

Boiled Mana

Introduction

This is a simple pen-and-paper RPG in which players build their characters, adding custom rules specific to their abilities. The ruleset below describes the basics that players should be aware of, however there may be additional information specific to running the game as a game master.

Character Creation

We suggest printing a character sheet from the character tab, or using the digital one available on this site.

Assigning Stats

The first step to character creation is assigning base stats.

Roll one six-sided die (1d6) and subtract one four-sided die (1d4) to get a base value.

Do this four times, then assign three of the four values to your character's STR, DEX, and WIS in any order.

Alternate rule: Point Buy

You may opt to not roll stats, and instead start with -3 to each stat, and increase your character's scores by 12 points.

Stat scores increased this way cannot exceed +4.

Selecting a Race

Next, choose a race to apply to your character. This may alter their base stats, as well as add some racial abilities that should be recorded under your character's 'abilities' section.

Roll HP

To determine maximum HP, roll your racial HP die and add 10 + STR.

Determine Resources

Each base stat (STR, DEX, WIS) has a resource associated with it. The maximum of the resource is the base stat. A character's max SP is their STR, max WP is their WIS, and max DP is their DEX.

All resources have a minimum cap of 1, so having 0 or less in a base stat still yields a resource of 1.

Choose Abilities

Characters start with 3 AP and may spend 1 ap to gain an ability, which includes spells and techniques.

Once abilities are selected, the character is ready for play.

Buy Equipment

Characters start with 30 gold, and start with an additional 10 gold for every WIS they have.

Strength

Determines physical attack effectiveness, as well as maximum health.

Dexterity

Determines ability to dodge attacks, as well as ability to connect ranged strikes.

Wisdom

Determines spell effectiveness and targeted spell resistance, as well as general perception.

Abilities

Passive Abilities

Passive abilities are something true about the character at all times. They don't include a resource cost to activate, and impact the character's ability to do something.

Spells

Spells cost 1 action and 1 resource to cast. The resource used also determines the DC of the spell. If you cast a spell that requires SP, the save will be 10 + your STR.

Spell range is affected by WIS, and the save is determined by the type of targeting it does. All ranges are minimum 1 square, even if WIS is negative.

Techniques

Techniques, like spells, cost a resource to use. However, they are nonmagical effects, and usually involve making a successful attack instead of allowing the opponent to make a save.

Gaining Ability Points

Characters gain Ability Points (AP) as a form of progression. These can be spent during a rest period to gain abilities.

When gaining one or more AP, A character whose base stats add up to less than 10 may increase a single stat by 1, as long as it does not exceed +5. Characters with a base stat sum of less than 4 may do this twice.

Targeted Spell

WIS Save

Range: 10 + WIS squares

Ray Spell

DEX Save

Range: 5 + WIS squares in a line, threatens every square

AOE Spell

DEX Save

Range: Targets a point 1+ WIS squares away, threatens a diameter of minimum WIS squares.

Actions

Actions per Turn

Characters have a base of 3 actions per turn, which can be used for any action type noted below.

Move

Characters move a base 3 squares (3 meters) per action. Statuses like Quickened and Slowed increase and decrease this number, as well as potential racial abilities and abilities taken.

Attack

Characters may make an attack with a weapon against a target. Multiple attacks within the same turn gain a cumulative penalty of -5 per strike after the first one.

Characters making an attack roll a to-hit against the opponent's dodge ($10 + \text{DEX} + \text{Armor Bonus}$). If the to-hit meets or exceeds the dodge, it is considered a hit. If not, it is considered a miss.

Melee attack misses instead perform a 'Glancing Blow', which deals 1 weapon damage, and secondary effects of the attack like statuses or magical damage are still applied.

Grappling

It is possible to attempt to grab and hold a creature of the same size or lower. Roll a melee attack, and on hit, they roll a STR check against $10 + \text{your STR}$. On a success, they break the grapple. Otherwise, they remain grappled.

While grappling, you may make attacks with one-handed weapons. While grappled, a creature making any action that is not a STR to break a grapple can have its action cancelled by the grappler spending an action that it did not use in the previous turn.

Attack critical hits are described further under the 'Checks' section.

Perform an Action

Some actions may not be explicitly movement or attack actions. Anything that takes a non-zero amount of time or effort can be considered an action, and takes an action to complete.

This includes actions like drawing a weapon, picking up an item, or searching through a container.

Things that don't require an action include looking at something, dropping a held item, or speaking (with some exceptions).

Melee Attack

To-Hit: $2d10 + \text{STR}$

Damage: Weapon damage + STR

Ranged Attack

To-Hit: $2d10 + \text{DEX}$

Damage: Weapon damage

Unarmed Attack

To-Hit: $2d10 + \text{STR}$

Damage: STR

Checks

When performing an action, a character may be required to roll a check.

Checks are rolled as two ten sided dice (2d10), plus whatever stat is requested for the check.

If the check is rolled and both dice show the same number, the roll is considered a dramatic roll. The value of the check is increased by 5, and on success, the check is considered a critical success, and on failure, the check is considered a critical failure.

Critical Hits

Attacks that roll a critical to-hit deal maximum weapon damage, plus an additional weapon damage die roll.

Damage Modifiers

If a creature is resistant to a specific type of damage, it takes half of that damage, rounded down. Creatures having multiple sources of resistance to a damage type does not increase the damage reduction further.

If a creature is weak to a specific type of damage, it takes double that damage. Multiple sources of weakness do not further increase the damage.

Resting

Characters rest for a total of 6 hours over an 8 hour rest period in order to recover. This reduces all status levels by 1, restores SP/DP/WP all to maximum values, and increases current HP by STR + racial die roll, up to the maximum HP value.

Fatigue and Hunger

If a character does not eat over the course of a day, at the end of the next rest period, they are applied a level of 'Hungry' and they roll their racial hit die to reduce their maximum HP. Every day that this continues, they repeat this roll and reduce their maximum HP again.

'Hungry' can be removed if the character eats twice their ration requirement.

If a character does not rest within 24 hours of the end of the last rest period, they gain a level of Fatigue, which reduces their SP, DP, WP, and maximum HP by 1. This can bring resources to a maximum of 0.

Characters can remove levels fatigue by resting an additional 3 hours per level at the end of a successful rest.

Gear

Carrying Capacity

Characters can carry 15 kg plus 5kg/STR they have.

This is set to a minimum total of 10kg.

Characters are applied Slowed 1 for every 10 kg above their carrying capacity they are carrying.

Weapons

Weapons have a base damage die that is applied on an attack hit.

Ranged weapons require ammunition; Bows require arrows, and crossbows require bolts.

Chain weapons use DEX to-hit and apply STR to damage, but increase their range by 1 square.

Armor

Armor increases base dodge by its dodge bonus.

The amount of DEX that can be applied to a character's dodge is limited by the DEX Max of the armor.

Armor with a STR Requirement applies Slowed 1 to a creature that does not have at least that much STR.

Death

Creatures and characters die when their HP reaches 0.

At that point, healing effects can no longer increase their HP.

Status Effects

A character afflicted by a status effect is impacted by that effect in some way. Statuses have 'levels' that may increase the effect.

Status levels are additive, multiple applications of the same status sum the levels that are applied to the creature. All status effects are reduced by 1 level at the end of each rest period.

Status Effect List

Effect	Description
Bleeding	At the end of each turn (or 10 seconds outside of combat), this creature takes damage equal to its bleeding level, then rolls a STR check to remove 1 bleeding level for every 2 points over 10 that they succeed.
Blind	This creature cannot search for things using WIS. Instead, they may attempt to locate a moving entity with DEX at a -5 penalty. Creatures that are attacking are considered moving for this purpose. When making an attack, blinded creatures get a -5 to attacks made. Blinded creatures have -2 to their dodge score.
Floored	This creature is prone, and can move one square per action, or take an action to stand. While floored, this creature gets -5 to dodge.
Ignited	This creature takes 1d4 fire damage at the end of each turn and removes all bleeding stacks. The creature or an ally can extinguish the flames with a single action.
Poisoned	At the end of each turn (or each hour outside of combat), this creature takes damage equal to its poison level, then reduces its poison level by 1. An antidote can be administered to remove all levels of poison in a single action.
Quickened	This creature moves one more square per action for each level of quickened it has. In addition it has one more action per turn. If Slowed is applied while quickened, instead reduce the quickened level by the amount of slowed levels added. And remaining slowed levels are applied afterwards.
Slowed	This creature moves one less square per action for each level of slowed it has. In addition, it has one less action per turn. If Quickened is applied while slowed, instead reduce the slowed level by the amount of quickened levels added. Any remaining quickened levels are applied afterwards.
Unconscious	This creature is unaware of its surroundings. its dodge is calculated as 5 + armor bonus, and wakes when taking damage or after 8 hours of the effect's start.

Beast

Beasts are creatures of raw power and primal instincts. They possess greater physical strength at the cost of reduced intellectual capabilities. Beasts are often formidable in combat and excel in roles that require brute force and resilience, with a higher capacity for health embodied by their impressive HpDie.

Large Creature

Beasts take up four squares, and require double the food of a normal sized creature. Their dodge and dex saves are reduced by -2, and their weapon damage dice are increased by one size. If a die was 1d12, its size changes to 2d6.

Spare Blood

Beasts treat bleeding stacks as 1 less.

Stats

HP Die	1d12
STR	1
DEX	0
WIS	-1



Dwarf

Dwarves are stout and resilient, known for their strength and durability. They often excel in roles that require physical endurance but may lack agility. Their tenacity makes them formidable warriors and skilled craftsmen.

Darkvision

Dwarves are able to see perfectly in the dark for 20 squares, and in low light for 40 squares.

Tunnel Weathered

Dwarves take half damage from fire, ice, and dark damage sources.

Stats

HP Die	1d8
STR	1
DEX	-1
WIS	0



Elf

Elves are graceful and intelligent, often excelling in magic and ranged combat due to their wisdom. However, they may lack physical strength. Elves are typically adept at using their keen senses and intellect to navigate the world.

Low Light Vision

Elves can see in dim light as though it were standard light for 20 squares.

Strong Metabolism

Elves treat poison levels as 1 less than they are, and remove an extra level when they remove any number of poison levels.

Stats

HP Die	1d6
STR	-1
DEX	0
WIS	1



Halfling

Halflings are nimble and quick, making them excellent scouts and thieves. They have a knack for dexterity-based tasks but may struggle in situations that require brute force or profound wisdom.

Small Creature

Halflings take up half of a square, and only require half as much food as a normal sized creature. Their dodge and dex saves are increased by +2, and their weapon damage dice go down one size, at a minimum of 1d4.

Close to the Ground

Halflings cannot be floored.

Stats

HP Die	1d4
STR	0
DEX	1
WIS	-1



Human

Humans are versatile and adaptable, with balanced attributes that make them capable of thriving in a variety of roles and environments. They lack specific strengths or weaknesses, making them a blank canvas for many paths.

Versatile

At character creation, humans can choose to move 1 point from one base stat to another.

Skilled

Humans start with 2 extra AP.

Stats

HP Die	1d10
STR	0
DEX	0
WIS	0



Mechanica

Mechanica are magically powered clockwork machines shaped in humanoid form. They are designed for a variety of tasks, ranging from combat to complex problem solving. Lacking inherent strengths or weaknesses in their basic form, they are highly customizable, allowing for specialized configurations based on the needs of their creators or tasks at hand.

Mechanical Body

Mechanica are immune to poison, bleeding, and unconscious. They need to spend 2 hours a night recovering with inaction, but do not sleep during this time.

Circuitry Overload

Mechanica can overcharge their circuits by spending 1 of each resource (SP, DP, WP) to apply Quickened 1 on themselves for 3 turns. This does not take an action.

Stats

HP Die	1d8
STR	0
DEX	0
WIS	0



Battle Smith

The Battle Smith brings a forge hammer down on his foes, then turns their weapons into fuel for his portable forge, or turns them into improvised weapons for the situation. A proper Battle Smith needs a portable forge in order to use their abilities to their full capacity. This class is characterized by abilities that blend combat with craftsmanship, possibly allowing characters to manipulate their surroundings or equipment during battle to gain strategic advantages.

Basic Abilities

Name	Category	Description	Type	Resource
Growth	Basic	Increase a base stat by 1 and reduce another base stat by 1. Values can go negative, but no single value can exceed +8.	Passive	
Hearty	Basic	Gain the maximum roll of your racial HP die to your max HP permanently.	Passive	
Quick Feet	Basic	This character moves an additional 1m as part of their base movement speed.	Passive	
Undying	Basic	If you would die by reaching 0 HP or less, instead reduce your maximum HP by your racial hit die, and apply the 'unconscious' trait to your character. If your maximum HP reaches 0, you die.	Passive	

Battle Smith Abilities

Name	Category	Description	Type	Resource
Battle Ready	Battle Smith	If you have less than 5 STR, a portable forge applies a maximum of slowed 1 to you. If you have 5 or more STR, it does not apply slowed to you.	Passive	
Blazing Fury	Battle Smith	When dealing fire damage with a melee attack, the attack applies Ignited to the target.	Passive	
Forge Master	Battle Smith	You deal 1d12 damage with a forge hammer. Molten Steel damage is increased to 1d6 fire damage and lasts for 5 turns. You may choose to make the break die for Molten Steel 1d8 when heating a weapon.	Passive	
Heatproof	Battle Smith	You take half damage from fire effects while wearing a portable forge.	Passive	
Magnetic Forge	Battle Smith	Metal objects dropped on the ground within 1 square of you are drawn to your forge. They are automatically added to the forge without taking an action.	Passive	
Manufacturer's Defect	Battle Smith	When a weapon breaks from Molten Steel, it deals an additional 1d4 damage.	Passive	
Material Mastery	Battle Smith	You may consume an upgrade ingot to attempt to enhance armor or weapons. You must succeed a STR check of 10 for Titanium, 14 for Skytanite, and 16 for any other material enhancements.	Passive	

Battle Smith Abilities

Name	Category	Description	Type	Resource
Molten Steel	Battle Smith	Weapons within your forge become superheated at the end of your turn. They deal 1d4 additional fire damage for 3 turns. Weapons without the 'Anvil Quality' effect have a chance to break when they deal damage. This is checked by rolling 1d4 after damage is dealt, and the weapon breaks on a 1.	Passive	
Belch Flame	Battle Smith	You make your portable forge blast flame, creating a ray of fire that launches all weapons in the forge with it. This deals 1d6 fire damage, and if the DEX save is failed, each creature caught in the blast is dealt each weapon's base damage die in addition, with the type of damage matching the weapon.	Technique	STR
Crushing Blow	Battle Smith	Make a melee attack with a bludgeoning weapon. If you succeed, the target is floored and slowed 1.	Technique	STR
Exhaustive Slam	Battle Smith	Using a blunt weapon, you expend the remainder of your actions in a single blow. For each additional action expended this way, increase your weapon's base damage by adding a single die of the same size.	Technique	STR

Battle Smith Abilities

Name	Category	Description	Type	Resource
Forged in Flame	Battle Smith	Consume weapons in your forge to create new ones. This takes 3 actions to complete with Molten Steel, or one hour outside of combat to keep the weapon from becoming brittle. 1 item can be turned into 5 arrows or one dagger (1d4 piercing). Two items can be turned into one shortsword (1d6 slash) or battle hammer (1d6 bludgeoning). Four items can be turned into a spear (1d8 piercing, +1 square reach), warhammer (1d8 bludgeoning), chain(1d6 slashing, +1 square reach), or waraxe (1d8 slashing). Five items create a forge hammer (1d8 bludgeoning, can't lose Anvil Quality)	Technique	STR
Hammer Rhythm	Battle Smith	If affected by Steady Beat, this ability costs 0 SP. Your forging hammer rings out in a beat that enhances your party's combat. All allies gain quickened 1 until the end of your next turn.	Technique	STR
Arcane Quench	Battle Smith	If a weapon is ignited, it gains the 'Anvil Quality' effect. Characters or objects targeted lose ignited status.	Spell	DEX

Celestial Caster

The Celestial Caster utilizes the power of the sun and moon to cast unique spells. If in direct moonlight, they cast the moonlight portion of their spell, and if in direct sunlight, the spells have an alternate effect. They can also store celestial light in order to use it in areas without access to direct sunlight or moonlight.

Basic Abilities

Name	Category	Description	Type	Resource
Growth	Basic	Increase a base stat by 1 and reduce another base stat by 1. Values can go negative, but no single value can exceed +8.	Passive	
Hearty	Basic	Gain the maximum roll of your racial HP die to your max HP permanently.	Passive	
Quick Feet	Basic	This character moves an additional 1m as part of their base movement speed.	Passive	
Undying	Basic	If you would die by reaching 0 HP or less, instead reduce your maximum HP by your racial hit die, and apply the 'unconscious' trait to your character. If your maximum HP reaches 0, you die.	Passive	

Celestial Caster Abilities

Name	Category	Description	Type	Resource
Celestial	Celestial Caster	You can cast celestial spells. When in direct sunlight, these spells deal fire damage and use STR for damage and saves. When in direct moonlight, these spells deal dark damage and use DEX.	Passive	
Celestial Boon	Celestial Caster	When casting a non-celestial spell in celestial light, you may add (1d4 + celestial stat) celestial damage to that spell's damage.	Passive	
Mixed Energy	Celestial Caster	You may use 1 of each celestial resource to get all effects of a celestial spell or technique. Damage from this deals an additional die, and is treated as fire and dark damage in calculations.	Passive	
Moon Dazzle	Celestial Caster	When you deal moon celestial damage to a creature, if it fails its save, it becomes Blind.	Passive	
Stellar Reaction	Celestial Caster	On a successful save against a celestial spell, you regain 1 of the celestial resource the caster used. If your success is at least 5 higher than the save DC, you may immediately make a celestial spell cast action using that resource.	Passive	
Sun Scorch	Celestial Caster	When you deal sun celestial damage to a creature, if the creature fails its save, it becomes Ignited.	Passive	

Celestial Caster Abilities

Name	Category	Description	Type	Resource
Starblade	Celestial Caster	Generate a blade of celestial light. The blade's type is based on the light used to generate it. Sun blades deal 1d6 + STR fire damage, and apply Ignited to characters on maximum damage or critical hits. Moon blades deal 1d6 + DEX dark damage, and apply Blind to characters on hit. The blade dissipates when not in direct light of its celestial type, but can be maintained by spending 1 celestial resource per turn while not in opposing light.	Technique	Celestial
Clear Skies	Celestial Caster	Shape the clouds above to remove their obstruction of direct celestial light, as well as remove rain, snow, and hail effects within 1 mile.	Spell	DEX
Counterspell	Celestial Caster	While in direct moonlight, you may cast this as a reaction to another spell being cast. That spell is cancelled, and its mana spent.	Spell	Celestial
Lunar Veil	Celestial Caster	Under moonlight, you cast a soft glow that slightly obscures allies within 2 squares, granting yourself and them +2 to dodge and DEX saving throws due to the misleading light.	Spell	DEX

Celestial Caster Abilities

Name	Category	Description	Type	Resource
Moon Chamber	Celestial Caster	You may spend additional celestial resources to boost this spell. While in natural direct moon light, generate a crystalline cylinder that stores moon celestial energy equal to the resources spent casting this spell. You may cast celestial spells using this stored energy and treat the spells as though you were casting them from direct moon light, but not natural moon light. The object degrades at 1 energy per minute in direct sun light, and vanishes when the last energy is used, or after 24 hours of it being created. True moon light can temporarily halt degradation. Cylinder provides dim blue light that allows for standard vision of one square, and low light vision for 5 squares.	Spell	Celestial
Star Blast	Celestial Caster	Deal 1d4 celestial damage to all creatures in an area.	Spell	Celestial
Star Mend	Celestial Caster	While in sun light, remove all levels of Bleeding, Blind, and Unconscious from a creature. While in moon light, remove all levels of Slowed, Ignited, and Poisoned from a creature.	Spell	Celestial
Star Ray	Celestial Caster	Deal 1d6 celestial damage to all creatures in a ray.	Spell	Celestial
Star Shield	Celestial Caster	In moon light, gain +3 to your dodge score. In sun light, gain +1 HP regen per turn. This spell remains active while in the initial celestial light source, and ends one hour outside of that source, or immediately in the opposite celestial light.	Spell	Celestial
Star Shot	Celestial Caster	Deal 2d4 celestial damage to a single creature.	Spell	Celestial

Celestial Caster Abilities

Name	Category	Description	Type	Resource
Sun Chamber	Celestial Caster	You may spend additional celestial resources to boost this spell. While in natural direct sun light, generate a crystalline sphere that stores sun celestial energy equal to the resources spent casting this spell. You may cast celestial spells using this stored energy and treat the spells as though you were casting them from direct sun light, but not natural sun light. The object degrades at 1 energy per minute in direct moon light, and vanishes when the last energy is used, or after 24 hours of it being created. True sun light can temporarily halt degradation. Sphere provides warm yellow light that allows for standard vision of five squares, and low light vision for 15 squares.	Spell	Celestial

Chainflinger

The Chainflinger makes ranged melee attacks and has the ability to grapple with the chain, as well as cast through it. This class focuses on ranged attacks using chains. Abilities include using the chain as a weapon in both attack and defense, with magical enhancements allowing for binding, grappling, or other forms of control.

Basic Abilities

Name	Category	Description	Type	Resource
Growth	Basic	Increase a base stat by 1 and reduce another base stat by 1. Values can go negative, but no single value can exceed +8.	Passive	
Hearty	Basic	Gain the maximum roll of your racial HP die to your max HP permanently.	Passive	
Quick Feet	Basic	This character moves an additional 1m as part of their base movement speed.	Passive	
Undying	Basic	If you would die by reaching 0 HP or less, instead reduce your maximum HP by your racial hit die, and apply the 'unconscious' trait to your character. If your maximum HP reaches 0, you die.	Passive	

Chainflinger Abilities

Name	Category	Description	Type	Resource
Arcane Acrobatics	Chainflinger	If you succeed a dex save against a spell by at least 5, take a single move action. If you end that action outside of the spell's area of effect, it treats you as though you started outside the spell area to begin with.	Passive	
Battlemage	Chainflinger	Spells cast through weapons gain an additional die of damage.	Passive	
Chain Reverb	Chainflinger	After successfully hitting with a chain attack, the reverberating energy grants you an additional immediate chain attack against a different target within range.	Passive	
Hard Point	Chainflinger	Your damage with chain weapons increases to 1d8. You can deal piercing damage with chain attacks.	Passive	
Arcane Chain	Chainflinger	You may spend a resource to cast a spell through your chain. Make a reach attack against a target. If you hit, you deal your chain damage, then the spell is cast. If it is a single target spell, a hit automatically succeeds against them and the target does not roll a save. Otherwise, the spell triggers from the end of the chain, starting its ray or extending the range of the AOE center from the chain's tip.	Technique	
Chain Cyclone	Chainflinger	Make a single attack strike against all characters within 2 squares of you. This is made at a -5 to-hit, and gives double the multi-attack penalty.	Technique	DEX
Chain Guard	Chainflinger	Wrap a chain around yourself or an ally to increase AC by +2 and reduce damage from slashing and piercing weapons for the next turn.	Technique	DEX

Chainflinger Abilities

Name	Category	Description	Type	Resource
Chain Swing	Chainflinger	Using your chain, you can hit a point 1 square away from you in order to move an additional 2m in any direction as part of this action. You may also use your regular movement during this action. At the end of each action, you may choose to keep your chain lodged in its point, or detach it for use in the next action.	Technique	DEX
Chainwork	Chainflinger	You may combine two chains to create a long chain, granting an extra square of range for attacks, and increasing reach for chain abilities by an additional meter as well. Creatures without Chainwork are unable to utilize the additional range.	Technique	STR
Entangle	Chainflinger	Make a ranged attack against a character within 3 squares. You throw your chain, entangling their legs and applying slowed 3 to them. They can escape with a DEX check equal to 10 + your chain to-hit score.	Technique	DEX
Linked Grab	Chainflinger	Make a ranged attack with your chain. If it hits a creature of one size larger than you or smaller, that creature is automatically grappled. You cannot make attacks with the chain until the grapple is released or broken.	Technique	DEX
Sprint	Chainflinger	You can move double your base speed this turn. You may move as part of this technique's action.	Technique	STR
Iron Familiar	Chainflinger	Enchant a chain. You gain an additional 1 action per turn for commanding it, can make attacks or cast spells as though you are wielding it. Effect lasts until the start of the next rest.	Spell	DEX

Chainflinger Abilities

Name	Category	Description	Type	Resource
Shatter Iron	Chainflinger	Destroy a chain, dealing 1d4 piercing damage to each creature within 1 square of it, and 2d6 piercing damage to any creatures touching it.	Spell	DEX

Earth Drummer

Uses the ground around them to unbalance foes, armor up, and deliver strong strikes with closed fists. Utilizing the natural environment, especially the ground and rock, this class focuses on abilities that affect the terrain, disrupt enemy movements, or fortify defenses. Abilities include causing tremors, crafting earthen armor, or channeling seismic energy.

Basic Abilities

Name	Category	Description	Type	Resource
Growth	Basic	Increase a base stat by 1 and reduce another base stat by 1. Values can go negative, but no single value can exceed +8.	Passive	
Hearty	Basic	Gain the maximum roll of your racial HP die to your max HP permanently.	Passive	
Quick Feet	Basic	This character moves an additional 1m as part of their base movement speed.	Passive	
Undying	Basic	If you would die by reaching 0 HP or less, instead reduce your maximum HP by your racial hit die, and apply the 'unconscious' trait to your character. If your maximum HP reaches 0, you die.	Passive	

Earth Drummer Abilities

Name	Category	Description	Type	Resource
Concussion Wave	Earth Drummer	Whenever Steady Beat is triggered, all enemies within 2 squares of you take damage equal to your STR.	Passive	
Deep Soil	Earth Drummer	Earth Shield grants 5 temporary hit points when cast. Additional casts resets the total temporary hit points to 5.	Passive	
Echoed Drum	Earth Drummer	If Steady Beat is active, your melee attacks get + 1 to-hit and damage.	Passive	
Good Days	Earth Drummer	At the end of each rest period, reroll the racial die for your maximum HP twice, and choose the higher value.	Passive	
Punchthrough	Earth Drummer	Your glancing blows deal STR bludgeoning damage to creatures.	Passive	
Solid Earth	Earth Drummer	Earth Shield grants you +5 total armor bonus and 2 damage reduction, and applies Slowed 1.	Passive	
Steady Beat	Earth Drummer	Every turn you use an action that affects Steady Beat, all allies get +1 to dodge and dex based saves, and all enemies get -1 to dodge and dex based saves. This effect lasts until the end of your next turn.	Passive	
Unimpeded Armor	Earth Drummer	Earth based spells and effects do not apply Slowed to you.	Passive	
Clod Fist	Earth Drummer	Attack with a punch that begins in the ground. This armors your fist, granting it 1d6 + STR damage instead of your normal unarmed damage. This effect remains until you begin rest, or attempt to use your hand for anything other than a basic attack, like holding an item. Affects Steady Beat.	Technique	STR

Earth Drummer Abilities

Name	Category	Description	Type	Resource
Quake	Earth Drummer	Slam the ground, dealing 1d4 force damage to all grounded creatures within 2 squares of you. Prone creatures automatically fail and take double damage. If Steady Beat is active, allies are immune to this attack. Affects Steady Beat.	Technique	STR
Shatter	Earth Drummer	Earth Shield breaks into multiple shards in an AOE around you, dealing 2d6 Force damage to everything within 10 feet of you, excluding yourself. Earth Shield's effects end. Affects Steady Beat	Technique	STR
Tremor	Earth Drummer	Shake the ground with a powerful stomp, causing all creatures that fail a DEX check to become Prone. If Steady Beat is active, allies are immune to this attack. Affects Steady Beat.	Technique	STR
Earth Shield	Earth Drummer	Surround yourself or a willing ally with a layer of soil. This gives a base armor dodge bonus of +2, reduces incoming nonmagical damage by 1, and applies Slowed 1.	Spell	STR
Rock Prison	Earth Drummer	Encase a target's legs in stone. Target must make a dex save to avoid the spell, and a strength save to break free of it.	Spell	STR
Terraform	Earth Drummer	Transform terrain in an AOE into earth. Only affects non-organic material. You may choose stone, soft earth, or sand. All of these options are fit for using earth based spells and attacks. Sand applies slowed 1 to all creatures within it.	Spell	WIS

Mushroom Mage

Casts spells using mushrooms. Can grow mushrooms on damp, and can enchant what they are growing on. This class specializes in using fungi and spores in spellcasting, with abilities that involve growing mushrooms for various effects, including healing and poisoning. This class is particularly effective in environments conducive to fungal growth.

Basic Abilities

Name	Category	Description	Type	Resource
Growth	Basic	Increase a base stat by 1 and reduce another base stat by 1. Values can go negative, but no single value can exceed +8.	Passive	
Hearty	Basic	Gain the maximum roll of your racial HP die to your max HP permanently.	Passive	
Quick Feet	Basic	This character moves an additional 1m as part of their base movement speed.	Passive	
Undying	Basic	If you would die by reaching 0 HP or less, instead reduce your maximum HP by your racial hit die, and apply the 'unconscious' trait to your character. If your maximum HP reaches 0, you die.	Passive	

Mushroom Mage Abilities

Name	Category	Description	Type	Resource
Arcane Fungus	Mushroom Mage	When casting Make Mushrooms, you may choose 'Arcane' as a mushroom type. Spend a resource to store a spell within that group of mushrooms. When triggered, the spell is cast, targeting whatever triggered it. Mushrooms using celestial spells immediately wither and die in the opposite celestial light without triggering.	Passive	
Delectable Dimecaps	Mushroom Mage	When casting Make Mushrooms, you can choose 'Edible' as a type. These mushrooms do not cause poison damage. One mushroom is enough to feed one person for one day.	Passive	
Enchanting Pods	Mushroom Mage	Entities with arcane mushrooms on them grant the 'Spore Enchantment' effect of the spell to that object or character. You may choose whether arcane mushrooms can be triggered by movement. If destroyed or triggered by nearby mushroom spores, they still trigger.	Passive	
Fungal Metabolism	Mushroom Mage	You are immune to mushroom poison, and instead recover 1 WP per mushroom poison stack that would be applied to you. When resting, if you have less than 1 WP, you recover to 1 WP. You do not gain any additional WP from resting.	Passive	
Fungal Network	Mushroom Mage	You are aware of the presence of all of your mushrooms, and know when they have been triggered. You may cast spore to target mushrooms outside of your vision range.	Passive	
Incendiary Spores	Mushroom Mage	Spores from triggered mushrooms are flammable, and when ignited, deal fire damage equal to the spore poison level. If 5 or more fire damage is dealt this way to a creature, that creature becomes Ignited.	Passive	

Mushroom Mage Abilities

Name	Category	Description	Type	Resource
Large Spores	Mushroom Mage	Make Mushrooms increases to 1d6 mushrooms.	Passive	
Linked Fungus	Mushroom Mage	Any mushrooms that can be triggered also trigger mushrooms within one square of them. All effects are compounded, making effects like poison spore use the entire mushroom collection for poison levels, as well as increasing the range to within 1 square of the field.	Passive	
Poisonous Spores	Mushroom Mage	During Make Mushrooms, you may specify the 'Poison' type. If you do, these mushrooms release poisonous spores and are destroyed when touched, moved, or otherwise disturbed. The spores reach 2 squares away from the mushroom, and apply poison stacks equal to the number of mushrooms triggered for any creatures that end their turn within the spores. The spore cloud's poison level reduces by 1 after applying effects at the end of the turn, and is dissipated at 0.	Passive	
Call Rain	Mushroom Mage	Clouds cover the sky. At the end of your next turn, rain falls from the sky, damping all uncovered characters and objects.	Spell	WIS
Disguise	Mushroom Mage	Magical disguise that makes you appear as someone or something else the same size. Requires a successful WIS check to see through the illusion	Spell	WIS
Make Mushrooms	Mushroom Mage	Create 1d4 mushrooms on a damped spot or object. Consumed mushrooms apply 1d4 levels of Poisoned. Creatures with mushrooms growing on them take 1 poison stack per hour until the mushrooms are removed. Takes 1 action to remove any number of mushrooms from a character.	Spell	WIS

Mushroom Mage Abilities

Name	Category	Description	Type	Resource
Make Water	Mushroom Mage	Generate 1 gallon of potable water. Can fill a container, or be used to damp something.	Spell	WIS
Spore	Mushroom Mage	Trigger target mushroom.	Spell	WIS

Mushroom Enchantment

Using the Arcane Fungus ability while casting Make Mushrooms allows specialty mushrooms to grow onto an item or character, storing a single cast of that spell that is cast when the mushrooms are triggered.

Additional passive effects are imbued onto that entity, as specified below.

If a second set of Arcane Fungus is cast on existing Arcane Fungus of the same spell type, the original fungus are replaced, and do not stack effects.

Mushroom Effects

Spell	Mushroom Effect	Resource
Arcane Quench	This entity and its mushrooms cannot be ignited, and are immune to fire damage.	DEX
Clear Skies	This entity is never rained, snowed, or hailed on. This effect continues even if the source mushrooms are dried.	DEX
Counterspell	If a spell would be cast on this entity, instead it is immediately countered and one mushroom is destroyed.	Celestial
Lunar Veil	This entity shimmers slightly, illuminating one square and gains +1 to dodge if applicable.	DEX
Moon Chamber	This entity provides bright light for 1 square, or low light for 10 squares. The mushrooms are destroyed in direct sun light.	Celestial
Star Blast	This entity is ignited and immune to damp. The mushrooms do not require damp to remain on the entity.	Celestial

Mushroom Effects

Spell	Mushroom Effect	Resource
Star Mend	These mushrooms do not impact the entity, but when consumed remove Bleeding, Blind, and Unconscious if created under moonlight, or remove Slowed, Ignited, and Poisoned in direct moonlight. The mushrooms are destroyed in celestial light opposite of what created them.	Celestial
Star Ray	This entity shines a directional light for 10 squares. If made with sun light, it shines bright light. If with moon light, it shines low-light. Mushrooms are destroyed when exposed to the opposite celestial light.	Celestial
Star Shield	This creature recovers 1 HP per hour per mushroom in direct sunlight, or is immune to blind in direct moonlight. The mushrooms are destroyed when exposed to opposite celestial light.	Celestial
Star Shot	If using sun light to make mushrooms, this entity is immune to damp. If using moon light, this entity brings the level of light around it down. This turns bright light to low light, and low light to dark. Mushrooms are destroyed when exposed to celestial light of the opposite type.	Celestial
Sun Chamber	This entity provides bright light for 10 squares. The mushrooms are destroyed in direct moon light.	Celestial
Iron Familiar	This entity becomes an autonomous familiar. It may move on its own, but cannot make any attacks. It has 2 actions and moves 3 squares per action. The entity cannot exceed four squares in size.	DEX
Shatter Iron	This entity is not affected by these mushrooms. However, the mushrooms will shatter metal objects of similar size on contact, and damage larger items like weapons and armor. Shattering a metal weapon requires 2 mushrooms, shattering metal armor requires 4. Shattering deals 1d4 piercing damage to all creatures within 1 square of the item.	DEX
Earth Shield	This creature gains Slowed levels equal to the number of mushrooms, and reduces incoming nonmagical damage by that amount as well.	STR

Mushroom Effects

Spell	Mushroom Effect	Resource
Rock Prison	Upon touching sand, soft ground, or rock, This entity is trapped on contact until mushrooms of this spell type are removed from it. Mushrooms encased by the trap are automatically destroyed.	STR
Terraform	Any non-organic entity this grows on slowly becomes soft soil.	WIS
Call Rain	Rain is consistently dropping from a cloud positioned above this entity. If the entity is not covered, it is damp.	WIS
Disguise	This entity is disguised as something else of the same size. To see through the disguise, the check is 10 + caster's WIS + number of mushrooms	WIS
Make Mushrooms	This entity grows 1 mushroom per day. If it is a creature with any Grow Mushrooms abilities, it may use those abilities to effect the mushroom grown. If it is an object with existing mushrooms on it, the new mushroom grown is a copy of a random mushroom.	WIS
Make Water	This entity is always damp, cannot be Ignited, and produces up to 1 gallon of potable water over the course of the day.	WIS
Spore	Item triggers all mushrooms within 1 square.	WIS
Haste	This entity gains Quickened 1 and loses 1 mushroom each time they use their fourth action or move an additional square as per the Quickened ability. Effect dissipates when the final mushroom is used.	DEX
Invisibility	This entity is translucent. If it is a creature, it gains +1 dodge and a +2 to any checks to see it. If it is not a creature, this spell can be applied via mushrooms multiple times, giving creatures a -1 to see it per mushroom added.	DEX
Send Message	Entity reacts to an imprinted word, and broadcasts voice to any other entities imprinted with the same word.	DEX

Rogue Chef

The Rogue Chef is an alchemist that makes food that boosts the party, as well as cooking projectile dishes that explode or generally hurt. Good with knives. This unusual class combines culinary skills with combat, where characters can create food that either enhances abilities or acts as weaponry. This class is very versatile, providing both support and offense options.

Basic Abilities

Name	Category	Description	Type	Resource
Growth	Basic	Increase a base stat by 1 and reduce another base stat by 1. Values can go negative, but no single value can exceed +8.	Passive	
Hearty	Basic	Gain the maximum roll of your racial HP die to your max HP permanently.	Passive	
Quick Feet	Basic	This character moves an additional 1m as part of their base movement speed.	Passive	
Undying	Basic	If you would die by reaching 0 HP or less, instead reduce your maximum HP by your racial hit die, and apply the 'unconscious' trait to your character. If your maximum HP reaches 0, you die.	Passive	

Rogue Chef Abilities

Name	Category	Description	Type	Resource
Adept Dodge	Rogue Chef	If an attack against you misses by at least 5, it does not trigger a glancing blow or any contact effects.	Passive	
Drip Sheath	Rogue Chef	Your sheathes are altered to automatically poison your daggers. The poison levels applied are half of the poison potency applied (rounded up), and contain 4 doses. Weapons must be redrawn to reapply poison.	Passive	
Dual Strike	Rogue Chef	After making a basic attack with a dagger, you can make a second basic attack with another dagger in your off hand. This attack is still subject to multi-attack penalty.	Passive	
Feast of Fortitude	Rogue Chef	When preparing a meal, double the required ingredients. Consuming this meal heals each ally by 5 HP, and any amount that would be healed over full is applied as temporary HP, up to a maximum of 5 temporary HP.	Passive	
Light Blades	Rogue Chef	Your daggers and shortswords may use DEX instead of STR to-hit. Your daggers use DEX instead of STR for damage.	Passive	
Magic Meal	Rogue Chef	When preparing food, you may cast a spell into the meal in order to imbue it with the 'Personal Enchantment' effect for anyone that consumes it, which lasts until the start of the next rest period.	Passive	
Poisoner	Rogue Chef	You can create poisons based on materials you gather in the world. One hour of foraging gathers the materials for a level 1 poison. Two hours gathers the materials for a level 2 poison. Six hours gathers the materials for a level 4 poison. One hour can be substituted with 1 gold of materials, or 1 poison mushroom.	Passive	

Rogue Chef Abilities

Name	Category	Description	Type	Resource
Quick Blades	Rogue Chef	Attacks with daggers only impose a -2 multi-strike penalty.	Passive	
Quick Draw	Rogue Chef	Drawing your weapon does not take an action.	Passive	
Sharpened Palate	Rogue Chef	Your refined taste allows you to detect poisons in food or drink, also granting immunity to poison damage when consuming any item prepared by yourself.	Passive	
Square Meal	Rogue Chef	You can cook a meal from half of the required materials in order to feed a group.	Passive	
Venom Fangs	Rogue Chef	You can apply poison to your weapon, applying poison levels to the target on a successful hit based on the potency of the venom.	Passive	
Weakened System	Rogue Chef	You apply twice as many poison stacks to bleeding creatures.	Passive	
Bleeding Strike	Rogue Chef	Make a Piercing or Slashing melee attack. Apply 1 Bleed to the target on hit.	Technique	STR
Boiling Oil Trap	Rogue Chef	Set a trap that releases boiling oil over a 1-square area. Enemies entering the trap's square receive 1d4 fire damage and gain Slowed 2 for 2 turns.	Technique	WIS
Explosive Flambé	Rogue Chef	Create a spectacular flambé that explodes, dealing 2d4 fire damage to all enemies in a 3-square radius centered around the chef.	Technique	WIS
Pepper Bomb	Rogue Chef	Toss a highly seasoned concoction that explodes on impact, creating a spicy cloud. Enemies within 2 squares of the impact are temporarily blinded for 1 turn.	Technique	WIS

Rogue Chef Abilities

Name	Category	Description	Type	Resource
Rapid Strike	Rogue Chef	Make a basic attack with a melee weapon. This is not counted towards multi-hit penalties.	Technique	DEX
Haste	Rogue Chef	Gain Quickened 1 for 3 turns.	Spell	DEX
Invisibility	Rogue Chef	You are invisible to the naked eye. This lasts until you take a non-movement action, take damage, or one hour after casting. Interactions that creatures take with you are treated as though they are Blind.	Spell	DEX
Send Message	Rogue Chef	Send a message of 20 words or less to a creature that you have met. This message whispers in their ear.	Spell	DEX

Cooked Enchantment

Using the Arcane Fungus ability while casting Make Mushrooms allows specialty mushrooms to grow onto an item or character, storing a single cast of that spell that is cast when the mushrooms are triggered.

Additional passive effects are imbued onto that entity, as specified below.

Multiple spells can be cast in order to blend effects, however multiple casts of the same spell do not stack.

Cook Effects

Spell	Cook Effect	Resource
Arcane Quench	This creature is immune to ignited, and resistant to fire damage.	DEX
Clear Skies	A pinhole appears in the clouds, preventing this creature from being affected by rain, snow, or hail.	DEX
Counterspell	This character gains +2 to any spell related save.	Celestial

Cook Effects

Spell	Cook Effect	Resource
Lunar Veil	This creature shimmers slightly, granting it +1 to dodge and DEX saving throws.	DEX
Moon Chamber	This creature may cast 1 celestial spell as though they were in direct moon light at no cost. This effect ends when used, at the start of the next rest period, or when exposed to direct sun light.	Celestial
Star Blast	This creature ignites itself and all creatures within a square of it.	Celestial
Star Mend	This creature gets +5 to defensive checks against effects that apply Bleeding, Blind, and Unconscious while in direct daylight, and immune to Slowed, Ignited, and Poisoned in direct moonlight.	Celestial
Star Ray	This creature takes 1 fire damage per hour in direct sunlight, and 1 dark damage in direct moonlight.	Celestial
Star Shield	This creature recovers 1 HP per hour in direct sunlight, and gets +1 dodge in direct moonlight.	Celestial
Star Shot	This creature is immune to damp during the day, and resistant to dark during the night.	Celestial
Sun Chamber	This creature may cast 1 celestial spell as though they were in direct sun light at no cost. This effect ends when used, at the start of the next rest period, or when exposed to direct moon light.	Celestial
Iron Familiar	This creature may call metal weapons and small objects to their hands as long as the item is within 1 square. This does not take an action.	DEX
Shatter Iron	This creature rolls 1d4 when interacting with metal items directly with its body. If the result is 1, that item shatters, dealing 1d4 piercing damage to each creature within 1 square of that metal item. This does not affect items larger than the creature, or items with the 'Anvil Quality' trait.	DEX
Earth Shield	This creature gains Slowed 1 and reduces incoming nonmagical damage by 1.	STR

Cook Effects

Spell	Cook Effect	Resource
Rock Prison	This creature's legs are trapped immediately upon stepping on to sand, soft ground, or rock. It requires a strength save of 10 + caster's STR to break free.	STR
Terraform	Any non-organic ground this creature is standing on becomes soft soil until the creature leaves.	WIS
Call Rain	A rain cloud follows this creature, constantly applying damp to it.	WIS
Disguise	A magical disguise alters this creature's face slightly, making it hard to recognize at a glance.	WIS
Make Mushrooms	This creature grows 1 mushroom on it over the course of the day. It can be used 4 hours after resting. The creature may use abilities that effect Grow Mushrooms to effect the mushroom grown. If the cook has Arcane Fungus, they may specify the mushroom as an arcane type and specify which spell in the meal is contained.	WIS
Make Water	This creature is constantly dripping water. It does not need to consume water as part of its meal for the day. This creature is immune to Ignited.	WIS
Spore	This creature triggers all mushrooms within 5 squares.	WIS
Haste	This creature gains Quickened 1 until they use their fourth action.	DEX
Invisibility	This creature is invisible to the naked eye. This lasts until they take a non-movement action, take damage, or one hour after consumption. Interactions that creatures take with this creature are treated as though they are Blind.	DEX
Send Message	All creatures sharing this meal can communicate verbally with each other as long as they are within 100 squares.	DEX

Items - Weapon

Name	Description	Price	Weight	Damage
Arrow (x20)	Wooden ammunition for bows	10 Gold	5 kg	
Bolt (x20)	Iron ammunition for crossbows	20 Gold	10 kg	
Dagger	A short blade able to make quick strikes	5 Gold	1 kg	1d4 Piercing
Shortbow	Wooden bow with a range of 8 squares	15 Gold	5 kg	1d4 Piercing
Battle Hammer	A one-handed mace	12 Gold	1 kg	1d6 Bludgeoning
Chain	Uses DEX to-hit. Has +1 square of range.	20 Gold	10 kg	1d6 Slashing
Longbow	Large wooden bow with a range of 20 squares	50 Gold	10 kg	1d6 Piercing
Short Sword	A lightweight sword for more agile fighters	15 Gold	1 kg	1d6 Slashing
Crossbow	Metal spring-loaded auto-bow that requires one action to load and one to fire. 10 square range.	60 Gold	10 kg	1d8 Piercing
Spear	A wooden piercing weapon with an additional square of reach	30 Gold	5 kg	1d8 Piercing
War Axe	A two handed axe built for heavy combat	120 Gold	10 kg	1d8 Slashing
War Hammer	A two handed hammer for crushing enemies	150 Gold	10 kg	1d8 Bludgeoning

Items - Armor

Name	Description	Price	Weight	Dodge Bonus	STR Requirement	DEX Max
Birch Branchweave	Tightly weaved cordage protects the torso. Flammable.	45 Gold	1 kg	1	-1	4
Iron Chainmail	Linked chains provide some protection of the torso.	25 Gold	5 kg	1	0	4
Steel Chainmail	Linked steel chains provide moderate torso protection	50 Gold	5 kg	2	0	4
Leather Padding	Can be worn under clothing without obvious visual indicators.	15 Gold	1 kg	1	-2	2
Iron Half-Plate	Hefty plates protect a majority of the body.	80 Gold	10 kg	2	2	2
Steel Half-Plate	Hefty steel plates protect most of the body.	180 Gold	10 kg	3	3	2
Iron Full Plate	Full armor surrounds the entire body, protecting against all but the strongest attacks.	250 Gold	20 kg	5	5	0
Steel Full Plate	Full steel armor surrounds the entire body, protecting against all but the strongest attacks.	550 Gold	20 kg	6	5	0

Items - Misc

Name	Description	Price	Weight
Adventurer's Clothing	Clothing that weathers wear, tear, and dirt.	3 Gold	Inconsequential
Backpack	Holds items on a creature's back	5 Gold	1 kg
Ration	Enough dry food for one medium creature for one day.	1 Gold	1 kg
Waterskin	Holds 3 days' worth of water.	4 Gold	1 kg
Bottle	Glass bottle with stopper.	8 Gold	1 kg
Crackleshard Gem	Smith upgrade consumable. Can be used on Iron, Steel, Titanium, and Skytanite weapons or armor. Weapons gain 1d4 electric damage (increased to 1d6 for titanium or 1d8 for skytanite). Armor gains resistance to ice damage.	270 Gold	1 kg
Embershard Gem	Smith upgrade consumable. Can be used on Iron, Steel, Titanium, and Skytanite weapons or armor. Weapons gain 1d4 fire damage (increased to 1d6 for titanium or 1d8 for skytanite). Armor gains resistance to fire damage.	280 Gold	1 kg
Emerald	Smith upgrade consumable. Can be used on Iron, Steel, Titanium, and Skytanite weapons or armor. Items gain 1 WP that the wielder or wearer can use.	35 Gold	Inconsequential
Fine Clothing	Elegant clothing that indicates a level of status	20 Gold	Inconsequential
Garnet	Smith upgrade consumable. Can be used on Iron, Steel, Titanium, and Skytanite weapons or armor. Items gain 1 DP that the wielder or wearer can use.	45 Gold	Inconsequential

Name	Description	Price	Weight
Iceshard Gem	Smith upgrade consumable. Can be used on Iron, Steel, Titanium, and Skytanite weapons or armor. Weapons gain 1d4 ice damage (increased to 1d6 for titanium or 1d8 for skytanite). Armor gains resistance to ice damage.	250 Gold	1 kg
Ink	Vial of Ink	5 Gold	1 kg
Itacol Ingot	Smith upgrade consumable. Can be used on Iron, Steel, Titanium, and Skytanite weapons or armor. Weapons gain +1 to-hit. Armor increases its maximum DEX bonus by 1.	300 Gold	5 kg
Lightstone Ingot	Smith upgrade consumable. Can be used on Iron, Steel, Titanium, and Skytanite weapons or armor. Lightstone items provide well lit light for 5 squares.	80 Gold	5 kg
Paper Stack	10 pieces of paper	3 Gold	Inconsequential
Quill with Inkwell	Used for writing. Comes stocked with ink.	10 Gold	Inconsequential
Ruby	Smith upgrade consumable. Can be used on Iron, Steel, Titanium, and Skytanite weapons or armor. Items gain 1 SP that the wielder or wearer can use.	40 Gold	Inconsequential
Skytanite Ingot	Smith upgrade consumable for Titanium items. Weapons go up one die size, and armor increases its dodge bonus and STR requirement by 1. This effect cannot be applied more than once to an item.	800 Gold	10 kg
Spellbook	For forgetful wizards. Not required to cast spells.	35 Gold	1 kg
Titanium Ingot	Smith upgrade consumable. Weapons go up one die size if they were iron or steel, and armor increases its dodge bonus by 1. These items gain 'Anvil Quality'. This effect cannot be applied more than once to an item.	50 Gold	5 kg

Character Sheet

Character Name

Race

AP

Player

Resources

HP (Current)

/

HP (Max)

SP

/

STR

DP

/

DEX

WP

/

WIS

Dodge

STR Spell

DEX Spell

WIS Spell

Armor

Name

Dodge Bonus

STR Req

Max Dex

Notes

Attacks

Name

Damage Dice

Damage Type

Notes

Name

Damage Dice

Damage Type

Notes

Abilities

Spells/Techniques

Cost

Inventory

Gold

