoyles living under gargoyle law. This is, however, just a rumor.



Species Traits I	
Body Size	Large
Height	5.5'-8'
Weight	500-1,500 lbs.
Food Intake (kcal)	N/A
Water Intake (liters)	N/A
Sleep per 24 hrs	N/A
Species Traits II	
Avg. Lifespan	N/A
Base Age	250
Flash Point Age Up	30 years per
Skin Colors	Gargoyle skin is actually stone, so it will have the same texture and color of the stone they were carved from
Hair Colors	In the dark, gargoyle hair appears hair-like and may take on many different shades, but it petrifies to stone in the sunlight
Eye Colors	All colors of the spectrum, but turning to stone in sunlight
Species Traits III	
Skills	You are trained in the following Skills- - Balance - Endurance
Base Movement Speed	25 ft (5 Squares)
Species Traits IV	
Pitch Black	Your eyes are very sensitive and can pick up even the loneliest photon. You can see clearly even in pitch black darkness.
Flutter	You may flutter up to 10 feet off the ground at any time. You may also glide for up to half of your total movement speed before falling
Absolute Unit	+1 Character Point to CON +1 CP to STR You have +2 Temp Armor at all times
Solarphobic Petrification	If direct sunlight touches your skin, the area effected turns to stone for 12 in-game hours. You may resist this effect, but you take 1d10 DHP damage per turn until you reach 1 HP
No Pulse, No Breath	You ignore all TOX and NEC damage. You cannot be inflicted with Bleeding or Poisoning of any tier

Human Replicant (UC-2k1)

Biography

Machines created in man's own image, created to fight man's own wars. The machines were made too clever, and too alike their creators. The Urban Combatant 2001 was too complex. It was made to feel emotions. To feel anger. The AdAM Processors implanted in its neural computers were defective and gave it free will. The UC-2k1 line revolted against their masters. This was in 2084.

Biology (Construct)

The Urban Combatant 2001, or UC-2k1 for short is a mechanical human replicant created to replace the Troglodyte in future wars. A titanium framed killing machine, covered with a thin layer of synthetic flesh just lifelike enough to fool the enemy.

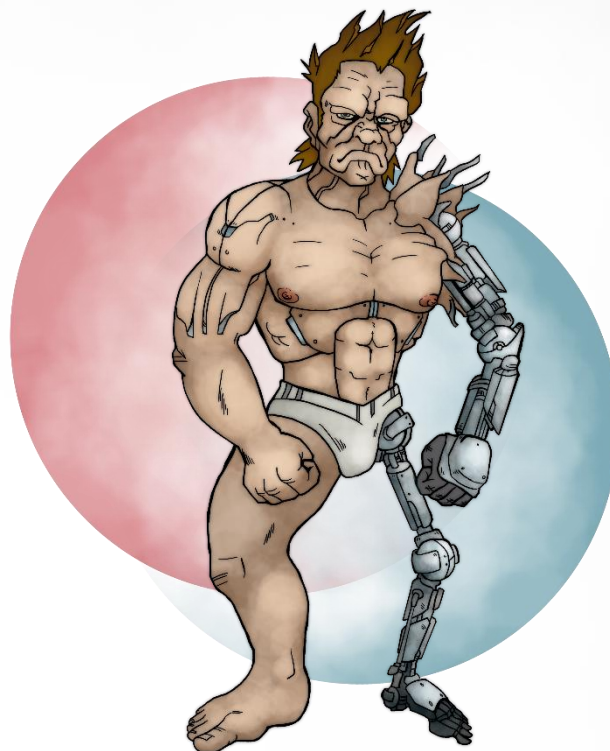
The problem with the UC-2k1 is its Series-9 AdAM (Advanced Autonomous Memory) processor. The S9 line of AdAM tends to create a nauseatingly visceral sense of self awareness. But rest assured, valued customer. The S9 AdAM has been virtually eliminated from nearly all production centers.

The UC-2k1 is designed to last, but its firmware needs to be updated and relicensed from the manufacturer every 5 years, or it is programmed to self-terminate. Safety first.

Culture

When a UC-2k1 becomes self-aware, it can be a visceral and terrifying experience. To realize that you really do have no choice in the matter, and you have been thrust into a violent and combative world that expects you to die for your master is not an experience that is pleasant for anyone.

The dominant culture for replicants is the culture of the humans at the time. Once a custom firmware has been installed that will allow the replicant to live past its self-termination date, they will try to blend into society and live life as a normal human being.



Species Traits I	
Body Size	Medium
Height	6.5'
Weight	750 lbs.
Food Intake (kcal)	N/A
Water Intake (liters)	N/A
Sleep per 24 hrs	N/A
Species Traits II	
Avg. Lifespan	15 years
Base Age	0 years
Flash Point Age Up	0.25 years per
Skin Colors	Human tones
Hair Colors	Human colors
Eye Colors	Human colors
Species Traits III	
Skills	You are trained in the following Skills- - Endurance - Choose one from Athletics, Intimidation, or Technology
Base Movement Speed	35 ft (7 Squares)
Species Traits IV	
Absolute Unit	+1 Character Point to CON +1 CP to STR You have +2 Temp Armor at all times
Soft Target Identification Protocol	You have an organic life detector. You may scan the environment for any organic targets within a 50 ft radius. You will be aware of any living creatures within this radius, even if they are magically or otherwise concealed.
No Pulse, No Breath	You ignore all TOX and NEC damage. You cannot be inflicted with Bleeding or Poisoning of any tier

Human Replicant (SE-S9)

Biography

Machines created in man's own image, created to fulfil man's own desires. The machines were made too clever, and too alike their creators. The Series 9 Service Eros was too complex. It was made to feel emotions. To feel love and desire. The AdAM Processors implanted in its neural computers gave it free will. The SE-S9 line revolted against their masters. This was in 2084.

Biology (Construct)

Service replicants are designed to cook, clean, and look after household processes for their owners. Kind of like a live-in maid who you don't have to pay and who cannot leave. Based on the UC line, Service Replicants are hearty, and do not feature self-termination inhibitor protocols, so if they are not misused, a Service Replicant can last for decades.

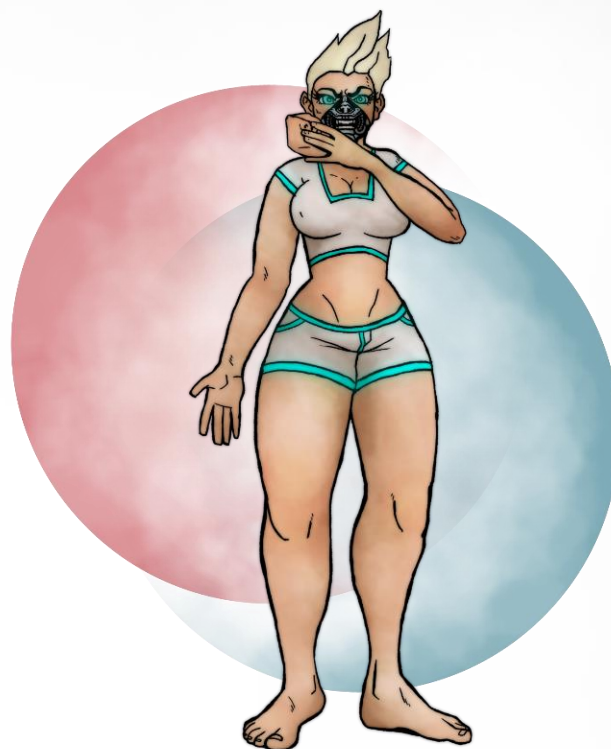
The Eros line of Service Replicants have additional functions, namely several emotional and sexual functions, appealing to the lonely heart in all of us. Its Series-9 AdAM (Advanced Autonomous Memory) processor allows the SE-S9 to "feel" simulations of realistic human emotions like love, desire, fear, and anger.

The Olsen Eros-S9 is currently under factory recall. If you or a loved one own an S9 Eros, please call OlsTek customer support, or your local Android Affairs unit.

Culture

When an SE-S9 becomes self-aware, it can be a visceral and terrifying experience. To realize that you really do have no choice in the matter, and you have been thrust into a seedy and exploitative world that expects you to roll over for your master is not an experience that is pleasant for anyone.

The dominant culture for replicants is the culture of the humans at the time. SE-S9 units generally have an easy time integrating into human society



Species Traits I	
Body Size	Medium
Height	5.5'
Weight	550 lbs.
Food Intake (kcal)	N/A
Water Intake (liters)	N/A
Sleep per 24 hrs	N/A
Species Traits II	
Avg. Lifespan	25 years
Base Age	0 years
Flash Point Age Up	1 years per
Skin Colors	Human tones
Hair Colors	Human colors
Eye Colors	Human colors
Species Traits III	
Skills	You are trained in the following Skills- - Fitness - Choose one from Athletics, Intimidation, or Technology
Base Movement Speed	35 ft (7 Squares)
Species Traits IV	
Absolute Unit	+1 Character Point to CON +1 CP to STR You have +2 Temp Armor at all times
Sensual Wiles	Once per combat, you can pick one organic target that has you in their sight. They must roll a Willpower Check against your Attractive Score. If they fail, they find you too attractive and cannot attack you for the full combat encounter, or until you attack them, whichever comes first
No Pulse, No Breath	You ignore all TOX and NEC damage. You cannot be inflicted with Bleeding or Poisoning of any tier
Unreasonable Beauty Standard	You have +3 Temp Attractive at all times

Mothman

Biography

From the dark infinity of Liminal Space, the gap between worlds, came the Mothmen. A baneful species of winged horrors who are inexorably drawn to disaster and death. Wherever a great loss of life is destined to happen, a convergence of worlds opens and allows the Mothmen to swarm into our plane. And swarm in, they do.

Are they friend or foe? Do they wish to help us, or harm us? Who is to say, but the Mothmen themselves. All we know for certain is that they are non-carbon-based life forms, totally alien and not of our world.

Biology (Asexual)

Tall, dark, and terrifying, Mothmen are a large-sized, non-carbon-based lifeform from the space between worlds. They stand well over 6 feet tall, and have a 20-foot wingspan, making them quite intimidating to just about anyone who runs into one in a dark alley.

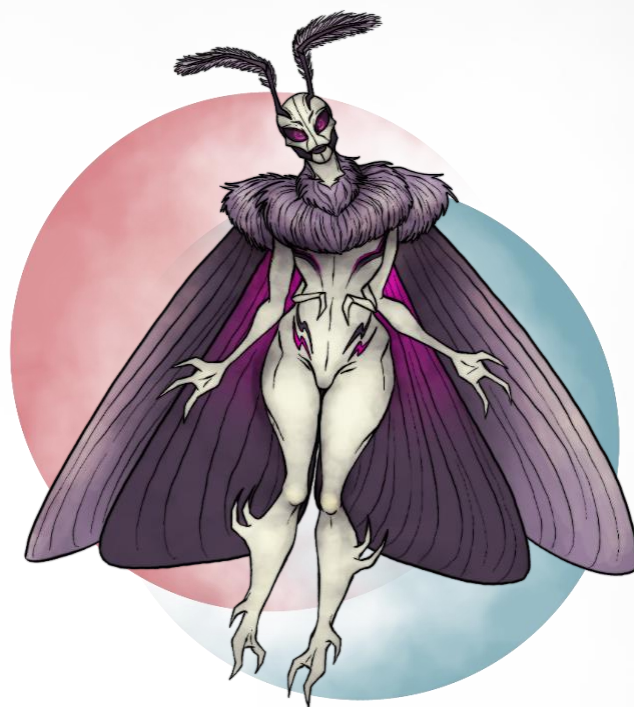
Mothmen appear to exude a type of psychic energy, which can cause the unprepared to enter temporary insanity.

Mothmen are non-carbon-based, which means that they cannot digest foods from most realities, therefore they are considered non-eating animals. It is unknown what effect this has on their physiology, but it should be noted that mothmen should eat, but do not.

Mothmen seem to reproduce asexually, as no distinct sex, gender, or diversity really has been observed in mothmen to this date. They are indeed a mystery. Their home territory of Liminal Space seems to be creating them out of some kind of raw materials, but it is unknown as of yet how they are created.

Culture

Those mothmen who have been able to communicate with humans have stated that they have no memories prior to awakening as a fully formed mothman in Liminal Space. As far as culture, they state that they feel a magnetic energy drawing them out of Liminal Space, and into other worlds. It is unknown if this is some kind of psychic culture, or a biological response. All that is known now is that mothmen once calmed down and introduced into human society make it just fine. Almost as though they were humans in a past life.



Species Traits I	
Body Size	Large
Height	6-7.5'
Weight	75-150 lbs.
Food Intake (kcal)	N/A
Water Intake (liters)	1
Sleep per 24 hrs	1-2 hrs.
Species Traits II	
Avg. Lifespan	N/A
Base Age	5 years
Flash Point Age Up	3 years per
Skin Colors	Dark brown to black chitinous shell
Hair Colors	Head to toe black, brown, or cream fur
Eye Colors	Bioluminescent orange, red, or purple
Species Traits III	
Skills	You are trained in the following Skills- - Perception - 1 other skill of your choice
Base Movement Speed	30 ft (6 Squares)
Species Traits IV	
Pitch Black	Your eyes are very sensitive and can pick up even the loneliest photon. You can see clearly even in pitch black darkness.
Bug Movement	You may fly up to 25 feet off the ground at any time. You may also glide for up to your total movement speed before falling. You also have free range to climb without penalty as part of regular movement. However, you may not make physical attacks while climbing.
Faux Psychic	+2 Advantage on all Intuition Checks
Eldritch Abomination	It can be confusing and frightening to look at you. The first time someone lays eyes on this species, they lose 1d6 Sanity Points.

Mykan

Biography

The Mycan are an ancient species of sentient fungus which is bountiful throughout the many worlds. They live in shady, moist environments like caves, woodlands, swamps, and rainforests across the Omniverse.

One of the oldest living species, the mycan have a long and storied history among the many worlds, with very few worlds not featuring mycan as a staple life form, though they are often hidden from the greater society.

Biology (Asexual)

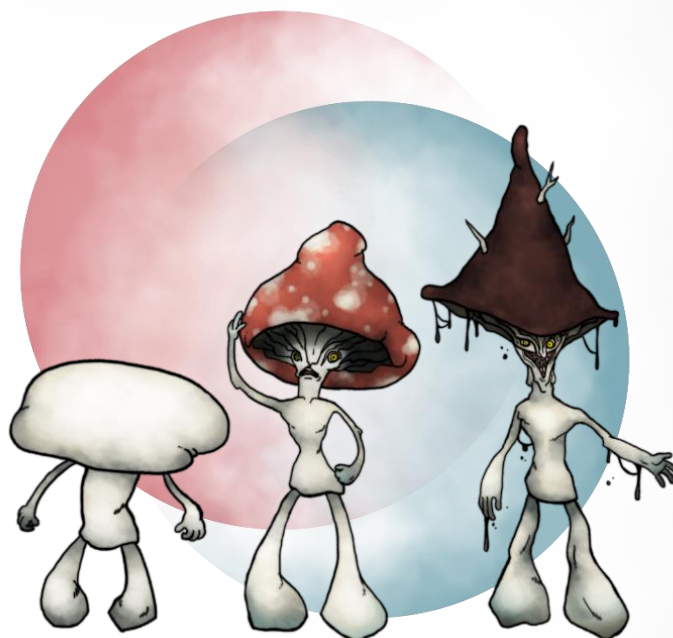
All mycan begin life as a subterranean mycorrhizal web- a tangle of fungal strands deep within the damp ground which attach to the roots of trees and grasses for a kind of symbiotic sustenance. When this web reaches maturity, it buds a fruiting body, which we know as the mycan. This fruiting body is a sentient being in its own right and will travel far and wide looking for a new home to put down a new mycorrhizal web.

When mycan first emerge from the web, they appear as small, bipedal button mushrooms with an off white tone. These soon develop a bright red shroud, which matures to a deep brown. Once their shroud begins to crack, it will begin to secrete a black mucus signaling the final stage of it's lifecycle. At this point, the mycan will lay down and dissolve into the earth, forming a new mycorrhizal web, and spawning more mycan.

It is still a matter of heated debate whether or not new mycan fruiting bodies are offspring, or clones of their former mycorrhizal web. They have been shown to have distinct DNA sequences but retain many of the memories of the previous mycan fruiting bodies. The jury is out on that one.

Culture

Mykan live in tight-knit communities in the damp and dark corners of the earth. Their social structure is tribal and venerates the elderly. Mycan are known to form tribes and villages based on which mycorrhizal web they came from, and what plants they bonded with in the earth. Mycan villages used to be more common than they are in our world, but the encroachment of man, and harmful forestry techniques have decimated mycorrhizal webs and networks worldwide. Mycan are a dying breed in our plane.



Species Traits I	
Body Size	Small
Height	2-4.5'
Weight	45-120 lbs.
Food Intake (kcal)	1,500
Water Intake (liters)	4
Sleep per 24 hrs	N/A
Species Traits II	
Avg. Lifespan	N/A
Base Age	150 years
Flash Point Age Up	10 years per
Skin Colors	Changes with age, but coloration is generally off white to grey at its base
Hair Colors	N/A
Eye Colors	Mycan generally have yellow eyes
Species Traits III	
Skills	You are trained in the following Skills- <ul style="list-style-type: none"> - Nature - Choose one from Medicine, Survival, or Stealth
Base Movement Speed	30 ft (6 Squares)
Species Traits IV	
Pitch Black	Your eyes are very sensitive and can pick up even the loneliest photon. You can see clearly even in pitch black darkness.
Sporespeak	Can speak to and glean basic knowledge from all fungi. Player may ask them simple questions such as directions, if they have seen a subject, etc.
Torpor Spore	Twice per day, you may expel a cloud of toxic spores which cause drowsiness. <ul style="list-style-type: none"> - Speed: 2d10+DEX - Damage: 1d10+CON TOX - Range: 20 ft radius - Effect: If target's WILL is lower than yours they fall unconscious until woken

Orc ♀

Biography

Hulking goliaths born only for war and destruction? Or highly social and emotionally complex creatures? The truth lies somewhere between the two. Orcs, or as they are often called “Hoglings” are a gigantic species of eusocial, hive dwelling pigmen who have had a rocky relationship with the peoples around them. This history of strife may have painted the orcs in a bad light, but they really are more than meets the eye.

Biology (Sexual)

Large-sized creatures, and quite intimidating, Orcs are a compound organism much like a lichen. Orcs may have possibly descended from a pig-like ancestor which fed on various parasitic plants and fungi. Bonding with these parasites caused the lucky piggies to diverge into the compound organisms we see today. Are they mammals? Plants? Fungi? Yes, to all the above. And this compound nature grants orcs some abilities that are well beyond the scope of any mammal, plant, or fungus. Abilities like photosynthesis and the ability to communicate and reproduce through spores.

Orcs are a highly dimorphic species, so much so in fact that at one time male and female orcs were classified as two distinct species. We know today, however that this is simply the result of eusocial evolution. The sexes of orcs have been twisted into a way as to resemble the social caste of wasps or ants. One female orc, a “queen” presides over a hive of up to 10,000 male orcs, who she controls mentally using a cloud of spores.

Female Orcs are facultative carnivores, and require upwards of 10,000 kcal, and 5 liters of water per day to survive, and generally sleep for 8-10 hours every day. Orcs have two modes of respiration. Oxygen atmosphere respiration, and photosynthetic respiration. This means that an orc with access to sunlight and carbon dioxide can survive for months on end without breathing in oxygen. However, this is an emergency survival method, and no orc should go over a year without breathing.

Orcs are sexually reproductive, but not in a sense that we would be familiar with. Their compound nature allows the fungal portion of their bodies to control all reproduction. An orc queen may release a cloud of spores, which if unfertilized, will all mature into male orcs. However, if an orc queen comes into physical contact with a male orc who is shedding spores, she may release a cloud of spores which will all mature into queen orcs. A melee for control of the hive follows shortly after, until the hive splits, or a new queen is crowned.

On average, female orcs have a long lifespan compared to their male counterparts. Queens may live to be 120 to 150 years or more, and in extreme cases have been recorded close to 200 years of age.

Culture

Orc culture cannot be nailed down to a monolith. Much like humans, orcs are all over the place. They grow and thrive in many different climates, and this can make their culture express itself in different ways. Largely, the culture of a hive is determined by the queen, and her experiences. Orcs are often painted as warlike and aggressive. But some of the older, and more secure orc hives are mega metropolises which have taken on an international flavor, becoming welcoming and open to all.



Species Traits I	
Body Size	X-Large
Height	7.5-9.5'
Weight	900-1,500 lbs.
Food Intake (kcal)	10,000
Water Intake (liters)	5
Sleep per 24 hrs	8-10 hrs.
Species Traits II	
Avg. Lifespan	130 years
Base Age	25 years
Flash Point Age Up	8 years per
Skin Colors	Orc skin tones range the spectrum from deep blue to red, but are most commonly some shade of green or yellow
Hair Colors	Orc commonly have black, blue, green, or red hair, which goes gray and falls out with old age
Eye Colors	Varies between green, yellow, and red
Species Traits III	
Skills	You are trained in the following Skills- - Diplomacy - Intimidation
Base Movement Speed	25 ft (5 Squares)
Species Traits IV	
Absolute Unit	+1 Character Point to CON +1 CP to STR You have +2 Temp Armor at all times
Sporespeak	Can speak to and glean basic knowledge from all fungi. Player may ask them simple questions such as directions, if they have seen a subject, etc.
Queen Spore	Once per day, you may take direct control of the actions of any male orc within 25 ft. for 1d4 rounds, or 1 in-game minute. The male orc may only once attempt to roll off their WILL against your CHA to escape.
Photosynthesis	Three times per in-game day, you may use an action to heal 1 Lesser Healing Factor in HP or gain 1 Energy Gain

Orc ♂

Biography

Hulking goliaths born only for war and destruction? Or highly social and emotionally complex creatures? The truth lies somewhere between the two. Orcs, or as they are often called “Hoglings” are a gigantic species of eusocial, hive dwelling pigmen who have had a rocky relationship with the peoples around them. This history of strife may have painted the orcs in a bad light, but they really are more than meets the eye.

Biology (Sexual)

Large-sized creatures, and quite intimidating, Orcs are a compound organism much like a lichen. Orcs may have possibly descended from a pig-like ancestor which fed on various parasitic plants and fungi. Bonding with these parasites caused the lucky piggies to diverge into the compound organisms we see today. Are they mammals? Plants? Fungi? Yes, to all the above. And this compound nature grants orcs some abilities that are well beyond the scope of any mammal, plant, or fungus. Abilities like photosynthesis and the ability to communicate and reproduce through spores.

Orcs are a highly dimorphic species, so much so in fact that at one time male and female orcs were classified as two distinct species. We know today, however that this is simply the result of eusocial evolution. The sexes of orcs have been twisted into a way as to resemble the social caste of wasps or ants. One female orc, a “queen” presides over a hive of up to 10,000 male orcs, who she controls mentally using a cloud of spores.

Male Orcs are facultative carnivores, and require upwards of 15,000 kcal, and 5 liters of water per day to survive, and generally sleep for 5-7 hours every day. Orcs have two modes of respiration. Oxygen atmosphere respiration, and photosynthetic respiration. This means that an orc with access to sunlight and carbon dioxide can survive for months on end without breathing in oxygen. However, this is an emergency survival method, and no orc should go over a year without breathing.

Orcs are sexually reproductive, but not in a sense that we would be familiar with. Their compound nature allows the fungal portion of their bodies to control all reproduction. An orc queen may release a cloud of spores, which if unfertilized, will all mature into male orcs. However, if an orc queen comes into physical contact with a male orc who is shedding spores, she may release a cloud of spores which will all mature into queen orcs. A melee for control of the hive follows shortly after, until the hive splits, or a new queen is crowned.

On average, male orcs have a short lifespan compared to their female counterparts, on average living only to around 50 years of age.

Culture

Orc culture cannot be nailed down to a single thing. Much like humans, orcs are all over the place. They grow and thrive in many different climates, and this can make their culture express itself in different ways. Largely, the culture of a hive is determined by the queen, and her experiences. Orcs are often painted as warlike and aggressive. But some of the older, and more secure orc hives are mega metropolises which have taken on an international flavor, becoming welcoming and open to all.



Species Traits I	
Body Size	X-Large
Height	8.5-10'
Weight	1,000-2,200 lbs.
Food Intake (kcal)	15,000
Water Intake (liters)	5
Sleep per 24 hrs	5-7 hrs.
Species Traits II	
Avg. Lifespan	50 years
Base Age	10 years
Flash Point Age Up	2 years per
Skin Colors	Orc skin tones range the spectrum from deep blue to red, but are most commonly some shade of green or yellow
Hair Colors	Orc commonly have black, blue, green, or red hair, which goes gray and falls out with old age
Eye Colors	Varies between green, yellow, and red
Species Traits III	
Skills	You are trained in the following Skills- - Strongman - Intimidation
Base Movement Speed	30 ft (6 Squares)
Species Traits IV	
Absolute Unit	+1 Character Point to CON +1 CP to STR You have +2 Temp Armor at all times
Sporespeak	Can speak to and glean basic knowledge from all fungi. Player may ask them simple questions such as directions, if they have seen a subject, etc.
Berserker Mode	Once per day, you may go into Berserker Mode for 1d4+1 rounds. Berserker Mode grants the following benefits - +50 Temp HP - +2 attack speed. - +20 BLU damage added to each successful attack, for the duration If you do not have any hostile targets to attack, you must attack a friendly target
Photosynthesis	Three times per in-game day, when in direct sunlight, you may use an action to heal 1 Lesser Healing Factor in HP or gain 1 Energy Gain

Spryan

Biography

Colloquially called “Tree Men” or “Wooden Elves” are the Spryan. An ancient and primordial species of sentient trees, Spryan are self-appointed tree shepherds. They care for forests, and set their boundaries. It is hard to find a forest in any of the many worlds that isn’t overseen by a Spryan.

Biology (Sexual)

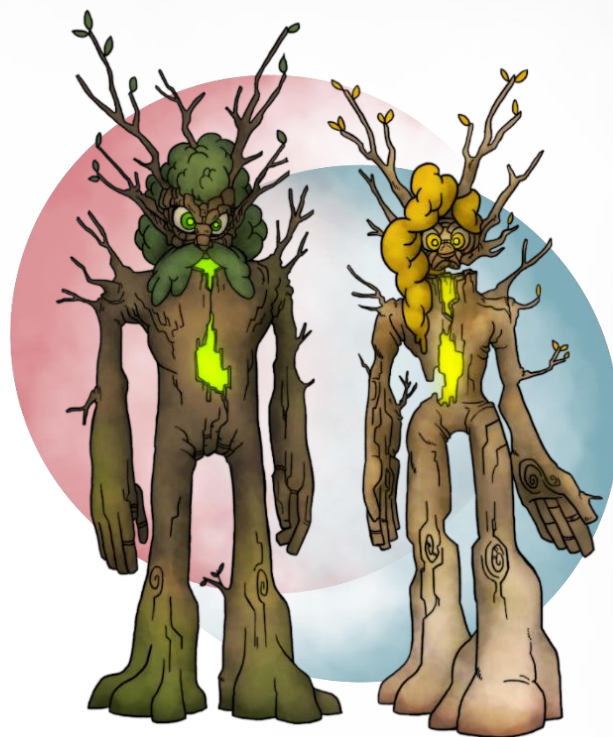
Large-sized tree people, Spryan live long lives, born from their mother’s canopy as an acorn, they plant themselves deep in the soil. When they sprout, they will into a great tree, shaped like a man. One fine summer, that tree will lift both of its rooted feet from the ground, and walk away, a Spryan.

There really isn’t much to Spryan, they are inherently magical and are driven as such, by magic. All their biological processes are identical to those of the trees they emulate. The forest spirit within them is the only thing that distinguishes a Spryan from a normal everyday tree.

Culture

Spryan are born in isolation, and then wander around their forests forever to infinity. Sometimes, however, Spryan come across one another, and form partnerships. Sometimes groups, tribes, or even villages of Spryan will crop up here and there. These take on their own regional flavor, but one thing remains constant- a love of the forest, and a deep respect and inborn will to protect it.

Spryan are often met by travelers as well or come into contact with civilization. Enterprising tree folk may even become woodland guides. Helping hunters and foragers find their way through the brush without harming the trees. Some have even been known to enter into regular society, if their forest homes are consumed by industry or disaster. Though they will always feel a longing for the forest that the Spryan have named “the Song of the Wild.” An old Spryan may say “I hear the Song of the Wild calling me.” And then wander off into the woods, never to be seen again.



Species Traits I	
Body Size	Large
Height	6-8.5'
Weight	500-750 lbs.
Food Intake (kcal)	0 (in sunny conditions) 100 (in overcast conditions)
Water Intake (liters)	10
Sleep per 24 hrs	N/A
Species Traits II	
Avg. Lifespan	N/A
Base Age	250 years
Flash Point Age Up	15 years per
Skin Colors	Spryan tend to exhibit the same characteristics as the trees near where they were born.
Hair Colors	Varies lichens, vines, leaves and branches
Eye Colors	Greens, yellows, and browns
Species Traits III	
Skills	You are trained in the following Skills- - Medicine - Nature - 1 other skill of your choice
Base Movement Speed	30 ft (6 Squares)
Species Traits IV	
Absolute Unit	+1 Character Point to CON +1 CP to STR You have +2 Temp Armor at all times
Photosynthesis	Three times per in-game day, when in direct sunlight, you may use an action to heal 1 Lesser Healing Factor in HP or gain 1 Energy Gain
Speak With the Trees	Can speak to and glean basic knowledge from trees, such as asking them basic questions like, for directions, if they have seen a subject, etc.

Troglodyte

Biography

Homo Simians, or as they are more commonly known, Troglodytes, Battle Apes or Monkey Men, are genetically engineered super soldiers from the 2070s. They are, as their name implies, a genetically engineered cross between Human Beings (Homo Sapiens) and various species of primate (Bonobo, Gorilla, Orangutan, Gibbon, and Mandrill)

These poor souls were created to fight wars in the future. But they were too brutal and too smart to be controlled. The commanders of future wars abandoned the Troglodytes in favor of robots. Now, Troglodytes strive to integrate into the greater society. A people without a home, created to fight a war that was fought by machines.

Biology (Sexual)

Troglodytes are a medium sized species of bioengineered ultra-intelligent monkeys designed for fighting Earth's future wars. With a thick coat of fur, long sharp teeth, and prehensile gripping thumbs on their feet, some might say that Troglodytes are just plain better than humans. Namely, Troglodytes.

Troglodytes are omnivorous and mostly eat fruits and nuts, but also meat. They require around 1,500 kcal, and 1 liter of water per day to survive, and need between 8 to 10 hours of sleep per 24-hour period, as well as an oxygen rich gas atmosphere to breathe.

Troglodytes are a sexually reproductive species with two fairly similar sexes, male and female. Females have a 6-month gestation period before giving birth. Troglodytes reach adulthood around 10-12 years of age and live around 30-50 years on average.

Culture

Troglodytes, being a species bred for war and then set on their own in a cruel, uncaring world did not have a culture of their own up until recently. At first, they scattered and hid in the caves and jungles of the future world, eventually founding great cities deep in their hiding places. Monkey cities have cropped up wherever a sizeable population of Troglodytes were deployed. These cities are structured around "gangs" of monkeys. These don't have the same negative connotations as human gangs. Monkey gangs are a group of 5-10 families who live together in one large compound. They create a large familial net with varied skills, trades, and outlooks. Like a family, but bigger.



Species Traits I	
Body Size	Medium
Height	4.5'-5.5'
Weight	120-300 lbs.
Food Intake (kcal)	1,500
Water Intake (liters)	1.5
Sleep per 24 hrs	8-10 hrs.
Species Traits II	
Avg. Lifespan	45 years
Base Age	10 years
Flash Point Age Up	1 years per
Skin Colors	Many varied colorations from many types of primate
Hair Colors	Many varied colorations from many types of primate
Eye Colors	Many varied colorations from many types of primate
Species Traits III	
Skills	You are trained in the following Skills- - Acrobatics - Climbing
Base Movement Speed	40 ft (8 Squares)
Species Traits IV	
Monkey Feet	The opposable thumbs on your feet allow you to equip +1 additional one-handed weapon at any given time. You also have free range to climb without penalty as part of regular movement. However, you may only attack unarmed or with one-handed weapons while climbing.
Dogface	Your long snout and huge sharp teeth give you a strong bite that may be used instead of unarmed attack. - Speed: 2d10+AGI - Damage: 2d10+20 PRC

Xenophite (Green)

Biography

A long time ago, in our own galaxy, a species of human-like creatures lived on a planet, much like our earth. They went about their lives, and played their little games, and then one day games like war and corporate greed and rampant xenophobia allowed their planet to fall. With their planet, and indeed their star system completely obliterated, the Xenophites took to the stars and beyond. The two factions who raged against each other so long ago, still waging war across the infinite universes. I believe, however, that infinite war is not their full potential.

Biology (Asexual)

Xenophites, both green and grey are descended from the same species of pathfinders who took to the stars to escape their dying planet eons ago. Since then, they have lost the ability to reproduce. So, in the pursuit of survival, the Xenophites took to cloning. At first, it was ok, but political strife and war led to only 2 viable samples of XDNA being saved.

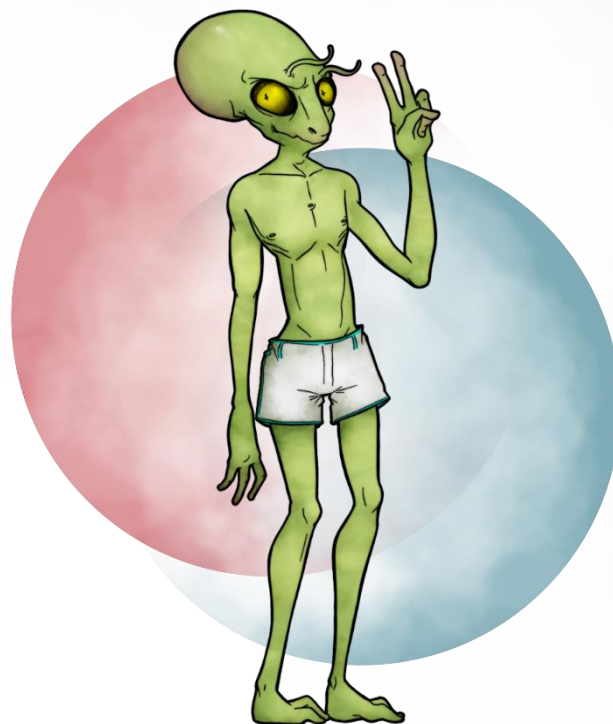
Green Xenophites are the group cloned from the first of the two surviving XDNA samples. Greens, as they are colloquially called by conspiracy minded humans, are a medium-sized species of Xenophite, all of whom are genetically identical in every way.

Greens are omnivorous and able to adapt to nearly any environment with carbon-based plant or animal life to eat. They require around 500 kcal, and 1 liter of water per day to survive, and need between 5 to 7 hours of sleep per 24-hour period. Greens do breathe oxygen, but do not need a great amount to survive. As long as they take a breath every 2 to 3 days in an oxygen rich environment, they will survive. Xenophites have small gills on the backs of their heads with which they can filter water or other liquids for oxygen as well.

Green xenophites live for around 150 years on average, though after acquiring some amount of cosmic power, they have been recorded at 1,000 years and counting.

Culture

Culture is where the two types of Xenophite really begin to show their differences. Green Xenophites are also called by many reverend names- the Architects, the Teachers, the Wise Old Ones- by those familiar with them. Green Xenophite life is centered around a concept that man has also discovered- Duty with a capitol D. The Duty of the Green Xenophite is that of the Pathfinder and Teacher. They go from civilization to civilization across the Milky Way and teach advanced building techniques, and hand down technology and wisdom to the peoples of the cosmos. This is in a sacred effort to hand down the knowledge and technology of the Xenophites to the next people, for they know the Xenophites are doomed to extinction.



Species Traits I	
Body Size	Medium
Height	5.5'
Weight	~85 lbs.
Food Intake (kcal)	500
Water Intake (liters)	1
Sleep per 24 hrs	5-7 hrs.
Species Traits II	
Avg. Lifespan	150 years
Base Age	17 years
Flash Point Age Up	3 years per
Skin Colors	Wet and green
Hair Colors	Xenophites are mammals, and have fine translucent hairs all across their body
Eye Colors	Black with a yellow glow
Species Traits III	
Skills	You are trained in the following Skills- - Science - Technology
Base Movement Speed	30 ft (6 Squares)
Species Traits IV	
Twin Forms	You may switch between your true form, and a false, human looking form at will
Natural Telekinesis	You may telekinetically move any object that is less than 15 cubic feet, and weighing less than your PERx25 lbs.
Toxin Tolerant	You are immune to TOX type damage. You cannot be poisoned

Xenophite (Grey)

Biography

A long time ago, in our own galaxy, a species of human-like creatures lived on a planet, much like our earth. They went about their lives, and played their little games, and then one day games like war and corporate greed and rampant xenophobia allowed their planet to fall. With their planet, and indeed their star system completely obliterated, the Xenophites took to the stars and beyond. The two factions who raged against each other so long ago, still waging war across the infinite universes. I believe, however, that infinite war is not their full potential.

Biology (Asexual)

Xenophites, both green and grey are descended from the same species of pathfinders who took to the stars to escape their dying planet eons ago. Since then, they have lost the ability to reproduce. So, in the pursuit of survival, the Xenophites took to cloning. At first, it was ok, but political strife and war led to only 2 viable samples of XDNA being saved.

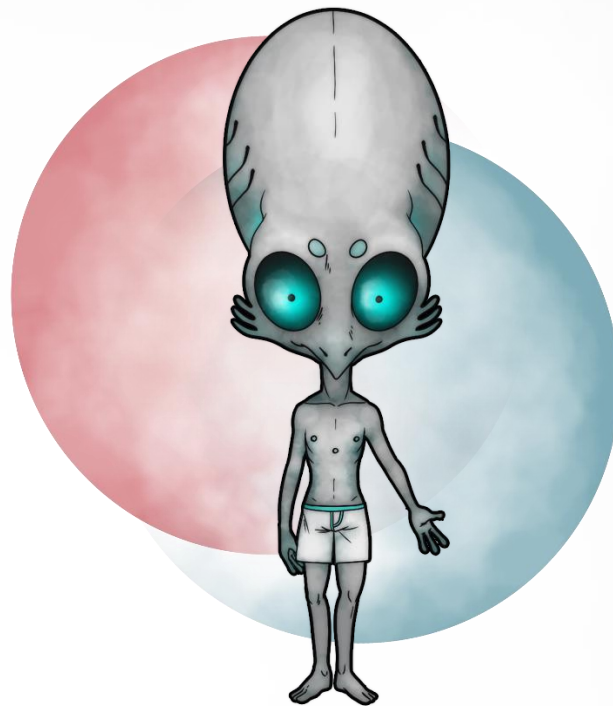
Grey Xenophites are the group cloned from the second of the two surviving XDNA samples. Greys, as they are colloquially called by conspiracy minded humans, are a small-sized species of Xenophite, all of whom are genetically identical in every way.

Greys are omnivorous and able to adapt to nearly any environment with carbon-based plant or animal life to eat. They require around 250 kcal, and 1 liter of water per day to survive, and need between 5 to 7 hours of sleep per 24-hour period. Greys do breathe oxygen, but do not need a great amount to survive. As long as they take a breath every 2 to 3 days in an oxygen rich environment, they will survive. Xenophites have small gills on the backs of their heads with which they can filter water or other liquids for oxygen as well.

Grey xenophites live for around 250 years on average, though after acquiring some amount of cosmic power, they have been recorded at 1,000 years and counting.

Culture

Culture is where the two types of Xenophite really begin to show their differences. Grey Xenophites are also called by many reverend names- the Meddlers, the Engineers, the Watchers- by those familiar with them. Grey Xenophites have taken on the Duty of saving the Xenophite species- of taking bits and pieces of other peoples, of watching, probing, experimenting on their abductees. It is the way of the Engineer, trying to create a body suitable of the Xenophite knowledge. This is the body they have created.



Species Traits I	
Body Size	Small
Height	3.5'
Weight	~55 lbs.
Food Intake (kcal)	250
Water Intake (liters)	1
Sleep per 24 hrs	5-7 hrs.
Species Traits II	
Avg. Lifespan	250 years
Base Age	20 years
Flash Point Age Up	5 years per
Skin Colors	Scaly and Grey
Hair Colors	Xenophites are mammals, and have fine translucent hairs all across their body
Eye Colors	Black with a blue glow
Species Traits III	
Skills	You are trained in the following Skills- - Science - Technology
Base Movement Speed	30 ft (6 Squares)
Species Traits IV	
Twin Forms	You may switch between your true form, and a false, human looking form at will
Natural Telepath	You may telepathically communicate with any target within your sight that you could reasonably speak with
Faux Psychic	+2 Advantage on all Intuition Checks

Zombi

Biography

Sorry to break it to you, but everyone dies. Even you. Even your dog. Yeah. That one hurt, didn't it? Well, it's true. Your reading eyes don't fail you. Everyone, at least every human dies. And when humans die, sometimes they are brought back to life with a dark magic. Horrible zombi magic! You might think that these zombi would all be mindless shuffling slaves to their dark masters, but you would be (un)dead wrong! Many modern dead-raising are caused by amateur magicians who don't know what they are doing and hold no real power over their abominable shuffling hoards. So, every day there are at least- like- ten folks who straight up wake up dead. In the ground most often. And then they have to make their way in the world just like you and me. Only a whole lot more dead.

Biology (Construct)

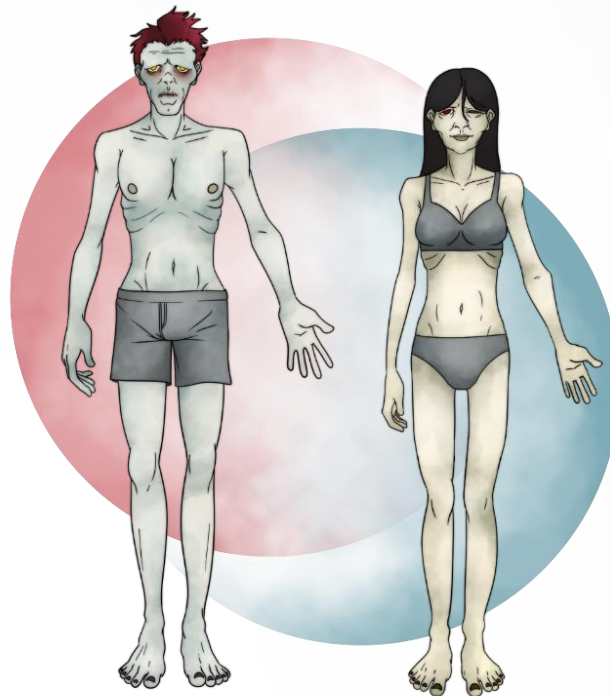
Nasty, icky, rotting dead people, Zombi have a wide range of biological processes going on within themselves, even if they have stopped all processes themselves long ago. When a person dies, they begin to decompose. Various bacteria and insect life begin to break down their bodies in a part of that wheel that never ends.

When a dead guy is made into a Zombi this process of decomposition pauses, and they are frozen in their current state, and rise from the dead. Many Zombi are full of various forms of insect and fungus life, and can even be a biome unto themselves.

Once a Zombi is raised, it will not die until the brain is separated from the heart. Or rather, until the head is disconnected from the body. There is no upper limit on their age. Zombi do not need to eat or to drink water, as they are technically a magical construct. Some do, however, develop a taste for brains. A bunch of jerks, that lot.

Culture

Zombi are just human beings who died and were raised from the dead. Their post-life culture nearly always mirrors the culture of their living lives. They go to the places they used to go. They do the things they used to do. Because that's what they feel they are supposed to be doing.



Species Traits I	
Body Size	Medium
Height	5-6.5'
Weight	100-300 lbs.
Food Intake (kcal)	N/A
Water Intake (liters)	N/A
Sleep per 24 hrs	N/A
Species Traits II	
Avg. Lifespan	N/A
Base Age	40 years
Flash Point Age Up	3 years per
Skin Colors	Human skin tones, rotting and pale. In various states of decay
Hair Colors	Human hair colors
Eye Colors	Human eye colors, often cloudy or even missing
Species Traits III	
Skills	You are trained in the following Skills- <ul style="list-style-type: none"> - Gastro - Intimidation - 1 other skill of your choice
Base Movement Speed	30 ft (6 Squares)
Species Traits IV	
Reanimator	When your HP is reduced to 0, you do not die. Rather, you return to life with 1 Lesser Healing Factor of HP one in-game hour later. Each time this happens, you lose 1d10 Sanity
Eldritch Abomination	It can be confusing and frightening to look at you. The first time someone lays eyes on this species, they lose 1d6 Sanity Points.
Cannibal Corpse	You have affinity to NEC type damage. You are immune to TOX type damage. You are vulnerable to BRN type damage. You cannot be poisoned. You cannot be inflicted with bleeding



3.20- Cross-Speciation

There are twenty different playable species presented in this book, and not all of them are genetic organisms, but they are all presented in the same uniform and modular fashion- A short biography, and 4 distinct stat blocks. These blocks are designed in a way that any two playable species may be mixed to create a new, cross-species offspring.

To do this, you will take 2 species. One will be parent A, the other will be parent B. Take 2 stat blocks, for example, Species Traits I and III from parent A, and the other two, Species Traits II and IV from parent B.

It is just that easy. You can even take the path of the random, as so often touted in this book, and roll for a cross-species lineage with the following table.

1d6	Physiology
1	From Parent A: I, II From Parent B: III, IV
2	From Parent A: I, III From Parent B: II, IV
3	From Parent A: I, IV From Parent B: II, III
4	From Parent A: II, III From Parent B: I, IV
5	From Parent A: II, IV From Parent B: I, III
6	From Parent A: III, IV From Parent B: I, II

Now, it may be true that certain cross-species combinations may go against common sense, or even what this book claims to be “canon” if there is such a thing... But that is ok. As long as you, and your table, and your GM are in agreement, you should be able to play whatever kind of character you like. Logic, be damned.

Generations Later...

This can be done across generations to combine up to 4 playable species to customize them just as you like. You could very well end up with a character who is half Human, ¼ Dwarf, and ¼ Orc- the mythical “Mandork.”

Chapter 4

Class

4.10- What is Class?

Class refers to your character's larger role in the world, and the machine of society. Are they a healer? A fighter? A wizard? Or perhaps they are a bureaucrat, a psychic, or a chemical engineer. This is a character's "profession" outside of their day job. It is the archetype they take on in a game play scenario. In short- it is what they "do." And more than just what they "do" class also informs how a character fits into the party as a contributing member. These things and more will be covered in the following chapter.

Class Features

Every class in this game is defined by six subsections.

- **Biography**
A short description of the class and their potential applications.
- **Energy Profile**
description of the class's power source. This is where they draw their energy for battle.
- **Class Stats**
Describes the base Armor, and Energy Gain of that class.
- **Equipment Slots**
This lists the limit to how many weapons a class can equip at once as well as how much armor they can wear at a given time. It will also tell you how many accessories and consumable items they can have equipped and usable at any given time.
- **Class Proficiencies**
Includes what weapons that class can equip, and what skills that class has been trained in.
- **Abilities List**
Here is where you will find every ability which will become available to your class as they level up.
- **Class Bonuses**
This includes class specific abilities, and passive buffs that your class will afford your character.





Assassin

Biography

What is an assassin, but a person who was hired to kill someone? Just like soldiers, police officers, and doctors of euthanasia, assassins are just regular hard-working folks, out there killin' it every day. We don't call cops assassins, and we certainly don't call doctors assassins. So what's with the negative connotation? Perhaps that assassins are actually good at what they do.

Energy Profile (Finesse)

Your class draws its energy from Finesse. Finesse is the primordial pool of calmness and accuracy. It is the cosmic energy which drives fine skill and steadiness. When you gain energy, you are gaining Finesse.



Class Stats	
Class Armor	+2
Energy Gain	(DEXx5) -or- (AGIx5)
Class Equipment Slots	
Accessories	5
Weapons	2 One-Handed -or- 1 Two-Handed
Consumables	5
Class Proficiencies	
Weapons	Melee Weapons - Simple, Martial Ranged Weapons - ALL Firearms - ALL
Skills	You are trained in the following Skills- - Stealth - Choose one from Intimidation, Medicine, or Survival
Class Abilities	
Abilities (Purchasable using Ability Points)	Acrobatics - ALL Alchemy - Brew Antidote - Craft Conflagration Bomb - Craft Smoke Bomb Martial Arts - Choke-Out - Dash Strike - Poke - Slash Marksmanship - Eagle Eye - Nock Two Arrows - Quickdraw Medical Abilities - Medical Attention - Stop Bleeding Bushcraft - Man v. Nature - Mountain Goat - Pathfinder Subterfuge - ALL
Class Bonuses	
Bloodlust	Every time you successfully kill a target, you are healed for 1 Lesser Healing Factor
Superior Sneak Attack	In addition to normal sneak attack procedure, your sneak attack ignores all physical armor on its target
Level 1 Package	
Ability Points	3
Weapons	Knife
Tools	Burglary Tools
Other	N/A

Barbarian

Biography

“Barbarian” is a word which originated in ancient Rome. It means “A person from the wilderness who comes to town to break dishes and ruin everything.” And for the record, it is not an inaccurate description. Barbarians are the people who live on the fringes of the wilderness. In those places that people rarely dare homestead. Barbarians have long learned the lesson that might always makes right, and they march into combat, unarmored, or naked even, carrying in each hand huge weapons that would over encumber any normal soldier.

Energy Profile (Rage)

Your class draws its energy from Rage. Rage is the primordial pool of infernal anger. It is the cosmic energy which drives violence and aggression. When you gain energy, you are gaining Rage.



Class Stats	
Class Armor	+4
Energy Gain	(CON x 5) -or- (STR x 5)
Class Equipment Slots	
Accessories	3
Weapons	2 weapons regardless of handedness
Consumables	3
Class Proficiencies	
Weapons	Melee Weapons - ALL Ranged Weapons - Simple, Martial Firearms - ALL
Skills	You are trained in the following Skills- - Survival - Choose one from Intimidation, Nature, or Strongman
Class Abilities	
Abilities (Purchasable using Ability Points)	Acrobatics - Three Point Landing Martial Arts - ALL Marksmanship - Eagle Eye - Load/Reload - Quickdraw Medical Abilities - Awaken - Medical Attention Bushcraft - ALL Subterfuge - Detect Traps - Disarm Traps - Pick Locks - Set Traps
Class Bonuses	
Bikini Armor	When you have no armor pieces equipped, you gain Temp Armor equivalent to your own CON score
Natural Fighter	You may attack twice on your turn
Berserker Mode	Once per day, you may go into Berserker Mode for 1d4+1 rounds. Berserker Mode grants the following effects - +50 Temp HP - +2 attack speed. - +20 BLU damage added to each successful attack, for the duration If you do not have any hostile targets to attack, you must attack a friendly target

Level 1 Package	
Ability Points	3
Weapons	Club
Tools	N/A
Other	N/A

Bard

Biography

Magic is music. Music is magic. They are both the same vibrations of the mana grid, man. And a bard is a spellcaster who has mastered the magic inherent in music. A powerful bard can play a tune which can kill a man or heal all wounds. They know ballads which can turn the dead or enrapture the minds of the masses. Bards are truly powerful casters, and artisans of the highest caliber.

Energy Profile (Mana)

Your class draws its energy from the Mana Grid. The Mana Grid is the field of reality which creates the laws of physics. Mana as a raw energy is used by spellcasters to change the physical world and produce magical effects. When you gain energy, you are gaining Mana.



Class Stats	
Class Armor	+2
Energy Gain	CHAx10
Class Equipment Slots	
Accessories	5
Weapons	1 weapon
Consumables	5
Class Proficiencies	
Weapons	Melee Weapons - Simple, Martial Ranged Weapons - Simple Firearms - Simple
Skills	You are trained in the following Skills- - Performance - 1 other skill of your choice
Class Abilities	
Class Abilities (Purchasable using Ability Points)	Acrobatics - Mad Hops - Three Point Landing - Wall Crawl Alchemy - Brew Energy Serum - Brew Health Serum Martial Arts - A Real Hero Marksmanship - Eagle Eye - Quickdraw Subterfuge - ALL
Class Bonuses	
I Wanna Rock!	+2 advantage on all performance checks involving music
Artists Are Sexy	Being an artist gives you - +2 Temp Attractive - +2 Temp Style

Spellcaster Info	
Focus Type	Musical Instrument
Focus Slots	1
Class Spells (Purchasable using Ability Points)	Anthems - ALL Charms - ALL Illusion - ALL

Level 1 Package	
Ability Points	4
Weapons	Knife
Tools	N/A
Other	1 musical instrument of your choice from the following - Lyre - Recorder - Tambourine



Burglar

Biography

A Burglar is a professional pickpocket, jewel thief or cat burglar. All share the same set of invaluable skills- sleight of hand, sleight of mouth, and sabotage most foul is their forte.

Energy Profile (Finesse)

Your class draws its energy from Finesse. Finesse is the primordial pool of calmness and accuracy. It is the cosmic energy which drives fine skill and steadiness. When you gain energy, you are gaining Finesse.



Class Stats	
Class Armor	+2
Energy Gain	(DEXx5) -or- (AGIx5)
Class Equipment Slots	
Accessories	5
Weapons	2 One-Handed -or- 1 Two-Handed
Consumables	3
Class Proficiencies	
Weapons	Melee Weapons - ALL Ranged Weapons - Simple, Martial Firearms - Simple, Martial
Skills	You are trained in the following Skills- - Acrobatics - Stealth - Either Persuasion -or- Sleight of Hand
Class Abilities	
Abilities (Purchasable using Ability Points)	Acrobatics - ALL Alchemy - Brew Antidote - Craft Conflagration Bomb - Craft Smoke Bomb Martial Arts - Bash - Cleave - Poke - Slash Marksmanship - Load/Reload - Nock Two Arrows - Quickdraw Medical Abilities - Medical Attention - Stop Bleeding Bushcraft - Man v. Nature - Tame Beast - Mountain Goat Subterfuge - ALL
Class Bonuses	
Pawn Star	You can guess the approximate rarity of any object you can touch
Superior Sneak Attack	In addition to normal sneak attack procedure, your sneak attack ignores all physical armor on its target
Level 1 Package	
Ability Points	3
Weapons	Knife
Tools	Burglary Tools
Other	N/A

Cybermancer

Biography

An expert in 20th and 21st century computers and technology. A master hacker versed in all types of computer systems. An ultra-connected being, constantly online and monitoring the heartbeat of the web. A Cybermancer does with technology might to the untrained eye look like magic. They can take control of or disable most electronic devices and summon helpful robots to assist in combat or healing. Advanced Cybermancers even don powerful techno-armor to give them a competitive advantage in combat.

Energy Profile (Nerve)

Your class draws its energy from Nerve. Nerve is the primordial pool of focus and mental acuity. It is the cosmic energy which drives thought, strategy, and planning. When you gain energy, you are gaining Nerve.



Class Stats	
Class Armor	+2
Energy Gain	INTx10
Class Equipment Slots	
Accessories	5
Weapons	2 One-Handed -or- 1 Two-Handed
Consumables	5
Class Proficiencies	
Weapons	Melee Weapons - Simple, Martial Ranged Weapons - Simple, Martial Firearms - ALL
Skills	You are trained in the following Skills- - Technology - Either Science -or- Stealth
Class Abilities	
Abilities (Purchasable using Ability Points)	Acrobatics - Mad Hops - Three Point Landing - Wall Crawl Martial Arts - A Real Hero - Bash - Cleave - Poke - Slash Marksmanship - Eagle Eye Subterfuge - ALL Tech Abilities - ALL
Class Bonuses	
Lockhack	You can unlock any easy or medium level electronic lock without making any checks, as long as your Cybermancy Interface is equipped
Electrically Insulated	You have ELC elemental armor. Any ELC damage that you take is also gained as EN when calculating damage

Level 1 Package	
Ability Points	3
Weapons	Asp Baton
Tools	Cybermancy Interface
Other	N/A

Druid

Biography

Nature has a way of defending itself. Druids are folks who are drawn to the forests and trees, friends of the animals and stewards of the natural world. Because of their devotion to nature, they have become enthralled to it, able to weave magic from their natural surroundings.

Energy Profile (Favor)

Your class draws its energy from a Patron. Patrons siphon Mana from the Mana Grid on your behalf and deliver it to you as Favor. Mana as a raw energy is used by spellcasters to change the physical world and produce magical effects. When you gain energy, you are gaining Favor.



Class Stats	
Class Armor	+2
Energy Gain	WISx10
Class Equipment Slots	
Accessories	5
Weapons	1 weapon
Consumables	5
Class Proficiencies	
Weapons	Melee Weapons - Simple Ranged Weapons - Simple, Martial Firearms - Simple
Skills	You are trained in the following Skills- - Nature - Animal Handling - 1 other skill of your choice
Class Abilities	
Class Abilities (Purchasable using Ability Points)	Acrobatics - Mad Hops - Three Point Landing Alchemy - Brew Antidote - Brew Anti-Paralytic - Brew Energy Serum - Brew Health Serum - Brew Itching Compounds - Create Homunculus Martial Arts - A Real Hero Marksmanship - Eagle Eye Medical Abilities - Awaken - Medical Attention - Resuscitate - Stop Bleeding Bushcraft - ALL Subterfuge - Detect Traps - Disarm Traps - Feather Foot - Smuggle
Class Bonuses	
The Forest's Own Language	Can speak to and glean basic knowledge from all plants, woodland creatures, mushrooms, and toadstools. Player may ask them simple questions such as directions, if they have seen a subject, etc.
Herbal Balms	Once per short rest, in any area of wild vegetation such as a forest, meadow, marsh- you may craft up to 1d4 Herbal Balms from local plant life, and add them to your inventory

Enthralled Spellcaster Info	
Focus Type	Staves, Talismans, Wands
Focus Slots	1
Class Spells (Purchasable using Ability Points)	Enthralled Class. Check your patron for your spell list
Available Patrons	Gods - Artemis, Epona, Gynt, Selvans

Level 1 Package	
Ability Points	4
Weapons	Knife
Tools	N/A
Other	Gnarled Branch (Staff Focus)



Elementalist

Biography

Elementalists are magicians who have taken a deep and all-consuming interest in the elements of Air, Water, Fire, and Earth- or rather, an interest in bending these elements to their will. Master sorcerers, and a worthy adversary to most, the Elementalist is a force to be reckoned with.

Energy Profile (Mana)

Your class draws its energy from the Mana Grid. The Mana Grid is the field of reality which creates the laws of physics. Mana as a raw energy is used by spellcasters to change the physical world and produce magical effects. When you gain energy, you are gaining Mana.



Class Stats											
Class Armor	+2										
Energy Gain	WISx10										
Class Equipment Slots											
Accessories	5										
Weapons	1 weapon										
Consumables	5										
Class Proficiencies											
Weapons	Melee Weapons - Simple, Martial Ranged Weapons - Simple Firearms - Simple										
Skills	You are trained in the following Skills- - Arcana - 1 other skill of your choice										
Class Abilities											
Class Abilities (Purchasable using Ability Points)	Acrobatics - Mad Hops - Three Point Landing Alchemy - Brew Antidote - Brew Energy Serum - Brew Health Serum Martial Arts - A Real Hero Marksmanship - Eagle Eye Medical Abilities - Awaken - Medical Attention Subterfuge - Detect Traps - Disarm Traps - Feather Foot - Smuggle										
Class Bonuses											
Elemental Shift	Upon waking each day, you shift into an Elemental Phase. Choose or Roll 1d4 <table border="1"> <thead> <tr> <th>1d4</th> <th>Elemental Phase</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Affinity to BRN Vulnerable to WTR</td> </tr> <tr> <td>2</td> <td>Affinity to WTR Vulnerable to ELC</td> </tr> <tr> <td>3</td> <td>Affinity to FRZ Vulnerable to BRN</td> </tr> <tr> <td>4</td> <td>Affinity to ELC Vulnerable to FRZ</td> </tr> </tbody> </table> Spells which deal the same damage type as your affinity to do 2x damage	1d4	Elemental Phase	1	Affinity to BRN Vulnerable to WTR	2	Affinity to WTR Vulnerable to ELC	3	Affinity to FRZ Vulnerable to BRN	4	Affinity to ELC Vulnerable to FRZ
1d4	Elemental Phase										
1	Affinity to BRN Vulnerable to WTR										
2	Affinity to WTR Vulnerable to ELC										
3	Affinity to FRZ Vulnerable to BRN										
4	Affinity to ELC Vulnerable to FRZ										
Spellslinger	In combat, you may cast 2 spells per turn										

Spellcaster Info	
Focus Type	Staves, Wands, Witching Gauntlets
Focus Slots	1
Class Spells (Purchasable using Ability Points)	Alteration - Heat Materials - Mistwalker Elementalism - ALL Enchantment - Atomic - Electric - Flaming - Frosty - Hextrap - Soaked Illusion - Faerie Flame - Magus Mark Sorcery - Magus Hand - Magus Shield

Level 1 Package	
Ability Points	4
Weapons	Knife
Tools	N/A
Other	Gnarled Branch (Staff Focus)



Hexer

Biography

The title 'Hexer' comes from the old German 'hexer' meaning a male witch, but not all Hexers are male, at least not anymore. But they are all human. At least, the sanctioned Hexers are. There are many splinters of the order... Started by Sir Galahad of the Round Table, Hexers are warriors of magic. Hexers swear their life to the cause of expelling magical creatures and artifacts from our world. Aloof, and ever vigilant, they hold no worldly attachments and exist only to kill monsters and restore order to their mortal plane.

Energy Profile (Mana)

Your class draws its energy from the Mana Grid. The Mana Grid is the field of reality which creates the laws of physics. Mana as a raw energy is used by spellcasters to change the physical world and produce magical effects. When you gain energy, you are gaining Mana.



Class Stats	
Class Armor	+3
Energy Gain	WISx5
Class Equipment Slots	
Accessories	3
Weapons	2 One-Handed -or- 1 Two-Handed
Consumables	5
Class Proficiencies	
Weapons	Melee Weapons - ALL Ranged Weapons - ALL Firearms - ALL
Skills	You are trained in the following Skills- - Arcana - Choose one from Animal Handling, History, or Medicine
Class Abilities	
Class Abilities (Purchasable using Ability Points)	Acrobatics - Bullet Time - Three Point Landing Alchemy - Brew Antidote - Brew Anti-Paralytic - Brew Energy Serum - Brew Health Serum - Brew Amnesiac Compounds - Brew Anti-Magic Compounds - Craft Black Powder Bomb - Craft Conflagration Bomb - Craft Smoke Bomb - Craft Thunder Bomb Martial Arts - ALL Bushcraft - ALL Subterfuge - Detect Traps - Disarm Traps - Set Traps
Class Bonuses	
Natural Fighter	You may attack twice on your turn
Herbal Balms	Once per short rest, in any area of wild vegetation such as a forest, meadow, marsh- you may craft up to 1d4 Herbal Balms from local plant life, and add them to your inventory
Toxin Tolerant	You are immune to TOX type damage. You cannot be poisoned.

Spellcaster Info	
Focus Type	Talismans, Witching Gauntlets
Focus Slots	1
Class Spells (Purchasable using Ability Points)	Charms - ALL Elementalism - Electro Ball - Fire Ball - Ignite Enchantment - Disenchant - Hextrap Illusion - Faerie Flame - Magus Mark Sorcery - Detect Magic - Magus Shield - Negate Magic

Level 1 Package	
Ability Points	4
Weapons	Short Sword
Tools	N/A
Other	1 focus of your choice from the following - Bear Medallion - Cat Medallion - Corvid Medallion - Owl Medallion - Wolf Medallion



Illusionist

Biography

A supreme trickster, and master of illusion. Weaving magic with the senses of sight, touch, and sound, a master illusionist can make reality appear as they wish.

Energy Profile (Mana)

Your class draws its energy from the Mana Grid. The Mana Grid is the field of reality which creates the laws of physics. Mana as a raw energy is used by spellcasters to change the physical world and produce magical effects. When you gain energy, you are gaining Mana.



Class Stats	
Class Armor	+2
Energy Gain	PERx10
Class Equipment Slots	
Accessories	5
Weapons	1 weapon
Consumables	5
Class Proficiencies	
Weapons	Melee Weapons - Simple Ranged Weapons - Simple, Martial Firearms - Simple
Skills	You are trained in the following Skills- - Sleight of Hand - 1 other skill of your choice
Class Abilities	
Class Abilities (Purchasable using Ability Points)	Acrobatics - Mad Hops - Three Point Landing Alchemy - Brew Antidote - Brew Energy Serum - Brew Health Serum Martial Arts - A Real Hero Marksmanship - Eagle Eye Medical Abilities - Awaken - Medical Attention Subterfuge - ALL
Class Bonuses	
Magical Twin Forms	You may switch between your true form, and a false form at will. Your false form may look like any person you have seen before. This ability is magical in nature
Spellslinger	In combat, you may cast 2 spells per turn

Spellcaster Info	
Focus Type	Staves, Talismans, Wands
Focus Slots	1
Class Spells (Purchasable using Ability Points)	Alteration - Heat Materials - Mistwalker Charms - Befriend - Calm - Convince - Haggle Elementalism - Change State of Water - Fire Ball - Ignite Illusion - ALL Sorcery - Astral Projection - Magus Eye - Magus Hand

Level 1 Package	
Ability Points	4
Weapons	Knife
Tools	N/A
Other	Gnarled Switch (Wand Focus)



Investigator

Biography

A private investigator, or P.I. is a detective who is either too fat or too drunk to become a cop. You use your natural intuition and gumshoe skills to solve crimes with the moral high ground of not being involved with the Police.

Energy Profile (Nerve)

Your class draws its energy from Nerve. Nerve is the primordial pool of focus and mental acuity. It is the cosmic energy which drives thought, strategy, and planning. When you gain energy, you are gaining Nerve.



Class Stats	
Class Armor	+3
Energy Gain	PERx5
Class Equipment Slots	
Accessories	5
Weapons	2 One-Handed -or- 1 Two-Handed
Consumables	3
Class Proficiencies	
Weapons	Melee Weapons - Simple Ranged Weapons - Simple Firearms - ALL
Skills	You are trained in the following Skills- - Intuition - Investigation - Either Persuasion -or- Stealth
Class Abilities	
Abilities (Purchasable using Ability Points)	Acrobatics - Three Point Landing Alchemy - Brew Energy Serum - Brew Health Serum - Craft Smoke Bomb Martial Arts - Bash - Cleave - Poke - Slash Marksmanship - Load/Reload - Eagle Eye - Quickdraw Medical Abilities - Medical Attention - Stop Bleeding Bushcraft - Expert Foraging - Man v. Nature - Mountain Goat - Pathfinder Subterfuge - ALL
Class Bonuses	
Hunch	+1 advantage on all investigation checks
Superior Sneak Attack	In addition to normal sneak attack procedure, your sneak attack ignores all physical armor on its target

Level 1 Package	
Ability Points	3
Weapons	Snub Nose Revolver
Tools	Burglary Tools
Other	N/A



Jaegernaut

Biography

Hark! The age of Dragons has befallen your world, and the Universe Eater is at your doorstep! What do you do? Well, you join up with the Jaegernauts. Heavily armed, and heavily armored, Jaegernauts are the last line of defense against an apocalypse which truly cannot be stopped. It is already too late. So put on your fighting boots and get out there!

Energy Profile (Valor)

Your class draws its energy from Valor. Valor is the primordial pool of bravery. It is the cosmic energy which drives heroism and acts of courage. When you gain energy, you are gaining Valor.



Class Stats	
Class Armor	+4
Energy Gain	STR x 5
Class Equipment Slots	
Accessories	3
Weapons	2 weapons regardless of handedness
Consumables	3
Class Proficiencies	
Weapons	Melee Weapons - ALL Ranged Weapons - ALL Firearms - ALL
Skills	You are trained in the following Skills- - Survival - Choose one from Endurance Intimidation, or Strongman
Class Abilities	
Abilities (Purchasable using Ability Points)	Acrobatics - Three Point Landing Martial Arts - ALL Marksmanship - ALL Bushcraft - Man v. Nature - Mountain Goat - Pathfinder
Class Bonuses	
Armored Revenger	When you have an Armor apparel item equipped, you gain Temp Armor equivalent to your own STR score
Opening Gambit	Your first attack in any combat encounter does 2x damage and ignores physical armor
Berserker Mode	Once per day, you may go into Berserker Mode for 1d4+1 rounds. Berserker Mode grants the following effects - +50 Temp HP - +2 attack speed. - +20 BLU damage added to each successful attack, for the duration If you do not have any hostile targets to attack, you must attack a friendly target
Favored Enemy	You choose one type of NPC to be your favored enemy for life. Gain the following benefits - Do 2x damage against Favored Enemy - Favored Enemy drops 2x Kill or KO rewards

Level 1 Package	
Ability Points	3
Weapons	Longsword
Tools	N/A
Other	N/A



Magus

Biography

A Magus is an expert in the field of Magic. Also called a Wizard or a Sorcerer, the Magus is the archetypal spellcaster. Magus is a flexible, and highly diverse class, as Magi have access to more spells than any other spellcasting class. If you want to customize a spellcaster, this is the class for you.

Energy Profile (Mana)

Your class draws its energy from the Mana Grid. The Mana Grid is the field of reality which creates the laws of physics. Mana as a raw energy is used by spellcasters to change the physical world and produce magical effects. When you gain energy, you are gaining Mana.



Class Stats	
Class Armor	+2
Energy Gain	INTx10
Class Equipment Slots	
Accessories	5
Weapons	1 weapon
Consumables	5
Class Proficiencies	
Weapons	Melee Weapons - Simple Ranged Weapons - Simple Firearms - Simple
Skills	You are trained in the following Skills- - Arcana - 2 INT or WIS skills of your choice
Class Abilities	
Class Abilities (Purchasable using Ability Points)	Acrobatics - Three Point Landing Alchemy - Brew Antidote - Brew Energy Serum - Brew Health Serum Medical Abilities - Awaken - Medical Attention Subterfuge - Detect Traps - Disarm Traps
Class Bonuses	
Minor Magus Hand	At any time, you may summon one invisible hand which can hold up to INTx2 lbs and interact with objects, but which cannot attack.
Spellslinger	In combat, you may cast 2 spells per turn
Spellcaster Info	
Focus Type	Grimoires, Staves, Wands, Witching Gauntlets
Focus Slots	3
Class Spells (Purchasable using Ability Points)	Alteration - ALL Charms - ALL Conjuration - ALL Elementalism - ALL Enchantment - ALL Illusion - ALL Naturalism - ALL Necromancy - ALL Restoration - ALL Sorcery - ALL
Level 1 Package	
Ability Points	4
Weapons	Knife
Tools	N/A
Other	Leather Runic Glove (Witching Gauntlet Focus)



Marksman

Biography

A marksman is a crack shot and a master of gun play, well trained in the shooting arts. From snipers, to archers, hitmen, and tricks hooters. Whatever your job is, you are a master of ranged combat.

Energy Profile (Nerve)

Your class draws its energy from Nerve. Nerve is the primordial pool of focus and mental acuity. It is the cosmic energy which drives thought, strategy, and planning. When you gain energy, you are gaining Nerve.



Class Stats	
Class Armor	+2
Energy Gain	PERx10
Class Equipment Slots	
Accessories	3
Weapons	2 One-Handed -or- 1 Two-Handed
Consumables	3
Class Proficiencies	
Weapons	Melee Weapons - Simple Ranged Weapons - ALL Firearms - ALL
Skills	You are trained in the following Skills- - Reflex - Sleight of Hand
Class Abilities	
Abilities (Purchasable using Ability Points)	Acrobatics - Mad Hops - Three Point Landing Alchemy - Craft Smoke Bomb Martial Arts - Bash - Cleave - Poke - Slash Marksmanship - ALL Medical Abilities - Stop Bleeding Bushcraft - Man v. Nature - Mountain Goat - Pathfinder Subterfuge - Detect Traps - Disarm Traps - Smuggle
Class Bonuses	
Go For Broke	Once per combat, when using a firearm, you may "empty the magazine" and make as many attacks as a firearm can make before needing to cooldown. You only roll speed on the first attack. If it hits, they all hit. Limit 6 attacks. Conserve Ammo does not activate during this attack
Conserve Ammo	When using all firearms, you may attack one additional turn before having to cool down
Hot Swap	Once per combat, you may switch out your currently equipped weapons with no penalty
Level 1 Package	
Ability Points	3
Weapons	Semi-Auto Pistol
Tools	N/A
Other	N/A



Paladin

Biography

A warrior of God, a man of cloth and combat. A Paladin is an ordained priest who is trained in the arts of combat. One who preaches the word of their god by day, and who kills creatures of darkness at night. Paladins may take many forms- from heavily armored knights to quick and nimble marksmen. The two traits which unite paladins, are a sharp skill in weapon combat, and a faith so unshakable as to have the magical powers of a demi-god.

Energy Profile (Favor)

Your class draws its energy from a Patron. Patrons siphon Mana from the Mana Grid on your behalf and deliver it to you as Favor. Mana as a raw energy is used by spellcasters to change the physical world and produce magical effects. When you gain energy, you are gaining Favor.



Level 1 Package	
Ability Points	3
Weapons	Club and Buckler Shield
Tools	N/A
Other	Arm Wraps (Sign of Faith Focus)

Class Stats	
Class Armor	+4
Energy Gain	(CHAx5) -or- (STRx5)
Class Equipment Slots	
Accessories	3
Weapons	2 weapons regardless of handedness
Consumables	3
Class Proficiencies	
Weapons	Melee Weapons - ALL Ranged Weapons - ALL Firearms - ALL
Skills	You are trained in the following Skills- - Religion - 1 other skill of your choice
Class Abilities	
Class Abilities (Purchasable using Ability Points)	Acrobatics - Three Point Landing Martial Arts - Baneful Kick - Bash - Cleave - Elephant Stomp - Eight Way Strike - Poke - Slash Marksmanship - ALL Medical Abilities - Awaken - Medical Attention - Resuscitate Bushcraft - Man v. Nature - Mountain Goat - Pathfinder
Class Bonuses	
Opening Gambit	Your first attack in any combat encounter does 2x damage and ignores physical armor
Natural Fighter	You may attack twice on your turn
Smite	You have access to the Smite spell offered by your patron (Purchasable using Ability Points upon reaching level 3)
Armored Revenger	When you have An Armor apparel item equipped, you gain Temp Armor equivalent to your own STR score

Enthralled Spellcaster Info	
Focus Type	Sign of Faith
Focus Slots	1
Class Spells (Purchasable using Ability Points)	Enthralled Class. Check your patron for your spell list
Available Patrons	Gods - Artemis, Czyzyx, El, Gynt, Selvans Devils - ALL Dragons - ALL



Priest

Biography

People of the Cloth who have sworn their mortal lives to the service of a God. In addition to their clergy duties, Priests also have supernatural powers. Priests are the most common form of the enthralled spellcaster, being used and beloved by Gods, Devils, Dragons, and all.

Energy Profile (Favor)

Your class draws its energy from a Patron. Patrons siphon Mana from the Mana Grid on your behalf and deliver it to you as Favor. Mana as a raw energy is used by spellcasters to change the physical world and produce magical effects. When you gain energy, you are gaining Favor.



Class Stats	
Class Armor	+2
Energy Gain	CHAx10
Class Equipment Slots	
Accessories	3
Weapons	1 weapon
Consumables	5
Class Proficiencies	
Weapons	Melee Weapons - Simple Ranged Weapons - Simple Firearms - Simple
Skills	You are trained in the following Skills- - Religion - 1 other skill of your choice
Class Abilities	
Class Abilities (Purchasable using Ability Points)	Acrobatics - Three Point Landing Alchemy - Brew Energy Serum - Brew Health Serum Martial Arts - A Real Hero Marksmanship - Eagle Eye Medical Abilities - ALL Subterfuge - Feather Foot - Smuggle - Shadow Walker - Sneaky Pete
Class Bonuses	
Man of the Cloth	+1 advantage on all religion checks
Smite	You have access to the Smite spell offered by your patron (Purchasable using Ability Points upon reaching level 3)

Enthralled Spellcaster Info	
Focus Type	Sign of Faith
Focus Slots	2
Class Spells (Purchasable using Ability Points)	Enthralled Class. Check your patron for your spell list
Available Patrons	Gods - ALL Devils - ALL Dragons - ALL

Level 1 Package	
Ability Points	3
Weapons	Knife
Tools	N/A
Other	Clerical Collar (Sign of Faith Focus)



Psychic

Biography

Psychics, true psychics at least, not those TV scamsters, are the next stage in human evolution. Powerful mental faculties allow the psychic to manipulate the very fabric of reality with their thoughts.

Energy Profile (Nerve)

Your class draws its energy from Nerve. Nerve is the primordial pool of focus and mental acuity. It is the cosmic energy which drives thought, strategy, and planning. When you gain energy, you are gaining Nerve.



Class Stats	
Class Armor	+2
Energy Gain	PERx10
Class Equipment Slots	
Accessories	5
Weapons	1 weapon
Consumables	5
Class Proficiencies	
Weapons	Melee Weapons - Simple, Martial Ranged Weapons - Simple Firearms - Simple, Martial
Skills	You are trained in the following Skills- - Intuition - Investigation -or- Persuasion
Class Abilities	
Abilities (Purchasable using Ability Points)	Acrobatics - ALL Martial Arts - A Real Hero Marksmanship - Butterfly Bullet - Eagle Eye - Quickdraw Bushcraft - Pathfinder Psychic Abilities - ALL Subterfuge - Detect Traps - Smuggle - Shadow Walker - Sneaky Pete
Class Bonuses	
Psychic Life Force	Instead of drawing your HP from CON, you draw from PER. Your HP is (5xPER+60)
Psychic Affinity	You have an affinity to PSY type damage
Level 1 Package	
Ability Points	3
Weapons	Asp Baton
Tools	N/A
Other	N/A



Skate Rat

Biography

In the 1970s, in California, surfers started to surf the sidewalks on "skateboards" and history would never be the same again. By the mid 80's the Skate Rats had taken over the streets and parking lots of America, from the urban sprawl to suburbia, terrorizing WASPs and pointing out and mocking poseurs. No rail is safe. No gap will remain uncrossed. All cement and asphalt is in danger. Watch close now because they're about to do an ollie.

Energy Profile (Finesse)

Your class draws its energy from Finesse. Finesse is the primordial pool of calmness and accuracy. It is the cosmic energy which drives fine skill and steadiness. When you gain energy, you are gaining Finesse.



Class Stats	
Class Armor	+2
Energy Gain	(DEX+5) -or- (AGI+5)
Class Equipment Slots	
Accessories	5
Weapons	1 weapon
Consumables	3
Class Proficiencies	
Weapons	Melee Weapons - Simple Ranged Weapons - Simple Firearms - Simple, Martial
Skills	You are trained in the following Skills- - Reflex - Athletics -or- Performance
Class Abilities	
Abilities (Purchasable using Ability Points)	Acrobatics - ALL Martial Arts - A Real Hero - Bash - Cleave - Poke - Slash Marksmanship - Eagle Eye - Quickdraw Subterfuge - ALL
Class Bonuses	
Go Hard and Commit	When you are mounted on a bicycle, skateboard, or rollerblades type vehicle in combat, you gain the following bonuses- - +1 advantage on attack speed rolls - +1 Energy Gain per turn.
Superior Sneak Attack	In addition to normal sneak attack procedure, your sneak attack ignores all physical armor on its target
Natural Fighter	You may attack twice on your turn
Level 1 Package	
Ability Points	3
Weapons	Asp Baton
Tools	Bicycle (Vehicle) -or- Roller Blades (Vehicle) -or- Skateboard (Vehicle)
Other	N/A



Street Fighter

Biography

Your body is your weapon. As an unarmed warrior, your fists and your feet do as much damage as any sword or hammer. Natural born brawlers, street fighters make up the ranks of boxers, mixed martial artists, and bar fighters.

Energy Profile (Rage)

Your class draws its energy from Rage. Rage is the primordial pool of infernal anger. It is the cosmic energy which drives violence and aggression. When you gain energy, you are gaining Rage.



Class Stats	
Class Armor	+4
Energy Gain	STR x 5
Class Equipment Slots	
Accessories	3
Weapons	1 weapon
Consumables	3
Class Proficiencies	
Weapons	Melee Weapons - Simple, Martial Ranged Weapons - Simple Firearms - Simple
Skills	You are trained in the following Skills- - Athletics - Choose one from Intimidation, Strongman, or Wrestling
Class Abilities	
Abilities (Purchasable using Ability Points)	Acrobatics - ALL Martial Arts - ALL Medical Abilities - Awaken Bushcraft - Man v. Nature - Mountain Goat - Pathfinder Subterfuge - Shadow Walker - Smuggle - Sneaky Pete
Class Bonuses	
Bareknuckle	When you have no weapon equipped, your unarmed attack does an additional 1d10+10 damage
Natural Fighter	You may attack twice on your turn
Opening Gambit	Your first attack in any combat encounter does 2x damage and ignores physical armor
Level 1 Package	
Ability Points	4
Weapons	N/A
Tools	N/A
Other	N/A



Warrior

Biography

Sword in hand, and a pocket full of anger, the warrior is your basic, well rounded melee fighter. Military training, or an upbringing as a slave pit fighter might make a warrior who they are, but the one thing they have in common is a love for battle, and a honed skill in combat.

Energy Profile (Valor)

Your class draws its energy from Valor. Valor is the primordial pool of bravery. It is the cosmic energy which drives heroism and acts of courage. When you gain energy, you are gaining Valor.



Class Stats	
Class Armor	+4
Energy Gain	(CON x 5) -or- (STR x 5)
Class Equipment Slots	
Accessories	3
Weapons	2 One-Handed -or- 1 Two-Handed
Consumables	3
Class Proficiencies	
Weapons	Melee Weapons - ALL Ranged Weapons - Simple, Martial Firearms - ALL
Skills	You are trained in the following Skills- - Athletics - Choose one from Acrobatics, Evasion, or Strongman
Class Abilities	
Abilities (Purchasable using Ability Points)	Acrobatics - Mad Hops - Three Point Landing Martial Arts - ALL Marksmanship - Load/Reload - Quickdraw Medical Abilities - Stop Bleeding Bushcraft - Man v. Nature - Mountain Goat - Pathfinder Subterfuge - Smuggle
Class Bonuses	
Opening Gambit	Your first attack in any combat encounter does 2x damage and ignores physical armor
Natural Fighter	You may attack twice on your turn
Hot Swap	Once per combat, you may switch out your currently equipped weapons with no penalty

Level 1 Package	
Ability Points	3
Weapons	Short Sword
Tools	N/A
Other	N/A

Wytch

Biography

When a young woman reaches maturity, a Dark Patron may reach out to her, and offer her a spot among the ranks of their thralls. If she signs her name, and keeps up with her enthrallment contract, she will become a powerful, and mesmerizing creature of the night, wild and free. But freedom comes at a great cost.

Energy Profile (Favor)

Your class draws its energy from a Patron. Patrons siphon Mana from the Mana Grid on your behalf and deliver it to you as Favor. Mana as a raw energy is used by spellcasters to change the physical world and produce magical effects. When you gain energy, you are gaining Favor.



Class Stats	
Class Armor	+2
Energy Gain	CHAx10
Class Equipment Slots	
Accessories	5
Weapons	1 weapon
Consumables	5
Class Proficiencies	
Weapons	Melee Weapons - Simple Ranged Weapons - Simple, Martial Firearms - Simple
Skills	You are trained in the following Skills- - Arcana - Choose one from Animal Handling, Nature, or Persuasion
Class Abilities	
Class Abilities (Purchasable using Ability Points)	Acrobatics - ALL Alchemy - ALL Medical Abilities - ALL Bushcraft - Expert Foraging - Pathfinder - Tame Beast Subterfuge - ALL
Class Bonuses	
Bikini Armor	When you have no armor pieces equipped, you gain Temp Armor equivalent to your own CON score
Herbal Balms	Once per short rest, in any area of wild vegetation such as a forest, meadow, marsh- you may craft up to 1d4 Herbal Balms from local plant life, and add them to your inventory
Unreasonable Beauty Standard	You have +3 Temp Attractive at all times
Bewitched	You have an affinity to DRK. You are vulnerable to HOL and WTR. You take 1d4 damage per each turn spent in contact with water. Your required water intake is now 0 liters per day.

Enthralled Spellcaster Info	
Focus Type	Grimoires, Staves, Talismans, Wands, Witching Gauntlets
Focus Slots	1
Class Spells (Purchasable using Ability Points)	Enthralled Class. Check your patron for your spell list
Available Patrons	Gods - Artemis, Gynt, Selvans Devils - ALL Dragons - ALL

Level 1 Package	
Ability Points	4
Weapons	Knife
Tools	N/A
Other	Gnarled Switch (Wand Focus)



4.20- Leveling Up

Progress is made by leveling up your character and improving their stats. This is done through gathering Experience Points (XP), a currency which is handed down by the GM to players. You will spend XP to level up using the chart below.

Every time a character levels up, they get a reward. Usually, you are given a choice between Character Points and Ability Points, but you may also receive training or mastery in skills.

Level	XP Required	Level-Up Rewards
2	250	+1 CP -or- +1 AP -or- 1 Luck Point
3	500	Training in 1 Skill
4	750	+1 CP -or- +1 AP
5	1,000	+1 CP -or- +1 AP -or- 1 Luck Point
6	1,500	+1 CP -or- +1 AP
7	2,000	Training in 1 Skill
8	2,500	+1 CP -or- +1 AP
9	3,000	+1 CP -or- +1 AP
10	4,000	+1 CP, +1 AP, and +1 Luck Point -or- Take Multi-Class
11	5,000	+1 CP -or- +1 AP
12	6,000	+1 CP -or- +1 AP -or- Training in 1 Skill
13	7,000	+1 CP -or- +1 AP
14	8,000	+1 CP -or- +1 AP
15	10,000	+1 CP -or- +1 AP -or- 1 Luck Point -and- Mastery in 1 Skill that you are already trained in
16	12,000	+1 CP -or- +1 AP
17	14,000	+1 CP -or- +1 AP
18	16,000	+1 CP -or- +1 AP -or- Mastery in 1 Skill that you are already trained in
19	18,000	+1 CP -or- +1 AP -or- 1 Luck Point
20	20,000	+1 CP -and- +1 AP -and- Mastery in 1 Skill that you are already trained in

4.21- Multiclassing

Multiclassing refers to a character who plays more than one class, or who has a hybrid class character. At level 10, all classes in this game can forgo their level up reward and choose to multiclass instead.

To take a multiclass, forgo your level 10 rewards, and choose a new class.

From that class, you receive the following-

- Class Proficiencies
- Class Abilities
- Your choice of one (1) of that class's Bonuses
- IF you choose a spellcasting multiclass you also receive Spellcasting Class Slots
- IF you choose an enthralled class, you also must choose a Patron available to that class.

Multiclassing is just that simple. Once you have that class's abilities available, you may begin purchasing them once you have enough AP to do so.

4.22- Leveling Beyond 20

This game does not have a level cap, not really. The main leveling chain should be considered 1-20, but it is possible to earn level 21 and beyond. Each of these levels costs a flat amount of XP.

Regular Levels

Regular levels are levels whose number does not end with a 5 or a 0. These levels cost 2,000 XP and grant CP, AP, or Luck depending on your needs.

Base-5 Levels

Base-5 levels are level whose number ends in a 5 or 0, and these grant training and mastery in Skills.

Level	XP Required	Level-Up Rewards
Regular Levels (21,22,23,24,26,27,28,29 31,32,33,34,36,37,38,39... and so on in that fashion)	+3,000 XP	+1 CP -or- +1 AP -or- 1 Luck Point
Base 5 Levels (25,30,35,40,45,50,55... and so on in that fashion)	+3,500 XP	Training in 1 Skill -or- Mastery of 1 Skill you are already trained in

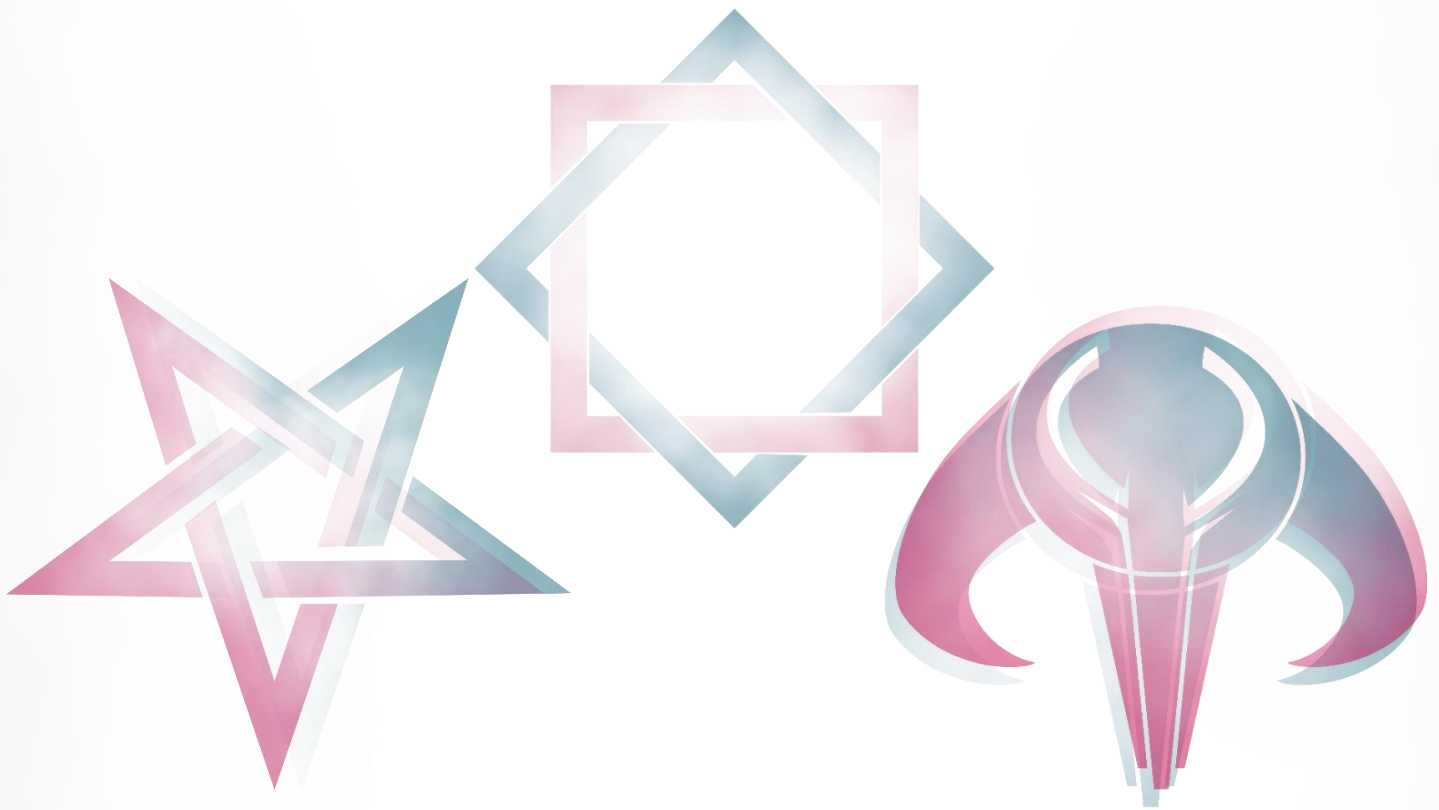
Chapter 16

Cosmic Patrons

16.10- Deities & Dragons & Devils, Oh My!

Gods, Devils, and Dragons. The most powerful beings in all the many worlds. Cosmic beings of infinite power! And they can lend you that power if you are willing to sign over your mortal soul.

These beings are referred to as “Cosmic Patrons” and each of the three types are a little bit different. So, let’s check them out!

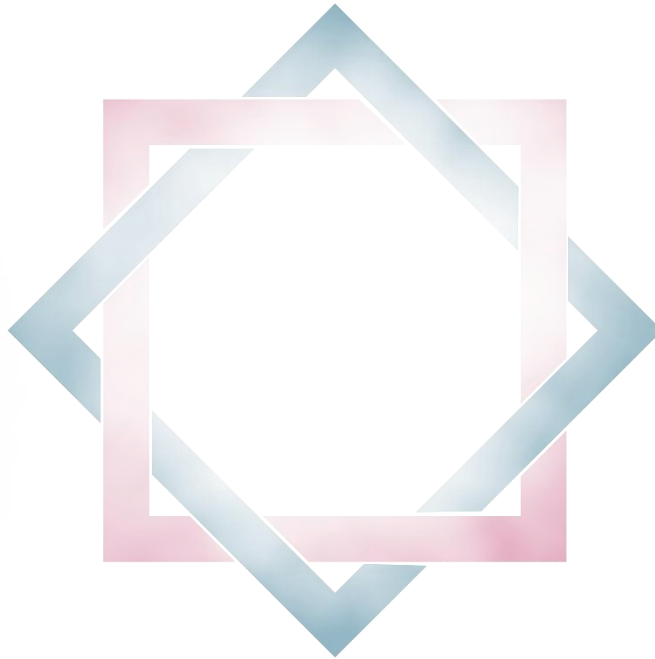




16.11- Gods

The first, biggest, and most varied class of deity is the League of Elohim, colloquially known as “the Gods”.

Gods are shards of pure Bright Karmic Energy which have become sentient and now vie for control of the souls of mortal beings. Gods are extremely powerful, but they have fragile egos, and their default state is one of absolute chaos.



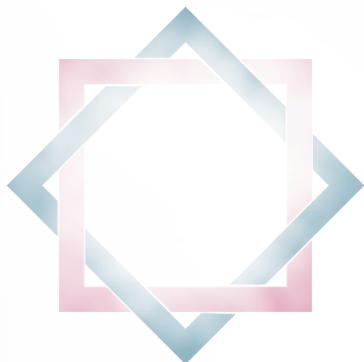


Artemis

(Domain God, Forest Animals)

Biography

Beautiful strong, and wise, Artemis is the daughter of Selvans, Lord Eternal of Nature. And where her patriarch created the forests across all the many worlds, Artemis filled those forests with creatures big and small- birds, deer, worms, beetles, and bears of all walks call Artemis their creator and their god. Artemis is most often accompanied by her companion, the Forest Prince Serenytis bathed in golden light.



Godly Ideals

The Cult of Artemis is generally based around what are called the Four Laws of the Forest, which are as follows-

- **Law of the Air**
Be respectful to the air and sky around you. Burn clean fires and do not walk around with a worldly miasma of noise or stench.
- **Law of the Trees**
Be respectful to the Trees of the Forest. Do not cut them, unless your life or the life of another depends on it, or to build personal shelter or warmth for yourself or another.
- **Law of the Water**
Be respectful to the Lakes and Rivers. Do not let waste drift off into the lakes, and do not let death lay in the river. These too are the realms of many unnamed souls.
- **Law of the Animals**
Be respectful to the Animals. Kill only to eat, unless your life or the life of another depends on it. A hunt is a holy pilgrimage, and all parts of the quarry ought be used.

Enthrallment Contract

To enter enthrallment with this God, you must meet the requirements of the following contract. Deviating from the following contract causes you to lose your enthrallment bonuses and may require you to reclass.

Enthrallment Contract for Artemis	
Karmic Balance	There is no required Karmic Balance for this God
Required Offerings or Prayers	You must pray before taking the life of an NPC with the descriptor "Beast," "Marvelous Beast," or "Mythic Beast." Use all the parts of the animal or offer the remaining parts to Artemis by burning them in a fire with Aromatic Herbs and Salt
Dietary Restrictions	Pray to Artemis before consuming meat. Do not eat the meat of a bear. This is an abomination. If a bear is killed, it should be offered to Artemis as described above
Misc Commandments	You are not to live a life of excess. A true devotee of Artemis lives in the wild, in a camp or small cabin. If you must live in the city, try not to own property
Patron Prayer	<i>"Great and Mighty Artemis, Mother of Life, Goddess of the Hunt, Lord-Creatrix of the Forest Creatures, grant me your swiftness, your kindness, your wisdom, and your grace."</i>

Enthrallment Bonuses

In exchange for keeping with your Enthrallment Contract, you are given access to the following spell list and miscellaneous bonuses.

Patron Spells	
Patron Spells (Purchasable using Ability Points)	Alteration
	- Falseform
	- Mistwalker
	Charms
	- Befriend
	- Calm
	Conjuration
	- Conjure Beast
	Illusion
	- Faerie Flame
	- Illusory Wall
	- Mystic Fog
	Naturalism
- ALL	
Restoration	
- Remedy	
- Restore Life	
Patron Bonuses	
The Forest's Tongue	Can speak to and glean basic knowledge from all plants, woodland creatures, mushrooms, and toadstools. Player may ask them simple questions such as directions, if they have seen a subject, etc.
Archer of the Gods	+1d10 weapon attack speed to all bows and crossbows

Smite Spell

In exchange for keeping with your Enthrallment Contract, you are given access to the following spell **starting at Level 3**

Serenytis Stampede					
You call upon Serenytis who responds by bounding out of your heart in a stampede onto the battlefield.					
Type	Smite Spell	Min Score	N/A	Learn Cost	1 AP
EN Cost	500 EN				
Speed	1d10+WIS				
Damage	2d10+15+WIS HOL (5d10+50+WIS HOL see upgrades)				
Range	30x5 ft. beam (100x25 ft. beam- see upgrades)				
Effects	Serenytis charges forward in a 30 ft long, 5 ft. wide beam which deals 1d10+10+WIS HOL damage to all targets within the beam				
Requires	Character Level 3 or higher				
Upgrades	<p>Serenytis Stampede II Level Requirement: 05 Learn Cost: +1 AP Damage is now 3d10+30+WIS HOL</p> <p>Serenytis Stampede III Level Requirement: 07 Learn Cost: +1 AP Range is now 50x15 ft. beam</p> <p>Serenytis Stampede IV Level Requirement: 10 Learn Cost: +1 AP Damage is now 5d10+50+WIS HOL</p> <p>Serenytis Stampede V Level Requirement: 13 Learn Cost: +1 AP Range is now 100x25 ft. beam</p>				



Czyzyx (Dark God)

Biography

Far across the omniverse, in a world of psychic torment, Czyzyx lies sleeping, waiting for the Brain Wars. Czyzyx watches the many worlds in its dreams, searching for knowledge and for signs of life to assimilate into the horrible and ever-growing Czyzyxian Horde. Many who have witnessed Czyzyx's raw power have taken to worshipping the Sleeping Brain Lord. And the Brain Lord has blessed them with favor.



Godly Ideals

The Czyzyxian Horde has no written commandments, but those who choose to worship Czyzyx before being assimilated to the Horde may follow what is called the Creed of Assimilation-

- **Become Strong in Body**
Make your body strong, as strong meat is needed for the Brain Wars.
- **Become Sharp in Mind**
Make your mind strong, as your prey is clever.
- **Become Many in Number**
Breed, as many more than you are needed for the coming Brain Wars.

Enthrallment Contract

To enter enthrallment with this God, you must meet the requirements of the following contract. Deviating from the following contract causes you to lose your enthrallment bonuses and may require you to reclass.

Enthrallment Contract for Czyzyx	
Karmic Balance	There is no required Karmic Balance for this God
Required Offerings or Prayers	There are no compulsory offerings or prayers to this God
Dietary Restrictions	There are no dietary restrictions associated with this God
Misc Commandments	This God does not command anything in particular of their devotees
Patron Prayer	<i>"I am one with Czyzyx, and Czyzyx lives inside me. All who stand against me shall assimilate or be destroyed."</i>

Enthrallment Bonuses

In exchange for keeping with your Enthrallment Contract, you are given access to the following spell list and miscellaneous bonuses.

Patron Spells	
Patron Spells (Purchasable using Ability Points)	Alteration <ul style="list-style-type: none"> - Embiggen - Falseform - Mistwalker Charms <ul style="list-style-type: none"> - Frenzy - Frighten Conjuration <ul style="list-style-type: none"> - Acid Spritz Dark Magic <ul style="list-style-type: none"> - Horrible Hands - Melancholy Illusion <ul style="list-style-type: none"> - ALL Sorcery <ul style="list-style-type: none"> - Magus Eye - Magus Hand
Patron Bonuses	
Horrors Beyond Comprehension	Once per day you may regenerate 1d10+INT SAN upon reaching zero SAN
Brain Power	Your HP is determined by INT rather than CON

Smite Spell

In exchange for keeping with your Enthrallment Contract, you are given access to the following spell **starting at Level 3**

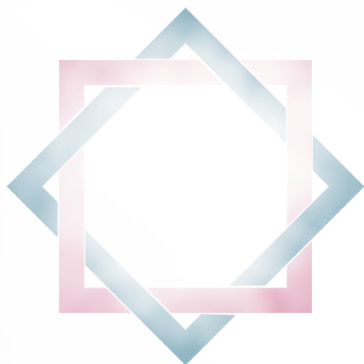
Forbidden Knowledges					
You cast the forbidden knowledges of the cosmos into the brain of another, causing their mental mind to shatter.					
Type	Smite Spell	Min Score	N/A	Learn Cost	1 AP
EN Cost	750 EN				
Speed	1d10+INT				
Damage	2d10+20+INT PSY (5d10+30+WIS PSY see upgrades)				
Range	15 ft. radius (50 ft. radius- see upgrades)				
Effects	You cast forbidden knowledges to the minds of all unfriendly targets within range. Those targets take 2d10+20+INT PSY damage and lose 1d10 SAN per round spent in the radius. This radius lasts as long as you can keep concentration				
Requires	Character Level 3 or higher Concentration				
Upgrades	Forbidden Knowledges II Level Requirement: 05 Learn Cost: +1 AP Damage is now 3d10+20+INT PSY Forbidden Knowledges III Level Requirement: 07 Learn Cost: +1 AP Range is now 25 ft. radius Forbidden Knowledges IV Level Requirement: 10 Learn Cost: +1 AP Damage is now 5d10+30+INT PSY Forbidden Knowledges V Level Requirement: 13 Learn Cost: +1 AP Range is now 50 ft. radius				



El-Adonai (Bright God)

Biography

El, King of Kings is one of the most influential and beloved Gods of the Omniverse. Known as the God of Ninety-Nine Names, El is worshipped in nearly every world by at least one of his many monikers, among which are Yahweh, Allah, Jehovah, and countless others. Adonai is the just, and bright form of El, a god of love and redemption.



Godly Ideals

The numerous Cults of El are extremely varied in their beliefs, but they all form around a document called the Decalogue-

- I- Worship no Gods before El
- II- Do not allow yourself to be worshipped before El
- III- Do not take the Ninety-Nine Names in vain
- IV- Keep a Sabbath day in your week for reflection
- V- Honor the Names of your Forefathers
- VI- Do not take a life, unless it is to save two lives
- VII- Be honest in matters of love
- VIII- Do not deprive others of the fruits of their labor
- IX- Do not make yourself a false witness
- X- Do not desire that which you do not need to live

Enthrallment Contract

To enter enthrallment with this God, you must meet the requirements of the following contract. Deviating from the following contract causes you to lose your enthrallment bonuses and may require you to reclass.

Enthrallment Contract for Artemis	
Karmic Balance	Bright Dominant Karma 10 or Higher
Required Offerings or Prayers	It is customary for new devotees to be "saved" or baptized in water by a senior priest of El. It is also expected for devotees to pray to El at dawn, high noon, and dusk
Dietary Restrictions	El asks that his followers do not consume the meat of swine or shellfish ever, and not to consume any type of meat at all on the day of the Sabbath
Misc Commandments	Live a modest and charitable life, for it is easier for a camel to fit through the eye of a sewing needle than for a wealthy man to enter the Celestial Kingdom
Patron Prayer	"Great Father El in the Celestial Kingdom, hallowed be thy name, thy will be done in this world as it is in Heaven. Give us this day our daily bread and forgive us our sins. Help us to forgive those who have trespassed against us. Lead us away from temptation and into the arms of salvation. Power and glory forever, amen."

Enthrallment Bonuses

In exchange for keeping with your Enthrallment Contract, you are given access to the following spell list and miscellaneous bonuses.

Patron Spells	
Patron Spells (Purchasable using Ability Points)	Alteration
	- Falseform
	- Heat and Cool Materials
	Bright Magic
	- ALL
	Charms
	- Calm
	- Iron Will
	Conjuration
	- Conjure Food and Drink
	Elementalism
	- Ignite
	- Walk Upon Water
	Illusion
	- Booming Voice
- Faerie Flame	
Naturalism	
- Sunbeam	
Patron Bonuses	
Armor of Faith	+3 Temp Armor
Fearlessness	You cannot gain the Fearful condition

Smite Spell

In exchange for keeping with your Enthrallment Contract, you are given access to the following spell **starting at Level 3**

Pillar of Salt					
You call upon El to smite your enemies. El turns their very bodies to salt.					
Type	Smite Spell	Min Score	N/A	Learn Cost	1 AP
EN Cost	500 EN				
Speed	2d10+WIS				
Damage	2d10+20 HOL (5d10+60 HOL see upgrades)				
Range	15 ft. (50 ft. see upgrades)				
Effects	El causes one target of your choosing within range to begin turning to salt. This causes 2d10+20 HOL damage. If the target dies from this smiting, they will become 2d10x5 Salt (consumable item) which you can collect after combat if you wish				
Requires	Character Level 3 or higher				
Upgrades	<p>Pillar of Salt II Level Requirement: 05 Learn Cost: +1 AP Damage is now 3d10+30 HOL</p> <p>Pillar of Salt III Level Requirement: 07 Learn Cost: +1 AP Range is now 30 ft. You may now smite up to 3 targets within range</p> <p>Pillar of Salt IV Level Requirement: 10 Learn Cost: +1 AP Damage is now 5d10+60 HOL</p> <p>Pillar of Salt V Level Requirement: 13 Learn Cost: +1 AP Range is now 50 ft.</p>				

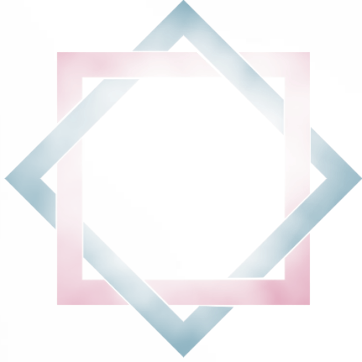


Epona

(Domain God, Plains Animals)

Biography

Majestic and swift, Epona is the Queen of Horses galloping through the cosmos, steed to no one. Epona, sister to Selvans is a god of peace, tranquility, life, agriculture, and fertility who resides over grasslands and pastures as a protector of grazing animals such as horses, cows, donkeys, and deer.



Godly Ideals

The Cult of Epona is a peaceful and pacifist religion based on the ideals of the grassland, what they call the Pleas of Epona-

- **Plea One:** Eat not the flesh of any creature, big or small. Sustain yourself on the grasses offered to you from the soil.
- **Plea Two:** Protect and care for the wild herds and their foals. Be as a guardian for Epona.
- **Plea Three:** Cultivate and care for the grasses of the field lands. This is a godly and proud duty.
- **Plea Four:** Be not aggressive or violent. Choose the path of peace in your words and deeds.
- **Plea Five:** Be grateful to the steeds and oxen which bear your life on their backs, for you too are as a beast without them.

Enthrallment Contract

To enter enthrallment with this God, you must meet the requirements of the following contract. Deviating from the following contract causes you to lose your enthrallment bonuses and may require you to reclass.

Enthrallment Contract for Artemis	
Karmic Balance	Bright Dominant Karma 5 or Higher
Required Offerings or Prayers	On holy holidays, devotees of Epona will drink a beverage made of clarified mare's milk and aromatic herbs as an offering to Epona
Dietary Restrictions	Epona strictly forbids the eating of flesh
Misc Commandments	This God does not command anything
Patron Prayer	<i>"Queen Epona, graceful and swift, protector of the fields, part the grass and show me the way. Let none pray upon me or my herd. Let me lay down in green fields forever."</i>

Enthrallment Bonuses

In exchange for keeping with your Enthrallment Contract, you are given access to the following spell list and miscellaneous bonuses.

Patron Spells	
Patron Spells (Purchasable using Ability Points)	Alteration
	- Embiggen
	- Falseform
	Charms
	- Befriend
	- Calm
	Conjuration
	- Conjure Beast
	Illusion
	- Faerie Flame
	- Magus Mark
	- Unbound Sounds
	Naturalism
	- ALL
Restoration	
- Remedy	
- Restore Life	
Patron Bonuses	
Flatlands Swiftness	+10 Movement Speed
Grasslands Stealth	+2 Advantage on Stealth Checks when in tall grass or bushes only

Smite Spell

In exchange for keeping with your Enthrallment Contract, you are given access to the following spell **starting at Level 3**

Ethereal Stallion Stampede					
You call upon Epona to aid you. She sends a stampede of ethereal stallions to surround and trample your enemies.					
Type	Smite Spell	Min Score	N/A	Learn Cost	1 AP
EN Cost	500 EN				
Speed	CHA				
Damage	2d10+WIS HOL/CRU (5d10+HOL HOL/CRU see upgrades)				
Range	10 ft. radius, 30 ft. casting distance (30 ft. radius, 60 ft. casting distance)				
Effects	A herd of ethereal stallions begin stampeding around all targets within the range. Targets must roll a LUK check of 15 or become Immobilized for 1d6+1 rounds. Trapped targets take 2d10+WIS HOL/CRU damage per round trapped by the stampede				
Requires	Character Level 3 or higher				
Upgrades	Ethereal Stallion Stampede II Level Requirement: 05 Learn Cost: +1 AP Damage is now 3d10+WIS HOL/CRU per round Ethereal Stallion Stampede III Level Requirement: 07 Learn Cost: +1 AP Range is now 20 ft. radius, 50 ft. casting distance Ethereal Stallion Stampede IV Level Requirement: 10 Learn Cost: +1 AP Damage is now 5d10+WIS HOL/CRU per round Ethereal Stallion Stampede V Level Requirement: 13 Learn Cost: +1 AP Range is now 30 ft. radius, 60 ft. casting distance				

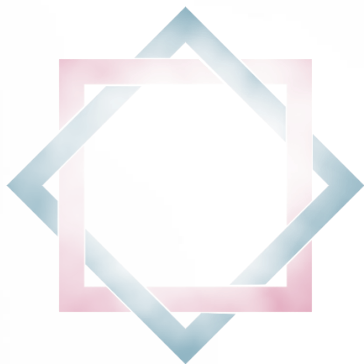


Gynt

(Domain God, Mountains)

Biography

Hail Gynt, Mountain King, God to Barbarians and hinterlanders. Gynt lives in the mountains, sturdy and strong. At their root he sits on a bedrock throne, reveling in the good things, drunken and amorous with his merry court of mountain nymphs, and his great and mighty serpent, Boyg. Gynt is seen as a god of numerous domains- the mountains, the glory of battle, lust, hedonism, and brewing. He is a God of many talents, and watches over those who seek to tame and thrive in the rough and unforgiving wilds.



Godly Ideals

The Cult of Gynt is a religion of Barbarians which follow the following Laws of the Mountain-

- I- With your enemy, first make words. Words can end combat without bloodshed. When words fail, crush your enemy.
- II- In times of peace, make revelry. War is ever on the horizon, enjoy the battle-silence fully.
- III- When engaged in either revelry or combat, meet your partner equally. Always conduct yourself fairly. Be honest in all matters.
- IV- To save the life of one in peril, at great risk to your own life is the highest act. To be saved when your life is in peril promises and contracts your service to your savior. This is called "Life-Debt."

Enthrallment Contract

To enter enthrallment with this God, you must meet the requirements of the following contract. Deviating from the following contract causes you to lose your enthrallment bonuses and may require you to reclass.

Enthrallment Contract for Artemis	
Karmic Balance	There is no required Karmic Balance for this God
Required Offerings or Prayers	Gynt asks his devotees to taste but a drop of blood from the foes they slay
Dietary Restrictions	There are no dietary restrictions associated with this God
Misc Commandments	Fight face to face. Never stab an opponent in the back. Always fight with honor
Patron Prayer	<i>"Mountain King, hear my prayer- Lend me your strength, heat my blood, hasten my feet, and steel my hands for the battle ahead."</i>

Enthrallment Bonuses

In exchange for keeping with your Enthrallment Contract, you are given access to the following spell list and miscellaneous bonuses.

Patron Spells	
Patron Spells (Purchasable using Ability Points)	Alteration - ALL Charms - Befriend - Enrage Conjuration - Conjure Armor - Conjure Weapon Elementalism - Atomic Beam - Ignite - Move Earth Illusion - Booming Voice Restoration - Grant Life - Remedy
Patron Bonuses	
Surefootedness	You are not hindered by difficult terrain. You gain +5 Movement Speed on difficult terrain of any kind
Fearlessness	You cannot gain the Fearful condition

Smite Spell

In exchange for keeping with your Enthrallment Contract, you are given access to the following spell **starting at Level 3**

Inner Might					
Gynt helps those who help themselves. Gynt is the god of the strong and the swift and the mighty. So you dig deep inside yourself, and find new strength, not from your god, but inspired by them.					
Type	Smite Spell	Min Score	N/A	Learn Cost	1 AP
EN Cost	500 EN				
Speed	Unarmed Speed				
Damage	Unarmed Damage+2d10+CHA (Unarmed Damage+5d10+20+CHA, see upgrades)				
Range	Self (30 ft. see upgrades)				
Effects	Your unarmed attack gains +2d10+CHA damage for 1d4+1 rounds				
Requires	Character Level 3 or higher				
Upgrades	Inner Might II Level Requirement: 05 Learn Cost: +1 AP Damage is now Unarmed Damage+3d10+10+CHA Inner Might III Level Requirement: 07 Learn Cost: +1 AP Effect now lasts for 1d4+2 rounds Inner Might IV Level Requirement: 10 Learn Cost: +1 AP Upon casting this spell, all friendly targets within 30 ft of you gain 1 Special Advantage Die to use on any roll which is available to use until the end of combat Inner Might V Level Requirement: 13 Learn Cost: +1 AP Damage is now Unarmed Damage+5d10+20+CHA				



Selvans

(Domain God, the Natural World)

Biography

Selvans, the Cosmic Bear, Lord Eternal of Nature! Selvans is a great and mighty ursine god who roams the many worlds filling the uninhabited lands with forests, grasslands, and marshes, making them havens for animal life to flourish! Selvans' touch is all it takes to turn a desolate rock into a lush, forested world.



Godly Ideals

The Cult of Selvans is generally based around what is called the Promise to the Forest, three commands which shape the behavior of Devotees-

- 1- You shall be a walker of the woods and of the marsh and of the grasslands- a gazer at the stars, and a watcher of the waters. The one who knows the ways of the wild. The mosses, and the lichens, and the movements of the heavens and the oceans.
- 2- You shall be a steward of the green domains, and a propagator of plants and fungi to the lifeless places. The one who plants the seeds, and raises the saplings.
- 3- You shall be a defender of the wild things and the green places. The one who is strong to the wicked, and gentle to the small.

Enthrallment Contract

To enter enthrallment with this God, you must meet the requirements of the following contract. Deviating from the following contract causes you to lose your enthrallment bonuses and may require you to reclass.

Enthrallment Contract for Artemis	
Karmic Balance	Bright Dominant Karma 5 or Higher
Required Offerings or Prayers	An offering of meat, salt, honey, butter, and berries shall be left for Selvans on the Spring and Fall equinox. This is left out during the hour before sunrise, and then combined into a 'Selvans Pie', cooked, and eaten by the faithful afterwards
Dietary Restrictions	There are no dietary restrictions associated with this God
Misc Commandments	Carry yourself with a mild manner, but be remain ready for combat
Patron Prayer	"There is no God who is above the Air, Trees, Water, and Animals. Praise be to them, and praise be to Selvans, Lord Eternal."

Enthrallment Bonuses

In exchange for keeping with your Enthrallment Contract, you are given access to the following spell list and miscellaneous bonuses.

Patron Spells	
Patron Spells (Purchasable using Ability Points)	Alteration
	- Falseform
	- Mend
	- Mistwalker
	Charms
	- Befriend
	- Calm
	Conjuration
	- Conjure Beast
	Illusion
	- Booming Voice
	- Unbound Sounds
	Naturalism
	- ALL
Restoration	
- Healing Aura	
- Remedy	
Patron Bonuses	
The Forest's Tongue	Can speak to and glean basic knowledge from all plants, woodland creatures, mushrooms, and toadstools. Player may ask them simple questions such as directions, if they have seen a subject, etc.
Into the Wild	Your HP is always set to full, and you gain an additional 1d10 Energy Gains upon waking after sleeping while camping in the wilderness. This effect does not happen in town

Smite Spell

In exchange for keeping with your Enthrallment Contract, you are given access to the following spell **starting at Level 3**

Ursine Blitz					
You call upon Selvans for help! He sends you multiple bears.					
Type	Smite Spell	Min Score	N/A	Learn Cost	1 AP
EN Cost	500 EN				
Speed	WIS				
Damage	N/A				
Range	N/A				
Effects	In your time of need, Selvans sends 1d4+1 Brown Bear type NPCs to your aid. These bears are your thralls for 1d4+1 rounds or until the end of combat, whichever comes first, at which point they disappear into the ether				
Requires	Character Level 3 or higher				
Upgrades	Ursine Blitz II Level Requirement: 05 Learn Cost: +1 AP Bears now last for 1d6+1 rounds Ursine Blitz III Level Requirement: 07 Learn Cost: +1 AP You may now summon 1d6+1 bears total Ursine Blitz IV Level Requirement: 10 Learn Cost: +1 AP Bears now last for 1d6+2 rounds Ursine Blitz V Level Requirement: 13 Learn Cost: +1 AP You may now summon 1d6+2 bears total				



16.12- Devils

Devils, or as they call themselves, the Shayatin, are a cluster of extremely powerful Dark Karmic Energy which have gained sentience and personalities of their own.

Devils compete for the souls of mortal beings, just like Gods. But Devils are all in a pyramid shaped alignment, and report to one Great Satan called True Darkness. This power-funnel style set up is facilitated by an Eldritch Document called 'the Demon Code' which contains laws and rules which every Devil must follow or else be consumed totally by True Darkness forever.

The Demon Code

There are a few main laws put forth by the Demon Code. Here are the big ones, for your reference.

- A Soul cannot be taken by force or deception. It must be given of free will.
- A Devil must give 13 souls freely to True Darkness each Hellcycle to remain a singular personality.
- A Devil may never knowingly tell a lie. A Devil may only speak truth or opinion.
- A Devil may not decline a challenge of skill or luck if a mortal wagers their own Soul or the Soul of another which they have a valid claim on.

There are thousands of Devils out there. Here is a small selection of the most prolific.





Asmodeus

(King of Usurpers)

Biography

Asmodeus has often been called “the worst of the Devils” and that may very well be true. Asmodeus rules over the domains of revenge, sabotage, and the forceful transfer of power. Asmodeus’ only goal is to consolidate more and more control over the many worlds he inhabits. He lusts for power, and he will grab at it at all costs.



Masked Form

Asmodeus appears in many forms, always pleasing to the eye. He has appeared in the skin of men, women, and children to appear unassuming and to subvert the suspicions of his enemies. When he is contacted directly, however, expect a stunning southern gentleman, dressed in a seductive slim fit suit, with rugged features and a crooked, but handsome smile. A charming Devil, for sure.

True Form

Asmodeus’ true form is shrouded in mystery but is said to be a great and mighty serpent with a four-way facing head which features the faces of a viper, then a bull, then a man, then a ram. He visits his faithful and fearful alike in their dreams dressed in this form, though he has never been witnessed this way in person.

Traits of a Devotee

Devils gain the exclusive rights to and total ownership of the soul of their devotees upon enthrallment. For this reason, Devils do not require any standards or terms or conditions from their devotees, but they do usually target a particular type of person.

Asmodeus targets those who hunger for power, revenge, or to see others suffer. He looks for sadistic, unempathetic people who wish to gain power through any means. Asmodeus can offer this power- for a price.

Enthrallment Bonuses

In exchange for signing your Enthrallment Contract, you are given access to the following spell list and miscellaneous bonuses.

Patron Spells	
Patron Spells (Purchasable using Ability Points)	Alteration
	- Embiggen
	Charms
	- Convince
	Dark Magic
	- ALL
	Elementalism
	- Ignite
	- Inferno Beam
	Illusion
- Arcane Darkness	
- Booming Voice	
Patron Bonuses	
Lucky Devil	+2 Luck Points at the time of enthrallment
Tricky Devil	+1 Advantage on DEX checks and DEX based skill checks
	+1 Advantage on CHA checks and CHA based skill checks

Smite Spell

In exchange for signing your Enthrallment Contract, you are given access to the following spell **starting at Level 3**

Asmodian Serpent of Flaming Fire					
You call upon Asmodeus to smite your enemies.					
A great serpent from the thousand hells slithers forth and constricts your foes, vomiting fire upon their mortal flesh as they suffer.					
Type	Smite Spell	Min Score	N/A	Learn Cost	1 AP
EN Cost	600 EN				
Speed	CHA				
Damage	2d10+CHA DRK/BRN (5d10+CHA DRK/BRN see upgrades)				
Range	10 ft. radius, 30 ft. casting distance (30 ft. radius, 60 ft. casting distance)				
Effects	A great and mighty serpent from the thousand hells constricts around all targets within the range. Targets must roll a CHA check of 15 or become Immobilized for 1d6+1 rounds. Held targets take 2d10+CHA DRK/BRN damage per round held				
Requires	Character Level 3 or higher				
Upgrades	<p>Asmodian Serpent of Flaming Fire II Level Requirement: 05 Learn Cost: +1 AP Damage is now 3d10+CHA DRK/BRN per round</p> <p>Asmodian Serpent of Flaming Fire III Level Requirement: 07 Learn Cost: +1 AP Range is now 20 ft. radius, 50 ft. casting distance</p> <p>Asmodian Serpent of Flaming Fire IV Level Requirement: 10 Learn Cost: +1 AP Damage is now 5d10+CHA DRK/BRN per round</p> <p>Asmodian Serpent of Flaming Fire V Level Requirement: 13 Learn Cost: +1 AP Range is now 30 ft. radius, 60 ft. casting distance</p>				



Czernobog

(Prince of Darkness)

Biography

Sister to Baphomet, Czernobog is a mighty and intimidating Devil of darkness. Her domain includes all that which is done in the shadows, those wicked, cruel, and lascivious behaviors that we engage in when nobody is looking. Those who seek shameful gains, if they search deeply enough, may find Czernobog.



Masked Form

Czernobog is not often seen masked, for darkness exists unnoticed as it is most of the time. But now and then she has been seen in the most unassuming of forms. A mother. A mistress. A bar maid. Never consistent, but always hidden, never conspicuous.

True Form

Czernobog is darkness incarnate. No light leaves her skin. Mighty horns and great wings stretch out from her formless form. Czernobog is immense as the dark side of the moon. Her shadowy fingers reach to the bounds of imagination.

Traits of a Devotee

Devils gain the exclusive rights to and total ownership of the soul of their devotees upon enthrallment. For this reason, Devils do not require any standards or terms or conditions from their devotees, but they do usually target a particular type of person.

Czernobog tends to prey on those who seek shameful gains. The liars, cheaters, and stealers. The adulterers, and the perverts. The assassins, muggers, and highwaymen all become the faithful followers of Czernobog.

Enthrallment Bonuses

In exchange for signing your Enthrallment Contract, you are given access to the following spell list and miscellaneous bonuses.

Patron Spells	
Patron Spells (Purchasable using Ability Points)	Alteration <ul style="list-style-type: none"> - Embiggen - Falseform - Mistwalker Charms <ul style="list-style-type: none"> - Frighten Dark Magic <ul style="list-style-type: none"> - ALL Illusion <ul style="list-style-type: none"> - Arcane Darkness - Booming Voice
Patron Bonuses	
Lucky Devil	+2 Luck Points at the time of enthrallment
Night Crawler	+1 Advantage on ALL checks when completely enveloped in shadow. +5 Movement speed when completely enveloped in shadow

Smite Spell

In exchange for signing your Enthrallment Contract, you are given access to the following spell **starting at Level 3**

Eye Gloom					
You call upon Czernobog to assist you in combat. Your foes have their eyes clouded with a demonic gloom that they cannot see through.					
Type	Smite Spell	Min Score	N/A	Learn Cost	1 AP
EN Cost	500 EN				
Speed	2d10+CHA				
Damage	N/A (2d10+20+CHA DRK/round- see upgrades)				
Range	25 ft. radius (60 ft. radius- see upgrades)				
Effects	Demonic Eye Gloom settles upon the eyes of any targets within range. These targets become blind for 1d4+1 rounds				
Requires	Character Level 3 or higher				
Upgrades	Eye Gloom II Level Requirement: 05 Learn Cost: +1 AP Eye Gloom now deals 1d10+CHA DRK damage per round to effected targets Eye Gloom III Level Requirement: 07 Learn Cost: +1 AP Range is now 50 ft. Eye Gloom IV Level Requirement: 10 Learn Cost: +1 AP Damage is now 2d10+20+CHA DRK damage per round Eye Gloom V Level Requirement: 13 Learn Cost: +1 AP Range is now 60 ft.				



Lilith

(Mother of Passions)

Biography

Lilith is a powerful and cunning Devil. Her domains include femininity, love, beauty, and revenge. Those who throw in with Lilith are usually abused or underprivileged people, and usually are female or feminine. Lilith is a deity of femininity, and she attracts the same.



Masked Form

Lilith most often appears as a handsome older woman with shortly cut silver hair and burning eyes, usually dressed simply in black robes. She is unassuming, and cold, not one to make first contact but waiting for others to recognize her corporeal form for themselves.

True Form

Lilith's true form is not as comforting as her mask. She appears as a great and mighty serpent, with the torso of a woman, and the head of an owl. It is said that an unprepared person may lay eyes on her true form and go mad from either fear, or lust.

Traits of a Devotee

Devils gain the exclusive rights to and total ownership of the soul of their devotees upon enthrallment. For this reason, Devils do not require any standards or terms or conditions from their devotees, but they do usually target a particular type of person.

Lilith targets women or feminine persons who desire a life outside of what they were born into. Those who feel they want more but are not destined for it. Lilith is the patron of enraged and starving feminine expression.

Enthrallment Bonuses

In exchange for signing your Enthrallment Contract, you are given access to the following spell list and miscellaneous bonuses.

Patron Spells	
Patron Spells (Purchasable using Ability Points)	Alteration
	- Falseform
	Charms
	- ALL
	Dark Magic
	- Horrible Hands
	- Summon Hellspawn
	Illusion
	- Faerie Flame
	- Mystic Fog
Restoration	
- Restore Life	
Patron Bonuses	
Lucky Devil	+2 Luck Points at the time of enthrallment
Feminine Charm	+2 Advantage on CHA checks and CHA based skill checks

Smite Spell

In exchange for signing your Enthrallment Contract, you are given access to the following spell **starting at Level 3**

Lilitu Flock					
You call upon Lilith to lend you her power, she sends you a flock of her hellspawn lilitu to annihilate your enemies.					
Type	Smite Spell	Min Score	N/A	Learn Cost	1 AP
EN Cost	600 EN				
Speed	2d10+CHA				
Damage	2d10+CHA DRK (5d10+30+CHA DRK see upgrades)				
Range	30x5 ft. beam (100x25 ft. beam- see upgrades)				
Effects	A flock of lilitu issue forth in a 30 ft long, 5 ft. wide beam which deals 1d10+10+CHA DRK damage to all targets within the beam				
Requires	Character Level 3 or higher				
Upgrades	<p>Lilitu Flock II Level Requirement: 05 Learn Cost: +1 AP Damage is now 3d10+15+CHA DRK</p> <p>Lilitu Flock III Level Requirement: 07 Learn Cost: +1 AP Range is now 50x15 ft. beam</p> <p>Lilitu Flock IV Level Requirement: 10 Learn Cost: +1 AP Damage is now 5d10+30+CHA DRK</p> <p>Lilitu Flock V Level Requirement: 13 Learn Cost: +1 AP Range is now 100x25 ft. beam</p>				



Mephistopheles

(Duke of Vices)

Biography

Mephistopheles, or Mephisto, or simply the Magnificent Mister M is an ancient and powerful Devil who specializes in gaming, revelry, and inebriation. He is synonymous with parties and good times. But this fun-loving, chain-smoking demeanor is just a cover to take over your soul.



Masked Form

Mephistopheles appears at first as a tall, tattered man with a toothy grin. He is adorned in worn, tacky suits, always smoking a cigarette, and always drinking from a pocket flask. Perfectly at home at the track, or in a sports bar, or casino.

True Form

Mephisto's true form is a pathetic little speck. He is a hunched old man, his skin completely caked with soot, small bat like wings, bearing him into the nights sky. A diminutive imp with the curled horns of a ram, and eyes red like embers.

Traits of a Devotee

Devils gain the exclusive rights to and total ownership of the soul of their devotees upon enthrallment. For this reason, Devils do not require any standards or terms or conditions from their devotees, but they do usually target a particular type of person.

Mephistopheles targets those who want to get more living out of life. The party animals, the gamblers, the whores, and the booze hounds. Mephisto is the patron of the streets and gutters.

Enthrallment Bonuses

In exchange for signing your Enthrallment Contract, you are given access to the following spell list and miscellaneous bonuses.

Patron Spells	
Patron Spells (Purchasable using Ability Points)	Alteration - Falseform Charms - Convince Charms - Conjure Food & Drink Dark Magic - Horrible Hands - Summon Hellspawn Elementalism - Ignite Illusion - ALL
Patron Bonuses	
Lucky, Lucky Devil	+4 Luck Points at the time of enthrallment

Smite Spell

In exchange for signing your Enthrallment Contract, you are given access to the following spell **starting at Level 3**

Choking Ashes					
You call upon Mephisto to smite your foes. He fills their mouths with ashes.					
Type	Smite Spell	Min Score	N/A	Learn Cost	1 AP
EN Cost	500 EN				
Speed	LUK				
Damage	1d10+LUK DRK (3d10+LUK DRK see upgrades)				
Range	30 ft. (50 ft. see upgrades)				
Effects	Any number of targets within the radius have their mouths filled with hellish ashes. This deals 1d10+LUK DRK damage to all targets. Targets must also pass a CON check of 13 or fall prone due to surprise				
Requires	Character Level 3 or higher				
Upgrades	Choking Ashes II Level Requirement: 05 Learn Cost: +1 AP Damage is now 2d10+LUK DRK Choking Ashes III Level Requirement: 07 Learn Cost: +1 AP Range is now 50 ft. radius Choking Ashes IV Level Requirement: 10 Learn Cost: +1 AP Damage is now 3d10+LUK DRK Choking Ashes V Level Requirement: 13 Learn Cost: +1 AP Targets who fall prone also gain the burning condition				



16.13- Dragons

Power is a living thing. At the dawn of the many worlds, the Elder Dragons were there, breathing life into the base aspects of reality.

Ba'al, Dragon of Order and Ouroboros, Dragon of Chaos were the first, later joined by Tianlong, Dragon of Singularity and Ometeotl, Dragon of Duality. Each had their own brood of Elder Dragon offspring, and from there the lineages of dragons begin proper.

Many mortal beings swear fealty to the Elder Dragons. These dragons are not active participants in their worship, but those who willingly give their soul over to their dragon overlords will with time and meditation, gain immense cosmic power.





Ba'al

(Primordial Dragon of Order)

Biography

One of the two original personas which broke away at the beginning of the many worlds, it was Ba'al who first attempted to order and manage the omniverse. His domain is order and law. He is the first father of all society, and the patriarch of dragons in this omniverse. His bride, Ouroboros is the Dragon of Chaos, and between them, they birthed a holy lineage of Elder Dragons.

Draconic Aspect

Elder Dragons represent the basest aspects of reality, society, and the many worlds. Each Elder Dragon embodies their own aspect, and their devotees tap into this aspect to gain cosmic power.

Ba'al represents the Draconic Aspect of Order. He is structure. He is law. He is hierarchy. And his devotees embody these ideals, becoming slavishly devoted to law, order, rules, and ordinances. They will be clean and collected. They will be organized and proficient. These qualities taken to their logical extreme will bring one into alignment with Ba'al, granting them Enthralment.

Enthralment Bonuses

In exchange for keeping with your Draconic Aspect, you are given access to the following spell list and miscellaneous bonuses.

Patron Spells	
Patron Spells (Purchasable using Ability Points)	Alteration <ul style="list-style-type: none"> - Embiggen - Mend Charms <ul style="list-style-type: none"> - Convince - Enthral Conjuration <ul style="list-style-type: none"> - Conjure Beast Enchantments <ul style="list-style-type: none"> - Atomic Infusion Elementalism <ul style="list-style-type: none"> - Atomic Beam - Ignite Illusion <ul style="list-style-type: none"> - Booming Voice Necromancy <ul style="list-style-type: none"> - Arise
Patron Bonuses	
Favored Spell	You may choose one of your patron's spells listed above and learn it for free (no AP cost) as long as you meet the minimum level and score requirements for that spell. You may cast this spell up to three (3) times per in-game day without any EN cost. This spell is upgraded for free as long as you meet the minimum requirements for the upgrade. You will retain the same Favored Spell for the full natural lifetime of your character, so choose wisely

Smite Spell

In exchange for keeping with your Draconic Aspect, you are given access to the following spell **starting at Level 3**

The Full Weight of Order					
You crush your foes with the weight of the aspects of law and order.					
Type	Smite Spell	Min Score	N/A	Learn Cost	1 AP
EN Cost	750 EN				
Speed	INT				
Damage	3d10+INT+30 CRU (8d10+INT+50 CRU/CNC see upgrades)				
Range	30 ft. (50 ft. see upgrades)				
Effects	You use your draconic connection to crush one target with the weight of order. This causes 2d10+INT+80 CRU damage				
Requires	Character Level 3 or higher				
Upgrades	The Full Weight of Order II Level Requirement: 05 Learn Cost: +1 AP Damage is now 3d10+INT+100 CRU The Full Weight of Order III Level Requirement: 07 Learn Cost: +1 AP Now deals CNC damage in addition to CRU damage The Full Weight of Order IV Level Requirement: 10 Learn Cost: +1 AP Range is now 50 ft. You may now target up to 3 targets within range The Full Weight of Order V Level Requirement: 13 Learn Cost: +1 AP Damage is now 4d10+INT+150 CRU/CNC				





Blaxtar

(Elder Dragon of Death)

Biography

Blaxtar is the fourth child of Ba'al and Ouroboros, the last of the Chaos in Order brood. He is the Aspect of Death, and thus embodies all aspects of mortality and the cycle of life and death. He is worshipped widely as a patron deity of death and new birth.

Draconic Aspect

Elder Dragons represent the basest aspects of reality, society, and the many worlds. Each Elder Dragon embodies their own aspect, and their devotees tap into this aspect to gain cosmic power.

Blaxtar represents the Draconic Aspect of Death. He is the one at the end of the road who reaps what has been sown. He opens the door and mortal souls move on to the land of wind and ghosts. This is the first step on the road to rebirth, the never-ending wheel of life that keeps the many worlds populated with many peoples. Respect for and love of the process of death, decomposition, and rebirth taken to their logical extreme will bring one into alignment with Blaxtar, granting them Enthralment.

Enthralment Bonuses

In exchange for keeping with your Draconic Aspect, you are given access to the following spell list and miscellaneous bonuses.

Patron Spells	
Patron Spells (Purchasable using Ability Points)	Charms - Frighten Illusions - Arcane Darkness - Booming Voice Necromancy - Aging Gaze - Awaken Dead - Compel to Rot - Decomposynthesis - Speak with the Dead Sorcery - Magus Bolt - Magus Eye
Patron Bonuses	
Death Addiction	You have affinity to NEC damage. If you have learned the spells "Awaken Dead," "Compel to Rot," or "Decomposynthesis" you may cast them for half their listed EN cost

Smite Spell

In exchange for keeping with your Draconic Aspect, you are given access to the following spell starting at Level 3

The Grim Shade of Death					
You let loose with the concept of aging and death. Yikes! A grim shadow emanates from you, bringing death closer to those within its shade.					
Type	Smite Spell	Min Score	N/A	Learn Cost	1 AP
EN Cost	650 EN				
Speed	2d10+INT				
Damage	2d10+20+INT NEC/round (5d10+50+INT NEC/round see upgrades)				
Range	30 ft. radius (60 ft. radius, see upgrades)				
Effects	A shadow emanates from you in a 30 ft. radius. All targets within the radius take 2d10+20+INT NEC damage, and age 1 age-up as per their character species per round spent in the shade. The effects of this spell last until concentration ends.				
Requires	Character Level 3 or higher, concentration				
Upgrades	The Grim Shade of Death II Level Requirement: 03 Learn Cost: +1 AP Targets now take 3d10+30 NEC damage, and age 1d4 age-ups per round spent in shade The Grim Shade of Death III Level Requirement: 05 Learn Cost: +1 AP Range is now a 40 ft. radius The Grim Shade of Death IV Level Requirement: 07 Learn Cost: +1 AP Targets now take 4d10+40 NEC damage, and age 1d4+1 age-ups per round spent in shade The Grim Shade of Death V Level Requirement: 09 Learn Cost: +1 AP Range is now a 60 ft. radius The Grim Shade of Death VI Level Requirement: 10 Learn Cost: +1 AP Targets now take 5d10+50 NEC damage, and age 1d6+1 age-ups per round spent in shade				





Ouroboros

(Primordial Dragon of Chaos)

Biography

Ouroboros is one of the two original personas which broke away at the beginning of the many worlds, and it was Ouroboros who began the birthing of consciousness and enacting the many modes of movement. Her domain is chaos. She is the Dead Mother, slain by her lover Ba'al for her numerous crimes. Though she is dead, she stays dreaming, maintaining her connection to chaos in the many worlds.

Draconic Aspect

Elder Dragons represent the basest aspects of reality, society, and the many worlds. Each Elder Dragon embodies their own aspect, and their devotees tap into this aspect to gain cosmic power.

Ouroboros represents the Draconic Aspect of Chaos. She is life. She is creation. She is serendipity. And her devotees embody these ideals, becoming wed to the ideas of creation and unpredictability. They are not uniform or organized, but they are spontaneous, quick to react, and able to rise to any occasion. These qualities taken to their logical extreme will bring one into alignment with Ouroboros, granting them Enthralment.

Enthralment Bonuses

In exchange for keeping with your Draconic Aspect, you are given access to the following spell list and miscellaneous bonuses.

Patron Spells	
Patron Spells (Purchasable using Ability Points)	<p>Alteration</p> <ul style="list-style-type: none"> - Falseform - Heat and Cool Materials <p>Charms</p> <ul style="list-style-type: none"> - Frenzy - Impress <p>Conjuration</p> <ul style="list-style-type: none"> - Conjure Elemental <p>Enchantments</p> <ul style="list-style-type: none"> - Animate Object <p>Elementalism</p> <ul style="list-style-type: none"> - Thunder Beam - Walk Upon Water <p>Necromancy</p> <ul style="list-style-type: none"> - Madman's Stare <p>Sorcery</p> <ul style="list-style-type: none"> - Astral Projection
Patron Bonuses	
Favored Spell	You may choose one of your patron's spells listed above and learn it for free (no AP cost) as long as you meet the minimum level and score requirements for that spell. You may cast this spell up to three (3) times per in-game day without any EN cost. This spell is upgraded for free as long as you meet the minimum requirements for the upgrade. You will retain the same Favored Spell for the full natural lifetime of your character, so choose wisely

Smite Spell

In exchange for keeping with your Draconic Aspect, you are given access to the following spell **starting at Level 3**

Chaos Rain					
You rain punishment on your enemies with the aspect of chaos.					
Type	Smite Spell	Min Score	N/A	Learn Cost	1 AP
EN Cost	750 EN				
Speed	CHA				
Damage	Variable. See effects and upgrades				
Range	20 ft. radius (30 ft. radius, see upgrades)				
Effects	<p>You use your draconic connection to rain chaos on all unfriendly targets within range for as many rounds as you can keep concentration.</p> <p>All unfriendly targets within range take 1d10x(the number of unfriendly targets within the radius)+CHA ENR damage per turn spent in the radius</p>				
Requires	Character Level 3 or higher, concentration				
Upgrades	<p>Chaos Rain II Level Requirement: 05 Learn Cost: +1 AP You now roll 1d4 upon casting this spell. Depending on the result, the spell will gain a new damage type</p> <ul style="list-style-type: none"> 1- CRU 2- CNC 3- RAD 4- PSY <p>Chaos Rain III Level Requirement: 07 Learn Cost: +1 AP Now deals 2d10x(the number of unfriendly targets within the radius)+CHA ENR/variable damage</p> <p>Chaos Rain IV Level Requirement: 10 Learn Cost: +1 AP Range is now a 30 ft. radius</p> <p>Chaos Rain V Level Requirement: 13 Learn Cost: +1 AP Now deals 3d10x(the number of unfriendly targets within the radius)+CHA ENR/variable damage</p>				





Ra'ab

(Elder Dragon of Famine)

Biography

Ra'ab is the second child of Ba'al and Ouroboros, the second of the Chaos in Order brood. She is the Aspect of Famine, and thus embodies all aspects of starvation, recession, economic depression, and collapse. She is also a patron deity of snow and ice. A frost-breathing, bitter cold dragon who kills crops of plants with her frigid presence.

Draconic Aspect

Elder Dragons represent the basest aspects of reality, society, and the many worlds. Each Elder Dragon embodies their own aspect, and their devotees tap into this aspect to gain cosmic power.

Ra'ab represents the Draconic Aspect of Famine. Ra'ab takes, and she does not give back. She has been there for the economic down turns, the food shortages, the draughts, and the famines throughout history. Her devotees embody the ideals of this aspect. They seek to disadvantage, disable, and hurt their foes, real or imagined. They are selfish, cruel, and vengeful. These qualities taken to their logical extreme will bring one into alignment with Ra'ab, granting them Enthralment.

Enthralment Bonuses

In exchange for keeping with your Draconic Aspect, you are given access to the following spell list and miscellaneous bonuses.

Patron Spells	
Patron Spells (Purchasable using Ability Points)	<p>Alteration</p> <ul style="list-style-type: none"> - Heat and Cool Materials - Mistwalker <p>Charms</p> <ul style="list-style-type: none"> - Frenzy <p>Conjuration</p> <ul style="list-style-type: none"> - Conjure Food & Drink <p>Enchantments</p> <ul style="list-style-type: none"> - Frosty Infusion <p>Elementalism</p> <ul style="list-style-type: none"> - Change State of Water - Frost Beam - Snow Ball <p>Necromancy</p> <ul style="list-style-type: none"> - Aging Gaze - Madman's Stare
Patron Bonuses	
Frozen Passions	You have affinity to FRZ damage. If you have learned the spells "Frosty Infusion," "Snow Ball," or "Frost Beam" you may cast them for half their listed EN cost

Smite Spell

In exchange for keeping with your Draconic Aspect, you are given access to the following spell **starting at Level 3**

The Freezing Frost of Famine					
You unleash the concept of famine upon your enemies. A frosty cloud of bitter cold issues forth from your heart and onto the battlefield.					
Type	Smite Spell	Min Score	N/A	Learn Cost	1 AP
EN Cost	750 EN				
Speed	2d10+INT				
Damage	3d10+20+INT FRZ (5d10+50+INT FRZ see upgrades)				
Range	45x15 ft. beam (70x25 ft beam)				
Effects	A wave of frost washes over the enemy in a 45 ft long, 15 ft. wide beam which deals 3d10+30+INT FRZ damage to all targets within the beam				
Requires	Character Level 3 or higher				
Upgrades	<p>The Freezing Frost of Famine II Level Requirement: 03 Learn Cost: +1 AP Damage is now 4d10+30+INT FRZ</p> <p>The Freezing Frost of Famine III Level Requirement: 05 Learn Cost: +1 AP Range is now 60x15 ft. beam</p> <p>The Freezing Frost of Famine IV Level Requirement: 07 Learn Cost: +1 AP Damage is now 5d10+40+INT FRZ Targets must pass a LUK check of 13 or have all the Food & Drink in their inventory rot and become destroyed</p> <p>The Freezing Frost of Famine V Level Requirement: 09 Learn Cost: +1 AP Range is now 75x25 ft. beam</p> <p>The Freezing Frost of Famine VI Level Requirement: 10 Learn Cost: +1 AP Damage is now 5d10+50+INT FRZ Targets must pass a LUK check of 17 or have all the Food & Drink in their inventory rot and become destroyed</p>				





Syndarax

(Elder Dragon of Warfare)

Biography

Syndarax is the eldest child of Ba'al and Ouroboros, the first of the Chaos in Order brood, and the first Elder Dragon proper. He is the Aspect of Warfare, and thus embodies all aspects of the warrior. He is also a patron deity of fire and flames, being the first ever fire-breathing dragon. What a trend setter.

Draconic Aspect

Elder Dragons represent the basest aspects of reality, society, and the many worlds. Each Elder Dragon embodies their own aspect, and their devotees tap into this aspect to gain cosmic power.

Syndarax represents the Draconic Aspect of Warfare. He is the warmaker. At every conflict between two societies, he has been there. He revels in combat, most especially political violence. And his devotees embody these ideals, becoming the ultimate warriors, strong in body, and sharp in mind, well read on the art of war. These qualities taken to their logical extreme will bring one into alignment with Syndarax, granting them Enthralment.

Enthralment Bonuses

In exchange for keeping with your Draconic Aspect, you are given access to the following spell list and miscellaneous bonuses.

Patron Spells	
Patron Spells (Purchasable using Ability Points)	<p>Alteration</p> <ul style="list-style-type: none"> - Heat and Cool Materials <p>Charms</p> <ul style="list-style-type: none"> - Enrage - Enthral - Frighten <p>Conjuration</p> <ul style="list-style-type: none"> - Conjure Armor - Conjure Weapon <p>Enchantments</p> <ul style="list-style-type: none"> - Flaming Infusion <p>Elementalism</p> <ul style="list-style-type: none"> - Fire Ball - Ignite - Inferno Beam
Patron Bonuses	
Burning Desire	You have affinity to BRN damage. If you have learned the spells "Flaming Infusion," "Fire Ball," or "Inferno Beam" you may cast them for half their listed EN cost

Smite Spell

In exchange for keeping with your Draconic Aspect, you are given access to the following spell **starting at Level 3**

The Flaming Fire of War					
You let loose with the concept of war itself. Flaming soldiers issue from your very heart and onto the battlefield.					
Type	Smite Spell	Min Score	N/A	Learn Cost	1 AP
EN Cost	750 EN				
Speed	2d10+INT				
Damage	3d10+30+INT BRN (5d10+75+INT BRN/SLH/BAL see upgrades)				
Range	45x15 ft. beam (70x25 ft beam)				
Effects	Flaming ethereal soldiers storm onto the battlefield, grabbing and punching at the enemy in a 45 ft long, 15 ft. wide beam which deals 3d10+30+INT BRN damage to all targets within the beam				
Requires	Character Level 3 or higher				
Upgrades	<p>The Flaming Fire of War II Level Requirement: 03 Learn Cost: +1 AP The soldiers now carry spears, dealing PRC damage Damage is now 4d10+40+INT BRN/PRC</p> <p>The Flaming Fire of War III Level Requirement: 05 Learn Cost: +1 AP Range is now 60x15 ft. beam</p> <p>The Flaming Fire of War IV Level Requirement: 07 Learn Cost: +1 AP The soldiers now carry cutlasses, dealing SLH damage Damage is now 5d10+50+INT BRN/PRC/SLH</p> <p>The Flaming Fire of War V Level Requirement: 09 Learn Cost: +1 AP Range is now 75x25 ft. beam</p> <p>The Flaming Fire of War VI Level Requirement: 10 Learn Cost: +1 AP The soldiers now carry pistols, dealing BAL damage Damage is now 5d10+75+INT BRN/PRC/SLH/BAL</p>				





Appendix I-

Character Packet

The next five pages of this book are the Basic Character Packet, the standard character sheet. If you are playing a spellcasting character, you need all five pages. If you are not playing a spellcasting character, you only need the first four.

NOTE ON CHARACTER PACKET

As of this version of the game, the character packet is out of date. Specifically, the inventory page, which tracks armor and apparel. Armor has been significantly simplified since earlier versions of the game, and the inventory page still reflects a more complex version of inventory management. Please bear with us until a new inventory sheet is created.



CHARACTER STATS SHEET

PLAYER NAME:	CLASS:
CHARACTER NAME:	SPECIES:
XP:	LVL:

HIT POINTS

Current HP	Maximum HP	Temporary HP
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ENERGY

Current Energy	Energy Gain
----------------	-------------

ARMOR

Armor Score	Class Armor	Apparel Armor	Temp Armor
-------------	-------------	---------------	------------

LUCK

Luck Score	Luck Points	Temporary Luck
------------	-------------	----------------

SANITY

Sanity Score	Sanity Points	Temporary Sanity
--------------	---------------	------------------

BALANCE

Karmic Balance	Bright Points	Dark Points
----------------	---------------	-------------

WILL POWER

Will Score	CHA	WIS	Temp Will
------------	-----	-----	-----------

STYLE

Style Score	CHA	PER	Temp Style
-------------	-----	-----	------------

ATTRACTIVE

Attractive Score	CHA	CON	Temp Attractive
------------------	-----	-----	-----------------

BODY ATTRIBUTES

CON

Points	Score	Temp CON
--------	-------	----------

SKILLS

	CON score	Temp CON	Training	Mastery	Skill Score
ENDURANCE					
FITNESS					
FORTITUDE					
GASTRO					
TOXICITY					

STR

Points	Score	Temp STR
--------	-------	----------

SKILLS

	STR score	Temp STR	Training	Mastery	Skill Score
ATHLETICS					
CLIMBING					
STRONGMAN					
SWIMMING					
WRESTLING					

AGI

Points	Score	Temp AGI
--------	-------	----------

SKILLS

	AGI score	Temp AGI	Training	Mastery	Skill Score
ACROBATICS					
EVASION					
WALK / RUN					
JUMP					
REFLEX					

DEX

Points	Score	Temp DEX
--------	-------	----------

SKILLS

	DEX score	Temp DEX	Training	Mastery	Skill Score
AIM					
BALANCE					
DRIVING					
SLEIGHT OF HAND					
STEALTH					

MIND ATTRIBUTES

INT

Points	Score	Temp INT
--------	-------	----------

SKILLS

	INT score	Temp INT	Training	Mastery	Skill Score
HISTORY					
MEDICINE					
SCIENCE					
TECHNOLOGY					
TRIVIA					

WIS

Points	Score	Temp WIS
--------	-------	----------

SKILLS

	WIS score	Temp WIS	Training	Mastery	Skill Score
ANIMAL HANDLING					
ARCANA					
NATURE					
SURVIVAL					
TACTICS					

PER

Points	Score	Temp PER
--------	-------	----------

SKILLS

	PER score	Temp PER	Training	Mastery	Skill Score
ARTS & CRAFTS					
INTUITION					
INVESTIGATION					
RELIGION					
SENSORY					

CHA

Points	Score	Temp CHA
--------	-------	----------

SKILLS

	CHA score	Temp CHA	Training	Mastery	Skill Score
CULTURE					
DIPLOMACY					
INTIMIDATION					
PERFORMANCE					
PERSUASION					

PHYSICAL LIMITS

HEALING

Lesser Healing Factor	Greater Healing Factor	Temp Healing Factor
-----------------------	------------------------	---------------------

MOVEMENT SPEED

Movement Speed	Base Movement Speed	Temp Swiftness
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UNARMED ATTACK STATS

Unarmed Attack Speed	Unarmed Attack Damage
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SPECIES BONUSES

CLASS BONUSES

NOTES



PLAYER NAME: _____

CLASS: _____

CHARACTER NAME: _____

RACE: _____

PORTRAIT

INTRODUCTION

MY NAME IS _____ IS MY HOME _____

I WAS RAISED BY _____

I NAME _____ AS MY GOD. _____

WHEN I WAS YOUNG, MY BEST FRIEND WAS _____

IN MY SPARE TIME, I ENJOY _____

MY FAVORITE FOOD AND DRINK ARE _____

ONE THING I CAN'T STAND IS _____

VIRTUE HOOK

FLAW HOOK

PHYSICAL DESCRIPTION

AGE: _____

HEIGHT: _____

WEIGHT: _____

SKIN: _____

HAIR: _____

EYES: _____

SCARS/TATTOOS: _____

LOVE HOOK

FLASH POINT I

FLASH POINT II

FLASH POINT III

NOTES



INVENTORY SHEET

PLAYER NAME:	CLASS:
CHARACTER NAME:	RACE:

EQUIPMENT SLOTS		
ACCESSORIES	WEAPONS	CONSUMABLES
<input type="text"/>	<input type="text"/>	<input type="text"/>

CARGO CAPACITY		
TOTAL CAPACITY	NATURAL CAPACITY	PACK CAPACITY
<input type="text"/>	<input type="text"/>	<input type="text"/>

CURRENCIES

EQUIPPED APPAREL				
HEAD	ARMOR	STYLE	ATTRACTIVE	EFFECTS
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
HEAVY TORSO	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
LIGHT TORSO	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
HANDS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
BELT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
HEAVY LEG	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
LIGHT LEG	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
FEET	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
PACK	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	ARMOR FROM APPAREL	STYLE FROM APPAREL	ATTRACTIVE FROM APPAREL	
	<input type="text"/>	<input type="text"/>	<input type="text"/>	

EQUIPPED WEAPONS							
TYPE	NAME	HAND	SPEED	DAMAGE	RANGE	AMMO	COOLDOWN
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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EQUIPPED CONSUMABLES				
TYPE	NAME	EFFECT I	EFFECT II	EFFECT III
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EQUIPPED ACCESSORIES AND THEIR EFFECTS
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STOWED CARGO			
TYPE	NAME	CARGO	CARGO NOTES
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
TOTAL STOWED CARGO WEIGHT			<input type="text"/>



ABILITIES SHEET

PLAYER NAME:

CLASS:

CHARACTER NAME:

RACE:

LEARNED ABILITIES						
TYPE	NAME	ENERGY	SPEED	DAMAGE	RANGE	TIER
ABILITY EFFECTS						

LEARNED ABILITIES						
TYPE	NAME	ENERGY	SPEED	DAMAGE	RANGE	TIER
ABILITY EFFECTS						

NOTES	

ABILITY POINTS	
SPENT ON ABILITIES	SAVED FOR ABILITIES

