PRIMEPATH
RPG
YOUR WORLD. YOUR VISION.
ONE SYSTEM

PRIMEPATH RPG

INTRODUCTION

Welcome to Primepath. A game where your fun matters.

Primepath is a RPG system that delivers a play style that is consistent through genre or setting. It is depth in preparation with fast play at the table, where your actions are resolved in a transparent and consistent framework that doesn't prescribe the outcome, allowing player decisions and results to shape the game. The GM then has the freedom to interpret outcomes within that framework and the context of the moment. The result is a game that feels like classic crunchy RPGs, without the complexity slowing down the play.

Primepath uses a single roll over system throughout, whenever an action uses a skill and the outcome is uncertain a roll is made, bonuses through player choices added and the result is compared against a target number. One roll determines not only success or fail but to what degree it succeeds or fails within the context of the action

Dice rolls produce information, not instructions. The rules define clear bands of outcomes that describe impact and consequence, but the Game Master determines how those outcomes manifest in play.

Primepath deliberately places its complexity in preparation rather than at the table. Characters, abilities, and challenges reward careful design, while play at the table remains fast and focused on consequences.

Depth in preparation. Simplicity in play.

WHAT IS ROLEPLAYING?

Roleplaying is the act of assuming the role of a character in a fictional setting and interacting with that world through the lens of that character's personality, motivations, and skills. In roleplaying games (RPGs), players create characters and collaborate with a Game Master (GM) to tell a story, solve problems, and engage in adventures within a structured set of rules.

Traditionally, friends gather around a table to do this, but now, people more often use various forms of Virtual Tabletop (VTT) or Zoom calls online. Primepath is set up for use in Questline and there are various options available through the asset store on that VTT. The result is the same, telling the story of your character as they work their way through a world created by your GM.

HOW PLAY WORKS

In Primepath RPG, play is driven by conversation at the table and a small number of clear mechanical steps. The Game Master describes a situation, the players describe what their characters attempt, and when the outcome is uncertain, a single roll resolves the action. That roll then determines success or failure; it guides how events unfold, what complications arise, and how the story moves forward.

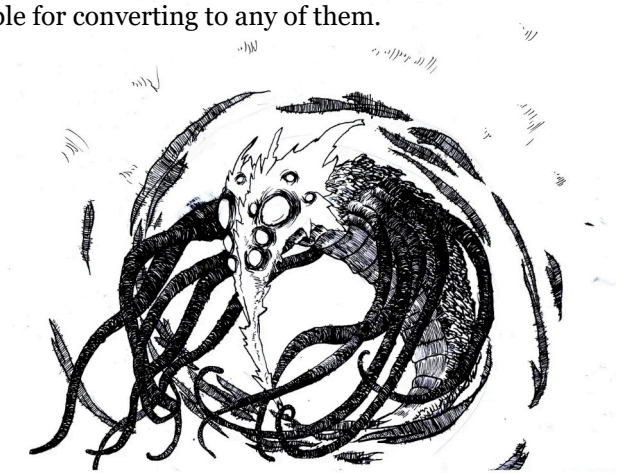
The rules exist to support these moments. They provide the structure and framework when it is needed and get out of the way when not, allowing the group to focus on the fun. Whether an action succeeds cleanly, succeeds with consequences, or fails in an interesting way means every result is intended to push the game onward rather than halt it.

GETTING STARTED

Grab some 10-sided dice, some paper and some friends, decide who will be the GM. Then go to page 20 of this book and follow the character creation process. Discuss with your allotted GM the sort of adventure you are looking for and think about what sort of character you would enjoy playing. Just be respectful of your fellow players and GM and enjoy yourself.

Once you have some characters, you can play one of the beginner adventures in this book, use some other pre-created adventures, or create your own. There are plenty of online resources that offer inspiration to explore in your play.

You can play one shot adventures, short stories that are usually finished in one to three sessions, or longer stories that may last for months or years. These are called campaigns and there are hundreds of ready-made campaigns out there to choose from. Primepath is suitable for converting to any of them.



WHY PLAY PRIMEPATH?

FAIRNESS

The rules apply consistently and transparently to everyone. Degrees of success provide the GM and players with a structured framework to interpret outcomes, allowing players to understand how their choices and the dice shape the game.

MEANINGFUL PLAYER AGENCY

Because outcomes are determined consistently, player decisions have genuine weight. Success or failure comes from the choices players make, not from hidden adjustments or assumptions about what should happen.

FAST FLOWING PLAY

The rules support the game rather than interrupt it. Everything the players need at the table is on their character sheet, keeping rule book look-ups to a minimum. A shared framework for interpreting outcomes helps maintain immersion while enabling every roll to move the story forward.

CONSEQUENCE AND COMPETENCE

Primepath characters become competent quickly, allowing players to make meaningful decisions from the very beginning. Long-term progression enables characters to diversify and develop mastery, while every meaningful action has the potential to influence the unfolding story within the context of the moment.

MECHANICS FOR PLAY

Every mechanic in Primepath exists to improve play at the table. Rules are designed to reinforce Primepath's play style, support meaningful decisions and reduce unnecessary complexity, providing structure where it adds value while leaving the freedom for stories to emerge.

CREDITS

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The System

Game Mechanics

The game revolves around rolling two ten-sided dice in almost any situation. This single roll is used for skill tests, combat, and most other actions, and determines almost everything about the outcome.

Talents and specialisations allow you to manipulate rolls further and can introduce additional effects, such as conditions, adding depth beyond a single result.

The following sections explain how these mechanics work in detail, from resolving tests and interpreting results to applying the rules in different situations.

Using Skills and Tests

In Primepath, your die rolls matter. They determine how well you succeed or fail at any task, including how much damage you do. All tests comprise rolling 2d10, adding any applicable bonuses and then seeing how much they either beat a target number (Represented by **TNXX**) by or if they don't beat that number, how bad the failure was. While this rules system provides ideas and examples for what effects it may have, GMs and indeed players are encouraged to come up with their own ideas based on the context of the moment.

Degrees of Success & Failure

Enhancing the Narrative

In Primepath your rolls matter, the outcome of an action isn't always just a pass or fail. Many roleplaying games use **degrees of success** to reflect how well an action is performed. In Primepath, this concept sits at the heart of the system. These degrees give a guide to how much you should bend the outcome of an action. For ease, we band the results of your rolls into 3 degrees of success or failure. Experienced groups can then create the outcome within the relevant parameter. For less experienced GM's you will find examples to use in our pre-prepared adventures, or when creating yourself, you can prepare them in advance.

Example - Degrees of Success

Ged, a necromancer, decided to intimidate a beggar during a random encounter. The beggar explained that his children had been lost at sea, leaving him with no means of support. Ever helpful, Ged offered to raise them from the dead unless the beggar answered a few questions.

The GM set a Target Number of 11 to uncover some local information. Ged rolled 19, a Major Success.

Rather than simply revealing a rumour, the GM used the strong result to introduce a useful lead. Terrified, the beggar revealed that he had heard someone was being held in the poor quarter.

This wasn't planned but the GM took the opportunity to help drive the story forward.

Dice

In Primepath, we only use 10-sided dice. The conventions for the dice are below.

- **2d10** – Roll two 10-sided dice and add the results together.
- **Exploding dice** – if you roll a double, roll both dice again and add those to the total of the first roll. You can only explode dice once, even if you roll a second set of doubles.
- **1d10** – roll one die, used for additional damage or effects.
- **1d5** (or multiples of) – roll a d10 and divide by 2, rounding up.
- **The Prime Moment** – If you roll double 10's, and the additional dice from an explosion also result in double 10's, you automatically succeed at whatever you were attempting. This is the "Prime Moment", where anything is possible, no matter how improbable. It does not cause a second explosion.
- **Double ones** - the roll does not explode. The action automatically counts as a Major Failure regardless of modifiers.
- **Re-Rolls** - When a rule allows a character to re-roll a test or attack, the new roll replaces the original result. The second result must always be used, even if it is worse.

MAKING A TEST

For any roll, compare the result to the target number (**TN**) to determine the degree of success or failure:

- Roll 2d10
- Add skill and modifiers
- Compare to target number
- Determine degree of success

Once you have your result, compare it to the target number to determine how well you succeeded or failed.

Apply this process to any test;

Encourage players to contribute ideas for the results and encourage creating the outcomes together based on the quality of the result.

Use the narrative outcomes to create unexpected twists in your plots or provide additional information to the players about the world around them. It can even be used to enhance or damage relationships between your NPCs and PC's creating future stories.

By using this process, rolls can meaningfully shape the story, making gameplay both exciting and fun. Not every roll needs a narrative twist; if the moment doesn't call for it, don't force it. Pre-made adventures include examples you can draw on, and you shouldn't feel pressured to invent something for every single result.

INTERPRETING DEGREES OF SUCCESS

- Major Failure (-8): A severe or significant failure, potentially shifting the situation away from the desired aim
- Moderate Failure (-4-7): There is a setback or complication introduced
- Minor Failure (-1 to -3): The attempt fails, but may still offer partial progress, information, or an opportunity to try again.
- Minor Success (0 -3): The character achieves their intended outcome. This represents a competent, functional result.
- Moderate Success (4-7): The success is clear and effective, often providing a noticeable advantage.
- Major Success (8+): A dramatic or exceptional success, often granting additional benefits or narrative advantage.

Meeting the target number is a minor success.

Example skill test

The players are trying to get the local barkeep to give up some local secrets, there are several skills they could use to attempt this, some offering an easier route than others:

The GM sets the target numbers as below for the different skills.

- Social **(TN11)**
- Diplomacy **(TN12)**
- Investigation **(TN13)**

The results are determined by the total rolled for whatever skill the player wants to use.

The Player rolls for a total of 15 using his Social skill making them 4 above the required target, the GM consults the table below for the outcome of a moderate success.

GMs or even players can of course come up with their own interpretations for the degrees of success and as they get more comfortable with the system will find it easier to do. The examples here are the sort of ideas that populate our pre-defined adventures in our modules to help with learning this part of the system.

DEGREES OF SUCCESS - PLAY EXAMPLE

- Major Failure (-8): The PCs offend the Barkeep and find themselves in need to making things up to them. This may require a gift, favour, or small task.
- Moderate Failure (-4-7): They refuse to talk at this moment in time, looking around at some of the other patrons. They may be more receptive tomorrow with different clientele about.
- Minor Failure (-1 to -3): Perhaps another approach might work, allow the PCs to attempt one of the other skill checks.
- Minor Success (0 -3): They hint that various rumours may be true and give the players a future line of enquiry.
- Moderate Success (4-7): As above but the players are offered two separate rumours that are true.
- Major Success (8+): The barkeep tells the players a major clue to the next part of whatever story they are embarking on.

INTERPRETING RESULTS

Primepath provides structure through degrees of success and failure but leaves the exact outcome to the table.

The roll tells you how well or poorly something went. The GM and players decide what that looks like in the moment, using the degree of success as a guide and the context of the moment.

This allows the same mechanic to support any setting, tone, or situation, while still providing consistent expectations.

Encourage players to contribute to the outcome, especially on strong successes or failures. This helps create more engaging and memorable moments at the table.

TYPES OF TESTS

There are **five** main types of tests.

- Basic
- Opposed
- Challenge
- Opposed challenge
- Movement & Manoeuvre

Basic tests: A straightforward test such as picking a lock or a perception test when travelling through the forest to spot an ambush. You would not roll a test for anything that does not involve an uncertain outcome.

Opposed tests: An arm wrestle or grappling an opponent in combat. These tests involve a direct comparison between two opposing rolls, the difference between the two rolls determines the degree of success and the winner.

Challenge tests: Solving puzzles or disarming a complex security system. These tests have an **overall** target number and a **roll above** target number which determines the degree of success. Each attempt will usually have a time factor associated with it so that you know roughly how long it has taken to resolve the test. Perform these tests while stationary; if moving, use the movement and manoeuvre test option.

Opposed Challenge tests: Involve situations where both sides of the equation can affect the outcome. Such as a chase through town, where a player's luck or actions can move them further away from the chaser but equally the opponent's luck or skill can bring them closer to the player. These tests also have a starting number and success and failure numbers. Each sides roll impacts how the starting number moves towards either goal.

Movement & Manoeuvre tests: These are tests where your actions have a chance of failing. For example, riding a horse along a dry normal road probably doesn't need a roll, however, charging it across muddy fields while negotiating sharp turns and obstacles does. Your roll determines the degree of success and how far through the obstacles you get. Use these tests when there is a chance you will only make it part way through the task. Ideal for plunging your players into the river they tried to cross or knocking them out of jump space halfway to their destination.

Each test has a target number that reflects the difficulty of the challenge ahead. Below is a table of guidelines for where we recommend the GM should pitch the difficulty level. However, these numbers are entirely up to you to set at a level where you feel the task sits. The aim is to have the target number reflect the situation as whole.

Rolls should only be made when the outcome is uncertain or meaningfully affects the situation. Routine actions without pressure do not require a roll. For example, climbing a ladder is only worth rolling for if it is part of something else that makes it a riskier venture than it otherwise would.

Target Number		Examples
Routine	7	Climbing a ladder in stressful conditions. Starting a campfire with plenty of dry wood and kindling in the wet.
Easy	9	Tracking a large herd. Jumping across a small gap with a running start.
Light	11	Deciphering a simple coded message. Lifting a moderately heavy object, like a full barrel.
Medium	13	Picking a simple lock on a standard door without advanced tools.
Hard	16	Swimming across a fast-moving river. Blending into a crowd while being pursued in a familiar city.
Very Hard	20	Convincing an authority figure to make a significant exception for you. Picking a complex lock on a chest, using improvised tools.
Extremely hard	24	Climbing an icy cliff face without specialised equipment. Translating an ancient, forgotten language from fragmented inscriptions.
Sheer Folly	28	Convincing a hostile faction leader to trust you immediately and offer aid. Scaling the sheer side of a mountain with little to no safety equipment.
Absurd	35	Winning over an entire crowd of enemies through sheer charisma alone. Jumping between two airships in flight during a storm.

Target numbers can be any number between 3 and 39, the above table acts as a guide. The real aim is to get a degree of consistency across your storytelling and game session.

WHY TASKS AND COMBAT DIFFER

Tasks represent uncertain outcomes with consequences that can dramatically change the moment, guided by degrees of success and failure. Combat represents controlled chaos, where momentum shifts through damage and conditions rather than runaway narrative results.

Doubles 2 -10 always explode.

Double 1s are always treated as a Major Failure.

However, in tasks they alter the narrative consequences by making stronger successes more likely. In combat they trigger conditions that affect the flow of the combat.

BASIC TESTS

Basic tests are the most common rolls in the game, using 2d10 plus bonuses against a target number that is set by the GM. The system uses **Degrees of Success** as explained above to show how well the action succeeds and what weight you should give any outcome as GM or player in the context of the situation. Not every test requires the depth of results that **Degrees of Success** can offer, they should be used when it benefits the situation or story.

Without a relevant skill,

the roll incurs a -2 penalty.

Example basic skill test

After arriving at a spaceport, Brent the captain of a small trading vessel is trying to convince a local port official that his cargo is legit and doesn't need searched. The GM sets the target numbers as below for the different skills that could be used in this situation

- Persuasion **(TN15)**
- Diplomacy **(TN13)**
- Bargaining **(TN15)**

The results are determined by the total rolled for the skill the player chooses to use.

Brent decides to go with Bargaining, he has a +3 in it so is hopeful that his life choices will prove fruitful.

He rolls his 2d10, gets a double 2 giving him 4, but all is not lost as he can now explode that double, he rolls a 7 giving him;

4 + 7 + 3 (skill bonus) = 14

The GM rules it as a Minor fail and the port official gives Brent the distinct impression that a small payment may see him through this uncomfortable situation.

In this instance even though it was a fail, it added an extra inconvenience to the situation to allow the story to progress.

A major success could have offered another trade opportunity the official had, while a major fail may have resulted in Brents arrest.

OPPOSED TESTS

Opposed Tests occur when an opponent can actively influence what you're trying to achieve. Whether it's an arm wrestle or hiding from an assassin, these tests represent moments when both parties are engaged in an action that can directly impact the others success.

In an opposed test, both the player and their opponent (NPC or another player) roll 2d10 and add any relevant skill bonuses for what they are trying to do. Whoever rolls higher wins the test. If both parties roll the same number, the action results in a stalemate, requiring a further roll to resolve. In game terms, this could add additional time to the test where time is a factor.

Degrees of Success only affect the player's roll. How much they win or lose the opposed test by determines that level. Where it is two players opposing each other, the difference between the two rolls determines both the **Degree of Success and Failure**.

Example opposed skill test

Dirk hunkers down behind the desk, the flashlight of the guard shining through the office window.

For the opposed test Dirk needs to roll using his Stealth skill for hiding:

He rolls 2d10 and adds his Stealth Skill of +2.

The guard needs to roll a Searching Skill test; his Searching skill is +1.

Dirk rolls a 12 + 2 (skill) = 14

The Guard rolls a 7 + 1 (skill) = 8

The GM rules that it is a moderate success (a win by 6 points), the guard fails to spot Dirk and quickly moves on.

CHALLENGE TESTS

Challenge Tests are used when a task requires multiple steps or sustained effort, such as disarming a complex trap or solving a puzzle under pressure.

The GM assigns a Challenge Target that reflects the total difficulty of the challenge (e.g. disarming a complex trap with a Challenge Target (CT) of 13). They then assign a target number for each attempt, based on the perceived difficulty of the challenge. Finally, they set the time each individual test takes or how many attempts are allowed before something happens.

Each successful roll contributes the amount it beats the TN by and subtracts that number from the CT total. Once the CT equals zero or less the task is complete.

Higher degrees of success may contribute additional progress or reduce complications at the GM's discretion.

Failures do not reduce progress, but may introduce complications, consume time, or apply conditions that make the task more difficult.

Challenge Tests should be used when a single roll cannot capture the full scope of the situation. They are most effective when combined with time pressure, risk, or evolving circumstances. Otherwise, they risk becoming an exercise in just rolling dice for the sake of it.

Example 1: Challenge test

Stormbound

While at sea the skies darken, a storm is approaching, it may be an Essaence storm or something more mundane, but either way the captain needs to get the ship through to the other side.
As the ship tries to reach shelter or escape the storm, roll whatever relevant skills they have against this challenge test.

Challenge CT13 (The total number required to get through the storm)

Sailing TN13, Survival TN15, Navigation TN13, Faith TN17

(Optional flavour)

Other players can support the main PC adding +1 if they can roll a TN 9 on any of the other skills, with each PC being able to do this once for a skill they have.

PC1 will be the main challenge he has Sailing +1

PC2 has navigation +2, if he rolls 7 or more, he can aid PC1

PC 3 is a priest of Bahoz and has Faith +1, if he rolls 8 or more, he also gets to give PC 1 a +1

Players need to reduce the CT to zero to escape the storm - each success subtracts from the score by the amount they exceed the target number by. Failures do not impact the score.

Example 2: Challenge test

Computer Hacker

Dirk, now free of the guard, needs to hack the computer on the desk to get the information he plans to sell.

The GM determines this is a hard task with multiple security systems to get through, so they decide this is a challenge test with a limit of 3 attempts before the security system locks the computer down.

Challenge CT9 (The total number required to get through the security system)

Hacking TN13, Computers TN15 (possible skills Dirk can use)

Dirks Hacking is +3, he also has the "Byte Warrior Talent" that gives him a re-roll once per challenge test.

Attempt 1 – Dirk rolls 14 + 3 (Skill) = 17; 4 above the TN reducing the CT from 9 to 5, a good start.

Attempt 2 – Dirk rolls 12 + 3 (Skill) = 15; 2 above the TN reducing the CT from 5 to 3, he's made progress but this is going to be close.

Final attempt – Dirk rolls another 12 + 3 (Skill) = 15; 2 above the TN reducing the CT from 3 to 1, more progress, but not enough to get past the security, he quickly taps at the keyboard before the shutdown happens and uses his re-roll.

Re-roll – Dirk Rolls a 17 + 3 (Skill) = 20; 7 above the TN, the CT is reduced to below zero, the screen bursts into life with files downloading to Dirks device, success.

At a Glance

Basic Test – One uncertain action.

Opposed Test – Another character actively contests the action.

Challenge Test – Progress over multiple rolls.

Opposed Challenge Test – Progress over multiple contested rolls.

Movement & Manoeuvre – Progress while moving through hazards.

OPPOSED CHALLENGE TEST

An opposed challenge test is used when a situation benefits from both multiple steps and something else that can push against the progress being made. Examples of this might be a car chase or something as simple as a tug of war.

To start the GM needs to set a starting number, between 5 and 10 is a good middle ground. Then the GM sets the target numbers for success or failure. 0 for success and double the starting number for failure. These numbers impact the length of time the action will take. Larger numbers take longer to get to and as both rolls are moving the same number, it is important not to make it so large that the test lasts indefinitely.

The primary actor's aim is to reduce the starting number to zero, so each of their rolls moves the number towards zero by the amount they beat the Skill test by. Conversely the secondary actor's rolls add to the number pushing it towards failure.

Once the primary actor has reduced the number to zero or the secondary actor pushes it towards the set number for failure, the test concludes. Degrees of success can be used to advance the progress in either direction.

Example Opposed Challenge test

The getaway car

Just as the robbers jump into the car the police arrive, sirens blaring. Go, Go, Go...

The Chase – opposed challenge test

Skill: Driving TN11

Starting Chase Score: 10
Escape: 0
Captured: 20

The chase starts at 10. The PCs must reduce the score to 0 to escape, while the police must increase it to 20 to capture them. Each round, both sides roll and their results are applied to the target number. Each round both sides roll using the Driving skill against a TN11. The difference you beat or fail the target number by adds or detracts from your score, the police are trained and have a driving bonus of +2 that accounts for a car designed to chase down criminals.

If the police succeed, the robbers will be caught and cuffed.

DEGREES OF SUCCESS - CAR CHASE

- Major Failure (-8 or worse): The police have got ahead and deployed a stinger, it blows your tyres and you grind to a halt.
- Moderate Failure (-4 to -7): Reduce your progress by a further 2 this round.
- Minor Failure (-1 to -3): Reduce your progress by a further 1 this round.
- Minor Success (0 to +3): The traffic is in your favour, you keep going.
- Moderate Success (+4 to +7): A nice manoeuvre slipping between traffic, increase your result by 3.
- Major Success (+8 or more): Your deft Driving leaves others looking on in awe, double your result this round

MOVEMENT AND MANOEUVRE

Movement & Manoeuvre Tests are used when a character's movement risks partial failure, such as jumping across obstacles or doing an acrobatic move in a bar. The outcome is not just about succeeding or failing, but about the degree to which the character succeeds or fails, reflected by how much they exceed or fall short of the target number.

The GM assigns a target number based on the difficulty of the movement.

Example Movement and Manoeuvre test

The Canal Jump

The canal is a decent width and Sarah needs to get across, she reckons with a run and a jump she may just make it, the GM determines it's a TN of 15. Sarah has the Jump skill at +2.

She steps back and takes a run leaping into the air;

She rolls an 11 + 2 (skill) = 13 – a minor failure

The GM rules that Sarah grabs the edge of the canal but has hit the water. She'll need to pull herself up and that'll take time.

Her friend Jasmine follows suit;

She rolls a double 7 for 14 exploding for another 9 + 2 (skill) = 25 – a major success

The GM rules that Jasmine clears the canal effortlessly, landing on the other side without losing momentum, spinning round and offering a helping hand to Sarah.

Combat

In Primepath, combat occurs in 10-second rounds of in world time. Once combat begins, if there's no surprise element, the game master and players roll for initiative;

- The GM sets up the initiative ladder.
- After the first round any ongoing conditions are noted and/or applied
- During each round of combat, each participant performs a major and a minor action in initiative order, they may also perform reactions when triggered.
- Any conditions that occur are applied during the active players turn in that round.
- The rounds repeat until the combat is concluded

Combat is a simple process of rolling 2d10 to beat the defence of the target. The attack roll comprises the roll itself plus any skill modifiers, plus any terrain or situation modifiers.

If you are lucky enough to roll a double 2 to 9 and inflict damage, then apply a minor condition; if you roll double 10s and inflict damage, apply a major condition. Double 1s are a critical miss. The GM or players may consider applying a condition to the situation using a contextual narrative that alters the combat in various ways, with bonuses or negatives to ongoing combat manoeuvres. Don't treat these "critical" situations as fixed; use them creatively.

Initiative

Before each combat the GM will call for an initiative roll to determine the order of play, this is called setting the initiative ladder with the highest scoring at the top and each player or adversary going down the ladder in order of their roll down to the lowest who goes last.

Initiative = 2d10 plus initiative bonus (Reactions + Initiative skill, less any armour or weapon modifiers).
- On a tie, use highest reaction attribute. If still tied, use agility.

Group minor adversaries together but give major NPCs or boss monsters their own initiative. Although initiative only gets rolled once, the positions on the ladder can change with the ebb and flow of combat. Weapons, conditions, spells, special skills and talents can all affect initiative during combat. This helps to create a tactical element to combat.

Changing Initiative

If a condition moves you up to the top of the initiative ladder and you are already at the top, you gain an additional attack

If you are at the bottom of the initiative ladder and an attack moves you down the ladder, you lose your next attack.

This is intended to represent the flow of combat, where in the confusion you may miss an opportunity or gain an extra opportunity.

Combat Overview

Turn Structure

- Each combatant takes a turn, performing one Major Action and one Minor Action.
- Certain conditions trigger reactive actions, like being attacked while using certain weapon skills or an opponent disengaging.

Rolling for Attack

- Players make combat rolls using 2d10 + Skill Modifiers + Situation Modifiers against the target's defence.
- Defence: 10 + (Agility + Reactions)/2, plus any modifiers provided by talents or specialisation. If you are wearing armour, there may be a defence penalty. This increases by -2 if no relevant armour skill. Conditions can also change defence.

To Hit: 2d10 + Skills and/or talent bonus + Situational Mods versus defence.

DAMAGE CALCULATION

- Damage is based on how much you exceed the target's Defence.
- We calculate damage based on the difference between the attack roll and the target's defence, plus any weapon damage modifiers, minus the target's armour rating.

Damage: (Attack roll – Defence) + weapon damage = Damage amount

Damage taken: Damage amount – Armour = Damage taken

DEGREES OF SUCCESS

Rolling doubles and beating the target's Defence triggers a critical hit applying a major condition on double 10's, a critical miss on double 1's or a minor condition on all other doubles.

SITUATIONAL MODIFIERS

There are times when the environment or players actions and situations they find themselves in require penalties or bonuses to be applied. Such as positional combat or gusting winds or outnumbering an opponent.

When these circumstances meaningfully affect an action, apply one situational modifier based on the dominant factor. Try to be consistent, but don't overthink it.

Impact	Modifier	Examples
Minor	+/- 1	Slight distraction, partial cover, dubious footing
Moderate	+/- 2	Flanking, attacking from behind, outnumbering an opponent, medium cover
Major	+/- 3	Overwhelming numbers, extreme advantage or hindrance

From Behind	Moderate Adv +2 to hit
Outnumber 2-1	Minor Adv +1 to hit
Outnumber 3-1	Moderate Adv +2 to hit
Partial Cover	Minor hindrance -1 to hit

Example Combat Round

Sarah turns down the alley after a particularly rowdy game of cards; her winnings securely tied to her belt. Ahead, one of the rogues who had supplied those very winnings, and he doesn't look very happy and he isn't alone.

GM: Roll initiative

Sarah has an initiative bonus of +1 and rolls 16 for a total of 17, the Rogues have an initiative bonus of +0, the GM rolls an 18 and uses that for both the rogues.

Rogue 1
Minor Action: Move into melee.

Major Action: Attack with short sword.

Roll 7 + 1 (skill) = 8 against Sarah's defence of 11. A miss

Rogue 2
Minor Action: Move into melee, causing the outnumber modifier to apply.

Major Action: Attack with short sword.

Roll 14 + 1 (skill) + 1 (outnumber) = 16 against Sarah's defence of 11.

Damage 5 (16 Roll – 11Def) + 2 (Weapon Damage) = 7 less Sarah's armour of 3 – Sarah records 4 damage on her sheet.

Sarah attacks with her mace. Her Minor Action is to draw and ready the weapon. For her Major Action, she uses her talent, **Stunning Blow**.

Sarah Rolls 17 + 3 = 20 against the Rogue's defence of 10

Damage 10 (20 Roll – 10Def) + 1 (Weapon Damage) = 11 less Rogue 1's armour of 1

The GM records 10 damage against the rogue.

However, Sarah's **Stunning blow** on > 3 damage knocks the rogue back 2m out of melee range and knocks them a place down the initiative ladder.

Because Rogue 1 has been knocked out of melee, it will need to spend its next Minor Action moving back into combat before it can attack again.

Sarah now only faces one rogue at the start of round 2...

MAJOR, MINOR ACTIONS & REACTIONS

MAJOR ACTIONS

Attack: Completing your basic melee attack.

Use a talent: Using a talent requires an action unless stated otherwise in that talent's description.

Cast Spell: Most spells require a major action to cast unless the description says otherwise.

Charge: Move up to double your speed and make a melee attack. Gain a +2 bonus to hit but suffer a -1 penalty for defence until your next turn.

Run: Move up to double your movement speed.

Defend: Gain +2 Defence until the start of your next turn.

Disengage: You carefully withdraw from melee combat, moving up to your movement speed away and without triggering a Strike.

Hold your Major Action/Prepare: You may choose to hold your major action, preparing to act at a specific moment or in response to a specific trigger (such as an enemy moving into range or attacking). You must declare the condition that will trigger the action, and if it doesn't happen, your turn ends without using the action.

MINOR ACTIONS

Move: You can move up to your movement speed during your turn. This does not provoke reactions unless the movement would remove you from melee combat, in which case it would trigger a strike reaction for your opponent.

Draw Weapon: You can equip a weapon as a minor action, readying it for combat. This action doesn't allow you to attack with the weapon in the same turn unless you take a Major Action to attack afterwards.

Sheathe Weapon: You can put your weapon away as a minor action.

Aim: Aiming gains a +1 to hit on your next ranged attack roll.

Use Item: You interact with an item, such as using a potion, pulling a lever, or activating a magical artefact.

REACTIONS

Strike: When an enemy leaves your melee range, you may make a basic melee attack as a reaction.

Dodge: When attacked, you may use your reaction to make an opposed Dodge vs Attack roll. After dodging, your next Major Action is at -2, representing the effort required to evade the attack. You can only dodge one attack per round.

RANGED COMBAT

SHOOTING INTO THE FRAY

Each weapon that has a range beyond melee can be used to attack targets at a distance. There are three ranges, short, medium and long.

- Short Range is 0m up to the first range number in the weapon table and attacks are at +1.
- Medium Range is between the first and second range numbers on the weapons table and attacks have no modifier for range.
- Long Range is for shots beyond the second number and have a modifier of -2. For targets at more than double the second number the shot automatically misses.

Shooting into Combat : A target engaged in close combat is considered to have partial cover (-1) against ranged attacks unless the attacker has a clear line of sight to more than half of the target.

If two or more combatants obstruct the line of sight between the attacker and the target, the target instead has medium cover (-2).

If the ranged attack fails by 5 or more, it hits another creature within melee range of the intended target. Determine the creature hit randomly from those who could reasonably have been struck. If there is no other eligible creature, the attack simply misses.

WEAPONS

Weapons in Primepath are designed to offer greater choice than simply selecting the weapon with the highest damage. They offer different properties that can be used tactically.

Each weapon impacts the initiative rolls in different ways, and each weapon has a unique element to it, allowing for more tactical weapon choices. Each weapon also has at least one learnable talent that offers further attack choices.

Each Weapon type has a set damage modifier that represents the relative effectiveness of each weapon.

CONDITIONS IMPOSED DURING COMBAT

Combat is dangerous, and hits can sometimes do more than just deal damage. Major attacks can shift the ebb and flow of battle, bolstering comrades' morale, while confusing and disorienting enemies. Doubles two through nine cause a minor condition, while a double ten applies a major condition. Just to make things a little more edgy, a double one can have serious negative consequences for the attacker.

Each weapon damage type is associated with specific conditions that it can inflict during combat, alongside the special moves granted by talents and specialisations. Each setting provides condition tables for the weapons used in that setting. However, as the GM, use any condition that fits the narrative flow better.

The aim is to offer tactical depth without overwhelming players with too many choices during the heat of combat. Everything the player needs for combat is on their character sheet. Conditions only apply on around one attack in ten, adding excitement and tactical depth without slowing the pace of combat.

There are three critical condition types imposed when doubles are rolled.

- Minor Conditions should create immediate tactical consequences or further injuries that are not generally life threatening but inconvenient.
- Major Conditions should be rare and significant only occurring 1% of the time, they should have a major impact on the combat and potentially cause severe injuries.
- Critical misses, while having an impact, should not ruin a player's fun, apply them lovingly and with humour.

DAMAGE TYPES

There are various damage types, depending on the weapon type, spell or damaging item. Different critical conditions apply to each weapon group and the relevant table should be used when applying conditions of that type. There are also specialist damage types that can happen as part of effects or weapon abilities such as armour piercing or poison. Damage types will vary by setting.

CONDITIONS AND THEIR IMPACT

Conditions affect combat in different ways: some apply penalties, some deal ongoing damage, and others alter position or initiative. Unless stated otherwise, conditions last until the end of combat or until removed.

- **Blinded** – You are at -3 for all actions
- **Fear** - Paralysing fear causes -2 to all actions
- **Knocked Prone** – requires a major action to stand, you are at -3 while prone to Defence and all other actions.
- **Poisoned** – You take damage each round based on the poison's strength until cured, dead, or you successfully resist it. You may test each round to resist. Removing the effect ends the poison completely.
- **Pushed back** – target is pushed away 2m from current position

The conditions below use a value (1–3) to represent their severity. Apply that number as the penalty, damage, or effect described (e.g. Bleeding 2 causes 2 HP damage per round). These conditions are stackable.

- **Bleeding 1, 2 or 3** – you lose a number of HP relevant to the condition level until the condition is removed by first aid or another option that allows bleeding conditions to be removed. Once removed, it is removed in full.
- **Impaired 1, 2 or 3** – reduces your Defence by the relevant number
- **Off Balance 1, 2 or 3** – reduces your next attack by the relevant number
- **Stunned 1, 2 or 3** – moves you down the initiative ladder by the number stated to a new position.
- **Staggered 1, 2 or 3** – reduces all actions by the relevant number
- **Damaged Armour 1, 2 or 3** - the target's Armour is reduced by the number stated until repaired. Cannot reduce armour below zero. Damage lasts until armour is repaired.

Equipment

Equipment in Primepath is very much related to the setting or genre you are planning to play in, but they do follow a similar structure.

General Equipment has the following parts of information associated with it, as required by the system.

- **Item** – name of the item
- **Category** – whether it is storage, utility, tools, etc
- **Description** – what the actual item is
- **Encumbrance Value** – what it adds to your overall encumbrance
- **Cost** – will vary by setting

These can vary greatly depending on the game setting you are playing in, but this is the basic information required.

Weapons have several defining qualities that are important to game play.

- **Weapon Name** – the given name of the weapon.
- **Type** – relates to the Skill used to wield the weapon.
- **Damage** – the additional base damage the weapon deals on a hit.
- **Damage Type** – the type of damage caused by the weapon.
- **Initiative Modifier** – some weapons are easier to wield and bring into play than others.
- **Range** – the effective range of the weapon. Where a weapon has a value such as 30/60, short range is up to 30m, medium range is between 30m and 60m, and long range is between 60m and 120m.
- **Encumbrance Value** – the value included in any Encumbrance calculation.
- **Unique** – each weapon has a unique trait that is activated by various conditions or actions.

Armour also has several categories that are required for the rules,

- **Armour Type** – the name of the armour.
- **Armour Bonus** – how much damage the armour reduces.
- **Initiative Modifier** – the amount it reduces your Initiative bonus by.
- **Defence Penalty** – the amount it reduces your Defence by; generally, heavier armour makes you easier to hit.
- **Casting Penalty** – the penalty applied to Spell Casting or Psionics.
- **Encumbrance Value** – the value included in any Encumbrance calculation.
- **Unique** – some armour has unique elements associated with it.

These lists are not exhaustive but cover the minimum required for game play. For example, in my Sci-Fi settings I like to include a tech level for all equipment, but many may choose to ignore that for their setting.

Healing and Rest

We have separated healing into two options: one for general game-play and one for a grittier system. Players should choose the healing option that best suits their preferred game style. In addition to this each has two rest types, a short rest, used for quick recoveries after combat and then a long rest, which would be an overnight rest. There is a limit of 3 short rests a day and 1 long rest.

Healing Methods

There are different ways to heal depending on the setting type, Some may take longer than others. Loss of HP's on Primepath reflect both physical and mental harm. Typical types of healing are listed below.

Natural Healing:

Characters naturally heal Physical Health points per day of rest. Conditions like disease or poison might limit or slow this recovery.

Medical Care:

A successful Survival or Medicine skill check (target number 12–15, depending on injury severity) during a short or long rest can:

Restore an additional Physical × 2 Health.

Treat conditions such as poison or bleeding, negating their ongoing effects.

Magical Healing:

Spells or abilities specific to the world setting can restore health instantly, remove conditions, or even revive fallen characters. Healing magic may work on a similar principle as challenge tests, where the degree of success affects the effectiveness of the spell. This will depend on the spell and the injury.

Potions and Consumables:

Healing potions restore a flat amount of health (e.g., 10 health) or allow a roll based on success

Other consumables may remove specific conditions, such as antidotes for poison.

Technology:

Various technologies can be employed to speed up healing, depending on your setting.

Death and Dying

When your health falls below zero, you are immediately unconscious. Your comrades have a number of rounds equal to your Physical + Self-Discipline attributes to restore your health above zero. If you are not healed within that time, your character dies.... unless saved by powerful outside intervention.

Each time you drop below zero, you risk lasting harm. Roll 1d10: on a result of 1, you *permanently* reduce one attribute of your choice by 1 point.

Healing and Rest

(STANDARD)

Short Rest: ~1 hour of in-game time.

Health Recovery: Restore (Physical + Self-discipline) * 3 for each short rest

Does not restore conditions like poison or bleeding unless the character has access to medical supplies, magic or abilities.

***Magic Point Recovery*:** Restore (Reasoning + Self-discipline + Presence) *3

Reset all skills that can be used once per short rest

Long Rest: 6–8 hours of uninterrupted rest.

Recovery: Fully restore health and Magic Points.

Remove all minor conditions and some major conditions, like bleeding. Severed or broken limbs, blinded or damaged weapons and armour will require longer to heal or repair if there is no skilled person available.

Restore limited-use abilities (e.g., session-based talents).

Requirements: Safe location, adequate food and water, and no interruptions. Characters without these comforts may recover only half their health.

Reset all skills that can be used once per short rest or long rest.

HEALING AND REST

(GRITTY VERSION)

Short Rest: ~1 hour of in-game time.

***Recovery*:** Characters recover Health points during a short rest at a rate equal to your Physical and Self-discipline attributes.

Skills or consumables must treat poison or bleeding to remove them.

Magic Points recover at a rate equal to your Reasoning + Self-discipline + Presence attributes

Reset all skills that can be used once per short rest

Long Rest: ~6–8 hours of uninterrupted rest.

***Recovery*:** Restore 1d10 + Physical + Self Discipline × 2 Health points.

Treat one minor condition (e.g., bleeding or exhaustion) with the proper care.

Recover Reasoning + Self Discipline + Presence + 1d10 Magic Points

Reset all skills that can be used once per short rest or long rest.

***Requirements*:** Rest must be in a safe, sheltered location with sufficient food and water. Without these, reduce recovery to the rate of a short rest.

The slower pace of recovery emphasises the importance of careful planning and resource management. Resting in hostile environments should feel dangerous, encouraging players to weigh the risks and rewards of pausing their journey.

Downtime offers opportunities for roleplaying, such as tending to injuries, addressing lingering effects, or highlighting the toll of prolonged adventuring on characters.

Broken limbs take several weeks to heal without magic or technology, and only magic, divine or otherwise or advanced technologies, can recover severed limbs.

ADVERSARIES

Primepath builds adversaries, like everything else, using a points-based system. The aim is to use the points system to help the GM balance encounters and set the right level of threat. The higher the points, the more dangerous the adversary. We assign a points cost to each of an adversary's attributes, traits and skill; summing these gives us each adversary's threat level.

The points-based system also allows you to create completely new beasts and monsters tailored to your settings and worlds. They are all compatible across all the genres, although a Kobold facing a space marine with a blaster may be at a disadvantage.

The points system itself is all brought together in the section and chapter Building Settings - Creating your own. Here you will find all the information needed to create your own beasts or convert from other systems.

XP AND REWARDS

In Primepath, growth is steady and incremental. Characters improve through accumulated experience rather than sudden leaps in power. This allows players to learn new abilities gradually, rather than gaining multiple new powers at once.

Experience represents the character's development and is awarded by the GM at the end of each session.

The rate at which experience is awarded will determine the overall pace of progression. As a guideline, characters advance once they reach 100 Experience Points. At the recommended rate, this should equate to roughly three to four sessions per advancement.

At the end of each session, review what occurred and award Experience Points based on the following:

SESSION OVERVIEW (HOW IT WENT - AWARDED EVERY SESSION)

- 15 XP – Session involved minor progress or setup
- 20 XP – Clear progress, meaningful scenes, or resolved problems
- 25 XP – Major developments, difficult challenges, or lasting consequences

MILESTONE XP (STORY BEATS)

Award +5-10 XP when the party:

- completes a major objective
- resolves a significant threat (defeats a major threat)
- meaningfully alters a faction, location, or relationship
- reaches a turning point in a character arc

EXCEPTIONAL (PERSONAL GROWTH)

The GM may award a character +1-2 XP for:

- taking a serious risk with real consequences
- sacrificing something important
- driving the story forward in an unexpected way
- an exceptionally role-played scene
- a situation resolved in a novel or interesting way.

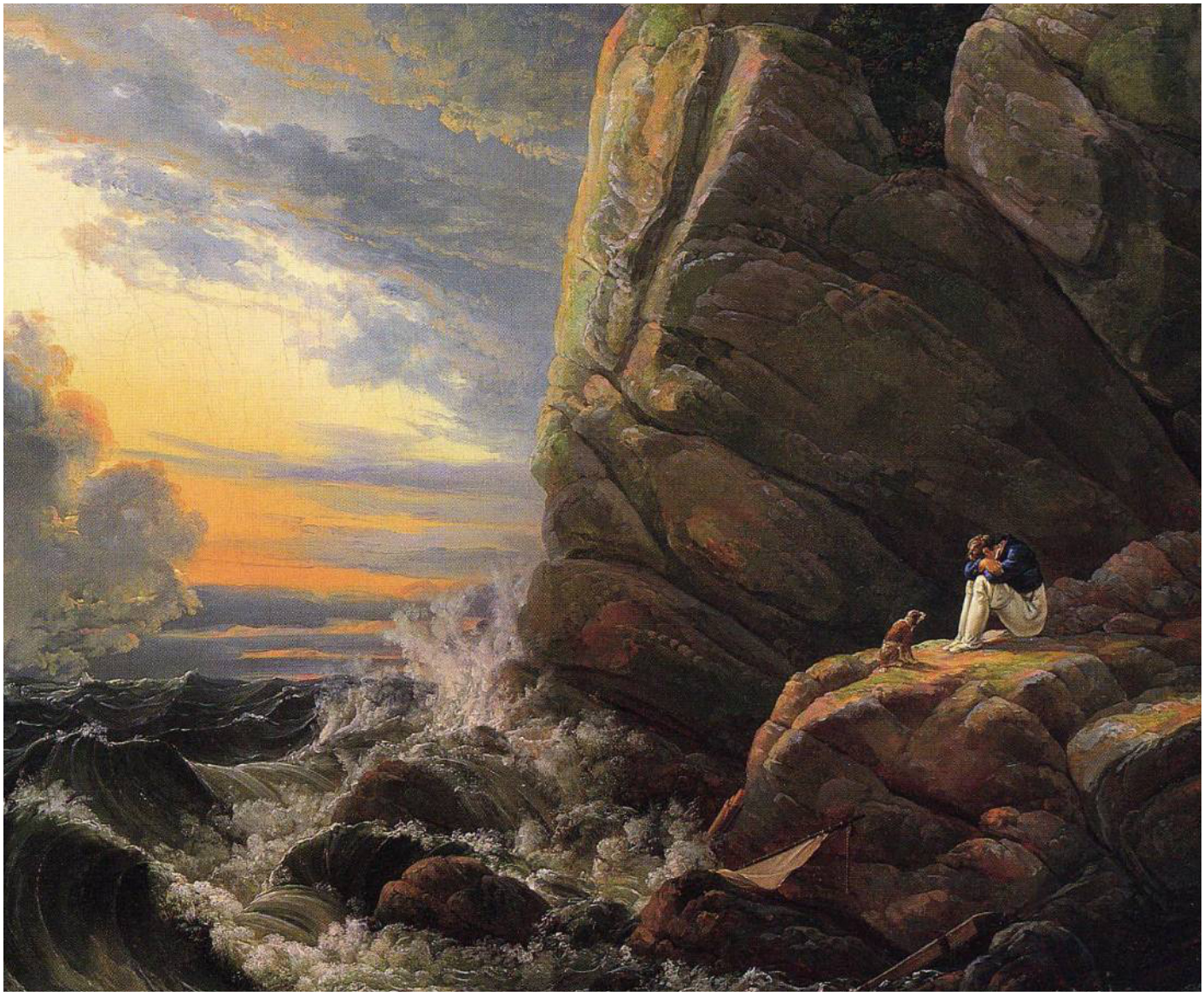
Award Session XP every session with Milestone XP and Exceptional Circumstances XP awarded as and when required. This would normally run to 1-2 instances of each. Session and Milestone XP is awarded to all players in the group, whereas Exceptional Circumstances XP is awarded to individual. All experience is cumulative.

ADVANCEMENT PACE

By default, characters gain an advancement opportunity every 100 XP.

The GM can adjust this to suit the desired pace of the game:

- Faster progression (50–75 XP):
  Characters improve quickly, suitable for shorter campaigns or high-growth play.
- Standard progression (100 XP):
  Balanced growth over time.
- Slower progression (150+ XP):
  More gradual development, suited to long campaigns or grounded play.



Character Creation

Character Concepts

Settings where Primepath is used will determine what sort of characters you will be able to create; the system itself determines how you do that. Each setting will have seven basic specialisations to choose from to get you up and running. Some settings may only have those seven and others will expand on them further.

Characters are free to learn whatever skills, talents and specialisations they have the attribute points for. The broader your choices, the more costly the development while a focused build will reach expertise quicker but be less versatile.

Progression happens in small steps, allowing you to learn your character's abilities at a relaxed pace. Your GM will determine how often these happen at your gaming table.

Each character has seven attributes. Skills, talents and specialisations are all linked to one or more attributes, and each can be advanced through four ranks. The tables on page 21 show the costs of advancing through the ranks.

A character that has just started out, is quite limited and would equate to an adolescent just out of school. While fun, feel free to allow players to go through a few progressions before starting their journey so that they are better prepared.

Attributes in Primepath

There are 7 main attributes. Where you place these determines the direction, nature and abilities of your character. Higher physical, reactions and agility will lead to a more combat orientated character. Higher Reasoning, Presence or Self-Discipline will lean your character more towards social and mental powers and skills. These attributes form the foundation for learning skills and abilities. Attributes are not added directly to tests in play but are used to determine some secondary attributes such as health or power.

Attributes are not part of any skill tests or tests when playing the game, they represent your ability to learn skills, talents, specialisations.

Every time you gain a level, you gain an attribute point that you can spend to increase an attribute score, the cost for this is in the table on page 20.

Allocating Attribute Points

At the start of character creation, players get 10 points to allocate across the seven attributes. All attributes begin at zero, and you can assign a maximum of 3 points in any one attribute during creation.

The Seven Attributes

Physical: Reflects raw strength, endurance and physical power. Key attribute for Health growth.

Reactions: Governs speed and reflexes.

Agility: Measures balance and general dexterity.

Accuracy: Focuses on hand-eye coordination and long-range targeting, including Direct Damage spells.

Reasoning: Governs intelligence, logic and problem-solving. Key attribute for learning spells.

Presence: Reflects charisma, influence and the ability to project your will onto others. Key attribute for Invocations.

Self-Discipline: Represents mental fortitude, focus, and emotional and physical control. Key attribute for Mind skills.

Secondary Attributes

These are attributes that you will need to play, they are used throughout and are integral to many of the actions your character will be involved in.

Defence: A measure of your characters ability to avoid being hit.

10 + (Agility + Reactions)/2 (Round down), plus any modifiers provided by talents, specialisations or armour worn.

Armour: The combined protection from physical armours worn, shields and magical or technological barriers.

Speed: this distance in metres your character can move at walking pace in one ten second round.

10 + Agility + Ancestry bonus if relevant

Hit Points: Are not just your physical health but your overall well being, they consider physical and mental status along with how fresh and rested your character is.

20 + (Physical + Self Discipline) + Body Development + Specialisation Bonus.

Magic Points: These represent your internal power, the strength you can draw on to cast spells, psionics or draw from your gods.

5 + (Reasoning + Self Discipline + Presence) + Power development + Specialisation Bonus.

Encumbrance: Total weight you can carry and still be able to walk around with no penalty for movement, manoeuvres or combat.

*20 + (Physical * 3).*

Initiative bonus: Add to your initiative roll at the start of each combat.

Reactions + Initiative skill, less any armour or weapon modifiers.

Death rounds: The number of rounds you can survive below zero hit points before total death occurs.

(Self-Discipline + Physical)

ATTRIBUTE COSTS

Attribute Costs	
Current Att Score	Cost
0-3	3 points
4-6	5 points
7-9	8 points
10+	10 points

SKILLS TALENTS COSTS

Skills/Talents	Cost	Cumulative cost	Bonus
No Rank	0	0	-2
Novice	1	1	0
Adept	3	4	+1
Expert	6	10	+2
Master	10	20	+3

SPECIALISATION COSTS

Costs table	1st Specialisation	2nd Specialisation	3rd Specialisation	4th Specialisation	5th Specialisation	For Each additional Specialisation
Novice	0	2	3	4	5	+1
Adept	2	4	6	8	10	+2
Expert	4	7	10	13	16	+3
Master	5	10	15	20	25	+5

SKILLS

Skills represent basic abilities; they are the base level showing some training in that area. They are used for simple skill tests and are a straightforward bonus applied to your roll to determine success or failure. Ranks in skills are purchased using the relevant attribute score for that skill. Primepath has four trained tiers: Novice, Adept, Expert, and Master. Novice removes the untrained penalty but grants no positive bonus.

Where you have no ranks in a skill, you can still use it, but it incurs a penalty of -2.

TALENTS

Talents add a refinement or advancement to a particular basic skill. Unless otherwise stated they require a major action to use. If a talent has another skill or talent or as a pre-requisite, it can only be advanced to the same rank as its pre-requisite skill. You must have trained a talent to be able to use it. Talents also have four ranks, like skills. Most talents list 2 attributes that can be used to train them.

SPECIALISATIONS

Specialisations add flavour to your character, defining a broad archetype. They represent specialised skills and innate abilities that can be used during play. Each genre or setting provides seven basic specialisations that form the foundation for a character. You can learn more than one specialisation but the cost increases with each additional specialisation. If you have more than five specialisations the cost increases by the amount shown in the table for cumulatively for each additional one. Like talents, specialisations also cannot advance beyond the rank of their pre-requisites. Most specialisations list 2 attributes that can be used to train them.

CREATING A CHARACTER

Your character is the vehicle through which you experience the world presented by the GM. It is the persona you will role-play throughout the game.

The first step is deciding, in broad terms, what sort of character you want to play. Do you want to excel in combat, solve problems with skills, or rely on magic or science?

Characters focused on combat should generally favour Physical, Reactions, and Agility. Characters who rely on magic or science should look towards Accuracy, Reasoning, and Self-Discipline.

Before allocating your attribute points, take a look at the skill lists and the setting's core specialisations. If a skill or specialisation appeals to you, make sure you invest in the attributes needed to develop it.

The following page guides you through the steps required to build your character.

EXAMPLE CHARACTER

The following page is a walk through example of how to build your first character following three steps above. The process will be based on my fantasy setting Eileria and will use the fantasy setting information that is provided later in this book. Feel free to turn to those pages for a browse and to get a feel for the types of options available in that setting.

Tom has decided he wants to create a character; he normally plays a fighter who enjoys getting into all sorts of trouble....

CREATE

Step 1: Decide on character type

Tom has decided he quite likes the idea of something a bit more complex than his usual and has opted for starting as a Warden with a longer term aim of becoming a Rune Weaver.

He wants the character to have an inquisitive personality and inventive nature so the Rune Weaver fits that nicely,

Step 2: Decide on ancestry

Because Tom is going to be playing on the continent of Fallin, he has decided he wants to play a Trellian, A civilised style of Orc.

This gives him a Novice Rank in either Survival or Pole-Arms - he chooses Survival and marks that on the skills section of the character sheet.

He also gains 1 attribute point which he puts into Physical, marking that on the character sheet along with 2 abilities unique to Trells.

Hardy Constitution: Trellians are naturally resilient and physically tough, reducing penalties

from disease, extreme temperatures, and starvation by 1.

Brutal Force: When using melee weapons, a Trellian may add +2 to an attack, once per encounter.

Trells names tend to be short with their clan as a surname and often reflect nature - Tom opts for

Kael Fernfall

Step 3: Free Specialisation

Tom has already decided this at the start of this process and chooses **Warden** at Novice level. He marks this on the sheet along with the relevant attributes for it - in this case Presence and Agility.

This is good to know as it will influence where he puts his points for his attributes.

Step 4: 2 Free Talents

He decides he will take 1 weapon talent and 1 general talent, he settles for

Piercing guard as he intends to use a spear and records on his sheet that he has that at Novice and the attributes it uses are Agility and Reactions.

He also chooses

Beast Whisperer at Novice, this uses Reasoning and Presence.

Step 5: 3 Free Skills at Novice

Tom chooses skills to help him survive, its a hostile world out there...He marks them on his sheet.

Spears
Body Development for the 5 extra HP it gives
Armour proficiency.

Step 6: Allocate attributes

Now Tom needs to allocate his 10 points to his attributes. He knows he needs Agility and Presence, Reasoning and Reactions from his earlier choices so he decides to put 2 points into each of those. The others he will have 1 point in so can at least develop skills in those attributes. That gives him

Physical 1 (from ancestry)
Reactions 2
Agility 2
Accuracy 1
Reasoning 2
Presence 2
Self-Discipline 1

Step 7: Spending Points

Tom decides to focus on skills to give him a broader range of playable skills to start off with rather than developing his specialisation or talents straight away.

He looks down the Physical skills to see if there are any he wants.

Athletics looks good so that spends his 1 point of physical to take it to novice.

He carries on with this process taking each skill in turn.

He ends up with the following skills

Initiative, Riding, Stalking, Stealth, Bows, Searching, Tracking, Animal handling, Perception.

He hasn't spent both his points in Presence, so the leftover point carries over to be used the next time he levels up.

Step 8: Choose starting equipment

Tom keeps it simple, he chooses from the equipment list

Leather armour, Spear, Short Bow, backpack, some rope and a lantern.

CALCULATE

Having completed the first section of character building it is not time to tally up the secondary attributes to complete the build.

Step 9: Defence

10 + (Agility + Reactions)/2 so for Tom that works out at 12, he is wearing leather armour so that has a -1 penalty to defence bringing it down to 11. He marks that on his sheet.

Step 10: Armour

Tom is wearing leather so his armour value is 2. That is the amount of damage it will absorb,should he get hit.

Step 11: Speed

For tom, he gets no ancestry advantage so his speed is 10 plus his 2 agility giving him a movement rate of 12.

Step 12: Hit points

20 + (Physical + Self Discipline) + Body Development + Specialisation Bonus.

So calculating this for Tom

20 + 1 + 1 + 5 (1 rank Body Development) + 1 (Novice Warden bonus) = 28HP.

Step 13: Magic Points

5 + (Reasoning + Self Discipline + Presence) + Power development + Specialisation Bonus.

So for Tom

5 + 2 + 2 + 1 + 0 + 0 = 10MP

Step 14: Encumbrance

20 + (Physical * 3) so in Toms case this would be 23.

His current carrying is

Leather armour 1
Spear 2
Short Bow 0.5
Backpack 2
Rope 2
Lantern 2

Giving him a carried total of 9.5, well below his allowance.

Step 15: Initiative bonus

Reactions + Initiative skill, less any armour or weapon modifiers.

2 + 0 (Initiative Skill at Novice) - 0 (Armour) - 2 (Spear) for a total = 0.

Step 16: Casting Penalty

Tom totals the impact of his armour on casting, his leather gives him -1 to cast spells.

Step 17: Death Rounds

(Self-Discipline + Physical)

This is quite concerning for Tom, he should look to improve at least one of these attributes at the first opportunity. His total for Death rounds is 4.

PROGRESSION

Each time your character reaches a new level, you gain an equivalent number of points equal to your current attribute points plus any left over points that you hadn't spent previously. You can spend these points on skills, talents and specialisations that have that have the relevant attribute listed on its description.

After spending (or saving) these advancement points, you gain 1 Attribute Point for each time you level up. Attribute Points are accumulated over time and may be spent later to increase an attribute once the required cost is met. See the table on page 20 for those costs.

Increasing an attribute does not retroactively grant additional advancement points for the current level. Any increase only affects future level-ups. They do however affect secondary attributes where the relevant calculation includes that primary attribute.

Because attributes and specialisations often require multiple points to advance, unspent points may always be saved for a future level progression.

TOMS EXAMPLE CONTINUED

The GM seeing Toms character and knowing the adventure he is going to run decides that Toms character is a bit more experienced than someone just setting out on their very first adventure. They have experienced a bit of the world and have a few more skills under their belt.

The GM asks Tom to give his character another 2 levels.

THE PROGRESSION FROM LEVEL 0 TO LEVEL 1

The first thing Tom needs to do is work out how many points he has available to spend. He had saved 1 point of Presence last time so that is recorded in the saved column.

Attributes							
	Ph	Re	Ag	Ac	Rs	S-D	Pr
New	1	2	2	1	2	2	1
Saved	0	0	0	0	0	0	1
Total	1	2	2	1	2	2	2

Tom knows he wants to progress to a Rune Weaver, so looking that up in the setting rules it has a prerequisite of Forceweaver at Novice and Warden at Novice. He decides to take up Forceweaver Novice to get him a step closer to his goal.

Forceweaver requires Spellcasting at the Novice level so that is his first purchase.

Elemental Spellcasting @ Novice for 1 point of Reasoning,

He now has the minimum requirements for the Forceweaver Specialisation and that is his next choice. For this he can use a mix of Self-Discipline or Reasoning to pay for the new specialisation. Because it is his second specialisation the table on page 20 shows that it will cost 2 points.

For the Forceweaver specialisation, he decides to save his point of reasoning and use the S-D points as he will need reasoning for his spell list. That puts his remaining S-D points at 0.

He is probably going to aim for the Rune Weaver Specialisation next level so decides to save his Presence points.

For his remaining points

Physical – he has 1 point available and opts to save that to hopefully increase Body Development at some time in the future.

Reactions – he has 2 points and decides to save them for later developments.

Agility – Tom opts to take Crafting (general) at novice for one point, his thinking is that it will allow him to craft trinkets he can embed his runes in eventually. That leaves 1 point carried across to the next level.

Accuracy – for the last point he has available with his new Forceweaver specialisation he decides to take Novice in Direct Damage Spells,

Now that he has spent the attribute points, he totals up any changes to his secondary attributes.

The only one that appears affected by his changes is MP, the Forceweaver specialisation adds +1MP at Novice level, so Tom adds that to his MP total.

The final piece is he records 1 attribute point in the relevant section on his character sheet. It isn't enough to increase an attribute yet; he needs a minimum of 3 so will have to wait another 2 levels.

THE PROGRESSION FROM LEVEL 1 TO LEVEL 2

Attributes							
Ph	Ph	Re	Ag	Ac	Rs	S-D	Pr
New	1	2	2	1	2	2	1
Saved	1	2	1	0	1	0	2
Total	2	4	3	1	3	2	3

Tom having saved some of his points is now excited, the first rank of Rune Weaver is affordable since he saved some of his points last level,

He scribbles down on his sheet, Rune Weaver Novice, its costing 4 points made up from his Reasoning and Presence of which he has 3 on each. He opts to spend 3 presence and 1 reasoning and marks the points off.

With his other reasoning points, he takes the spell list Path of Earth and Path of Water at Novice, each will allow him to choose to Novice Spells from each of those lists.

Only having 11MP is a concern now that his casting is progressing, so he elects to spend a point of Self-Discipline on Power development., The other point he saves for future use.

For the remaining attribute points

Physical – Tom saves again, this will give him 3 points which means next level he can raise either Body Development or Spears to Adept.

Reactions – not being able to raise Spears this time round, Tom takes the opportunity to raise his talent Piercing guard giving himself another action to choose from during combat, this increases the talent to Adept at the cost of 3 reactions. Leaving 1 remaining for next time.

Agility – Tom has 3 points and decides to raise his Armour Proficiency to Adept; this will allow him to specialise later in Light Armour Proficiency – lowering his casting penalty and improving his defence.

Accuracy – Tom saves his point in accuracy; in a couple of levels, he can decide whether he advances Bows or Direct Damage Spells.

Now that he has spent the attribute points, he totals up any changes to his secondary attributes.

The only one that appears affected again is MP, the power development adds +5 MP at Novice level, so Tom adds that to his MP total which is now sitting at 16MP

The final piece is he records 1 attribute point in the relevant section on his character sheet. It isn't enough to increase an attribute yet; he needs a minimum of 3 so will have to wait another 1 level.

Attributes - Final after 2 levels							
Ph	Ph	Re	Ag	Ac	Rs	S-D	Pr
New	1	2	2	1	2	2	1
Saved	2	1	0	1	0	1	0

Character Creation List

CREATE

1. Decide on character type: Determine the general concept and role of your character, fighter or thinker?

2. Decide on ancestry: If your world has options that offer different backgrounds and skills, do that now.

3. Choose 1 free specialisation, from the seven base specialisations. There are no limitations of pre-requisites for your first specialisation.

4. Choose 2 free talents at Novice,

5. Choose 3 skills at Novice.

6. Allocate attributes: Distribute 10 points among the seven attributes (Physical, Reactions, Agility, Accuracy, Reasoning, Presence, and Self-Discipline). During character creation, players assign points to each attribute, starting at zero with a maximum of three points per attribute.

7. Spend your attribute-derived advancement points across skills, talents, specialisations, or attributes, following the normal advancement rules.

8. Choose starting equipment: Select weapons, armour, and other gear appropriate for your character's concept and setting.

CALCULATE

9. Defence: 10 + (Agility + Reactions)/2 (Round down), plus any modifiers provided by talents or specialisations. If you are wearing armour but do not have the skill, there is a -2 penalty. Conditions can also change temporarily defence.

10. Armour: Add up the bonuses from armour, shields and or magic items adjusted by skill bonus. Armour skill ranks can reduce penalties and/or increase armour.

11. Speed: 10 + Agility + Ancestry bonus if relevant.

12. Hit points: 20 + (Physical + Self Discipline) + Body Development + Specialisation Bonus.

13. Magic points: 5 + (Reasoning + Self Discipline + Presence) + Power development + Specialisation Bonus.

14. Encumbrance: 20 + (Physical * 3).

15. Initiative bonus: Reactions + Initiative skill, less any armour or weapon modifiers.

16. Casting Penalty: Total any items or armour that impact your ability to cast

17. Death Rounds: (Self-Discipline + Physical)

System Modules

This section of the rules contains optional modules that may or may not be relevant to your style of play or the setting they are going to be used in. They are systems that are not required by the core rules to still allow it to be played at the table but that would enhance the rules of specific settings and play styles.

These will grow over time as new settings and system modules are developed.

Encumbrance

Example Encumbrance

A character with a physical attribute of 3 would have a total slot capacity of:

$$20 + (3 \times 3) = 29 \text{ slots}$$

This character can carry up to 29 slots' worth of items without penalty. If they carry 31 slots' worth, they will suffer a -1 penalty for all actions. At 33 slots, the penalty would increase to -2, and so on.

Containers and Carrying Gear

Items must be carried in a reasonable way. Backpacks, pouches, and similar containers determine how much equipment a character can practically transport. While a character may have sufficient encumbrance allowance to carry an item, they must also have an appropriate container to store it securely. Carrying excessive or unusual amounts of equipment is possible, but doing so will significantly limit what else the character can carry or do at the same time.

Encumbrance is an optional system in Primepath, if you like more detail in your games, then what we propose is a relatively straight forward method for it. If you don't want the hassle of tracking this and have no issues with your PC's carrying their own body weight in gold plus all their equipment, skip this section. Primepath RPG uses a simplified encumbrance system based on item slots. This system ensures players can carry gear and loot without excessive bookkeeping or frequent trips back to drop off items.

Encumbrance Capacity

Item Slot Calculation: We calculate each character's total item slot capacity as:

$$20 + (3 \times \text{Physical attribute})$$

Item Slot Categories

Tiny Items: small objects such as potions, rings, or small tools. Each tiny item counts as **1/2 slot.**

Small Items: items like daggers, scrolls, or small pouches. Each small item counts as **1 slot.**

Medium Items: Objects such as swords, shields, or large books. Each medium item counts as **2 slots.**

Large Items: bulky items like great swords, pole arms, or heavy armour pieces. Each large item counts as **4 slots**.

Over Encumbered State

Penalty for Overload: If a character exceeds their total slot capacity, they suffer a **-1 penalty** for any action for **every 2 slots over** their limit.

Maximum Overload: A character cannot carry more than double their total slot capacity. Exceeding this limit means the character cannot move effectively and must reduce their carried load.

Magic System

Magic System Overview

Magic in Primepath will vary from setting to setting, it has the flexibility to accommodate a range of styles from ritual to low or high magic systems. It is broken into three disciplines representing the source of power which are then broken into three spell types. This allows you to take the parts you need for your setting.

Magic Disciplines

Invocation (Presence)

This type of caster draws power from external sources such as gods or celestial forces. It is magic granted by someone or something else that gives the caster the ability to use magic.

This magic focuses on divine intervention, nature or summoning otherworldly beings.

Elemental (Reasoning)

Elemental magic users manipulate natural forces, such as fire, water, earth, and wind. They are controllers of the elements around them.

Elemental magic is governed by reason, requiring an understanding of how elements interact with the world.

Mind (Self-Discipline)

Powered by the mind and self, mind casters manipulate reality through sheer willpower, illusion and mind control. They can perceive future and past, feeling lingering touches of other minds.

Mind is subtle, favouring influence and deception over force.

Spell Types

All three magic disciplines include three core spell types, determining how spells function in combat and role-play.

Direct Damage Spells

Offensive spells that target an unwilling creature, instantaneous effects, dealing targeted damage or Elemental effects.

General Magic

Utility spells that affect the environment, enhance allies, or create magical effects. These are often support, control, or enhancement spells used inside and outside of combat.

Ritual Spells

Slow-casting spells that take time to prepare and cast, requiring special conditions such as rare materials, chanting, or multiple casters.

Rituals create powerful, long-lasting effect. Extensive preparation requirements prevent most rituals from being cast in combat.

Spell Casting Mechanics

Spells known

Each rank in a spell list grants access to a certain number of spell levels, with each rank increasing the number of spell levels that a caster can memorise:

- Novice: Access to 2 levels of spells (e.g., two 1st-level spells or one 2nd-level spell).
- Adept: Access to 6 levels of spells.
- Expert: Access to 10 levels of spells.
- Master: Access to 15 levels of spells.

Casting Difficulty

The difficulty of casting a spell depends on the type:

General Magic and Rituals:
The caster must roll against a Target Number (TN) equal to 9 + Spell Rank, this equates to;

- Novice TN 10
- Adept TN 11
- Expert TN 12
- Master TN 13

Example General Spell

Mike while stumbling down an alley in George Town comes across a body of a man lying propped up against the trash, he has taken a beating.

Mike knows the Novice spell Minor Lay healing (Your touch heals +1d5 HP) and decides to help. He kneels and lays his hand on the man's chest while concentrating.

He must roll 10+ to cast with a Mind Casting Skill +2.

He rolls a 13, a success. He heals (13 - TN10) 3 and then rolls the spells effect of an additional 1d5 healing - he rolls 4 so heals for a total of 7HP.

Example Direct Damage Spell

Fernach the Red, casts a Firebolt (Deals +1d5 fire damage) at the bandit as he approaches. The Bandit has Defence 10 and Firebolt is a Novice spell so the Target Number for casting is TN11 (Def10 + Rank 1).

Fernach rolls a double 6 for 12 and the dice explode; he rolls another 9 giving a total of 21 for the full roll.

The bandit may quite literally be toast as Fernach calculates the damage.

Damage = 21(roll) - 11(TN) + 1d5(spell) - 2(armour).

Fernach rolls a 2 for the +1d5 giving a total damage of 10HP. But he also rolled a double 6 so can apply a critical condition, looking at the flame damage table, the bandit is on fire and taking 2 additional damage per turn.

The bandit after the round has taken 10HP damage and is now on fire until he puts the flames out, (TN11 Fire resist roll) taking 2 points of damage each turn.

Most general spells offer a pass or fail in terms of casting, however, some can offer up additional damage or healing.

Direct Damage Spells:
The caster must beat the target's Defence + spell rank with their roll.

- Novice TN = Def +1
- Adept TN = Def +2
- Expert TN = Def +3
- Master TN = Def +4

Although higher-tier spells have higher Target Numbers, advancing characters will typically have increased bonuses, keeping the overall difficulty proportionate to their level of expertise.

Spell Rank	General TN	Direct Damage TN	MP Cost
Novice	10	Def + 1	2
Adept	11	Def + 2	4
Expert	12	Def + 3	6
Master	13	Def + 4	10

PUSHING SPELLS

After making a casting roll, a caster can choose to push the spell by expending additional Magic Points (MP) to improve the roll:

For every 2 MP spent, the caster gains a +1 bonus to the roll.

Cost: The caster takes damage equal to the total bonus received through pushing the spell, representing the physical and mental strain of overexertion.

For every +1 bonus the caster takes 1 HP of damage.

This mechanic allows casters to risk injury by taking damage to ensure their spells success, reaching deep inside themselves.

LEARNING SPELLS

Magic in Primepath RPG offers two approaches to learning and managing spells, allowing flexibility to fit different play styles and campaign tones. Players and GMs can choose the method that best suit their group's preferences: the Easy Method or the Gritty Method.

Easy Method

The easy method is straightforward and allows players to have access to a wide range of spells:

Each spell list has 4 ranks, costing the same as skills or talents to learn. Once you've trained in a rank of a spell list, you gain access to all spells within that list up to and including the rank you've learned.

Each day, you can prepare spells from your available list, limited only by the rank you've attained, and any bonuses provided by talents or specialisations. Your rank limits the number of spell levels you can remember, as detailed above. You can increase the number of spells you can know through various skills or specialisations.

For example, you could know all the spells at Novice in the Path of Fire list, but if you are only Novice rank in Path of Fire, you can only have two readied for casting.

This method is ideal for groups seeking a streamlined approach to magic, enabling casters to spend more time casting and less time tracking individual spells or searching the world for trainers or treasure.

GRITTY METHOD

For a more immersive and challenging approach, the gritty method adds training and learning along with discovery into the system.

When you first learn Rank 1 of a spell list, you begin with 2 level 1 spells of your choice.

To expand your list of known spells, you must find and learn new spells through in-game actions, such as:

- Studying from a teacher or mentor
- Deciphering scrolls or books discovered during adventures.

For each spell studied the caster must pass a General casting roll for the level of the spell they are learning to see if they have grasped the concepts, if they fail, they must wait a full day of game time before trying again.

This method creates opportunities for using spell finds as rewards through spell scrolls, tomes, and magical teachers that would be highly valuable to magic users.

The table below outlines the Magic Point (MP) costs and casting requirements for spells based on rank and type:

Momentum & Tension

Momentum and Tension are optional metacurrencies that represent the changing fortunes of an adventure. Momentum allows players to influence important outcomes, while Tension creates a visible escalation towards complications and setbacks. Together, they provide prompts for developing the story when fortune favours the characters or events begin to turn against them.

Momentum

Momentum represents the flow of fortune for your players. By collecting Momentum, players can tip the odds ever so slightly in their favour.

Gaining Momentum

You gain 1 Momentum Point whenever either dice show a 7 on any 2d10 roll ("Lucky Sevens"). For double 7s you still only gain 1 point.

Each player can hold a maximum of 3 Momentum at any one time.

Spending Momentum

Momentum can be spent in the following ways with each option costing 1 point.

- Boost a Roll: Add 1d10 to any standard (2d10) skill or combat test and take the two highest dice as your result.
- Tactical Shift: Move yourself up one place in the initiative order, or move a foe down one place.
- Lower a Challenge: Reduce a Target Number (TN) for one of your own skill tests by one difficulty level (e.g., from TN 13 to TN 11).
- Hinder a Foe: Increase a Target Number (TN) for a foe's skill test by one difficulty level.

Momentum can be spent at any time during a round.

Tension

Tension represents the opposite of Momentum and is a pool for the GM that they can use to increase the narrative tension in a situation. It works by building a pool of Tension that is visible to the players. Each time it reaches a certain count (multiples of 3) an event is triggered to increase the tension of the action that is happening at the time. Once the pool reaches 12 a setback occurs and then the pool is set back to zero to start the process again.

Gaining Tension

Every time the GM rolls and either dice shows a 2 (Terrible twos), the GM receives a Tension point. For double 2s they receive 1 point.

Tension Effetcs

As the pool reaches each threshold an effect occurs, Tension then continues to accumulate as the actions happen, until a total of 12 Tension is reached. Then that effect is resolved and the pool resets to zero.

Threshold	Effect
3 Points	**Sudden Strain**: The next roll (by any player) is at -2 due to environmental pressures or distractions.
6 Points	**Escalation**: The scene becomes more dangerous. Introduce a minor complication within the context of the moment. That could be an additional adversary, a time pressure or an unknown consequence.
9 Points	**Dire Consequences**: A major threat intensifies, or an action increases risk for future actions.
12 Points	**Setback**: A serious, tangible setback occurs. An NPC is captured, a vital clue is destroyed, or an objective is lost. This is a new event or problem and cannot retrospectively undo an earlier player success. It can lead to a new event undoing that success, such as a recapture of an NPC or a damaged item from a fall or a fight. After this, the Tension pool resets to 0.

Psionics

Psionics in Primepath function in a similar fashion to Magic, although all related to the power of the mind. The presence of Psionics in a setting can vary widely. You can make them as rare or as prevalent as you need to fit your world. Official worlds will determine the level of availability for each setting.

Psionics can be used in almost any genre and are not just restricted to Sci-Fi, your setting will determine if they are available to players.

To represent this, when creating a character, you can roll to determine if your character has a latent ability to perform Psionics. If they do, you can gain access to the Specialisation for Psionics.

Access to Psionics

A character may only learn and use psionic powers if they:

- Possess the Psionics Specialisation, and
- Have awakened latent psionic ability

Latent Psionic Potential

During Character creation, a character may test to see if their latent psionic ability awakens. To do this you roll 2d10 and compare to a target number. If your roll would equal or exceed the target number, the character gains access to the specialisation. On a roll of double 10, you automatically gain the ability to use Psionics.

Roll 2d10.
If the result is greater than:

(Setting rarity TN – Self-Discipline – Reasoning – Presence) then,

the character may take the Psionics specialisation.

Setting Rarity: (Assuming as starting set of stats at 2 on Self-Discipline, Reasoning and Presence)

TN30 – Very Rare, chance to succeed 1%

TN 25 – Rare, chance to succeed 3%

TN 22 – Uncommon, chance to succeed 15%

TN 20 – Common, chance to succeed 28%

TN 18 – Normal, chance to succeed 45%

These values are guidelines and should be adjusted to suit your setting.

As characters develop, increasing their mental attributes will make awakening more likely.

Additional Awakening Checks

Beyond character creation, additional checks may be allowed:

- When a character increases Reasoning, Presence, or Self-Discipline, or
- When they experience a significant mental or narrative event (GM discretion)

Psionics Specialisation

Pre-Requisite: Passed Psionics latent talent roll.

Attributes: Reasoning, Self-Discipline, Presence

Novice – Psychic Focus:

Gain +1 PP.

Once per short rest, you may enhance a mental or perception-based skill check, gaining +2 to any searching, perception or investigation check as your mind extends beyond the physical world.

Adept – Psionic Manifestation:

Gain +1 PP.

You can now mentally project energy, allowing you to:

- Telekinetically manipulate small objects within 5m. (Minor action)
- Send brief telepathic messages to willing targets within 10m.

Expert – Mind Over Matter:

Gain +2 PP.

Once per session (recovered with a long rest), you can select one of the following effects to activate:

- Mental Projection: Extend your consciousness briefly, gaining a clairvoyant glimpse of a nearby area (GM discretion).
- Psionic Healing: Restore 1d5 HP to yourself or another by mental energy, costing 4 PP. (Minor action)

- Compel Thought: Force an enemy to hesitate or reconsider their action for one round (opposed by their Self Control).

MASTER – MASTER OF THE MIND:

Gain +2 PP.

Once per session, you may unleash an immense psychic force (requires a Psionics TN13) choosing one of the following effects: (Major action)

- Telekinetic Blast: A wave of force knocks enemies within 5m prone and deals 1d10 force damage.
- Mind Shatter: A powerful mental assault stuns a single target for a round and inflicts 1d10 psychic damage.
- Clairvoyant Vision: Gain a detailed glimpse of a future event, allowing you to ask the GM one specific question and receive a truthful answer.

PSIONIC SKILLS

The psionics skill allows the use of Psionics and the casting of Psionic abilities. It acts the same way other casting mechanic skills do and sits under the Self-Discipline attribute.

Psionic Lists are learned using the Reasoning attribute and points from that are used to learn the various lists available.

PSIONIC POINTS

Psionic Points are calculated in the following manner:

5 + (Reasoning + Self-Discipline + Presence) + Specialisation bonuses

The Psionics skill is used as the bonus for casting and the point usage is as follows.

Casting Difficulty:

The difficulty of casting Psionics depends on the type:

1. General Psionics:

The caster must roll against a Target Number (TN) equal to

Novice TN 11

Adept TN 13

Expert TN 15

Master TN 17

1. Direct Damage Psionics:

The caster must beat the target's Defence + Psionic rank with their roll.

Novice TN = Def +1

Adept TN = Def +2

Expert TN = Def +3

Master TN = Def +4

PSIONIC LISTS

Each psionic list is learned separately, in the same way as spell lists.

Each rank in a psionic list grants access to powers of that rank and below.

Depending on your setting, you may instead choose to require characters to learn individual powers within each rank. This allows abilities to be granted as rewards, discoveries, or rare knowledge.

TELEKINESIS

Rank	Name	Type	Range	Description
Novice	Heat Matter	General	Touch	Increase the temperature of an object by up to 100°C per casting. Effects are limited to non-living material unless the GM rules otherwise.
	Cool Matter	General	Touch	Decrease the temperature of an object by up to 100°C per casting. Effects are limited to non-living material unless the GM rules otherwise.
	Move Object	General	10m	Move an object up to 10m. The maximum weight is equal to 5 × the amount the caster exceeds the target number
Adept	Deflection	General	Self	As a reaction (1/round), make a Psionics test against the attacker's roll. On success, the attack is deflected
	Hurl	DD	20m	Hurl an object within 20m (max 5kg) at a target up to 20m away, dealing +1d5 damage
	Minor Levitation	General	Self	Allows a humanoid sized character to move 15m/round up to 5m above the ground. Lasts until the caster performs a non-movement action
Expert	Disintegrate	General	Touch	Causes solid, non organic material to disintegrate, each casting disintegrates up to 20 square cm's of material and takes approximately 5 minutes
	Chameleon	General	Self	Causes materail worn to blend into the background giving a +3 bonus to Stealth Skill Checks
Master	Major Levitation	General	10m	All targets within 10m may be lifted as per Minor Levitation (caster chooses targets)
	Teleportation	General	Self	Can teleport to a visible point 30m away from starting position.

TELEPATHY

Rank	Name	Type	Range	Description
Novice	Speak	General	100m	Send your thoughts to a known target within 100m. The target is aware of the communication but cannot respond unless they possess a similar ability.
	Sense emotion	General	10m	You can sense the emotional state of a sentient being within 10m
	Shield Thoughts	General	Self	You are immune to Telepathy effects unless you allow them, this includes artificial attempts.
Adept	Truth	General	10m	You gain insight into whether a statement is believed to be true by the speaker. This does not detect deception the speaker believes to be true
	Memorise	General	Touch	Allows the caster to memorise a sequence or event perfectly
	Flashback	General	Touch	Gain a brief insight into an event that occurred in this location within the last 24 hours (GM discretion). Information gained is limited to what could reasonably be perceived at the time
Expert	Mass Speak	General	100m	Send your thoughts to any number of sentient beings within 100m
	Locator	General	*	You sense the general direction of a known sentient being if they are on the same world and alive
Master	Major Flashback	General	Touch	Gain detailed insight into events that occurred in this location up to 1 year in the past (GM discretion). Information gained is limited to what could reasonably be perceived at the time
	Thought Scan	General	20m	You may read a single surface thought from a sentient being within 20m

MIND PAIN

Rank	Name	Type	Range	Description
Novice	Neural Spike	DD	10m	Causes minor psychic pain, dealing +1d5 damage and -1 to next action
	Distract Mind	General	Self	Target suffers −2 to next roll
	Echo Pain	DD	10m	Each time the target takes damage this round it takes an additional +1 damage.
Adept	Neural Lock	DD	10m	Target must pass a Self-Control test against the casting number or lose their next Major action.
	Overload Senses	General	Touch	Staggers the target moving them down the initiative ladder by 1 place.
	Jolt	DD	10m	Causes a neural jolt dealing +1d10 damage and negates the use of opportunity attacks or reactions for the round
Expert	Mind Pulse	DD	10m	On casting, deal damage equal to the amount the caster exceeds the target number by + 1d5. While sustained, the target takes 1d5 damage each round. The caster must use a Minor Action to maintain the effect. The target may attempt a Self-Control test against the original casting number each round to end the effect. The effect also ends if the target moves out of range.
	Shared Agony	General	10m	Splits the damage between two targets with each taking +1d5 damage.
Master	Mass Shock	General	20m	All targets within a 10m range of the caster take 1d10 damage
	Mind Rupture	General	Touch	+1d10 damage attack that stuns target until cured (Stunned 2)

ILLUSION

Rank	Name	Type	Range	Description
Novice	Blur	General	Self	Increases Defence by +1 until the end of the combat.
	Sound	General	30m	Create a non-articulate sound originating from a point within 30m
	Phantasm	General	20m	Create the image of a small object within 20m. The illusion disappears if physically interacted with
Adept	Disguise	General	Self	Viewers must pass a Perception test against the casting number to see through the illusion
	Displacement	General	Self	The caster appears offset from their true position, increasing Defence by +2 until the end of the combat, does not stack
	Throw voice	General	30m	You may project your voice so it appears to originate from a point within 30m
Expert	Kinetic Phantom	General	100m	Create a life-sized moving illusion within 100m. The illusion disappears if physically interacted with or successfully disbelieved. Self-Control test against casting number
	Dopplegangers	General	10m	Create illusory duplicates of yourself. When targeted by an attack, there is a 50% chance the attack targets an illusion instead of you. The illusions disappear when struck
Master	Total Illusion	General	20m	Create a convincing illusory scene within 20m. Targets must pass a Self-Control test against the casting number or treat the illusion as real. The illusion lasts up to 3 rounds or until successfully disbelieved
	Mass Displacement	General	10m	The caster may apply Displacement to all chosen targets within 10m, granting +2 Defence until the end of the combat, does not stack

Creating Your Own

Fantasy Roleplaying

Primepath and fantasy

The fantasy theme has long been a favourite for RPGs since Tunnels and Trolls and D&D first hit the shelves. It has spawned many adventures and shaped tales long remembered among friends. It can transport us to realms where the impossible becomes plausible, to worlds where dragons fly high in the skies, gods whisper their discontent and magic breathes life into every corner.

In Primepath RPG, the system and modules we use define the mechanics of the world. The setting information gives you the flavour and vibe. Whether your campaign is a traditional tale of warriors battling the forces of darkness or one that explores the moral dilemmas in a fractured kingdom, this system adapts to your world, your vision, one system.

What's covered in this book

Inside this section is enough to play a game in a fantasy setting, with all the required rules being covered in the system section. It covers all the basic skills, a strong selection of talents, and a small selection of specialisations typical of an RPG fantasy. It also includes a basic spell selection, rules for equipment, weapons and armour.

There is no section on ancestry because this book does not focus on world settings. If you would rather have all those things crafted for you, then you can check out our World Anvil for the Eileria setting at https://www.worldanvil.com/w/the-world-of-eileria-avalaf; A ready-made setting that can be used with these rules.

Welcome to the world of fantasy in Primepath RPG. Adventure awaits.

Skills By Attribute		
Physical	Armour proficiency	Spell Lists
2-handed weapons	Crafting (General)	Tracking
Athletics	Lock Picking	Self Discipline
Bludgeons	Rowing	Faith
Body Development	Stalking	Lore
Brawling	Stealth	Mind Spell Casting
Crafting (Heavy Goods)	Swimming	Perception
Pole arms	Trickery	Power development
Spears	Accuracy	Ritual Spells
Stamina	Black Powder	Self-Control
Staves	Bows	Streetwise
Tolerance/Resists	Crafting (Detailed)	Survival
Reactions	Direct Damage Spells	Presence
Dodge	Missile	Animal Handling
Driving	Thrown Weapons	Bargaining
Heavy Blades	Reasoning	Bureaucracy
Initiative	Alchemy	Invocation Spell Casting
Light Blades	Elemental Spell Casting	Diplomacy
Pick Pocketing	Evaluation	Intimidation
Riding	Gambling	Morale
Sailing	Healing	Music
Shield	Investigation	Performance
Traps	Mechanisms	Persuasion
Agility	Navigation	Social
Climbing	Searching	

FANTASY SKILLS

Basic skills that cover most fantasy uses with descriptions can be found in this section. They have been categorised by attribute.

Each basic skill has 4 ranks, the ranks are Novice, Adept, Expert and Master with each rank providing a bonus as follows, **0, +1, +2, +3**.

There are some exceptions, where skills are passive and their descriptions explain where this is the case.

PHYSICAL SKILLS

2-Handed Weapons: This skill applies to the use of large, heavy weapons that require both hands to wield effectively. Weapons in this category include great swords, battle axes, and war hammers. Each weapon is required to be taken separately, but a rank of 1 in any weapon in the group reduces the -2 for unskilled to 0 for all weapons in the group.

Athletics: Athletics covers physical feats of strength and agility, such as climbing or jumping. It's the go-to skill for overcoming physical challenges that require a combination of power, speed, and coordination.

Body Development: *(Passive)* Each rank in Body Development adds +5 hit points to your character's health pool, representing an increase in physical durability and overall toughness. Characters who focus on Body Development can withstand more damage before falling in battle.

Bludgeons: This skill applies to blunt weapons such as maces, clubs, and morning stars. These weapons crush and smash through armour, dealing with significant blunt force trauma. Each weapon is required to be trained separately, but a rank of 1 in any weapon in the group reduces the -2 for unskilled to 0 for all weapons in the group.

Example Athletics Roll

Brok is in a bar brawl, his friend is needing help across the other side of the bar, he spies a rope hanging from the chandelier and tells the GM he wants to jump up to grab the rope and swing across to the other side of the bar.

The GM decides this is a fairly difficult task and assigns a **TN17** to the test, with Broks **Athletics skill** at **Adept**, he has a **+1**.

Brok rolls a **double 8**, the dice **explode** and he rolls a further **13 giving him a total roll of 29 + 1(Skill)** against the TN17. With a **success of 13**, the GM rules it a **major success** and that Brok not only swings across the room, but he also even gets the opportunity to land an attack.

Brawling: This skill covers hand-to-hand combat techniques, including boxing, wrestling, and bar fights. It focuses on using your fists and body to attack and defend.

Crafting (*Heavy Goods*): Crafting involves the precise manipulation of tools and materials to create items, such as weapons, armour, potions, or magical artefacts. This is the base skill that sets the bonus for crafting items. This skill allows you to crudely craft as a jack of all trades, it will require further talents to truly craft items of worth. The Heavy goods crafting skill covers skills such as Blacksmithing, Wagonmaking, Coopering, Stone working, etc.

Pole arms: This skill covers the use of long weapons with blades or spikes on the end, such as halberds, glaives, and pikes. Pole arms are effective at keeping enemies at bay with their long reach. Each weapon is required to be taken separately, but a rank of 1 in any weapon in the group reduces the -2 for unskilled to 0 for all weapons in the group.

Spears: This skill focuses specifically on spears and javelin style weapons, used in hand to hand combat in melee. Each weapon is required to be taken separately, but a rank of 1 in any weapon in the group reduces the -2 for unskilled to 0 for all weapons in the group.

Stamina: Stamina measures a character's ability to maintain physical activity over extended periods of time. Whether running long distances, enduring long battles, or working through fatigue, this skill represents your endurance. It helps in resisting physical exhaustion and pushing past limits. You can use the Stamina skill to check to see if you can resist the penalties from hit point loss or other game related fatigue penalties, if those rules are being used. Any success lasts for the duration of the combat or until you reach the next level, where you are required to test again.

- Fatigued – TN 11
- Winded – TN 13
- Exhausted - TN 15

Staves: Staves are long, straight weapons such as quarterstaffs, typically used for defence and disarming opponents. Each weapon is required to be taken separately, but a rank of 1 in any weapon in the group reduces the -2 for unskilled to 0 for all weapons in the group.

Tolerance/Resists: This skill allows a character to resist different physical hazards such as poison, fire or disease. Taking this skill grants a bonus against one specific hazard. Players can take this skill multiple times to cover distinct elements, such as poison resistance, fire resistance, etc.

Reactions Skills

Dodge: This skill improves your defence when doing a dodge reaction. You get to add this bonus to that roll.

Driving: This skill is for controlling land vehicles such as carts, wagons, and carriages. Use during chases or events that stand a chance of failure.

Heavy Blades: This skill covers the use of larger swords, such as long swords, claymores, and scimitars. Heavy Blades are slower than light weapons but deal more damage. Each weapon is required to be taken separately, but a rank of 1 in any weapon in the group reduces the -2 for unskilled to 0 for all weapons in the group.

Initiative: Training this allows you to react faster at the start of a potential combat situation. The higher the skill level, the more experience you have at reacting to these situations and therefor getting the jump on your opponents.

Light Blades: This skill covers the use of fast weapons such as daggers, rapiers, and katanas. Each weapon is required to be taken separately, but a rank of 1 in any weapon in the group reduces the -2 for unskilled to 0 for all weapons in the group.

Pick Pocketing: Provides the ability to steal items concealed on others without being detected. Whether in a crowded market or during a close encounter, Pick Pocketing can relieve others of their valuables.

Riding: This skill represents your ability to ride and control various mounts, such as horses, camels, or

even larger creatures like elephants. Riding allows for efficient travel and combat manoeuvres while mounted. The animal should be specified when picked and can be selected multiple times to allow skill in riding different animals. Having Novice in any riding skill, removes the No skill penalty (-2) for riding all others.

Sailing: Sailing reflects the character's ability to navigate and operate small boats and sailing vessels. This skill is essential for journeys across water, allowing characters to handle any boats that rely on sails to power them.

Shield: This skill allows characters to use their shield as a weapon alongside its defensive properties.

Traps: This skill applies to setting and disarming traps. Characters proficient in this skill can detect hidden traps, set their own devices to ensnare enemies or protect areas and disarm traps they wish to avoid. Traps could include mechanical devices, pitfalls, or magical wards.

Agility Skills

Armour Proficiency: Use this skill when wearing armour and attempting a difficult manoeuvre. This skill is a prerequisite for the armour talents.

Climbing: The ability for characters to climb walls, rock faces, ropes etc. Items aiding climbing may be seen to give additional bonuses.

Crafting (Light): Crafting involves the precise manipulation of tools and materials to create items, such as weapons, armour, potions, or magical artefacts. This is the base skill that sets the bonus for crafting items. Talents in individual crafts further enhance crafting. So, while you can crudely craft as a jack of all trades with this skill, it will require further talents to truly craft items of worth. Light crafting refers to crafts such as weaving, cookery, tanning, etc.

Lock Picking: This skill allows characters to manipulate locks and bypass security devices. Proficiency in Lock Picking enables a character to unlock doors, chests, or other secured objects without the proper key, using specialised tools and techniques.

Rowing: Rowing represents your ability to propel and navigate a boat or other watercraft using oars. It represents both skill and endurance while operating rowing boats to conserve energy and maintain speed.

Stalking: Stalking refers to the ability to follow a target without being detected. Whether in the wilderness or a crowded city, characters skilled in stalking can track their quarry from the shadows, watching their movements while remaining unnoticed.

Stealth: Stealth is the ability to move quietly and remain undetected. Whether sneaking through enemy territory, hiding in shadows, or evading pursuers. These tests are often opposed tests against the perception of the characters you are trying to avoid. This skill also covers hiding.

Swimming: This skill encompasses everything from basic swimming to diving and moving quickly through aquatic environments. Characters with high ranks in swimming are good at staying afloat, swimming long distances, or diving to significant depths.

Trickery: Trickery involves using agility and cunning to deceive others in physical ways, such as performing sleight-of-hand, misleading opponents during a fight, or pulling off acrobatic distractions. It's often used in situations where a clever diversion or a quick, deceptive action can give an advantage.

Accuracy Skills

Black Powder: This skill covers the use of firearms and explosives that rely on black powder, such as flintlock pistols, muskets, and cannons. Each weapon is required to be taken separately, but a rank of 1 in any weapon in the group reduces the -2 for unskilled to 0 for all weapons in the group.

Bows: Bows refers to the ability to use ranged weapons like longbows, short bows, and crossbows. Each weapon is required to be taken separately, but a rank of 1 in any weapon in the group reduces the -2 for unskilled to 0 for all weapons in the group.

Crafting (*Detailed*): Crafting involves the precise manipulation of tools and materials to create items, such as weapons, armour, potions, or magical artefacts. This is the base skill that sets the bonus for crafting items. Talents in individual crafts further enhance crafting. So, while you can crudely craft as a jack of all trades with this skill, it will require further talents to truly craft items of worth. The finer crafts are covered by this skill such as painting, Jewellery making or other fiddly endeavours.

Direct Damage Spells: This skill represents the ability to cast spells that deal direct damage to targets, such as fireballs or lightning bolts.

Missile: This skill covers the use of ranged weapons that fire projectiles, such as slings or siege weaponry (like ballista). Each weapon is required to be taken separately, but a rank of 1 in any weapon in the group reduces the -2 for unskilled to 0 for all weapons in the group.

Thrown Weapons: This skill applies to the use of weapons that are thrown by hand, such as throwing

knives, axes, or spears. Each weapon is required to be taken separately, but a rank of 1 in any weapon in the group reduces the -2 for unskilled to 0 for all weapons in the group.

Reasoning Skills

Alchemy: Alchemy is the study of chemical and magical compounds, allowing practitioners to create potions, elixirs, poisons, and explosives. It blends scientific knowledge with arcane principles, making it valuable to scholars and herbalists. You can find a list of potions in the equipment section.

Evaluation: Evaluation is the ability to assess the value of items, including rare artefacts, magical objects, and goods. Characters with this skill can determine the worth of an item, identify its origins, and recognise forgeries.

Gambling: Gambling covers the ability to understand odds, bluff, and read opponents during games of chance. It can influence your luck in many situations. It can be used to influence situations that might require an element of luck or gaming.

Healing: Healing involves medical knowledge and the ability to treat injuries, illnesses, and conditions. This skill covers basic first aid and field medical procedures. Applying healing during a rest doubles the recovery rate on an TN 11 but the character healing does not recover as they are not resting. A successful TN11 roll can also remove minor conditions. Major conditions can be healed over a longer time. The GM will need to determine if it is possible and what the appropriate TN should be.

Investigation: Investigation involves gathering clues, analysing information, and piecing together mysteries. It is used for solving puzzles, tracking down leads, and uncovering hidden truths. Degrees of Success may allow the GM can provide further clues, hints or answers to problems being investigated.

Mechanisms: This skill covers the creation and manipulation of mechanical devices and clockwork systems. It is essential for engineers, tinkerers, and trap specialists, allowing them to craft, disable, and repair mechanisms.

Navigation: Navigation helps characters find their way across unfamiliar terrain, whether by land, sea, or air.

Searching: Use when the players are actively looking to examine areas for hidden items, oddities, or secret doors and entrances. This is an active skill as opposed to the perception skill, which is passive.

Spell Casting (*Elemental*): Spell Casting is the ability to harness and focus magical energy to cast spells. This is the bonus you use for casting general spells from Elemental spell lists.

Spell Lists *(Learning)*: This skill governs the understanding and organisation of spells, allowing a character to cast a variety of spells. It also represents the study of magical knowledge and the memorisation of complex incantations. Each spell list learnt gives you access to the spells on that list as described in the using magic section of the rules. You learn each spell list as a separate skill.

Tracking: Tracking is the ability to follow the trail of creatures or people across various terrains. Characters skilled in tracking can identify tracks and determine how long ago someone passed through an area. If the tracked character is aware of being pursued, they oppose these tests with the stealth skill.

Self-Discipline Skills

Faith: Faith reflects a character's devotion to their beliefs or religious practices. It is used for prayer, divine rituals, or actions requiring strong conviction. In some settings, Faith may grant access to divine powers or blessings. A character with higher faith may be more likely to receive help from their gods.

Lore: Lores represent a character's specialised knowledge in a particular field. Those trained in a specific lore possess deep insights into their area of study. Examples of those are as follows but this list is not exhaustive.

- Local Lore: Knowledge of the immediate area, its people, settlements, folklore, geography, and recent history.
- Regional Lore: Expands on Local Lore, covering entire provinces, kingdoms, or territories.
- Political Lore: Expertise in governments, noble houses, political factions, and power structures.
- Nature Lore: Deep knowledge of wilderness survival, flora and fauna, and ecosystems.
- Arcane Lore: Study of magic, spells, enchantments, and supernatural forces. Can be used for finding and disarming magical traps or locks.
- Historical Lore: Deep knowledge of ancient civilisations, major wars, famous rulers, and lost cultures.
- Religious Lore: Study of gods, faiths, religious sects, and divine practices.

A character may select this skill multiple times, each time specialising in a different field. The depth of knowledge depends on the skill rank and attributes, with higher levels granting access to rare or secret information.

Perception: Perception allows characters to notice minor details, changes in their surroundings, or things others might overlook. This skill is essential for spotting changes in the surrounding environment, such as an approaching patrol or a group of rogues hiding in ambush. This is a passive skill check. For actively looking for something, the "searching" skill is more appropriate.

Power Development: (*Passive*) This skill focuses on developing and expanding the character's magical or inner powers. Each rank increases the power pool available by 5 points.

Ritual Spells: This skill involves performing long, complex rituals that require patience, precision, and concentration. Ritual spells are typically more powerful or longer lasting than regular spells.

Self-Control: Measures a character's mental fortitude when confronted with unsettling, revolting, or horrifying situations. This skill allows characters to maintain composure and focus when faced with gruesome sights, foul odours, or disgusting tasks.

Streetwise: Represents a character's knowledge and instincts regarding urban environments, criminal elements, and social hierarchies within cities and towns. It encompasses the ability to find safe places to sleep, gather information from the right people, recognise local power structures, and navigate the hidden undercurrents of urban life.

Spell Casting (*Mind*): Spell Casting is the ability to harness and focus magical energy to cast spells using the power of the mind.

Survival: Survival covers the ability to endure harsh conditions, find food and water, build shelters, and avoid dangers in the wilderness. It is the nature version of Streetwise.

Presence Skills

Animal Handling: Animal Handling represents the ability to train, control, and understand animals. Characters proficient in this skill can calm wild animals, train pets or even give simple instructions to an animal they know.

Bargaining: This skill covers the art of trade, allowing characters to haggle for better prices or negotiate deals in their favour. Use this skill to reduce (or increase on a failure) prices or make favourable trades. This is generally an opposed roll.

Diplomacy: Diplomacy is the art of negotiation, persuasion, and resolving conflicts through discussion. A skilled diplomat can smooth over tense situations, broker deals, and influence people through reason and charm.

Intimidation: Allows a character to use their physical presence and demeanour to coerce or frighten others. It can pressure or manipulate someone into acting as you want.

Morale: Morale represents a character's mental resilience and ability to stay motivated, especially under stress or in the face of adversity. Characters with high morale can inspire themselves or others to keep fighting, even when the situation seems dire.

Music: This skill covers the ability to play musical instruments or sing. Characters proficient in music can perform melodies that entertain, or even enhance the effects of spells or other abilities in certain settings. Adept gives a +1 bonus to spells from Path of the Bard. Master gives a +2 bonus to the same list.

Performance: Performance refers to acting, dancing, storytelling, or any other form of public entertainment. Characters skilled in performance can captivate audiences, tell convincing lies, or play roles in social scenarios with ease.

Persuasion: Persuasion allows characters to influence others through charm, logic, or emotional appeals. It is used to sway opinions, win arguments, or convince NPCs to take actions they otherwise wouldn't.

Social: This skill represents a character's ability to find their way around social situations and know how to behave. It encompasses a wide range of interactions, from diplomatic negotiations and trade bartering to performance, deception, and intimidation.

Spell Casting *(Invocation*): Spell Casting is the ability to harness and focus magical energy to cast spells using divine or other outside aid.

FANTASY TALENTS

Talent skills are extensions of basic skills, offering characters tactical options and interesting special moves to the basic skill.

For example, if you had the martial arts skill, a talent would offer a new fancy attack or defence move at each level of the talent. Talents provide customisation, allowing you to focus the build of your character down specific routes. Talents follow the same cost structure as regular skills and require specific attribute points to advance. Some Talents have pre-requisites, either a related talent or a minimum basic skill level, this allows for stronger or more focused talents.

During combat, talents require a major action to use unless stated otherwise in the description.

Weapon Talents

The table on page 41 summarises weapon talents, their pre-requisites, what attributes points can develop them and what weapon types they apply too.

Berserker's Edge

Berserkers are masters of 2-Handed Weapons and general violence, relying on overwhelming force and aggression. These weapons are vicious, and designed to cleave through armour and various appendages. Use with Battle Axes and Great swords.

Pre-requisites: 2-Handed Weapons, Physical 2

Attributes: Physical, Agility

Novice – Reckless Swing: Gain +2 to damage on successful attacks.

Adept – Cleaving Strike: Once per encounter, if you successfully deal damage, you may make an additional attack against an adjacent target at a -2 penalty.

Expert – Brutal Impact: Deal +2 additional damage and push the target back 2m, if your attack deals 5+ damage, your opponent has the Stunned 1 condition (takes one step down the initiative ladder).

Master – Sundering Blow: Once per short rest, perform an attack that deals penetrating damage plus a further +1d5 penetrating damage and knocks the target prone.

Blade Dancer

Blade fighters who blend grace and lethality with precision. Masters of this style of fighting weave between foes, striking fast and furiously., overwhelming enemies with their relentless momentum. Use with Long Swords, Scimitars, Cutlass.

Pre-requisites: Heavy Blades, Reactions 2

Attributes: Reactions, Agility

Novice – Flowing Strike: Gain +2 to damage on successful attacks.

Adept – Whirling Advance: Make an additional attack, allowing you to target up to two different opponents within range in a single turn.

Expert – Dance of Steel: Once per encounter, after a successful attack, move one step up the initiative ladder, your flashing blade mesmerising your foes.

Master – Cyclone Slash: Once per long rest, perform a special attack striking all enemies within range; roll for each attack separately and add +1d5 damage on each successful attack.

Bow Mastery

Masters of the bow rely on a good eye and speed to take down their foes from a distance. By perfecting their aim and mastering rapid follow-up shots, they ensure no target is safe from their arrows. Use with short or long bows.

Pre-requisites: Any Bow Skill, Agility 1, Accuracy 1

Attributes: Agility, Accuracy

Novice – Piercing Shot: Gain +1 damage on a successful attack with a bow.

Adept – Rapid Shot: You can fire an additional shot at the same target this round totalling two attacks.

Expert – Sharpshooter's Aim: Your shot deals an extra +2 penetrating damage, bypassing armour. If 5+ damage, you push your target back 2m.

Master – Crippling Shot: Once per long rest, deal +3 penetrating damage, reduce the target's movement by half until end of encounter and apply Stunned 1 condition (one step down the initiative ladder.)

Brawler's Expertise

Masters of unarmed combat rely on raw strength, technique, and relentless aggression showing no fear. Whether in a brawl or a disciplined martial encounter, fighters use their fists, elbows, and knees to break down defences and deliver devastating blows.

Pre-requisites: Brawling Skill, Physical 2

Attributes: Physical, Reactions

Weapon Talents	Pre-requisites	Attributes	Weapons
Berserker's Edge	2-Handed Weapons, Physical 2	Physical, Agility	2-Handed Weapons
Blade Dancer	Heavy Blades, Reactions 2	Reactions, Agility	Long swords, Cutlasses, Scimitars
Bow Mastery	Bow Skill, Agility 1, Accuracy 1	Agility, Accuracy	Any type of Bow
Brawler's Expertise	Brawling Skill, Physical 2	Physical, Reactions	Unarmed combat
Breaker's Fury	2-Handed Weapons, Physical 2	Physical, Reactions	War hammers, Mattocks
Brute Force	Bludgeon, Physical 2	Physical, Reactions	Maces, Morning stars, and Clubs
Crossbow Marksman	Bow Skill, Accuracy 2	Agility, Accuracy	Crossbows
Dual Wield	Light Blades, Reactions 2	Reactions, Agility	Any light weapons
Fencer's Precision	Light Blades, Reactions 2	Reactions, Accuracy	Rapiers, Katanas
Guardians Art	Staves 1, Physical 1, Reactions 1	Physical, Reactions	Staves and Rods
Hammer of Justice	Bludgeon, Physical 2	Physical, Reactions	Maces and War hammers
Hindering Arrow	Any Ranged Bow Skill, Accuracy 2	Accuracy, Agility	Bows or Crossbows
Piercing Guard	Spear Skill, Agility 1, Reactions 1	Agility, Reactions	Spears
Shadow Blade	Light Weapons, Agility 2	Agility, Accuracy	Daggers and Short swords
Shield Mastery	Physical 2, Shield Skill	Physical, Reactions	Shield
Skirmisher's Precision	Thrown Weapons Skill, Accuracy 2	Accuracy, Agility	Javelin, Spear
Sword Defence	Any Melee Sword Skill, Reactions 1, Physical 1	Reactions, Physical	Swords
Thrown Blade	Thrown Weapons, Accuracy 2	Accuracy, Agility	Daggers, Hand axes
Titan's Blade	Great Sword Skill, Physical 2	Physical, Accuracy	Great Swords/Bastard Swords
Warden's Sweep	Pole arms, Physical 2, Agility 1	Physical, Agility	Poleaxe, Glaive, and other Pole arms

Novice – Hard Knock: Your unarmed strikes deal +2 damage.

Adept – Lightning Fist: You can make two unarmed attacks this round.

Expert – Shaky legs: Your unarmed strike deals an additional +2 damage, and you deliver a Staggering Blow, causing the target to gain the Staggered 1 condition (-1 to all actions next round).

Master – It's Over: Once per encounter, perform a finishing move, doubling the damage on a successful unarmed strike and causing Stunned 1 condition (one step down the initiative ladder.)

Breaker's Fury

Masters of war hammers, mattocks, and other massive bludgeoning weapons rely on sheer force to pulverise defences and shake the battlefield. Their strikes are slow but devastating, capable of knocking enemies to the ground, shattering shields, and disrupting entire formations.

Pre-requisites: 2-Handed Weapons, Physical 2

Attributes: Physical, Reactions

Novice – Crushing Strike: Gain +1 damage on successful attacks.

Adept – Shield Shatter: On a successful attack, ignore all benefits from the target's shield and deal +2 additional damage.

Expert – Reverberating Blow: If your attack deals 3+ damage, the shock-wave from the impact knocks the target prone and stuns your opponent Stunned 1 condition (one step down the initiative ladder.)

Master – Earthquake Slam: Once per long rest, perform a ground attack that deals an additional +1d5 damage and all enemies within melee range take the Staggered 1 condition (-1 to all actions next round).

Brute Force

Maces, morning stars, and clubs are weapons of raw impact, designed to smash through defences and shatter enemy formations. Warriors who master these weapons rely on strength and momentum to break shields, knock enemies back, and smash skulls.

Pre-requisites: Bludgeon, Physical 2

Attributes: Physical, Reactions

Novice – Shield Breaker: Gain +1 damage on successful attacks.

Adept – Disarming strike: Once per encounter, on a successful hit, force the target to drop a shield or weapon (target makes a contested attack roll to resist at -3).

Expert – Stunning Blow: On an attack that does 3+ damage, push the target back 2m and Stunned 1 condition (one step down the initiative ladder.)

Master – Chain Frenzy: Once per long rest, perform a special attack (single roll) that hits up to three adjacent enemies, ignoring all points of armour plus an additional +1d5 damage to each target.

Crossbow Marksman

The crossbow is the Hammer of the bow world, shorter range but with a punch, those Adept with it can hit with precision and fire faster than most would think possible.

Pre-requisites: Crossbow, Accuracy 2

Attributes: Agility, Accuracy

Novice - Steady Aim: Gain +1 to hit when using a crossbow if you did not move this turn. (Stacks with Aim)

Adept - Piercing Shot: Your bolt punches through the armour doing penetrating damage (ignores armour)

Expert - Rapid Reload: You make a quick reload of your crossbow, allowing you to use your minor action for a second shot.

Master - Deadeye Shot: Once per long rest, you can perform an attack that deals double damage and causes Stunned 1 condition (one step down the initiative ladder.) This ability recovers after a long rest.

Dual Wield

Masters of wielding two weapons with accuracy, and control. These warriors rely on the speed of their blades to keep the enemy at bay. Requires two light weapons.

Pre-requisites: Light Blades, Reactions 2

Attributes: Reactions, Agility

Novice – Double strike: On a hit you do +1d5 damage.

Adept – Flurry:You gain an attack with your offhand weapon

Expert – Hook: Using your weapon to hook your opponent you gain +1 to hit and +1d5 damage.

Master – Master Dualist: You can make two attacks as individual attacks on the same opponent.

Fencer's Precision

Masters of light blades fight with speed, accuracy, and control. These warriors rely on precision strikes, and elegant footwork in combat. Use with rapiers, katanas, and similar weapons.

Pre-requisites: Light Blades, Reactions 2

Attributes: Reactions, Accuracy

Novice – Quick Thrust: Gain +1 to hit with light blades.

Adept – Riposte: +1 defence. Once per round, if an enemy misses you in melee, make an immediate counterattack as a reaction. The increased defence forms your major action; the counterattack is then a reaction.

Expert – Precise Strike: If your attack does 3+ damage, deal +2 additional damage and move 1 place up the initiative ladder.

Master – Duellist's Flourish: Once per encounter, perform a special attack that on a hit inflicts Bleeding 3 (3 bleeding damage per round until healed.)

Guardians Art

The art of the staff, very much a defensive weapon that can be equally devastating in attack despite its simple nature.

Pre-requisites: Staves, Physical 1, Reactions 1

Attributes: Physical, Reactions

Novice - Balanced Strike: Gain +1 to hit with quarterstaff attacks, reflecting its ease of handling and precision.

Adept - Deflecting Stance: Once per encounter, gain +1 defence until the start of your next turn. Use as your minor action.

Expert - Sweeping Blow: When you do 3+ damage, you can push the target back 2m, allowing you to disengage avoiding an enemy's Strike reaction.

Master - Whirlwind Parry: Once per long rest, perform a special defensive move that grants +3 defence and allows you to counterattack each adjacent enemy that misses you with their melee attack.

Hammer of Justice

Masters of one-handed bludgeoning weapons using their brute force to break through enemy defences and disrupt their movements. A warrior trained in this art; crushes armour and dominates the combat with sheer impact. Use with hammers and maces.

Pre-requisites: Bludgeon, Physical 2

Attributes: Physical, Reactions

Novice – Heavy Blunt: Gain +2 to damage on successful attacks.

Adept – Staggering Strike: Once per encounter, on a successful hit, inflict the Staggered 1 condition (-1 to all actions next round) and the Stunned 1 condition (one step down the initiative ladder.)

Expert – Armour Crusher: Once per encounter, on an attack that deals 3+ damage, deal +1 additional damage and reduce the target's defence by 1 until the end of the encounter.

Master – Crushing Blow: Once per long rest, perform a powerful attack that deals double damage and stuns the target, Stunned 2 (two steps down the initiative ladder)

Hindering Arrow

Archers trained in hindering techniques use their precision and specialised arrows to slow and disable their enemies. By aiming for tendons and muscles, they make sure their targets struggle to escape, making them easy prey for follow-up attacks.

Pre-requisites: Any Bow Skill, Accuracy 2

Attributes: Accuracy, Agility

Novice – Slowing Shot: On a successful hit, reduce the target's movement by 50% for 1 round and do an additional +1 damage.

Adept – Barbed Arrow: Your attack deals +1 additional damage and causes the target to bleed 1 HP per round until healed.

Expert – Ensnaring Shot: On a successful hit, reduce the target's movement by 50% and inflict +1d5 damage.

Master – Hamstring Shot: Once per long rest, a successful hit causes Staggered 1 condition (-1 to all

actions next round) and does an additional 1d5 penetrating damage that ignores armour.

Piercing Guard

Masters of the spear know that reach and timing are everything. With a keen eye for openings and precise footwork, you control the battlefield, keeping foes at bay while delivering lethal thrusts.

Pre-requisites: Spear, Agility 1, Reactions 1

Attributes: Agility, Reactions

Novice – First Strike: Gain +1 to hit and +1 to Defence when attacking an enemy that is approaching or entering your melee range for the first time.

Adept – Defensive Stance: Once per encounter, take a defensive position with your spear, gaining +2 defence until your next turn. Use as a minor action.

Expert – Precise Thrust: On a successful attack that exceeds the target's Defence, deal +1d5 penetrating damage (ignores armour) as well as normal damage.

Master – Phalanx Strike: Once per long rest, perform an attack that strikes up to three adjacent enemies in melee range, forcing each of them to move down the initiative ladder by one step on a successful hit.

Shadow Blade

Daggers and short swords are weapons of speed and precision, favoured by rogues, assassins, and duellists who strike before their enemies can react.

Pre-requisites: Light Blades, Agility 2

Attributes: Agility, Accuracy

Novice – Quick Jab: Gain +1 to hit with dagger or short sword attacks, reflecting their speed and precision.

Adept – Swift Strike: Once per encounter, make an additional attack with a dagger or short sword as a minor action.

Expert – Vital Strike: If you attack from stealth or a flanking position, on a successful hit, do an additional +1d5 penetrating damage.

Master – Assassin's Flurry: Once per long rest, perform a special attack with a dagger or short sword that allows up to three rapid strikes against one target, roll separately for each attack and add +1d5 to the damage on each hit.

Shield Mastery

A master of shield combat is more than just a defender, they use their shield as a weapon and a tool to control the battlefield. With expert positioning, they deflect blows and stand firm against any assault.

Pre-requisites: Physical 2, Shield

Attributes: Physical, Reactions

Novice – Shield Block: +1 Defence as a reaction to one attack per round.

Adept – Bash and Block: Perform a shield bash as a minor action, on a hit, deal +1 damage and inflict the Staggered 1 condition (-1 to all actions next round).

Expert – Shield Rush: Push forward with your shield, dealing +1 damage and knocking the target prone on a successful hit.

Master – Stone Shield: Once per long rest, gain +2 defence and become immune to being knocked prone or moved for the next round.

Skirmishers Precision

Peltasts are skirmishers excelling in hit-and-run tactics, striking with deadly precision before manoeuvring out of reach. This talent enhances the effectiveness of javelins and spears, making them fast, accurate, and armour-piercing.

Pre-requisites: Thrown Weapons (Javelin/Spear), Accuracy 2

Attributes: Accuracy, Agility

Novice – Pinpoint Throw: Gain +1 to hit when throwing a javelin or spear.

Adept – Quick Retrieve: Once per encounter, after throwing a weapon, you can draw and throw another javelin/spear as a minor action, allowing a follow-up attack without penalty.

Expert – Piercing Volley: Gain +2 to hit and on a successful throw that exceeds the target's Defence by 3 or more, ignore the target's armour.

Master – Storm of Spears: Once per short rest, unleash a volley of three javelins, targeting up to three different enemies within range. Each attack deals +3 damage.

Sword Defence

A master of swordplay and defensive combat, you specialise in deflecting attacks, punishing mistakes, and turning defence into offence. By carefully reading your opponent, you create openings for devastating counterattacks while maintaining a solid defence.

Pre-requisites: Any Melee Sword Skill, Reactions 1, Physical 1

Attributes: Reactions, Physical

Novice – Basic Defence: Increase your defence by +2 as a Major Action, forgoing your attack for the turn.

Adept – Opportunistic Strike: If your adversary misses their attack, you may make an attack with -2 to hit. This can be used up to once per round as a reaction.

Expert – Riposte: Remove the penalty from Opportunistic Strike.

Master – Coupe de Grace: Once per short rest, if your adversary misses their attack, you can exploit the opening with your reaction to attack and deal double penetrating damage, ignoring armour.

Thrown Blade

Whether launching a dagger from the shadows or hurling an axe mid-charge, these warriors ensure their weapons find their mark.

Pre-requisites: Thrown Weapons, Accuracy 2

Attributes: Accuracy, Agility

Novice – Aimed Throw: Gain +2 to damage when throwing a dagger, hand axe, or similar bladed weapon.

Adept – Rending Strike: A successful thrown attack dealing 3+ damage knocks the target prone and causes Stunned 1 condition (one step down the initiative ladder.)

Expert – Double Strike: Once per encounter, after throwing a dagger or hand axe, charge and make an immediate melee attack with a second dagger or hand axe but without the +2 to hit from the charge.

Master – Deadly Hurl: Once per long rest, when you throw a dagger or hand axe, ignore any penalties for Long Range and add +1d5 damage on a successful hit.

Titan's Blade

Great swords and bastard swords embrace raw strength and overwhelming force, striking with devastating blows that leave opponents hammered and defences shattered. Use with a great sword, battle axe or bastard sword.

Pre-requisites: Great Sword, Physical 2

Attributes: Physical, Accuracy

Novice – Heavy Cleave: Gain +2 damage on successful attacks.

Adept – Brutal Momentum: If your attack does 3+ damage. You may make an additional attack at a -2 penalty on a target within 4m.

Expert – Overpowering Swing: Once per encounter, when you successfully attack and deal 3+ damage, knock the target prone and deal +1d5 extra damage.

Master – Scything Strike: Once per long rest, perform a special attack that deals penetrating damage and reduces the effectiveness of the target's armour by 3 points for the rest of the encounter.

Warden's Sweep

Masters of the poleaxe, glaive, and other pole arms use their weapons' reach and momentum to control the battlefield and disrupt enemy movements. Wielders of these weapons rely on sweeping strikes to keep opponents at bay while delivering crushing blows.

Pre-requisites: Pole Arms, Physical 2, Agility 1

Attributes: Physical, Agility

Novice, Sweeping Strike allows you to gain +1 to damage and, upon a successful attack, you can force the target to be pushed back 2m.

Adept – Armour Ripper: Once per encounter, on a successful attack that deals damage, reduce the target's armour rating by 1 for the duration of the encounter. (This can stack)

Expert – Halting Blow: If your attack deals 3+ damage, the target takes Stunned 1 condition (takes one step down the initiative ladder).

Master – Whirlwind Defence: Once per long rest, perform a sweeping attack that can hit all adjacent enemies, dealing +1d5 damage on a hit and counts as both slashing and bludgeoning damage. Roll separately against each adjacent enemy.

General Talents	Pre-requisites	Attributes
Arcane Manipulation	Any Spellcasting Skill, Reasoning 2	Reasoning, Presence
Athletic Prowess	Athletics, Agility 1, Physical 1	Agility, Physical
Beast Whisperer	Animal Handling, Reasoning 1, Presence 1	Reasoning, Presence
Cloth Armour	Armour proficiency2	Reactions, Agility
Divine Conduit	Invocation Spellcasting, Presence 2	Self-Discipline, Presence
Heavy Armour	Armour Proficiency 2	Agility, Physical
Heightened Senses	Perception Skill (Rank 1)	Reasoning, Presence
Keen Investigator	Investigation, Reasoning 2	Reasoning, Presence
Leadership	Morale 2	Presence, Self Discipline
Light Armour	Armour proficiency2	Reactions, Agility
Master Appraiser	Evaluation, Reasoning 2	Reasoning, Presence
Master Performer	Performance, Presence 2	Presence, Agility
Master Tracker	Tracking, Reasoning 2	Reasoning, Agility
Medium Armour	Armour Proficiency 2	Agility, Physical
Mounted Mastery	Riding, Reactions 1, Agility 1	Agility, Reactions
Psionic Refinement	Mind Spell Casting, Self-Discipline	Presence, Self-Discipline
Pick Pocket	Pick Pocket (Rank 1), Agility 2	Agility, Presence
Seeker	Searching, Reasoning 2	Reasoning, Presence
Shadow Walker	Stealth (Rank 1), Agility 2	Agility, Presence
Survival Mastery	Survival, Reasoning 2	Reasoning, Physical
Trap Mastery	Traps (Rank 1), Reactions 2	Reactions, Reasoning

General Talents

Arcane Manipulation

Magic is not rigid and unyielding in the hands of a master; it is an act of art, to be manipulated as the artist sees fit. Through control over the arcane, you can alter spells on the fly, reshaping effects, and bending magical forces to your will.

Pre-requisites: Any Spell casting Skill, Reasoning 2

Attributes: Reasoning, Presence, Self-Discipline

Novice – Arcane Flux: Your spells do an additional +1 damage. Once per encounter, change the type of damage your spells deal for the rest of the encounter (e.g., convert fire damage into cold or lightning damage). Used as part of your casting action.

Adept – Empower Spell: Increase the chance to hit/succeed of a spell by +1. Used as part of your casting action.

Expert – Extended Reach: Double the range or area of effect of any spell you cast. Used as part of your casting action and add the effect - on a hit opponent takes the Stunned 1 condition (one step down the initiative ladder.)

Master – Subtle Casting: Once per long rest, you may re-roll a failed spell casting check. Use as a reaction to failing a spell cast.

Athletic Prowess

Years of hard physical training have made you capable of outrunning, out-jumping, and outmanoeuvring those who lack your physical skills. Whether sprinting, leaping or performing acrobatic feats, you make physical actions look effortless.

Pre-requisites: Athletics, Agility 1, Physical 1

Attributes: Agility, Physical

Novice – Leaper: Gain +1 bonus for jumps (both vertical and horizontal).

Adept –Bolt: Move at double speed for rounds equal **to your Physical attribute.**

Expert – The Spider: Gain a +2 bonus to any climbing challenge.

Master – The Tumbler: Gain +1 bonus to athletics test and get another major action this turn but lose your reaction.

Beast Whisperer

You are a friend to animals, having a natural affinity with them that allows you to calm, train, and communicate with them in ways few can understand. Whether taming wild creatures or guiding loyal companions, your mastery of animal behaviour makes you a friend to nature.

Pre-requisites: Animal Handling Skill (Novice), Reasoning 1, Presence 1

Attributes: Reasoning, Presence

Novice – Calm the Beast: Gain +1 to Animal Handling tests when calming or controlling agitated or frightened animals.

Adept – Training Expertise: Gain a +2 bonus to Animal Handling tests when training animals, including teaching them commands or behaviours.

Expert – Bond of Trust: You may use Animal Handling with a +1 to persuade a wild animal to assist you temporarily or stop it attacking.

Master – Master of Beasts: Once per short rest, get a +4 on an Animal Handling check for any creature, including magical beasts.

Cloth Armour Proficiency

Mastery in robes and cloth armour ensures that the character can move freely and maintain defensive manoeuvres without hindrance. Light armour proficiency provides subtle but essential protection while allowing for agility-based actions. Ranks in armour offer the following benefits for robes and padded jerkins.

Pre-requisites: Armour proficiency (Novice),

Attributes: Agility, Reactions

Novice: Gives an additional +1 speed in cloth armour, robes, etc.

Adept: gives +1 defence

Expert: gives +1 initiative.

Master: increases the armour effectiveness by +1.

Divine Conduit

You are a vessel for external power, be it from the divine, spirits, or forces from beyond. Through devotion and focus, you refine your connection, allowing greater control over your Invocation abilities.

Pre-requisites: Invocation Spell casting, Presence 2
Attributes: Self-Discipline, Presence

Novice – Divine Infusion: Your spells do + 1 damage. Convert a spell's energy type into radiant or shadow damage (e.g., transforming a fire attack into searing holy light). Used as part of your casting action.

Adept – Favoured Blessing: Increase the duration of a buff or protective spell by rounds equal to your presence attribute. Used as part of your casting action.

Expert – Invocation Mastery: Once per encounter, reduce the MP cost of an invocation spell by 2 MP. Used as part of your casting action.

Master – Guided Invocation: Once per short rest, re-roll a failed Invocation spell casting check or redirect a spell that was countered onto a new target.

Heavy Armour Proficiency

Mastery in wearing heavy armour ensures that the character can move freely and maintain defensive manoeuvres without hindrance. Ranks in armour offer the following benefits for Scale and Plate style armours.

Pre-requisites: Armour proficiency (Novice),

Attributes: Agility, Reactions

Novice: Gives an additional +1 to movement and manoeuvres in armour

Adept: lowers the initiative penalty by 1.

Expert: lowers the casting penalty by 1.

Master: lowers the defence penalty by 1.

Heightened Senses

Your awareness is exceptional, allowing you to pick up subtle details, detect threats before they happen, and remain constantly alert. Whether sensing hidden dangers or environmental changes, you are always one step ahead of those around you.

Pre-requisites: Perception Skill (Novice)

Attributes: Reasoning, Presence

Novice – Alertness: Gain +1 to Perception tests to notice subtle changes in your surroundings or detect hidden creatures. Automatic.

Adept – Danger Sense: Gain a +1 bonus to Searching tests when attempting to detect ambushes or hidden dangers. Automatic.

Expert – Constant Vigilance: Once per short rest, you may re-roll a failed Perception check to notice something in your immediate surroundings.

Master – Sixth Sense: Once per short rest, you gain +3 to tests on perception or searching

Keen Investigator

With a sharp mind and analytical skills to match, you can uncover hidden truths, piece together evidence, extracting information others might miss.

Pre-requisites: Investigation Skill (Novice), Reasoning 2

Attributes: Reasoning, Presence

Novice – Eye for Detail: Gain +1 to Investigation tests when inspecting physical evidence.

Adept – Insightful Deduction: Gain a +1 bonus to Investigation tests when questioning NPCs.

Expert – Inquisitor's Intuition: Once per long rest, ask the GM one question about a piece of evidence, and receive a truthful answer.

Master – Master Investigator: Once per long rest, re-roll a failed Investigation check with a +2 bonus.

Leadership

Leadership is the ability to inspire and command others, especially in group settings or during a crisis. Characters with high leadership skills can organise groups effectively, boost morale, and guide others through difficult situations.

Pre-requisites: Morale (Novice)

Attributes: Presence, Self-Discipline

Novice – Timely advice: You can give an ally within 6m a +1 bonus to a non-combat skill test.

Adept – Commanding Strength: As a minor action, you can give an ally a +2 bonus to their next attack roll

Expert – Protective instincts: As a reaction, when an ally within 2m is hit by an attack, you may choose to become the target instead.

Master – Rallying Cry: You draw strength from unity and turn resolve into action.

- Once per session, you may make a Morale test (TN 11).
- For every point you exceed the TN by, you generate one bonus point.
- These points may be freely distributed among allies within 10m, granting:
- +1 per point to their next skill or combat test
- Points may be stacked on one ally or divided among several.
- In combat this is a minor action

Light Armour Proficiency

Mastery in wearing light armour ensures that the character can move freely and maintain defensive manoeuvres without hindrance. Ranks in armour offer the following benefits. Leather, Hardened leather and similar styles.

Pre-requisites: Armour proficiency (Novice),

Attributes: Agility, Reactions

Novice: Gives an additional +1 to movement and manoeuvres in armour

Adept: lowers the defence penalty by 1.

Expert: lowers the casting penalty by 1.

Master: increases the armour effectiveness by +1.

Master Appraiser

You have an eye for detail, capable of spotting true value, forgeries, and uncovering hidden properties in both mundane and magical objects. Whether dealing in treasures, relics, or enchanted artefacts, your expertise allows you to identify authenticity and historical significance with precision.

Pre-requisites: Evaluation, Reasoning 2

Attributes: Reasoning, Presence

Novice – Keen Appraisal: Gain +1 to evaluate tests when assessing the value of common items (e.g., goods, weapons, jewellery).

Adept – Artifice Hunter: Gain a +1 bonus to evaluation tests when identifying magic items, ancient relics or artefacts.

Expert – Lore of Antiquity: Once per long rest, when evaluating a rare or ancient item, you may ask the GM for one piece of additional information regarding its origin or significance, beyond what a normal check would reveal.

Master – Magical Insight: Once per long rest, re-roll a failed Evaluation check with a +2 bonus.

Master Performer

You're not just a mere entertainer; your trade is a tool of influence, distraction, and manipulation. Your performances allow you to shape the actions and moods of those around you.

Pre-requisites: Performance, Presence 2

Attributes: Presence, Agility

Novice – Captivating Presence: Gain +1 to Performance tests when performing in front of crowds or individuals.

Adept – Misdirection: Gain a +2 bonus to performance tests when using your performance to distract or mislead others (e.g., drawing attention away from an accomplice or concealing your true intentions).

Expert – Enthralling Act: Once per short rest, when performing, you may hold the attention of a group of people, preventing them from taking any action other than watching or listening to you for one round.

Master – Master of Influence: Once per long rest, after a successful performance check, you may influence the emotions of your audience. Choose one: inspire courage, fear, joy, or sorrow in the crowd or a specific target, granting a situational bonus or penalty depending on the emotion for one round.

Master Tracker

You are an expert at reading the land, following trails, and uncovering the movements of creatures and people. Whether tracking a quarry through the wilderness or navigating a city's hidden paths, you can interpret signs others overlook, moving through any terrain to follow your prey.

Pre-requisites: Tracking, Reasoning 2

Attributes: Reasoning, Agility

Novice – Trail Finder: Gain +1 to tracking tests when following trails in natural environments (e.g., forests, plains).

Adept – Path Finder: Gain +1 to tracking tests when following trails in urban environments (e.g., cities, towns, alleyways).

Expert – Unseen Paths: Once per encounter, you may attempt to follow tracks through difficult or obscured terrain (e.g., rocky, rainy, or urban environments) that would normally hinder tracking, without penalty and with a +2 bonus.

Master – Tracker's Instinct: Once per long rest, when following a trail, you automatically succeed on a tracking check; you then determine how long ago the tracks were made and the general direction of movement.

Medium Armour Proficiency

Mastery in wearing medium armour ensures that the character can move freely and maintain defensive manoeuvres without hindrance. Ranks in armour offer the following benefits for Reinforced leathers and Chainmail style armours.

Pre-requisites: Armour proficiency (Novice),

Attributes: Physical, Agility

Novice: Gives an additional +1 to movement and manoeuvres in armour

Adept: lowers the initiative penalty by 1.

Expert: lowers the casting penalty by 1.

Master: lowers the defence penalty by 1.

Mounted Mastery

A true master of mounted combat and riding, you and your steed move as one, allowing you to control your mount effortlessly and attack with precision. Whether galloping through rough terrain or delivering a devastating charge, you are a force to be reckoned with on horseback.

Pre-requisites: Riding, Reactions 1, Agility 1

Attributes: Agility, Reactions

Novice – Stable Rider: Gain +1 to skill tests for controlling your mount in abnormal circumstances (e.g., difficult riding, moving through rough terrain).

Adept – Combat Rider: When making an attack while mounted, gain +1 to hit. This modifies an Attack action rather than requiring a separate action.

Expert – Swift Gallop: Your mount can move at twice its normal speed for a number of rounds, up to your agility score.

Master – Masterful Charge: Once per short rest, when making a mounted charge attack, gain +2 to hit and deal an extra +1d10 damage.

Prestidigitation

Your skill with your hands is legendary. Whether you're lifting purses in a crowded street or doing card tricks in a local tavern, your quick hands and sharper instincts make you an unrivalled thief and trickster.

Pre-requisites: Pick Pocket (Novice), Agility 2

Attributes: Agility, Presence

Novice – Light Fingers: Gain +1 to Pick Pocketing tests.

Adept – Quick Snatch: You can steal minor items (on a successful roll) as a Minor Action, even during combat, and gain +2 to the attempt.

Expert – Distraction Expert: Once per encounter, you can create a distraction, granting +2 to your next Social or Stealth check.

Master – Master Pick Pocket: Once per long rest, you get +5 to steal from someone but if successful can also replace the item without making a second roll

Refined Mind

The mind is a force beyond the physical world, shaping reality through sheer willpower. By refining your psionic abilities, you can manipulate thoughts, enhance focus, and extend the reach of your mental influence.

Pre-requisites: Mind Spell casting, Presence 2
Attributes: Presence, Self-Discipline

Novice – Telepathic Surge: You may double the range of any Path of the Mind spell. Used as part of your casting action.

Adept – Focused Will: Increase the strength of a mind-affecting spell by +1, making it harder to resist. Used as part of your casting action.

Expert – Mental Echo: Once per short rest, you can try casting a resisted/miscast mental spell again on the same target for half the MP cost as an additional major action.

Master – Unshakeable Mind: Once per long rest, re-roll a failed Mind spell casting check with a +2 to cast.

Seeker

A keen seeker of treasure and artefacts, you are practiced in spotting patterns in the places people hide their most treasured possessions. You can spot traps meant to hinder your progress and notice details others would miss.

Pre-requisites: Searching, Reasoning 2

Attributes: Reasoning, Presence

Novice – Thorough Eye: Gain +1 to searching tests when inspecting rooms or areas for hidden items or compartments.

Adept – Trap Spotter: Gain a +2 bonus to trap tests when specifically looking for traps or hidden dangers.

Expert – Focused Search: Once per short rest, you may re-roll a failed searching or traps check if you spend an additional round inspecting the area.

Master – Intuition: Once per long rest, you may ask the GM if there is something hidden in an area you are searching, and they must give a truthful answer (without revealing the exact nature of the hidden item, if present).

Shadow Walker

You thrive in the shadows, patiently waiting for your moment. Whether to slip past guards, vanish into the night or walk through enemy lines, you are a ghost in the darkness.

Pre-requisites: Stealth (Novice), Agility 2

Attributes: Agility, Presence

Novice – Silent Step: Gain +1 to Stealth tests in dim light or darkness.

Adept – Shadow Cover: Gain a +2 bonus to Stealth tests when using cover.

Expert – Ghostly Movement: Once per long rest, on a successful stealth check, you can move into a position that grants a +3 to damage for a surprise attack, this damage stacks with other bonuses.

Master – Vanish: Once per long rest, if spotted, you may re-roll a stealth check with a +3 bonus.

Survival Mastery

Wilderness survival is in your soul, capable of finding food, enduring extreme conditions, and tracking prey or avoiding danger. You thrive in the harshest climates, allowing you to survive where others wouldn't.

Pre-requisites: Survival, Reasoning 2

Attributes: Reasoning, Physical

Novice – Forager: Gain +1 to rolls for foraging for food or water.

Adept – Shelter Builder: Gain +2 to rolls for surviving extreme environments or building shelter against harsh conditions.

Expert – Tracker and Hunter: Once per encounter, you may re-roll a failed survival or tracking check when hunting food or avoiding predators.

Master – Survival Instinct: Once per long rest, when you make a survival check, roll 3d10 choosing the best two for the test. Doubles still explode if you choose them as the dice to keep.

Trap Mastery

Mechanical and magical traps are your currency, able to spot, disable, or alter them. Whether disarming hidden dangers or creating deadly ambushes of your own, your expertise allows you to turn traps from threats into weapons.

Pre-requisites: Traps (Novice), Reactions 2

Attributes: Reactions, Reasoning

Novice – Keen Eye: Disarm traps in half the usual time and gain +1 to disarm tests.

Adept – Sharp Detect: Gain +1 to skill tests for detecting hidden traps.

Expert – Expert Trapper: Your traps are harder to disarm, increasing the difficulty to disable them by 1 level, or you gain +2 when disarming traps set by others.

Master – Masterful Sabotage: Once per short rest, you may reset or modify a disarmed trap or create a new trap, adding +1d5 damage to its effect.

Basic Specialisations	Pre-requisites	Attributes
Cutpurse	Trickery (Novice), Agility 2	Agility, Presence
Emissary	Social Skill (Novice), Presence 2	Presence, Reasoning
Forceweaver	Elemental Spellcasting Skill (Novice), Reasoning 2	Reasoning, Self-Discipline
Invoker	Invocation Spellcasting Skill (Novice), Presence 2	Presence, Reasoning
Man-at-Arms	Melee/Ranged Weapon Skill (Novice), Physical 2	Physical, Reactions
Mentalist	Self Control (Novice), Self-Discipline 2	Self-Discipline,Presence
Warden	Survival (Novice), Self-Discipline 2	Self Discipline, Agility
Specialisations	**Pre-requisites**	**Attributes**
Arcane Archaeologist	Forceweaver (Novice), Invoker (Novice)	Self-discipline, Presence
Bard	Emissary (Novice), Mentalist(Novice),	Presence, Self-Discipline
Beastmaster	Mentalist (Novice), Warden (Novice)	Self-Discipline, Presence
Cleric	Invoker (Adept)	Self-Discipline, Presence
Fighter	Man-at-Arms (Adept)	Physical, Reactions
Magician	Forceweaver(Adept)	Reasoning, Self-Discipline
Necromancer	Invoker (Novice), Forceweaver (Novice)	Reasoning, Presence
Pirate	Adept of any basic specialisation	Agility, Reactions
Ranger	Man-at-Arms (Novice), Warden (Novice)	Accuracy, Presence
Rogue	Man-at-Arms (Novice), Cutpurse (Novice)	Physical, Agility
Runeweaver	Warden (Novice), Forceweaver (Novice)	Presence, Reasoning
Seer	Mind (Adept)	Presence, Self-Discipline
Sorcerer	Forceweaver (Novice), Mentalist (Novice)	Presence, Self-Discipline
Thief	Cutpurse (Novice), Emissary (Novice)	Agility, Presence

FANTASY SPECIALISATIONS

The 7 basic specialisations for the fantasy genre are below. These branch out into another 14 specialisations that can further enhance and develop your character. Choosing your first specialisation from the 7 basic ones on offer is free from any restrictions and sets the initial tone for your character. You can branch out into different specialisations as your character develops, giving you the opportunity to create some truly interesting combinations.

Specialisations, skills and abilities can be considered innate unless stated otherwise. For the advanced specialisations, you have to first increase the rank of the pre-requisites to allow you to progress the more advanced specialisation.

BASIC SPECIALISATIONS

CUTPURSE

The cutpurse is the bedrock of criminality, from bandits on the road to the city kids who run around barefoot, this is their basic training. Trained in relieving the unsuspecting of their possessions and hiding in the shadows they navigate the underworld. A stepping stone to the Rogue and Thief specialisations for those who want to progress their unsavoury side further.

Pre-requisites: Trickery (Novice), Agility 2
Attributes: Agility, Presence

Novice: Quick Hands

Gain +1 HP.

Gain **+1** to Pick Pocket tests.

You gain a low-ranked contact in an organisation.

Adept: Silent Step

Gain +1 HP.

Gain **+1** to Stealth tests when moving or hiding.

Once per long rest, you may move up to 10m without provoking Strike reactions.

Expert: Master of Distraction

Gain +1 HP.

Once per encounter you may create a distraction causing the target to make a **Self-Control TN 13** to resist the distraction. If the target fails, they move away towards the distraction.

Example

Harlan has been scoping out the warehouse from the shadows for several hours, his legs are cramping and if that guard doesn't move soon, he will not have enough time for his search inside.

In desperation he takes his sling pack out and looks for just the right weight of stone for the job.

Finding the stone, he hurls it across the gap into the side alley of the warehouse. It lands with a satisfying "thunk" against the building next door.

The guard looks up and the GM rolls for the distraction;

he rolls a 7, the guard doesn't have the Self-Control skill so adjusts the result by -2, giving a total of 5. 8 below TN 13.

A major failure; the guard not only reacts to the "thunk", but he also sticks his head inside the warehouse and calls another guard out to accompany him (consequence of the major failure).

Harlan had no idea there was a second guard - what a stroke of luck.

Master: Master of Surprise

Gain +2 HP.

Once per encounter, if attacking an enemy who is unaware of you or engaged with another target, deal **+3** penetrating damage.

You gain an intermediate-level contact in the criminal underworld, granting you access to more valuable information and networks.

Emissary

The emissary is a master of talk, the politician, actor or academic of their day. Involved in roles where combat or magic isn't always the answer, and a subtler approach may prevail. A pre-requisite for the Bard and Thief, the emissary can offer valuable support skills to almost any other specialisation.

Pre-requisites: Social Skill (Novice), Presence 2
Attributes: Presence, Reasoning

Novice: Silver Tongue

+1 HP

Gain **+1** to all Persuasion and Social tests.

Once per short rest, you may **re-roll** a failed Persuasion or Social check.

Adept: Skilled Negotiator

+1 MP

Gain **+2** to bargaining and diplomacy tests.

Once per long rest, you may convince a neutral or slightly hostile NPC to listen to your terms rather than acting aggressively.

Expert: Influence and Intrigue

+1 HP

Once per encounter, you may implant a suggestion in someone's mind, causing them to hesitate or briefly follow your lead. Target rolls against **Self-Control TN 15.**

Detect hidden motives - gaining **+2** to Streetwise or Social tests when trying to discern if someone is lying or not forthcoming with information sought.

Master: Master of Manipulation

+1 MP

Once per long rest, you may persuade an NPC to believe an untruth that is still believable within the setting context.

Once per long rest you may **re-roll** a failed Social, Persuasion, Diplomacy or Bargaining check.

Forceweaver

A Forceweaver wields the raw forces of nature, drawing power from the elements and the forces in the world around them. Forceweavers are dabblers in magics and most go on to further specialisations. It is a prerequisite of Arcane Archaeologist, Magician, Necromancer and Sorcerer.

Pre-requisites: Elemental Spell Casting Skill (Novice), Reasoning 2
Attributes: Reasoning, Self-Discipline

Novice: Elemental Surge

Gain +1 MP.

You may channel Elemental energy, granting **+1** to Elemental Spell Casting tests.

Once per encounter you can change the Elemental type of an existing spell (e.g., converting fire damage into lightning or earth damage).

Adept: Elemental Adaptation

Gain +1 MP.

You develop resistance to Elemental damage. Choose one element (fire, water, air, earth or any other represented in your world), you take **-2** damage from attacks of that type.

You may change your chosen resistance after a long rest.

Expert: Elemental Overload

Gain +2 MP.

Once per encounter, you may enhance an Elemental spell, increasing its effect in one of the following ways:

- Damage spells: Increase damage by **+3** damage.
- Buff/Debuff spells: **Double** the effect of the spell.
- Area of Effect spells: Increase the **area of effect by 50%.**

Master: Wrath of the Elements

Gain +2 MP.

Once per long rest, you may unleash a devastating large-scale Elemental effect, choosing:

- Inferno Blast (Fire): Engulf a 6m radius in flames, dealing **2d10** fire damage to all creatures in the area and setting flammable objects ablaze. **Resist Fire test TN 9** to put the flames out or take **1d5** damage each additional round.
- Glacial Surge (Water/Ice): Freeze a 6m radius, dealing **2d10** cold damage and targets in the area need to make an **Athletics test TN 9** or receive the condition **Staggered 1.**
- Stormcall (Air/Lightning): Call down lightning strikes in a 6m radius, dealing **2d10** lightning damage. Targets in the 6m radius are required to make an **Athletics test TN 11** or be **Knocked prone**.
- Earthshatter (Earth): Cause the ground to rupture in a 6m radius, dealing **2d10** bludgeoning damage and causing **Off-Balance 1 on a failed Athletics test TN 11** to all in the 6m radius.

Invoker

An invoker does not control magic in the traditional sense, instead, they serve as a conduit, drawing upon external sources such as divine forces or other cosmic energies. Their abilities are not their own, but gifts granted in exchange for faith, pacts or bargains. It is the base speciality and pre-requisite for the Cleric and Necromancer.

Pre-requisites: Spell Casting (Invocation) (Novice), Presence 2
Attributes: Presence, Reasoning

Novice: Conduit of Power

Gain +2 MP.

Your power source grants **+1** to your Invocation Spell Casting.

Your patron grants you the ability to **heal 1d5 HP** to yourself or an ally at the cost of **2 MP** (Novice spell) per attempt. (Minor action)

Adept: Mystical Bargain

Gain +2 MP.

Once per long rest, you may petition your patron for aid, gaining a temporary magical boon. The GM determines the exact effect, but it must be significant yet temporary (e.g., a surge of energy, a clue to help with a current challenge, or knowledge about a current threat).

Your patron allows you to grant yourself or an ally **+1** Defence for the duration of an encounter for **3 MP**. (Minor Action)

Expert: Empowered Invocation

Gain +2 MP.

Once per encounter, you may amplify a spell, increasing its effect in one of the following ways:

- Damage spells: Increase damage by **+3 penetrating** damage.
- Healing or restoration spells: **Heal +3 additional HP.**
- Buffs/Debuffs/Conditions: **Double** the effect or duration.

Once per long rest your patron will answer a basic navigational question.

Master: Power Pact

Gain +2 MP.

You can now heal **1d10 HP for 5 MP**, casting it as an Adept spell. (Minor action)

Once per long rest, when in dire need, you may call upon your patron for intervention. The GM determines the exact response, but it must be powerful and impactful, such as:

- A spell cast with guaranteed success, a casting roll is still made and any failed roll counts as a minimum success without using MP.
- An immediate status cure, instant removal of a condition.
- A supernatural force influencing the combat. However, a price may be required, depending on the entity you serve.

Man-at-Arms

A Man-at-Arms is trained in martial skills. While not yet a legendary fighter, they possess battlefield experience, discipline, and a well-rounded understanding of weapon use. This specialisation serves as a pre-requisite for Fighters, Rangers and Rogues.

Pre-requisites: Melee or Ranged Weapon Skill (Novice), Physical 2
Attributes: Physical, Reactions

Novice: Trained Combatant

Gain +2 HP.

Gain **+1** to attack rolls with your choice of one melee or ranged weapon you are trained in.

Once per encounter, you may **re-roll** a failed attack roll, representing your combat training and adaptability.

Adept: Defensive Footing

Gain +2 HP.

Reduce your Armour Defence penalty by **1**, allowing for greater mobility in light armour.

Once per short rest, if you are knocked prone, disarmed, or thrown off balance, you may recover instantly as though the condition never occurred, without losing your next action.

Expert: Battle Hardened

Gain +2 HP.

When you drop to **5 HP or less**, you can gain **+2** to all attack rolls for the rest of the encounter or until healed above 5 HP, reflecting your ability to fight on despite injuries.

Master: Martial Prowess

Gain +2 HP.

Once per long rest, you may perform a devastating attack (attack roll required), choosing: (Major action)

- On a hit deal **+5 penetrating** damage.
- A sweeping hit that hits up to two adjacent enemies for the same damage as the initial attack.
- A defensive manoeuvre that grants **+4 Defence** for one round and allows an immediate counterattack if struck in melee.

Example

The commotion has attracted another friend of the rogues attacking Sarah. Backed into a corner she decides it's time to use her training, her Martial Prowess ability allows her the chance to hit all three. As they approach, she makes a mighty swing with her Mace; she rolls a 19 +3 (Skill) = 22, against the rogue's Defence of 10, a whopping 12 damage. The first one crumples to the ground. Sarah's swing carries through smashing into the other two and doing 12 damage to each less their Armour score, because it is a Mace, its unique ability kicks in at greater than 5 damage, leaving the two remaining rogues with the Impaired 1 condition (-1 Def). The fight isn't looking quite as hopeless as it first appeared... the rogues are no longer smiling.

Mentalist

A Mentalist wields the power of the mind, drawing upon inner strength and raw psychic energy rather than traditional magic sources. They manipulate the world around them through telepathy, energy manipulation, and heightened perception. This specialisation serves as a pre-requisite for Bard, Beastmaster, Seer and Sorcerer, allowing them to influence and reshape reality using only their minds.

Pre-requisites: Self-Control (Novice), Self-Discipline 2
Attributes: Self-Discipline, Presence

Novice: Psychic Focus

Gain +1 MP.

Your natural ability grants **+1** to your Mentalist Spell Casting.

Adept: Psionic Manifestation

Gain +1 MP.

Once per short rest, you may enhance skill test, gaining **+2** to any **Searching, Perception or Investigation** test as your mind extends beyond the physical world.

Send brief telepathic messages to willing targets within 10m.

Expert: Mind Over Matter

Gain +2 MP.

Once per long rest, you can select one of the following effects to activate:

- Mental Projection: Extend your consciousness briefly, gaining a clairvoyant glimpse of a nearby area (Range 30m).
- Psionic Healing: **Restore 1d5 HP** to yourself or another by laying on hands (no casting roll required), costing **2 MP**. (Minor action)
- Compel Thought: Make an enemy hesitate or reconsider their action for one round **(Self-Control TN 15).**

Master: Master of the Mind

Gain +2 MP.

Once per long rest, you may unleash an immense psychic force (requires a spell casting roll TN 13) choosing one of the following effects: (Major action)

- Telekinetic Blast: A wave of force knocks enemies within 6m prone and deals **1d10** force damage.
- Mind Shatter: A powerful mental assault that causes **Staggered 2** (-2 to all actions next round) and inflicts **1d10** psychic damage.
- Clairvoyant Vision: Gain a detailed glimpse of a future event, allowing you to ask the GM one specific question and receive a truthful answer.

Warden

The Warden is the guardian of nature, wild animals and the forests. In the wilderness, there are few better suited to exploring and surviving the rigours of outdoor life. They have deep connections with the land and the animals that live there, often having a companion animal that suits their nature. This specialisation serves as the pre-requisite for the Beastmaster, Ranger and Rune Weaver specialisations where you can further develop in more specialised directions.

Pre-requisites: Survival (Novice), Self Discipline 2
Attributes: Self-Discipline, Agility

Novice: Keeper of the Wilds:

Gain +1 HP.

Gain **+1** to **Survival** tests when in natural environments.

You gain a small but loyal animal companion, (Def 10, HP 10, Attack +0, Dam 1, Speed 12) choosing:

- Bird – Enhanced scouting, can survey areas and warn of incoming threats, +1 to Perception tests made by PC.
- Dog – Exceptional tracking, aiding in finding trails and hidden objects. +1 to Tracking tests made by the PC.
- Cat – The cat's instincts alert its bonded Warden to nearby hostility, giving them a +1 bonus to either an Animal Handling or Social test depending on the target, when determining whether an encounter poses an immediate threat.

Adept: Wild Resilience

Gain +1 HP.

Gain **+1** to **Animal Handling** tests, reflecting your deeper connection with creatures.

Your animal companions attack becomes +1 to hit and +5 HP.

Expert: Nature's Bond

Gain +1 HP.

Your animal companion improves, gaining enhanced abilities based on its nature and their attacks now become +2 to hit

- Birds now give their bond +2 to Perception tests
- Dogs now give their bond +2 to Tracking tests
- The bond between the Cat and Warden has grown and can now interpret their companion's reactions instinctively, allowing them to sense whether a nearby creature is hostile or intends immediate harm.

Once per encounter, you may call upon the environment to create a dense fog in a 12m radius, lasting 1d5 rounds, obscuring vision and making movement difficult. Everyone inside the fog takes all tests including combat at -2. (Minor action)

Master: Guardian of the Wild

Gain +2 HP.

Your animal companion grows in strength, gaining +10 HP and a second attack each turn.

Once per long rest, you may call upon nature's full force, choosing one of the following effects: (Minor action)

- Entangling Vines – Root enemies in place for one round, preventing movement in a 6m radius. Targets must roll an **Athletics test TN 15** to avoid.
- Beast's Fury – Grant yourself and your companion +3 damage for two rounds.
- Nature's Revival – Restore 1d10 HP to yourself or an ally.

ADVANCED SPECIALISATIONS

The following specialisations are a broad range of options for further tailoring your character. These take the basic specialisations and add a narrower archetype to the mix for further specialisation. Like basic specialisations, each has pre-requisites and two attributes it can draw points from for development.

Arcane Archaeologist

A scholar of forgotten civilisations, an expert in arcane relics, and a master of unlocking the secrets of the past. They use their knowledge and insight to uncover lost artefacts, decipher forgotten languages, and study ancient magic. The relic hunters of the fantasy age, part adventurer, part scholar, part thrill-seeker. Skills they focus on are Lores, Evaluation, Searching and Investigation. While all have a grounding in magic as they are looking for magical artefacts, their other backgrounds can be varied and tailored to their personality. A Cutpurse/Forceweaver is as likely to find themselves in this line of work as an Emissary/ Forceweaver.

Pre-requisites: Forceweaver Novice & Any other basic specialisation at Novice
Attributes: Self-Discipline, Presence

Novice

Scholar of the Lost Age – Choose to either gain +1 to Arcane Lore or Historical Lore tests related to ancient civilisations, artefacts, and magic.

Sense Arcane Traces – Once per long rest, the Arcane Archaeologist can automatically detect magical artefacts or lingering spells within 10m without requiring a roll. This is not a passive test, they must state they are looking for something.

Mystic Appraisal – You can identify magical artefacts and enchanted objects. Gain +1 to Evaluation tests when identifying magical artefacts.

Runic Cipher – You can read and understand ancient writings or runes, gain +1 to any relevant test.

Adept

Treasure Hunter's Instinct – Gain +1 to all Searching tests when looking for hidden treasures.

Echoes of the Past – You can touch an object and attempt a TN 13 Investigation test to receive a vision or fragmented memory of its history. You can use this once per short rest.

Wards and Traps Specialist – Gain +1 to Arcane Lore tests when detecting and disarming magical traps. (TN varies by strength of magic).

Scroll Scribe – Spend 10 minutes copying a spell you know onto a scroll, allowing one free use of the spell after which the scroll disintegrates.

Expert

Attunement Ritual – You can sense the power in a magic item and gain an understanding of one of its abilities without requiring a roll. Each item can only be analysed this way once.

Unravel Magic – Once per short rest, you can dispel a magical effect on an object, person, or area with a TN 13 Arcane Lore test.

Arcane Vault – You can store a small item or relic in a pocket of extra-dimensional space and summon it instantly as a Minor Action. Can only store one object at a time.

Explorer's Luck – Once per long rest, you can re-roll a failed test related to discovery, puzzles, or magic analysis.

Master

Master of Lost Relics – Gain +2 to all Arcane Lore, Historical Lore, and Investigation tests related to ancient magic and artefacts.

Temporal Glimpse – Once per long rest, you can partially step into the past, witnessing events from centuries ago in a location of historical significance. Requires a TN 13 Arcane Lore test.

Resonant Channelling – Once per long rest, you can now store and cast a single Novice or Adept spell into an item. This allows anyone to activate it later without an MP cost. You cast the spell as normal, and the item has charges equal to the amount you exceed the casting target number by.

Bard

A Bard is a performer and storyteller, but more importantly their role is that of cohesion. Bringing news and stories of events from lands far afield, that normal folk would never dream of seeing or hearing. Their wanderings require an instinct for survival and the ability to defend themselves, should it be necessary, although in most places harming a bard is frowned upon. Blending music, speech, and social flourishes, they travel the lands learning new tales while relating old ones to any who will listen. While not as potent as pure warriors, casters, or healers, they compensate with their broad array of skills. A Bard's true power lies in their ability to help their allies and hinder their foes.

Pre-requisites: Emissary (Novice), Mentalist (Novice)
Attributes: Presence, Self-Discipline

Novice

Gain +1 HP.

Choose one of the following effects (Minor action):

- Inspiring Verse: Grant +1 to an ally's next attack or skill check.
- Mocking Jibe: Target suffers -1 to their next attack because of your taunts.
- Quick-Witted Manoeuvre: Gain +1 to a Trickery or Social skill test when improvising.

Adept

Gain +1 MP.

Choose one of the following effects, usable once per encounter (Minor action):

- Battle Hymn: Grant +1 Defence to all allies within 12m until end of encounter.
- Soothing Melody: Remove a Minor condition (e.g., Staggered, Bleeding, etc) from an ally.
- Tactical Chant: Grant an ally the ability to re-roll a failed skill or combat check (must take the new result).

Minor Acoustic Blast: Once per long rest, send out an acoustic wall of sound in a 60-degree 12m cone that knocks prone all those who fail an opposed Athletics test versus your Performance skill. Everyone caught within the blast takes 1d5 damage even if the test is passed.

Expert

Gain +1 HP.

Choose one of the following effects, usable once per encounter (Minor action):

- Echoing Strike: If you hit an enemy in melee, an adjacent ally may immediately make an attack against the same target as an additional attack.
- Sly Distraction: Use a Performance or Trickery check to force an enemy to lose their next Minor Action. Test against opponent's Defence.
- Mystic Ballad: Instantly grant +1d10 MP to an ally.

Master

Gain +1 MP.

Choose one of the following powerful effects, usable once per encounter (Minor action):

- Song of the Hero: Grant +2 Attack and +2 Defence to all allies for one round.
- Dirge of the Fallen: Enemies within 6m suffer Staggered 2(-2 to all actions) for a round as they are overcome with sorrow.
- Ballad of Restoration: Restore 1d10 HP to all allies within 6m.

Greater Acoustic Blast: Once per long rest, send out an acoustic wall of sound that knocks prone all those who fail an opposed Athletics test versus your Performance skill. Damage is the difference on the test plus 1d10, even if the opposed test is passed.

Beastmaster

The undisputed master of beasts, they can work with animals in ways no others can. Getting them to do their bidding and even fight alongside them. The bonds they form are for life and the pain of loss affects both. Where the Warden mastered smaller beasts the Beastmaster takes this to another level, almost any animal can bond with a Beastmaster, but at a price. They must seek out their companion, and through a battle of wills convince that animal to bond with them. The more intelligent and dangerous the animal, the more difficult it is likely to be.

Pre-requisites: Mentalist (Novice), Warden (Novice)
Attributes: Presence, Self-Discipline

Novice

+2 HP

To bond with an animal, the Beastmaster must first find the one they seek. Bonding can take a significant amount of time.

Each animal that the Beastmaster wants to bond with requires an Animal Handling test with the TN set by the type of animal.

The roll can be modified by various factors,

- +1 if the type of animal has been bonded to the Beastmaster in the past
- +2 if the animal has had a positive experience from the Beastmaster, such as being healed, fed or protected.
- -2 if the animal has had a bad experience with the Beastmaster or similar-looking antagonist previously, such as a combat

Degrees of Success

Major Fail: the animal will never bond with the Beastmaster and attacks immediately

Moderate Fail: the animal runs away, you may make another attempt the following day but at -1, cumulative with previous attempts

Minor Fail: the animal is unsure, future attempts are at a further -1 and will take another 4 hours of game time. Cumulative with previous attempts

Minor Success: the animal bonds with you

Moderate Success: reduce the bonding timer by 2 hours

Major Success: the animal bonds with you immediately

The time bonding takes are 12 hours less the amount you beat the target number by.

Your bonded companion acts on your turn and can move and attack as a Minor action once per round

If the creature dies or the bond is broken, you are at -3 to all actions until you have a long rest.

More than a pet—this is your soul's echo in flesh.

Adept

+2 MP

Both you and your bonded companion gain +1 Defence while within 2m of each other

While your bonded companion is within 10m, you gain +1 to Perception, Survival, or Stealth tests.
Once per encounter, you may use your reaction to grant the beast an additional movement or defensive re-position.

You move as one—silent, fluid, alert.

Expert

+3 HP

Wild animals will hesitate to attack you, unless starving or provoked. They join the initiative ladder immediately after you.

While your bonded companion is within 10m, you gain +1 to Perception, Survival, or Stealth tests.
Once per encounter, you may use your reaction to grant the beast an additional movement or defensive re-position.

You don't just command beasts—you become the pack.

Master

+3 MP

Once per session, you may issue a command to all beasts or beast-like allies within 20m.

- Friendly animals gain +1 to attack and defence for the encounter.
- Hostile animals must pass a Self-Control test (TN 15) or become disoriented (–2 to all actions) for 1 round
- Your bonded companion gains a second major action each round for this encounter.

Cleric

A Cleric is a divine warrior, blessed with holy power to heal the wounded and smite the forces of darkness or light, depending on their leaning. As a Cleric you can wield divine magic and righteous fury to support your allies while standing firm against their foes. Their faith grants them both magical and martial prowess, making them durable front-line supports powered with a divine spirit that others lack. Clerics use the Invoker Casting skill.

Pre-requisites: Invoker (Adept)
Attributes: Self-Discipline, Presence

Novice

Gain +2 MP.

Blunt Weapon Mastery: Gain +1 to attack rolls with Bludgeon weapons.

Lay on Hands: Once per encounter, you can restore 1d5 HP to yourself or an ally (Minor action).

Armour Affinity: Reduce the spell casting penalty from armour by 1 (e.g. Chainmail normally reduces spell casting tests by -3, but it reduces them by -2 for you).

Adept

Gain +2 MP.

Divine Shield: Once per long rest, you can increase your Defence or an ally's Defence by 2 for an encounter.

Turn Undead: Once per encounter, you can force undead within 6m to make a Self-Control test (TN 12) or flee for one round moving their full movement directly away from you. (Minor action).

Divine Purge: You can now remove poison or disease from yourself or an ally once per short rest. (Minor action).

Expert

Gain +3 MP.

Greater Healing: Once per short rest, you can restore 1d10 HP to yourself or an ally. (Minor action).

Armour Mastery: Reduce the spell casting penalty from armour by an additional point.

Master

Gain +3 MP.

Divine Healing: Once per long rest, restore 1d10 HP to all allies, including yourself, within a 6m radius. (Minor action)

Prayer of Strength: Once per long rest, bless all allies within 6m, granting +1 Attack, +1 Defence, and +1 to Resistance tests for one encounter. (Minor action).

Turn Undead (Empowered): The TN is now 14 for your Turn Undead ability. On a failure, each undead takes an additional 1d10 damage on top of the amount they fail the test by.

Fighter

The Fighter is the stalwart of every adventuring party, but there are many types and styles of fighter. This specialisation allows you to develop your style of fighting, whether that is the dashing fop with their lightning-fast rapier, or a fully kitted out knight of the Round Table. The choices below allow you to tailor those options without being just a sword with armour. They focus on increased armour capability, combat resilience and broad weapon bonuses showing that the middle of a fight is exactly where they are meant to be.

Pre-requisites: Man-at-Arms (Adept)
Attributes: Physical, Reactions

Novice

Gain +4 HP.

Gain +1 to attack rolls with all melee weapons.

Armour Proficiency: Your ability in medium armour improves, reducing the Defence penalty by 1.

Adept

Gain +4 HP.

Gain +1 to Defence when wielding a shield.

Once per encounter, you may make an additional attack on your turn.

Heavy Armour Mastery: Your ability in heavy armour improves, reducing the Defence penalty by 1.

Expert

Gain +4 HP.

Tactical Re-positioning: Once per encounter, you or an ally within 6m can move 3m without provoking Strike reactions.

Battle-Hardened Reflexes: Once per encounter, gain an extra Major or Minor action (this stacks with Adept's additional attack).

Master

Gain +4 HP.

Once per long rest, you may reduce all incoming damage by 3 for the duration of an encounter, representing your battle-tested resilience.

Rallying Cry: Once per long rest, at the start of a combat you can boost your allies with an inspiring cry, granting each ally 1 re-roll at any point during that encounter.

Magician

A Magician is someone who is heavily focused on spell casting and manipulating the elements and Essaence around them. Their powers revolve around improved spell efficiency and understanding of magic, giving them better damage, more spells and more power to cast them with. Magicians use the Elemental Casting skill.

Pre-requisites: Forceweaver (Adept)
Attributes: Reasoning, Self-Discipline

Novice

Gain +4 MP.

You gain +1 to Elemental Spell Casting tests for both general and direct damage spells

Your understanding of magic grants you better spell efficiency, once per long rest, recover 1d5 MP after casting a spell.

Expanded Spell casting: You can memorise 2 Novice spells or 1 Adept spell that you can cast once for no MP cost. At every long rest you can choose to replace or replenish the chosen spells.

Adept

Gain +4 MP.

Once per short rest, you may double the range, or area of effect of a spell. (Minor action)

Tactical Casting: Once per encounter, cast an additional spell this turn without expending MP or using your Major action. (2 spells in a round). Must state intention before casting.

Expert

Gain +4 MP.

Choose an element to specialise in;

- You gain +2 Defence against spells cast using your specialist element.
- Once per encounter, when casting a spell of that element, double its damage.
- You gain +2 resistance to effects caused by your element of choice.
- You gain 2 additional spells from your specialist element in spell lists that you are trained in; these do not count towards the spell level limit for those lists.

Master

Gain +4 MP.

Spell Mastery: Once per encounter, you may re-roll an Elemental Spell Casting test, taking the better result.

Counter spell: Once per encounter, you may negate an enemy's spell by rolling a contested Elemental Spell Casting test against their original roll.

Expanded Spell casting: You may store 3 additional spell levels across your known spell lists, allowing greater casting flexibility.

Gain +2 to spell casting for Elemental spells. This replaces the Novice bonus the effects do not stack.

Necromancer

Masters of death and decay, the Necromancer manipulates life energy, raises undead minions, drains life and provides utility among their allies. Generally seen as involved in the darker arts, this is not always the case; some are just fascinated with what happens beyond. While it makes some uneasy, others welcome it. Their powers revolve around raising the dead and removing the life force from the living. Necromancers use the Elemental Casting skill for their powers.

Prerequisites: Invoker (Novice), Forceweaver (Novice)
Attributes: Reasoning, Presence

Novice

Necrotic Infusion: Gain +1 to Necromancy Spell Casting tests (applies to spells from Path of Necromancy and its follow-up lists).

Life Tap: Once per encounter, the Necromancer can sacrifice 2 HP to gain 2 MP as a Minor Action.

Dark Affinity: The Necromancer gains resistance to Shadow damage (-2 reduction) but takes +2 extra damage from radiant sources.

Adept

+2 MP.

Greater Undead Mastery: Raised undead gain +2 HP.

Soul Drain: When the Necromancer deals necrotic damage heal 1 HP for every 5-damage dealt (rounded up)

Master of Shadows: Gain +1 to Stealth tests.

Expert

+2 MP.

Siphon Spirit: Once per encounter, the Necromancer can now steal 1d5 MP from a target that has MP when casting a necrotic spell that deals damage. Regardless of Die roll the Necromancer can only steal as many MP as the target has.

Dark Resilience: Once per long rest, if reduced to 0 HP or below, the Necromancer can roll 1d5 and recover that many HP instead of becoming incapacitated.

Plague bringer: Enemies hit by any of the Necromancer's spells suffer -1 Defence for the encounter (does not stack)

Master

+2 MP

Unholy Aura: Once per long rest, enemies within 12m suffer -1 to attack rolls for the duration they remain within the 12m radius.

Soul bound Mastery: The Necromancer can bind their life force to a summoned undead, if they would be reduced to 0 HP, they may destroy the minion instead to survive with 5 HP.

Pirate

A roguish master of the seas, Pirates come from many backgrounds and with many different skill sets. While most are Pirates through circumstance, desperate to escape, others thrive on the danger, excitement and the freedom of the high seas. The Pirate is the cutpurse of the sea, a free spirit and one not to be crossed.

Prerequisite: Any Basic Specialisation (Adept)
Attributes: Agility, Reactions

Novice

Sea Legs: You ignore movement penalties when on a ship.

Sailor's Wit: Gain +1 to Social and Persuasion tests.

Companion: The Pirate gains a Monkey, Parrot, or similar small companion, which can carry out minor/basic tasks. Consult your GM for suitable options.

Rum Resilience: Once per short rest, as a Minor Action, the Pirate may drink alcohol to heal 1d5 HP.

Adept

Duellist's Flourish: When fighting on unsteady surfaces, the Pirate may take a re-roll on an attack roll once per encounter.

Salty Dog: Gain +1 Defence while on ships and boats.

Quick Escape: Once per encounter, you may Disengage as a Minor Action without provoking Strike reactions.

Expert

Master Navigator: You always know true north and gain +2 to any tests related to seafaring or chart reading.

Boarding Strike: When you successfully move from one surface to another (e.g., boarding a ship, leaping onto a platform), gain +1 to your next attack roll.

Swashbuckler: When you succeed on an Acrobatics or Athletics test during your turn, you can take an extra Major action that turn. (One use per round)

Parrot's Warning: If the Pirate's companion is present, gain +1 to Defence against ranged attacks.

Master

Captain's Presence: Allies within 6m gain +1 to attack rolls and morale-based tests.

Unbreakable Will: Once per long rest, when reduced to 0 HP, the Pirate can remain at 1 HP for one round. At the end of that round, they become incapacitated unless healed.

Legend of the Seas: Gain +2 to Persuasion when using reputation or +2 to Intimidation, and NPCs familiar with pirate culture recognise you as a true buccaneer.

Ranger

Rangers are experts who thrive in the wilderness. Focusing on martial and survival abilities, they are also capable of using magic. Where they focus their development will determine the strength of each set of skills. Their speciality is in knowing their targets and marking them, allowing additional damage and effects. Coupled with Survival, Stalking and Tracking, the Ranger is a well-developed survivalist. Rangers use the Invocation Casting skill.

Pre-requisites: Man-at-Arms (Novice), Warden (Novice)
Attributes: Agility, Presence

Novice

Gain +2 MP.

Once per encounter, you can mark a target with Hunters Mark. Gain +1 to attack and Tracking tests against that creature. (Minor action)

If you successfully attack your marked target, deal +1d5 additional damage.

Adept

Gain +3 HP.

You reduce movement penalties from natural or difficult terrains by 2.

Gain +1 to Stealth and Perception tests.

Once per long rest, you can re-roll a failed Tracking or Navigation test.

Expert

Gain +2 MP.

Once per encounter, if attacking your Hunter's mark, choose one of the following effects:

- Melee Strike: Your attack deals +2 penetrating damage and pushes the target 2m back.
- Ranged Shot: Your attack deals +2 penetrating damage and inflicts Bleeding 1 (1 HP per round).

Gain +1 to Stalking or Survival tests (choose one), representing your honed ability to set traps, scout terrain, or outmanoeuvre foes.

Master

Gain +3 HP.

Once per encounter, unleash a devastating attack on your Hunter's mark: (Major action)

- Melee: A precise strike deals double damage and Stunned 1 condition (one step down the initiative ladder.)
- Ranged: A pinpoint shot deals +3d5 penetrating damage.

Gain +2 to Tracking tests (Stacks against Marked targets giving +3). You gain additional information about the number and size of your prey when tracking.

Rogue

The Rogue has "a less guile, more violence" approach to problem solving than your typical cutpurse. The martial arm of the underworld, specialising in attacks from the shadows and as little fair play in a fight as possible. Their main skills allow for trickery during combat, stealth when out of combat and the ability to move around danger with greater ease than others.

Pre-requisites: Man-at-Arms (Novice), Cutpurse (Novice)
Attributes: Physical, Agility

Novice

+2 HP

+1 to damage when attacking a target who is unaware of you or already engaged with another opponent.

You gain +1 to Stealth.

Once per encounter you can disengage as a Reaction after you have used your Major Action.

Adept

+2 HP

You may draw or sheath a weapon without using your Minor action once per round.

Once per encounter, when a target hits you with an attack, you may force them to re-roll that attack and take the new result.

Gain +1 to Trickery or Pick Pocket (choose one).

Expert

+2 HP

Once per encounter, if you act before your target on the initiative ladder and attack them, you can re-roll that attack taking the highest of the 2 rolls.

Foul Play: When attacking an enemy who is unaware of you, inflict Staggered 1 (-1 to all actions) for 1 round and deal +1d5 penetrating damage. (Stacks with the Novice ability).

Master

+2 HP

You can make an additional movement (up to 6m) immediately after a successful melee attack (once per round). This movement does allow opponents Strike reactions.

Once per round, when using a one-handed weapon you are trained in, you may make an additional attack.

Rune Weaver

Rune Weavers are a mix of arcane creators, scholars and wielders of magics. Their magic takes thought and time in preparation of the stones for their runes. They specialise in runes on objects, wards and the historical knowledge and lore behind objects. They're guardians of the wild and the earth and can summon rune guardians to aid in their adventures

Prerequisites: Warden (Novice), Forceweaver, Invoker or Mentalist (Novice)
Attributes: Presence, Agility

Novice

+1 MP

Summon Minor Guardian Rune: You can now create a temporary arcane construct from the very rocks that lasts for one encounter. It has 5 HP, Defence 10, Attack +1, Movement 8, Armour 0 and deals melee bludgeoning damage. Costs 2 MP to summon. (Major action)

Rune Tracing Novice: Can inscribe a simple magical glyph into a small stone with a single Novice spell for a single use.

Warden's Sigil: The Weaver can inscribe a temporary warding rune on an object. Any creature other than you attempting to touch the object must pass a TN 12 Self-

Control test or be pushed 3m away. The rune lasts until dispelled or 1 hour.

Adept

+1 MP

Rune Tracing Adept: Can inscribe a simple magical glyph into a small stone with a single Adept spell for a single use.

Detect Arcane Signatures: You automatically detect nearby runes and magic within 10m. To determine direction or nature, make a TN 11 Arcane Lore test.

Runic Insight: Gain +1 to Arcane and Historical Lore tests.

Expert

+1 MP

Summon Guardian Rune: Your guardian now has 10 HP, Defence 10, Attack +2, Movement 10, Armour 1 and deals +1d5 melee bludgeoning damage. Costs 2 MP to summon. (Major action)

Rune Tracing Expert: Can inscribe a simple magical glyph into a small stone with a single Expert spell for a single use.

Master

+1 MP

Master of Knowledge: You now gain +2 to all Arcane Lore and Historical Lore tests (does not stack with Adept ability)

Creating Runes

When creating Runes, the Rune Weaver uses his magic to embed a spell he knows into a small stone or object. Whoever has that rune can then cast it using the TN in the table as a straight roll modified by any bonuses or penalties the rune received during its creation. No Magic Points are expended when casting a Rune. The Rune remains available until it is cast, even after a failed casting attempt.

The process for creating the Runes takes time and effort depending on the level of the spell being stored. The process can be long and arduous, and the tables below show the process.

To create the initial Rune stone, you must prepare the stone, cast the spell into the stone and how well the process goes, determines the outcome.

Seal of Protection: You can inscribe a warding sigil onto an ally as a Minor action, granting +2 Defence against magic attacks for an encounter. Costs 2 MP.

Summon Major Guardian Rune: Your guardian now has 25 HP, Defence 10, Attack +3, Movement 10, Armour 2 and deals +1d10 melee bludgeoning damage. Costs 5 MP to summon. (Major action)

Rune Tracing Master: Can inscribe a simple magical glyph into a small stone with a single Master spell for a single use.

Seer

Seers see things, moments before others do, that is the bedrock of their specialisation. Seers glimpse probabilities, using that knowledge to guide allies around outcomes and events towards a more positive outcome. They can make changes to the battle before a blow has landed and change the results of attacks mid fight. Their abilities are not restricted to martial utility, Seers can also glimpse knowledge of events yet to happen, aid with investigations and use that knowledge to turn fate to their advantage. Seers use the Mind Casting skill to cast their spells.

Pre-requisites: Mentalist (Adept)
Attributes: Presence, Self-Discipline

Novice

Gain +3 MP.

Precognitive Guidance: Once per encounter, you may grant an ally a +1 bonus to a Perception or an

Degrees of Success

Major Failure: Stone is destroyed caster consumes double the normal Magic Points and takes 1d5 damage

Moderate Failure: Spell is embedded in stone but carries a -2 penalty to casting

Minor Failure: Spell is embedded in stone but carries a -1 penalty to casting

Minor Success: Spell is embedded.

Moderate Success: Spell is embedded with a +1 to casting

Major Success: Spell is embedded with a +3 to casting

Level	Time to create	TN to create rune	MP Cost	TN to cast Rune
Novice	2 Hours	13	2	10
Adept	6 Hours	15	4	11
Expert	12 Hours	18	6	12
Master	24 Hours	20	10	13

Investigation test by warning them of unseen details. (Minor action).

Intuitive Awareness: You can sense hidden magical auras within 10m, assisting the team in spotting magical traps, wards, or concealed magic effects. Gain +2 to Perception or Searching tests when detecting magical auras, traps, or wards.

Subtle Direction: Once per Long Rest, you may give an ally non-verbal cues, allowing them to re-roll a Stealth or Stalking test.

Adept

Gain +3 MP.

Foresight Glimpse: Once per long rest, you may ask the GM a yes/no question about an immediate event, gaining a vague but truthful vision.

Shared Premonition: Once per encounter, you may warn a nearby ally (within 6m) of an incoming attack as a reaction, giving them +2 Defence for that attack. You may use this ability after the attack roll is revealed.

Sense the Unseen: Gain +1 to Social and Investigation tests.

Expert

Gain +3 MP.

Once per short rest, activate one of the following effects:

- Precognition: Gain +2 Defence for an attack, dodging an attack you "saw coming."
- Mental Link: Telepathically communicate with an ally within 20m for 1 round, allowing silent coordination.
- Reveal the Hidden: Identify all hidden enemies or traps within 6m.
- Shared Vision: Grant an ally a momentary burst of foresight, they gain +2 to their next attack or defensive action.

Master

Gain +3 MP.

Once per long rest, activate one of the following effects:

- True Premonition: Gain a detailed vision about an upcoming event, allowing you to ask one specific question for a simple answer.
- Time Slip: If an ally within 10m fails an attack or skill check, you may allow them to re-roll it, as if they had glimpsed an alternate timeline.
- Mind Over Matter: You are immune to negative mental conditions (fear, confusion, charm, etc.) for one encounter.
- Fate's Intervention: If an ally takes a minor/major condition, you may negate the condition as you subtly shift fate in their favour.

Sorcerer

Sorcerers are born, not trained. Their magic is an extension of who they are, shaped by emotion and instinct. While often drawn toward destruction and domination, their power reflects their inner nature, for better or worse. Their spells deal with pain and destruction, and they use the Mind Casting Skill to cast their magic.

Pre-requisites: Forceweaver (Novice), Mentalist (Novice)
Attributes: Reasoning, Self-Discipline

Novice

+2 MP
Once per encounter, you may release a wave of raw magical force. All creatures or objects within 2m of you must pass an Athletics test (TN 13) or suffer 3 damage and be pushed 4m away.

Gain +1 to Direct Damage Spell tests.

Adept

+2 MP
Spells that target objects, barriers, or constructs deal +1d5 damage and ignore armour or cover.

Once per long rest, you may cause a non-magical object within 20m to shatter explosively, dealing 1d10 damage in a 4m radius. Those affected must make a TN 13 Athletics or Armour Proficiency test to avoid the explosion. Passing the test reduces damage by half.

Expert

+2 MP
You are marked by your sorcerous origin. You resist magical detection and divination effects (imposing a –2 penalty on such attempts).

Once per encounter, when you cast a direct damage spell, you may overcharge it by choosing one of the following.

- Increase the spell's damage by +1d10
- Double the spell's range or area of effect
- Add one condition: Staggered 2 or Stunned 1

After resolving the spell, you suffer 1d5 damage (ignores armour).

Master

+2 MP

Once per Long rest, unleash a devastating magical surge in a 6m radius centred on you or a visible point within 10m.

- You Deal 2d10 damage to all creatures and objects
- Living targets must pass a Self-Control (TN 15) check or suffer Staggered 1 and Blinded for 1 round
- Inanimate objects are destroyed or cracked unless enchanted or reinforced

You may not cast another spell until the end of your next turn.

Thief

A Thief is a master of deception and urban survival. A skilled thief is invaluable in any adventure; they bring a very specific set of skills to the table. Far more subtle than Rogues, their strengths lie in subterfuge, breaking and entering undetected and moving through the shadows to take what they want. A mature progression from the Cutpurse, they use talk as often as skill to get themselves out of tricky situations. Thieves thrive on wit as much as they do quick reflexes. While not front-line warriors, they can hold their own in combat using dirty tricks and misdirection.

Pre-requisites: Cutpurse (Novice), Emissa (Novice)
Attributes: Agility, Self-Discipline

Novice

Gain +2 HP.

Master of Locks: Gain +1 to Lock Picking tests.

Trap Sense: When making a Searching test to det traps, roll 2d10 twice and take the better result.

Sly Opportunist: If an enemy misses an attack ag you, gain +1 to your next test.

Adept

Gain +2 HP.

Silent: Gain +1 to Stealth tests.

Thief's Reflexes: Once per encounter, when an en targets you with an attack, you may make an opp Trickery test against the attack roll. On a success, the attack misses.

Tactical Escape: Once per encounter, if you successfully hit an enemy in melee, you may immediately move 2m without provoking a Strike reaction.

Expert

Gain +2 HP.

Quick Hands: Once per long rest, gain +5 on a Pick Pocket or Lock Picking attempt.

Speed Boost: After a successful Pick Pocket or Trickery attempt, you can double your movement speed for the following round.

Master

Gain +2 HP.

Once per long rest, activate one of the following:

- Master Escape Artist: Instantly break free from restraints, escape bindings, or slip from a grapple, no check required.
- Perfect Disguise: You may impersonate another person for 1 hour, gaining +3 to Performance tests while disguised.
- The Final Trick: If an attack would reduce you to 0 HP, you can negate the damage entirely.

Magic

What follows are the spell lists used in the fantasy setting of Eileria, they are broad enough to suit most fantasy settings and are provide so that you can play a full fantasy system with the previous elements provided.

SPELL LISTS

The game separates spell lists into the three magic schools: Invocation, Elemental, and Mind. Below you will find 4 lists for each type as an introduction the possibilities of magic in Primepath.

Invocation

Divine Favour

The Path of Divine Favour is a conduit of holy power and faith. Invocation can be subject to the will of higher beings to heal the wounded, smite the wicked, and shield the faithful from harm.
This power can be wielded for healing but can also be used to smite its foes with equal strength while offering opportunities for shielding the caster and his allies from harm.

Divine Favour				
Rank	**Name**	**Type**	**Range**	**Description**
Novice	Divine Blessing	General	10m	Grants a target +1 to hit and +1 to saving throws for encounter
	Cure Wounds	General	Touch	Heals 2 HP to a single target.
	Protection From Evil	General	10m	Grants a target +1 to defence against attacks from evil creatures for duration of encounter
	Detect Magic	General	Touch	Detects magical auras or enchantments
	Turn Undead	General	10m	Forces an undead creature to flee for 1 round
Adept	Restoration	General	Touch	Removes a minor condition (e.g., poison, blindness, paralysis) from a target.
	Divine Shield	General	10m	Grants a target +2 to armour for encounter.
	Light Strike	DD	20m	A beam of holy light doing +1d5 damage and blinding 1 round
	Sanctuary	General	Self	Protects the caster from being targeted by enemy attacks for 1 round.
	Bless Weapon	General	Touch	Imbues a weapon with divine power, granting +1d5 holy damage for encounter.
Expert	Healing	General	Touch	Heals +1d10 HP to a single target.
	Holy Smite	DD	20m	Deals +2d5 radiant damage to a target, with an additional +1d5 damage to undead creatures.
	Divine Wrath	General	Self	Deals +1d5 radiant damage in a 6-meter radius and causes fear in evil creatures for 1 round.
	Dispel Magic	General	20m	Removes a single magical effect or dispels an ongoing magical enchantment within 20 meters.
Master	Major Healing	General	Touch	Heals +2d10 HP to a single target
	Holy Aura	General	Self	Grants all allies within a 6-meter radius +2 to defence and +2 resistance to magic (-3 to opponents casting roll) for an encounter.
	Mass Healing	General	Self	Heals +1d10 HP to all allies within a 10-meter radius.

Path of Healing

Healing magic is the most sacred of Invocation arts, allowing the caster to mend wounds, remove ailments, and restore life's energy. This path focuses on divine restoration, simple and advanced healing. Healers of this nature focus on keeping their allies alive on the battlefield and tending their wounds once the battle is over.

Path of Healing				
Rank	**Name**	**Type**	**Range**	**Description**
Novice	Mend Wounds	General	Touch	Heals +1d5 HP to a target.
	Soothe Pain	General	10m	Reduce condition effects by 1 level for Bleeding, Impaired, Stunned or Staggered
	Lesser Restoration	General	10 m	Heals 2HP to everyone in a 6M radius from target point
	Stop Bleeding	General	10m	Immediately cure bleeding wounds, cast as a minor action
	Remove condition	General	10m	Immediately remove Fear or Blinded conditions
Adept	Minor Healing	General	Touch	Heals +1d10 HP to a single target.
	Purify Body	General	Touch	Removes a Poison or Disease effect
	Blessing of Fortitude	General	10m	Grants an ally resistance to physical damage (+1 defence) for duration of encounter
	Repair Tendons	General	Touch	Can repair tendon and nerve damage
	Restore Vitality	General	10m	Removes any negative bonuses from target.
Expert	Greater Healing	General	Touch	Heals +2d10 HP to a single target.
	Resurgence	General	Touch	Revives an unconscious ally (one who has been reduced to below 0 HP) with 5 HP.
	Repair bones	General	Touch	Heals broken bones, - process takes 1d5 days
	Minor Mass Healing	General	Self	Heals +1d10 HP to all allies in a 10-meter radius.
Master	Divine Restoration	General	Touch	Fully heals an ally and removes all conditions affecting them.
	Mass Healing	General	Self	Heals +3d5 HP to all allies in a 10-meter radius.
	Restore Limb	General	Touch	Regrow a severed arm or leg - process takes 1d5 weeks

Path of Nature

The Path of nature embodies the raw, untamed energy of the natural world. Using magic drawn from the earth, plants, and beasts, they can heal, defend, and entangle their foes. Nature befriends those who know this path and will come to the aid of them when they are called. Their power grows alongside nature itself.

Path of Nature			Nature	
Rank	Name	Type	Range	Description
Novice	Verdant Growth	General	Self	Causes small plants and flowers to grow in a 10m radius, heals allies 1 HP per round for encounter or until dismissed
	Nature's Whisper	General	10m	Communicate simple ideas to animals and plants within 10m.
	Entangle	General	20m	Vines sprout from the ground, restraining a creature for 1 round.
	Minor Verdant Power	General	Self	Causes small plants and flowers to grow in a 10m radius, Spells cost 1MP less for allies within the area for the encounter or until dismissed
	Calm The wild	General	20m	Can pacify one wild creature of simple intellect and turn them away from a combat
Adept	Barkskin	General	Touch	Grants +1 natural armour to a target for 1 encounter.
	Thorn Whip	DD	10m	A lash of vines strikes an enemy for +1d5 piercing damage and pulls them 3 meters closer.
	Natures Call	General	20m	Can communicate in short sentences and images with small animals and charge them with simple tasks.
	Verdant Power	General	Self	Causes small plants and flowers to grow in a 10m radius, Spells cost 2MP less for allies within the area for the encounter or until dismissed
	Guardian of the Grove	General	Self	Summon a nature spirit that grants allies within 10m +1 defence for 1 encounter.
Expert	Tree Stride	General	Touch	Travel instantly between two trees within 30 meters of each other
	Summon Roots	General	20m	Large roots break through the ground, creating difficult terrain in a 10-meter radius. TN 15 Athletics test for anyone moving through
	Nature's Fury	DD	20m	A storm of thorns and leaves strikes all enemies in a 10-meter radius, dealing +1d10 slashing damage.
	Major Verdant Growth	General	Self	Causes small plants and flowers to grow in a 10m radius, while within this area you only expand half the magic points required to cast a spell - for the encounter or until dismissed
Master	Call of the Wild	General	Self	Summon a pack of 1d5 wolves to your aid when in wilderness settings.
	Verdant Rebirth	General	Touch	Revives an unconscious ally and restores them to 10 HP.
	Greater Verdant Power	General	Self	Causes small plants and flowers to grow in a 10m radius, heals allies 10 HP per round for encounter or until dismissed

Ranger's Ways

The Path of the Ranger represents a deep bond with nature, survival instincts, and mental discipline, allowing rangers to thrive in the wild and navigate treacherous landscapes with ease. Rangers draw upon their attunement to the world around them, enabling them to track prey, move unseen, enhance their endurance, and even communicate with animals.

Rangers Ways				
Rank	Name	Type	Range	Description
Novice	Boost Companion	General	20m	If you have a companion creature it gains +1 to its attacks for the full encounter
	Natures Healing	General	Touch	Restores 2 HP to yourself or an ally
	Pass Without Trace	General	20m	Grants +1 to Stealth tests for the party for 1 hour in wilderness settings.
	Natures Sense	General	Self	Detects nearby water sources, tracks animal movement, or identifies weather patterns within 1 kilometre.
	Cure Poison	General	Touch	Neutralises poison in a creature or object.
Adept	Quickstep	General	Self	Increases your movement speed by +2 for 1d5 minutes
	Camouflage	General	Self	Grants +2 to Stealth in natural environments for 1 hour.
	Trailblaser	General	Self	Clears a path through difficult terrain, allowing the party to move at normal speed.
	Animal Friendship	General	10m	Allows you to charm a wild animal for 1d5 rounds, making it non-hostile.
	Swift Healing	General	Self	Restores +1d5 HP to yourself
Expert	Arrow of the wind	General	Self	Imbues your arrows with wind magic, granting +2 to hit and increasing range by 50% for 1d5 arrows.
	Endure Elements	General	10m	Protects the caster and allies within 6m radius from extreme weather conditions (heat, cold, rain, etc.) for 1 hour.
	Find the Path	General	Self	Reveals the most efficient path to a known location within 5 kilometres.
	Rangers Healing	General	Touch	Restores +1d10 HP to yourself or an ally.
Master	Ghost Walk	General	Touch	Grants +4 to stealth for 5 minutes while moving through natural terrain.
	Natures Ward	General	Touch	Grants +2 to defence and resistance to poison and disease (+2 for resistance tests) for the duration of an encounter
	Tireless Stride	General	Touch	Removes fatigue, grants +2 speed for 8 hours, and allows you to move without exhaustion.

Weather manipulation

Weather magic is the power to command the skies, calling wind, rain, storms, and sunlight. This path allows spell casters to alter environmental conditions, obscure battlefields with fog, lightning, and wind and make travel more or less pleasant, depending on circumstance.

Weather Manipulation				
Rank	Name	Type	Range	Description
Novice	Call Breeze	General	Self	Summon a light wind that disperses gases and mist in a 10-meter radius.
	Clear Skies	General	Self	Dispel light rain or fog in a 1-km radius for 1 hour.
	Light Drizzle	General	Self	Summon a light rain, reducing visibility slightly and dampening fires in a 50-meter radius.
	Static Charge	General	Touch	Charge an ally's weapon with static energy, granting +1 lightning damage for an encounter
	Gust	General	10m	A sudden burst of wind pushes a creature back 6 meters and disrupts flying enemies.
Adept	Summon Fog	General	20m	Blankets a 20-meter radius in thick fog, obscuring vision and imposing -2 to ranged attacks until dismissed.
	Lightning Shock	DD	10m	Calls a small bolt of lightning to strike a target within 10m, dealing +1d5 lightning damage.
	Chilling Winds	General	Self	Drop the temperature drastically in a 20-meter radius, imposing -1 speed for 1d5 rounds.
	Predict Weather	General	Self	You can predict the weather for the next 24 hours
	Rolling Thunder	General	Self	A loud thunderclap deafens creatures within 6m causing Impaired 1.
Expert	Stormcall	General	Self	Summon storm clouds, darkening the sky and bringing heavy rain over a 500sqm area for 1 hour.
	Gale Force Winds	General	30m	A powerful wind disrupts movement and flight in a 30m area for 2 rounds.
	Weather Bubble	General	Self	A sphere with a 6 metres radius, envelopes you and you can choose the weather within it.
	Chain Lightning	DD	20m	A bolt of lightning jumps between up to 3 targets, dealing +1d10 lightning damage to each.
Master	Hurricane Winds	General	20m	Creates powerful gusts that knocks all creatures prone and extinguish fires in a 20-meter radius.
	Summon Lightning Storm	DD	30m	Calls down a lightning storm, dealing +3d5 damage to creatures in a 10-meter radius.
	Calm the Tempest	General	Self	Dispels any ongoing storm, fog, or rain effect in a 1-km radius.

ELEMENTAL

Path of Air

The Path of Air embodies the forces of wind and sky, affecting movement, speed, and control over the battlefield. It is a path with plenty of utility, while it lacks all-out offensive or defensive spells, it offers enough to make it of interest to many casters. Masters of this path can harness the wind to push enemies, create powerful cyclones, and even take flight.

Path of Air				
Rank	**Name**	**Type**	**Range**	**Description**
Novice	Gust	General	10m	Pushes a target back 6 meters.
	Feather Fall	General	Self/ Touch	Slows a fall for a single target, reducing fall damage to 0.
	Whispering Wind	General	100m	Sends a short message on the wind up to 100 meters.
	Tailwind	General	Self	Grants +2 speed to a target for 5 minutes
	Dust Devil	General	20m	Summons a small whirlwind that deals +1 damage and knocks the target prone.
Adept	Wind Wall	General	10m	Creates a wall of wind for 5 rounds that blocks ranged attacks
	Float	General	Touch	Allows a target to float 3 meters off the ground for 1d5 rounds
	Wind Strike	General	10m	Deals +1d5 bludgeoning damage and pushes the target back 10 meters.
	Gale Step	General	Touch	Grants the ability to move through difficult terrain or over water for 2 minutes
	Vortex Pull	General	Self	Creates a vacuum that pulls all targets within 6 meters toward the caster
Expert	Flight	General	Touch	Grants the ability to fly for 1 minute
	Air Cushion	General	Self	Creates a cushion of air that reduces incoming damage by 5 for 1 round. Cast as a reaction
	Cyclone	General	20m	Creates a small cyclone, causing +1d10 damage and knocking enemies prone in a 6-meter radius.
	Whirlwind	General	20m	Lifts all enemies in a 6-meter radius 3 meters off the ground, immobilising them for 1 round.
novice	Hurricane	General	20m	Creates a powerful windstorm, dealing +3d5 damage to all creatures in a 10-meter radius and pushing them back 10 meters
	Wind Prison	General	20m	Encases a target in swirling wind, dealing 1d10 damage per round and immobilising them for 3 rounds.
	Air Sphere	General	Self	Creates a bubble of breathable air, sustaining up to 5 creatures for 2 hours.

Path of Earth

The Path of Earth allows its wielders to shape the land itself. Utilising seismic power, creating fortifications, crushing foes under rock and debris, and reinforcing their own bodies with unyielding toughness are all hallmarks for earth wizards. A mix of defence and offensive spells are complemented with spells that can hinder movement or vision and when that fails, improve armour against incoming attacks.

Path of Earth				
Rank	Name	Type	Range	Description
Novice	Stone Skin	General	Self	Grants +1 armour for an encounter
	Rock Throw	DD	20m	Deals +1d5 bludgeoning damage, range 20 meters.
	Earth Bind	General	20m	Target's movement is reduced by 50% for 1 round.
	Mud Slide	General	20m	Creates difficult terrain in a 10 by 6-meter line, slowing movement.
	Dust Cloud	General	20m	Creates a 6-meter radius cloud that reduces visibility, giving enemies -1 to hit for 1 round.
Adept	Earth Wall	General	20m	Summons a 2-meter high wall of stone, providing cover for the encounter
	Rock Spikes	DD	20m	Deals +1d5 damage and causes Bleeding 2 for rest of encounter
	Stone Fist	General	self	Increases unarmed strikes to deal +1d5 bludgeoning damage for encounter.
	Harden	General	Touch	Temporarily doubles the target's armour for 1 round.
	Earth Golem	General	5m/20m	Summons a small earth golem to fight for you, dealing +1d5 damage. Gets +3 to hit, 15 HP, 10 Def, 0 Arm, Speed 10
Expert	Crushing Earth	DD	20m	Deals +1d10 bludgeoning damage and knocks enemies prone.
	Earthquake	General	Self	Causes tremors that knock prone all enemies in a 10-meter radius.
	Fortress of Stone	General	Self	Creates a fortification, providing +3 Defensive cover to all allies within a 6-meter radius for an encounter.
	Stone Skin, Greater	General	Self	Grants +3 Armour for an encounter
Master	Landslide	General	Self	Deals +1d10 damage and knocks enemies prone in a 10-meter/90 degree cone from the caster
	Stone Guardian	General	5m	Summons a guardian of stone to protect a single ally, it remains until it has absorbed up to 25 damage, attacks against ally hit guardian first.
	Shatter Earth	General	Self	Causes the ground in a 10-meter radius to break apart, dealing +3d5 damage to all creatures and turning the area into hazardous terrain.

Path of Fire

The Path of Fire is the classic element of power for casters. It embodies chaos and passion, burning through enemies and obstacles. Those who master this path become living infernos, wielding fire as both a weapon and a tool of survival.

Path of Fire				
Rank	Name	Type	Range	Description
Novice	Firebolt	DD	20m	Deals +1d5 fire damage
	Ignite	General	Touch	Sets a flammable object or surface on fire for 1d5 rounds.
	Candlelight	General	Self	Creates a small floating flame, lighting up a 10-meter radius for 1 hour. Moves with caster.
	Warmth	General	Touch	Heats the area, negating cold conditions for 5 minutes.
	Flare	DD	20m	Blinds a target for a round
Adept	Flame Wave	DD	10m	Sends a wave of fire in a 10-meter cone 45deg wide, dealing +1d5 fire damage. Adversaries can dodge as a reaction TN=Spell cast
	Flaming Weapons	General	Touch	Cast on a weapon – adds +1d5 fire damage with a successful melee attack for encounter.
	Wall of Fire	General	10m	Summons a 10-meter-long wall of fire, dealing +1d5 damage to anyone passing through.
	Molten Grasp	General	10m	Super heats an object or weapon, causing +1d5 fire damage on contact, lasts for 1 round.
	Smoke Cloud	General	20m	Creates a 10-meter smoke cloud, obscuring vision for 3 rounds.
Expert	Inferno Blast	DD	Self	Deals +1d10 fire damage in a 10-meter line from the caster.
	Fire Shield	General	Self	Grants +1 armour and deals 1d5 fire damage to attackers for 3 rounds.
	Molten Rain	General	20m	Deals +1d10 fire damage in a 6-meter radius from target point
	Ember Cloak	General	Touch	Surrounds the caster or an ally in embers, reducing incoming damage by 3 for encounter.
Master	Firestorm	General	Self	Creates a storm of fire in a 10-meter radius, dealing +1d10 damage to all inside.
	Phoenix Flames	DD	20m	Deals +1d10 fire damage to enemies, and heals the caster for 1d5 HP if a target is killed.
	Flame Burst	DD	20m	Deals +3d5 fire damage to target

Path of Water

The Path of Water embodies cleansing and restoration, offering soothing healing and at the same time offensive spells to hold your enemies at bay. Those who choose this path can heal wounds, manipulate ice, summon Elemental as it is a path that offers a great deal of versatility to those that master it.

Path of Water				
Rank	**Name**	**Type**	**Range**	**Description**
Novice	Water Bolt	DD	15m	Deals +1d5 water damage
	Create Water	General	Self	Conjures fresh water, enough for 2 people for 1 day.
	Soothing Mist	General	Touch	Heals +1d5 HP to a single target over 1 round.
	Minor Freeze	General	Touch	Freezes a small amount of water or an object for utility or environmental control. 10m3
	Fog Cloud	General	20m	Creates a 6-meter radius cloud of fog, obscuring vision for 1 round.
Adept	Icy Grasp	DD	5m	A hand of ice restrains a target for 1 round, dealing +1d5 cold damage.
	Frozen Ground	General	20m	Freezes the ground in a 6-meter radius, creating difficult terrain for a round that causes Off-balance 1 on a failed Athletics test TN 13
	Healing Waters	General	Touch	Heals +1d10 HP to a single target over 1 round.
	Cleansing Water	General	Touch	Removes one poison or disease effect from a target.
	Glacial Shield	General	Self	Grants +1 armour to all allies in a 6-meter radius for 2 rounds, creating a barrier of ice.
Expert	Freezing Ray	DD	20m	Deals +1d10 cold damage and freezes the target in place for 1 round.
	Flood	General	Self	Deals +1d10 water damage in a 10-meter radius.
	Water Elemental	General	5m/ 20m	Summons a small water elemental to fight for you, 25HP +1d5 Dam,. +3 to hit, Speed 10, Def 11
	Greater Healing Waters	General	Touch	Heals +1d10 HP to a single target or +1d5 HP to all targets within a 6-meter radius.
Master	Ice Storm	General	20m	Deals +1d10 cold damage to all creatures in a 10-meter radius and slows them for 1 round.
	Tsunami	General	Self	Deals +1d10 water damage to all creatures in a 10-meter cone and knocks them prone.
	Aqua Whip	General	20m	A whip of water deals +3d5 damage and disarms the target.

Necromancy

The power over the dead is a terrible thing, Necromancers control that space between the living world and the realms of death. Summoning unwilling helpers, or gleaning insights from the world beyond, they can wield great power.

Path of Necromancy				
Rank	**Name**	**Type**	**Range**	**Description**
Novice	Drain Essence	DD	10m	Deals +1d5 shadow damage, heals caster for half the damage dealt.
	Grasp of the Grave	General	Touch	Target's limbs stiffen, imposing Staggered 1 moving target 1 place down the initiative ladder
	Summon Lesser Undead	General	20m / 20m	Raises a weak skeletal minion (HP 5, +0 to hit, Min Dam 0, Def 10, Arm 0, Speed 8), Corpse turns to dust once killed or dismissed.
	Necrotic Touch	DD	10m	Deals +1d5 necrotic damage, reduces target's ability to heal by 50% for a round.
	Eyes of the Dead	General	20m	The caster sees through the eyes of a nearby corpse for 1d5 minutes.
Adept	Withering Bolt	DD	20m	Deals +1d10 necrotic damage, causing Impaired 2 reducing target's Defence by 2 for 1 round
	Bone Shield	General	Self	Surrounds the caster in floating bones, providing +1 Defence for an encounter
	Command the Dead	General	10m	Targeted undead must pass a TN 11 Self Control test or obey a single command
	Lingering Decay	General	10m	Inflicts 1d5 necrotic damage per round until cured/removed or resisted TN13 Poison Resistance
	Turn to Shadow	General	Touch	Target becomes harder to notice, gaining +2 to Stealth for 1d5 minutes
Expert	Soul Rend	DD	10m	Deals +1d10 necrotic damage, drains 1d5 MP from the target
	Summon Greater Undead	General	20m/20m	Raises a skeletal warrior (HP 15, +1 to hit, Dam 0, Def 10, Arm 1, Speed 8), Corpse turns to dust once killed or dismissed.
	Spirit Shackles	General	20m	Spectral chains bind an enemy, reducing movement by half for encounter or until banished
	Necrotic Wave	DD	Self	Deals +1d10 necrotic damage in a 6m radius, causing Off Balance 2, weakening enemy attacks by -2 for 1 round.
Master	Wraithform	General	Self	Caster becomes semi-incorporeal for 1d5 rounds, gaining +2 Defence but unable to attack physically
	Grave Rot	General	10m	Inflicts 3d5 necrotic damage per round until cured/removed or resisted TN15 Poison Resistance
	Legion of the Dead	General	20m/20m	Summons 2+1d5 skeletons (HP 10, +1 to hit, Dam 0, Def 10, Arm 1, Speed 8), Corpse turns to dust once killed or dismissed.

Sorcery

The black arts of sorcery are not for the faint hearted. Focusing on pain and destruction and the rending of organic and inorganic materials, it can be a formidable power.

Sorcery				
Rank	Name	Type		Description
Novice	Question	General	2m	Force a target to answer one question - can resist with a Self Control test TN(Casting roll)
	Minor Pain	General	Self	Affects up to 3 targets in a 6m AoE and stuns for 1 round on a failed self control test TN(Casting roll)
	Destroy Paper	General	10m	Will destroy a large book on command making it turn to dust
	Crackling Veins	General	10m	Target suffers -1 to all actions for 1 rnd on a failed Self Control test TN (Casting Roll)
	Flame throw	DD	20m	Sends a painful burning through the nerve endings causing +1d5 damage
Adept	Panic	General	20m	Cause confusion making your target drop a step on the initiative ladder as they momentarily freeze.
	Destroy Wood	General	10m	You can destroy one normal piece of wood up to a normal door size
	Lock joint	DD	10m	Lock one joint on an enemy, rendering limb useless
	Forget	General	2m	Destroy one recent memory of your target
	Major Pain	DD	10m	Affects up to 6 targets in a 6m AoE, +1d5 damage and stuns for 1 round on a failed self control test TN(Casting roll)
Expert	Flame Shock	DD	20m	Your target starts to combust from this inside causing +1d10 fire damage
	Destroy Stone	General	10m	You can destroy one normal piece of stone up to a normal door size
	Absolute Pain	DD	10m	Affects up to 6 targets in a 10m aoe, +1d10 damage and stuns for 1 round on a failed self control test TN(Casting roll)
	Vacuum	General	20m	Create a dome with a 6m radius that removes all air within it
Master	Destroy Iron	General	10m	You can destroy one normal non-magical piece of iron or other metal armour
	Cleansing Fire	DD	20m	Sears the internal soul of your target with flame for +2d10 damage
	Mind Death	DD	20m	Targets Mind goes completely blank and is unable to act for 1d10 rounds. Can be resisted with Self control TN (Casting Roll+2)

MIND

Path of the Beast warden

The path of the Beastmaster is the preserve of the Beastmaster and Rangers. Their spells focus on control and use of wild animals and companions. They are friends to the fearsome.

Path of the Beast Warden				
Rank	Name	Type	Range	Description
Novice	Beast Tongue	General	10m	Communicate emotions and intent to animals. Simple requests can be made (e.g., follow, calm, leave, guide).
	Gentle Bond	General	Touch	Calms a frightened or agitated animal.
	Scent Mask	General	Self	Suppress your scent and presence from animals for 1 encounter. +1 to stealth vs beasts.
	Beast Track	General	Self	Gain +1 to track a specific animal or read beast signs in a 20m area.
	Pack Bond	General	10m	For 1d5 minutes, you and a bonded beast may share senses (hearing/sight range extended by 100m).
Adept	Pack Sense	General	Self	Sense the direction, emotional state, and health of a bonded animal within 50m.
	Beast's Step	General	Self	+1 to Defence when alongside a bonded animal for encounter duration.
	Territorial Cry	General	20m	Emits a primal shout. All beasts within range must succeed TN 13 Self-control check or flee for 1 round.
	Defensive Posture	General	Touch	Target beast or ally gains +1 Defence for encounter while adjacent to another ally..
	Rein Wild Instinct	General	Touch	Suppresses rage or aggressive instincts in a creature. Target cannot make attacks for 1 round unless provoked.
Expert	Eyes of the Wild	General	50m	See and hear through the senses of a beast for up to 1 minute. Cannot act during this time.
	Command the Herd	General	20m	Issue a simple command to up to 5 non-hostile animals (e.g., flee, attack, scatter).
	Feral Ally	Summon	Self	Summon a spectral beast that attacks enemies once per round until dismissed or killed. Def 10, Att 0, Hits 20. Dam +2
	Beastskin Reflex	General	Self	For 1 encounter, +2 to Defence rolls while within 2m of a bonded beast.
Master	Natures Pact	Self	Self	You may use the HP's of your animal companion as magic points to cast spells from this list.
	Alpha's Command	General	20m	Dominate a hostile or wild beast for 1 round. On success, beast follows one verbal command.
	Spiral of Beasts	General	20m	Call a stampede of illusory beasts. All enemies in a 10m cone must succeed TN 15 Self-control or suffer Staggered 2 for 3 rounds

Path of the Bard

Master of Performance and magic, Bards weave the power of sound, music, and spoken word into potent spells. They inspire allies, demoralise enemies, and manipulate minds with melodies and harmonies that carry supernatural force. Whether uplifting comrades with a Battle Anthem, stunning foes with Sonic Assault, or even lulling entire crowds to sleep, the Bard is a versatile spellcaster blending support, control, and enchantment.

Path of the Bard				Mind
Rank	Name	Type	Range	
Novice	Inspiring Chord	General	10m	Grant an ally +1 to their next attack, defence, or skill check.
	Dissonant Note	DD	10m	Target suffers -1 to their next roll due to a jarring melody.
	Lullaby	General	10m	Pushes Target 1 step down the initiative ladder
	Mimicry	General	Self	Accurately imitate a sound or voice you've heard within the last 24 hours.
	Sound of silence	General	Self	A silent song that muffles sound giving +1 to stealth and hiding tests
Adept	Charming Verse	General	10m	Target becomes friendly for 1d5 minutes (Self Control resist versus spell cast roll).
	Battle Anthem	General	Self	All allies in a 10m radius gain +1 Defence for encounter.
	Distracting Performance	General	20m	Force a target to lose their next minor action.
	Rousing song	General	10m	Pushes Target 1 step up the initiative ladder
	Ballad of Bravery	General	Self	All allies in a 6m radius gain immunity to fear for 1 encounter.
Expert	Echoed Command	General	20m	Issue a short command (one word) that must be obeyed (Self Control resist versus spell cast roll).
	Weaving Harmony	General	Self	Reduce MP cost of spells cast within 10m by 2 MP for an encounter.
	Martial Harmony	General	Self	All Allies in a 6m radius gain +2 to Melee attacks
	Sonic Assault	DD	20m	A targeted sound burst that hits target for +1d10 damage and imposes Stagger 1 for 1 round
Master	Greater Lullaby	General	Self	Sends every target within a 6m radius of the Bard to sleep for 1d5 rounds on a failed Self Control saving throw (Self Control resist versus spell cast roll). (Includes allies)
	Song of Sorrows	General	Self	Enemies in a 6m radius suffer -2 to attacks and skill checks for 1 round.
	Greater Sonic Assault	DD	20m	Deals +1d10 damage and imposes staggered 2 for 3 rounds.

Path of the Mind

The Path of the Mind grants mastery over telekinesis, psionic perception, and mind-altering techniques. Those who walk this path wield the raw power of thought, bending objects to their will, delving into hidden knowledge, and manipulating perception itself. Whether as scholars of the unseen, battle mages of psychic force, or subtle infiltrators who twist reality to their advantage, practitioners of this art blur the line between mind and matter.

Path of the Mind				Mind
RANK	Name	Type	Range	Description
Novice	Telekinetic Pull	General	10m	Move a small object (under 5kg) within 10m.
	Mind Whisper	General	100m	Send a mental message to a willing target within 100m.
	Minor Mental Shield	General	Self	Gain +1 resistance against mental effects (Self Control) for 1 encounter.
	Origins	General	Self	You are able to ascertain the vague origin of an item
	Sense Thoughts	General	10m	Detect the surface emotions of a target (Self Control resist versus spell cast roll).
Adept	Psychic Push	DD	20m	Knock a target back 6m and deal +1d5 force damage.
	Delver	General	Self	Gain an insight into an item allowing you to ascertain one piece of knowledge about the item per casting
	Blur	General	10m	Your mind tricks confuse your enemy increasing yours or an allies defence by 1 for the encounter
	Levitate	General	Self	You can move yourself in the air up to 5m/round in any direction for 1d5 rounds
	Project Mind	General	30m	You can cast your mind up to 30 meters away, even through solid objects and view what is happening both sight and sound.
Expert	Telekinetic Strike	DD	30m	Hurl an object at an enemy, dealing +1d5 damage.
	Mental Barrier	General	Self	Gain +2 Defence against ranged attacks for 1 encounter.
	Bladeturn	General	Self	A reactive spell allowing you to attempt to turn a successful attack, opposed test versus attack roll. Cast as a reaction.
	Utterdark	General	10m	The victim of this spells mind is turned totally dark and they cannot perceive anything causing -3 to their next action.
Master	Psychic Domination	General	20m	Control a weak-willed enemy's actions for 1 round (Self Control resist versus spell cast roll).
	Telekinetic Crush	DD	20m	Grip a target with force, dealing +1d10 damage and immobilising them for 1 round.
	Teleport	General	30m	Teleport yourself or an ally to any visible point up to 30m away.

Path of the Seer

Seers are visionaries who peer beyond the present moment, drawing upon their heightened awareness to unravel the mysteries of fate, perception, and the unseen world. Their abilities grant them insight into past events, forewarn of imminent danger, and even allow them to manipulate the perceptions of others. Whether as oracles, mystics, or scholars of fate, Seers walk a path of knowledge that bends time and truth to their will.

Path of the Seer				
Rank	Name	Type	Range	Description
Novice	Sixth Sense	General	Self	Gain +1 to Perception and Searching checks for 1 hour.
	Glimpse the Future	General	Self	Once in the next 10 minutes(real time), re-roll one die and take the better result.
	Sense Emotion	General	10m	Detect the emotional state of a creature within 10m.
	Guided Hand	General	10m	Grant +1 to an ally's next attack, dodge, or skill check within the next round.
	Foretell Doom	DD	20m	Curse an enemy, imposing -1 to their next roll.
Adept	Premonition	General	Self	Sense if an imminent threat exists within 50m (e.g., ambush, hidden danger).
	True Sight	General	Self	See through illusions and magical concealment for 1d5 rounds.
	Echo of the Past	General	Self	Glimpse an event that happened in the last 24 hours in this location.
	Blurred Fate	General	20m	Before an enemy rolls for their attack force them to re-roll their next attack and take the worse result.
	Minor Alter Perception	General	10m	Change how one person perceives an item for 1 minute (e.g., hiding an object, ownership. Etc).
Expert	Vision of the Unseen	General	20m	For 5 minutes(real time), you can see hidden doors, secret writing, or tracks invisible to others.
	Foresight	General	Self	Re-roll a Perception, Stealth, Stalking, Gambling, Investigation, or Searching test
	Predict Movement	General	Self	Gain +2 Defence against a single enemy for an encounter.
	Greater Echo of the Past	General	Self	Glimpse an event that happened in the last week in this location.
Master	Divine the Future	General	Self	Ask the GM one question about an upcoming event and receive a truthful but cryptic answer.
	Alter Perception	General	20m	Change how one person perceives the world for 1 minute (e.g., hiding an object, altering a voice).
	Hands of Fate	General	10m	When you cast this spell, the amount you beat the target number by is the total bonus you can give to your allies, either as one bonus or spread amongst them for their next actions.

Mind and Body

Where Elementalists shape the world, the Mind practitioner shapes the self. The Mind and Body spell list focuses on mental influence, bodily stability, and healing through strength of mind and will.

This path is ideal for battlefield medics, lay healers or monks. Subtle, controlled, and direct, these are powers for those who stand between thought and flesh, keeping allies focused and breathing.

Mind and Body				
Rank	Name	Type	Range	Description
Novice	Clotting	General	Touch	Remove the Bleeding condition, cast as a minor action
	Presence	General	Self	You can sense the presence of any living mind within a 30m radius
	Minor Lay healing	General	Touch	Your touch heals +1d5 HP
	Minor command	General	20m	Can issue one simple command to a non hostile creature
	Jolt	DD	20m	Set off the synapses in a painful electrical jolt doing +1d5 damage
Adept	Wake	General	20m	Remove a Impaired or Off Balance condition from an ally
	Lay Healer	General	Touch	Your touch heals +1d10 HP
	Accelerate actions	General	10m	Move an ally 1 step up the initiative ladder
	Remove poison	General	Touch	Removes poison effects from those suffering them
	Minor Stun	General	10m	Cause your target to pause missing their next Major action, target can resist with self Control check the TN = to attack roll
Expert	Shock	DD	20m	As with Jolt but damage bonus is +1d10
	Major Lay Healing	General	Touch	Heals +2d10 HP to a single target.
	Sleep	General	20m	Target falls into a deep sleep, can resist using Self-Control with the TN of the spell roll
	Life Keeping	General	Touch	Target who has reached Below 0HP can be put into stasis and will not die once it has reached the end of its death rounds. It will remain in that state for 1 hour or until healed above 0HP.
Master	Mass Shock	DD	20m	All targets within a 10m range of a designated point take +1d10 damage
	Repair Bone	General	Touch	Repairs Broken bones instantly
	Mass Command	General	20m	Can issue one simple command to a group of non hostile creatures.

Equipment

Below is a selection of standard fantasy equipment that can be used alongside the Fantasy Rules in this book. These lists are not exhaustive but should be broad enough to give you an idea of where to pitch other items you may wish to add.

We have included alchemical, general equipment, weapons and armour. Details of what the information for each means can be found on Page 16 of the System Rules.

Alchemical Potions

The alchemy skill can create elixirs and brews that can be useful while adventuring. We feature a selection of basic potions below, though you can tailor them to your world and setting.

Potion Name	Effect	TN	Key Components
Lesser Healing Draught	Restores 1d10 HP instantly when consumed.	11	Moonleaf, powdered stag bone, distilled water
Elixir of Clarity	Grants +1 to all Reasoning-based skill checks for 10 minutes.	13	Starflower petals, refined quartz dust, mint oil
Smoke Vial	Creates a 10m radius of thick smoke (obscures vision for 3 rounds).	11	Charcoal dust, oil of shadow vine, sulphur scrap
Flameburst Flask	Explodes on impact; deals 1d10 fire damage in a 6m radius.	14	Fireroot, resin core, alchemist accelerator
Tonic of the Iron Body	Grants resistance to physical damage (–1 damage taken) for 3 rounds.	15	Ironbark shavings, troll moss, binding tincture
Venombite Extract	Coats a weapon; causes target to take 1d5 damage/round until healed.	13	Viper fang, bilewort, blackroot extract
Breath of the Deep	Allows breathing underwater for 1 hour.	12	Gillyleaf, crushed pearls, eel slime
Stoneskin Salve	Increases Defence by +1 for 10 minutes.	14	Ground obsidian, ashcap mushroom, earthscent oil

Item	Category	Description	EV	Cost
Tools & Utility				
Backpack	Storage	Carries up to 20 EV worth of items.	2	5 sp
Belt pouch	Storage	Carries up to 2 EV worth of Items	0	1 sp
Bedroll	Survival Gear	Basic sleeping roll for camping.	2	2 sp
Blanket	Survival Gear	Warm woollen blanket for cold weather.	1	1 sp
Crowbar	Tool	Increases leverage for prying (+1 to breaking attempts).	2	3 sp
Grappling Hook	Tool	Metal hook for climbing or securing rope.	1	5 sp
Hammer (small)	Tool	You can drive nails and stakes with it, or use it for minor repairs.	1	2 sp
Lock picks	Tool	Used to bypass basic locks (requires lock picking skill).	0.5	10 sp
Manacles	Tool	Iron restraints for securing prisoners.	2	6 sp
Mirror (small)	Tool	Polished metal mirror	0.5	3 sp
Rope (10m)	Tool	Strong rope for climbing or tying objects.	2	3 sp
Shovel	Tool	Useful for digging, burial, or making trenches.	3	4 sp
Tent (small)	Survival Gear	Shelter for two people.	5	10 sp
Water-skin	Survival Gear	Holds 1 day's worth of drinking water.	0.5	1 sp
Writing Kit	Tool	Ink, quill, and parchment for taking notes.	0.5	5 sp
Light Sources				
Candle	Light	Burns for 1 hour, dim light. (5 pack)	0.5	5 cp
Lamp (Oil)	Light	Requires oil, provides steady light for 6 hours.	1	3 sp
Lantern (Hooded)	Light	Can be shuttered for stealth, 12 hours per oil flask.	2	5 sp
Oil Flask	Consumable	Used for lighting lamps or as a fire starter.	1	1 sp
Torch	Light	Burns for 1 hour, bright light.(Pack 3)	1	2 cp
Consumables & Miscellaneous				
Rations (1 week)	Consumable	Dried food and hard bread for travel.	1	2 sp
Soap	Misc	Small bar of soap for cleaning.	0	5 cp
Fishing Kit	Tool	Line, hook, and small bait for catching fish.	0.5	3 sp
Signal Whistle	Tool	Loud sound carries up to 500m.	0	1 sp
Chalk (5 pieces)	Misc	Useful for marking surfaces or leaving messages.	0.5	1 cp
Hourglass	Misc	Measures roughly 1 hour.	1	10 sp
Incense (5 sticks)	Misc	Slow-burning fragrant sticks, often used in rituals.	0	5 sp
Pouch of Coins	Misc	Per 50 coins for Encumbrance Value	0.5	N/A

WEAPONS & ARMOUR

Each weapon has a unique ability that gives it a usefulness in different situations. This unique ability along with varying base damages and initiative modifiers make choosing a weapon meaningful and you can choose one that suits your style of play. Each weapon also has a relevant talent for adding flavour and tactics to combat. These talents can be expanded upon to introduce differing tactical approaches, such as attacks damaging armour, or crowd control using stuns and push backs.

Armour Type	Armour Bonus	Initiative Modifier	Defence Penalty	Casting Penalty	Enc Value	Unique Traits
Cloth Armour	1	0	0	0	0	
Robes	1	0	0	0	1	
Leather	2	0	-1	-1	1	
Hide Armour	3	-1	-2	-2	3	
Reinforced Leather	4	-2	-2	-2	3	Reduces Piercing or bludgeon damage by 1
Chain Shirt	4	-1	-3	-3	2	Reduces blunt damage by 1/increases piercing by 1
Chain Mail	5	-2	-3	-3	3	Reduces blunt damage by 1/increases piercing by 1
Scale Mail	6	-2	-4	-3	5	Extra resistance to piercing (-1), durable
Breast Plate	6	-2	-4	-4	4	Extra resistance to piercing (-1), durable
Splint armour	7	-3	-5	-5	6	Strong against slashing (-1), +1 against piercing, provides stability

Shield Type	Armour Bonus	Initiative Modifier	Defence Penalty	Unique Traits	Casting Penalty	Enc Value
Buckler	1	1	0	Lightweight	0	0.5
Small Shield	1	0	0	Balanced protection, can shield bash on a successful hit -1 to enemy's next attack	-1	1
Kite Shield	2	-1	0	+1 defence vs ranged attacks, large coverage	-2	2
Tower Shield	3	-2	-1	Provides full cover as a major action, can block or brace against charges	-3	4
Spiked Shield	1	0	0	Deals +1 damage on shield bash	-1	1
Dragonhide Shield	2	-1	0	+1 defence vs magic, grants fire resistance	-2	2
Mirror Shield	2	-1	0	Reflects magical attacks with a 1 in 5 chance	-2	2

Weapon	Skill	Damage	Damage Type	Initiative Modifier	Range	Enc Value	Unique
Battle Axe	2-Handed	4	Slashing	-3	2m	2	If attack is >5 damage, opponent Pushed back 2m.
Bearded Axe	Light Blades	2	Slashing	1	2m	1.5	Hooking Edge: A successful hit inflicts Off Balance 1 on the target's next action.
Cudgel	Bludgeon	1	Bludgeon	-1	1m	0.5	If attack is > 5 damage, the target is Staggered 1
Cutlass	Heavy Blades	2	Slashing	0	2m	1	When fighting in cramped or unstable terrain, gain +1 to attack rolls.
Crossbow	Bows	2	Piercing	-1	15m/30m	1	Ignores 1 point of armour on targets within close range (e.g., within 15 meters).
Dagger	Light Blades	1	Piercing	2	1m 6m/ 12m	0	When attacking from a hidden position or surprise, the dagger gains a second attack.
Flail	Bludgeon	2	Bludgeon	-1	2m	1	If attack is > 5 damage, ignore any Shield armour bonus
Great Sword	2-Handed	5	Slashing	-3	2m	2	After every 5 consecutive rounds of combat, future attacks suffer a -1, this stacks over prolonged combats Clears at end of each encounter.
Hand Axe	Light Blades	1	Slashing	1	1m 6m/ 12m	0.5	Can be thrown with a -1 to hit.
Long Bow	Bow	2	Piercing	-1	30m/ 60m	1	If taking no other actions, gain a +1 bonus to hit on the next attack.
Long Sword	Heavy Blades	2	Slashing	0	2m	1	Grants +1 Defence against slashing weapons
Mace	Bludgeon	1	Bludgeon	-1	2m	1	If attack is > 5 damage, the target is Impaired 1
Pole Axe	Pole arms	3	Special	-3	3m	3	Can cause slashing or bludgeon damage, If attack is >5 damage, opponent Pushed back 2m
Quarterstaff	Staves	1	Bludgeon	-1	2m	1	Grants +1 to Defence when used as the primary weapon
Rapier	Light Blades	1	Piercing	1	2m	0.5	If attack is >5 damage, the target is Bleeding 1
Scimitar	Heavy Blades	2	Slashing	0	2m	1	Gains a bonus +1 to attack rolls against unarmoured or lightly armoured foes. (2 Armour or less)
Short Bow	Bow	1	Piercing	0	20m/ 40m	1	Allows a quick reload, granting an additional attack at -2 to hit. (Minor Action)
Short Sword	Light Blades	2	Slashing	-1	1m	0.5	If attack is >5 damage, generate an additional attack. Once per round
Spear	Spears	2	Piercing	-2	3m	2	First strike allows the spear to attack first on all opponents approaching from outside melee range.
Thrown Spear	Thrown Weapons	2	Piercing	-2	12m/24m	2	If attack is >5 damage, opponent Knocked Prone
Trident	Spears	1	Piercing	-1	2m	1	If attack is >3 damage, target must make an opposed athletics test v's roll or suffer Impaired 1
War Hammer	2-Handed	3	Bludgeon	-2	2m	2	After every 3 rounds of combat, your attack gets a -1. An attack doing > 5 damage, causes Knocked Prone
Weighted Net	Thrown Weapons	0	Bludgeon	-1	6m	1	On a successful hit, target must make an opposed Athletics test v's hit roll or suffer Staggered 2 for 1 rnd.

Minor Conditions (occur on a double 2-9)			
Attack Type	**Double 2's-5's**	**Double 6's+7's**	**Double 8's+9's**
Slashing	Impaired 1 or Off Balance 1	Impaired 2, Bleeding 1 or Off Balance 1	Bleeding 3 with either Knocked Prone or Damaged Armour 1
Bludgeon	Off Balance 1 or Stunned 1	Stunned 1 and lose next major action or Staggered 1	Knocked Prone with either Stunned 1 or Damaged Armour 1
Piercing	Bleeding 1 or Off Balance 1	Bleeding 1, Impaired 1 ot Stunned 1	Bleeding 3, with either Impaired 1 or Damaged Armour 1
Piercing Ranged	Stunned 1 or Staggered 1	Bleeding 1 and Knocked Prone or Stunned 1	Staggered 2 or Damaged Armour 1
Spell Damage Conditions			
Magic Type	**Double 2's-5's**	**Double 6's+7's**	**Double 8's+9's**
Fire Magic/ Radiant	1 Fire dmg/turn - TN 9 Fire Resist to extinguish	2 Fire dmg/turn, TN 11 Fire Resist to extinguish	3 Fire dmg/turn, must spend Major action to extinguish, TN 13 Fire Resist to extinguish
Ice Magic	Impaired 1	Impaired 1, Off Balance 1	Impaired 2 and Knocked Prone
Lightning Magic	Stunned 1	Staggered 2	Stunned 2, Staggered 2
Force Magic	Push back 2m	Stunned 1	Stunned 2, Off Balance 2
Shadow Magic	Impaired 1	Impaired 2 & lose 1d5HP	Impaired 2 & lose 1d10HP
Psychic Magic	Stunned 1	Stunned 2	Causes Fear and must use next turn to move away
Arcane/ Mystic Magic	Impaired 1	Impaired 2 & loses next Minor Action	Impaired 3 & loses Major Action
Monster attacks			
Attack Type	**Double 2's-5's**	**Double 6's+7's**	**Double 8's+9's**
Bite (Fangs, Mandibles, etc.)	Bleeding 1	Impaired 1, Bleeding 1	Impaired 2, Bleeding 2
Claws (Talons, Raking)	Off-Balance 1	Off Balance 1, Bleeding 1	Off Balance 2, Bleeding 2
Tentacle Lash (Whips, Tendrils, etc.)	Staggered 1	Staggered 2	Staggered 2 and Grappled Athletics TN11 to break free - (Major Action)
Venomous Strike (Bites, Stingers, etc)	Mild Poison -Effect determined by type	Poison -Effect determined by type	Severe Poison -Effect determined by type
Crushing Attack (Smashes, Constricting)	Stunned 1	Stunned 1, Staggered 1	Knocked Prone and Stunned 2

Monster attacks (Cont.)			
Attack Type	**Double 2's-5's**	**Double 6's+7's**	**Double 8's+9's**
Piercing Strike (Spikes, Horns, Quills, etc.)	Bleeding 1	Bleeding 2	Bleeding 3, Stunned 1
Webbing/Slime (Restraining Attacks)	Staggered 1	Staggered 1, Stunned 1	Immobilised (Must break free, TN 13 Athletics)
Fire Breath / Burning Attack	1 Fire dmg/turn - TN 9 Fire Resist to extinguish	2 Fire dmg/turn, TN 11 Fire Resist to extinguish	3 Fire dmg/turn, must spend full action to extinguish, TN 13 Fire Resist to extinguish
Acidic Attack (Corrosive Spit, Ooze Touch, etc.)	Bleeding (Acid) 1	Bleeding (Acid) 2, reduce armour by 1	Bleeding (Acid) 3, reduce armour by 2
Psychic Attack (Mind-affecting Strikes)	Staggered 1	Staggered 2	Staggered 2, Stunned 2
Thunderous Strike (Sonic Boom, Shockwaves, etc.)	Impaired 1	Impaired 1, Off Balance 1	Impaired 3 and -3 to Perception-based actions for 1d5 rounds)
Cold-based Attack (Frostbite, Ice Breath, etc.)	-4 Speed for 1d5 rounds	Off Balance 2, Impaired 1	Frozen, TN 13 Athletics to break free or unable to act

Table: Critical Failure Conditions (1d10)

Roll (1d10)	Condition	Effect
1	Weapon Mishap	Your weapon slips from your grip, landing 2m away. If using a ranged weapon, the string snaps, requiring 1 round to fix.
2	Off Balance	You overextend, leaving yourself open (-2 to Defence for 1 round). If engaged in melee, the enemy gets a free attack.
3	Self-Inflicted Wound	You hit yourself, dealing half damage as you miscalculate your attack. If using magic, the spell backfires, dealing half damage to you.
4	Tactical Blunder	You lose focus and move to the bottom of the Initiative ladder next round.
5	Equipment Damage	Your weapon, armour, or gear suffers a minor break (-1 effectiveness until repaired). If spellcasting focus, it prevents casting for 1 round.
6	Exhaustion Surge	The misstep drains your energy, causing Staggered 2
7	Environmental Disaster	You stumble or misfire, hitting a nearby ally or damaging the terrain (GM decides).
8	Knocked Prone	Your mistake sends you crashing to the ground, requiring a Major Action to stand next round. If not already prone, you take 1d5 damage from the fall.
9	Fumbled Recovery	Your action is completely wasted, doing nothing this turn. If using a spell, it fails but still consumes the energy/MP required.
10	Weapon Breaks (Temporary or Permanent)	Roll 1d10:
		1-7: Weapon is damaged (-2 effectiveness) until repaired.
		8-10: Weapon shatters completely (unless magical where it only takes the -2 effectiveness).

Slashing Major Conditions (Swords, Scimitars, Axes)	
Condition	**Effect**
Severed Arm Tendon	The tendon in the arm is cut, rendering it useless. If holding a weapon, it drops to the floor. Target is Bleeding 3 and Staggered 3 until treated.
Crippling Slice (Severed Leg Tendon)	The tendon in the leg is cut, reducing movement to 1/10th of normal speed. Target is at Staggered and Bleeding 3 until treated.
Arterial Bleed	Target is skewered like a kebab, knocked prone, and Bleeding 5 until treated.
Limb Severed	Your strike has unstoppable purpose—you sever a limb. Roll 1d10:
	1-5: Arm severed (cannot wield weapons).
	6-10: Leg severed (cannot move without aid).
Gut Spill	Your weapon tears through the target's abdomen, causing intestines to spill out. Target is staggered 3 and Bleeding 3. If not treated within 3 rounds, they must pass a TN 13 Stamina test or be incapacitated from shock.
Crushing/Bludgeoning Major Conditions (Maces, Warhammers, Flails, Quarterstaffs)	
Condition	**Effect**
Fractured Skull	A devastating head strike leaves the target dazed -Staggered 3. If they fail a TN 13 Stamina check, they lose their next turn. Helmets & reinforced headgear reduce this to Staggered 1
Shattered Ribs	A crushing blow to the chest reduces movement by half and causes Impaired 2. This penalty is heal-able with medical treatment (TN 12) or over 1d5 days of rest. If wearing armour, it is dented (-1 armour) until repaired.
Crushed Limb	Roll 1d10:
	1-5: Arm broken (-3 to attack rolls). On a roll of 1-5 it is the weapon arm, otherwise it is the other arm but if the target was using a shield, it is shattered beyond use.
	6-10: Leg broken (-2 Movement, Stunned 1).
Spinal Shock	A brutal strike to the spine sends the target down Stunned 3 and forces a TN 14 Athletics test to avoid Knocked Prone. If armour is worn, it is dented (-2 armour) until repaired.
Concussive Slam	The target is sent flying 3m and is Knocked Prone. If they hit a solid object (wall, another enemy), they take +1d5 Damage. Additionally, they must pass a TN 12 Self Control check or be Staggered 2. If armour is worn, it is damaged (-2 armour) until repaired.
Piercing Major Conditions (Daggers, Spears, Rapiers)	
Condition	**Effect**
Lung Puncture	The target must pass a TN 13 Stamina test each round or be unable to take Major Actions (struggling to breathe). Bleeding 3
Eye Gouged	A precise thrust blinds the target in one eye permanently (-3 to all Perception-based rolls, -1 to all attacks).
Impaled	Your weapon pierces straight through the enemy. The target is pinned in place until they or someone else removes the weapon (Major Action, TN 14 Athletics test). Also Bleeding 3.
Severed Artery	A clean but lethal strike hits an artery, causing the target to Bleeding 5 until treated. A TN 12 Medical check stops the bleeding or a Stop Bleeding spell.
Pierced Nerve Cluster	A devastating thrust causes full-body shock. The target drops whatever they are holding and must pass a TN 14 Stamina test or be Stunned 2, Staggered 2.
Major Conditions for Ranged Piercing Weapons	
Condition	**Effect**
Lung Pierced	The arrow/bolt/javelin punctures a lung. Target must pass a TN 13 Stamina test each round or be unable to take Major Actions (struggling to breathe). Bleeding 3
Gut Shot	The projectile lodges in the target's abdomen, causing excruciating pain. Target is Stunned 1 , Staggered 3 until the projectile is removed (Major Action, TN 12 Stamina or Self Control test).
Pinning Shot	The missile pins the target's limb or clothing to an object (wall, ground, tree, armour). Target is immobilised until they break free (Major Action, TN 13 Athletics test) or someone removes the projectile. If hit in a limb, they suffer Staggered 3 using that limb.
Deep Bleeding Wound	The missile slices through a major artery or organ, causing Bleeding 5 until treated (TN 12 healing check).
Skull Pierced	The projectile lodges in the skull, forcing a TN 14 Self Control test to stay conscious. If failed, the target collapses unconscious for 1d5 rounds. If passed, they still suffer Staggered 3 due to disorientation and pain.

Heat (Fire)/Radiant Major Conditions	
Condition	**Effect**
Third-Degree Burns	Target suffers 3 Fire Damage per turn for 3 rounds. TN 13 to extinguish. Skin is permanently scarred, reducing Defence by -1.
Engulfed in Flames	Target is completely ablaze, suffering 5 Fire Damage per round until they spend a full round or get doused otherwise lose all other actions
Charred Flesh	Fire consumes the target's limbs, causing -3 to all actions for the rest of combat.
Smouldering Equipment	Target's weapons, armour, or gear ignite—any flammable item is destroyed unless doused immediately. Metal armour heats up, causing 2 Fire Damage per round if worn and -1 armour until repaired.
Smoke Inhalation	Target begins coughing uncontrollably (-2 to all actions for 1d5 rounds) and must pass a TN 12 Stamina test each round or lose their next turn.
Cold (Ice)/Shadow Major Conditions	
Condition	**Effect**
Frozen Solid	Target is completely encased in ice for 2 rounds, unable to act. They suffer 2 HP per round due to frostbite until healed
Deep Frostbite	Affected area becomes useless (-3 to all actions with that limb) and must be treated within 1d5 hours or risk permanent loss.
Nerve Shock	Target is slowed to quarter speed for 3 rounds and suffers -3 to all rolls due to numbing cold.
Cracked armour	If wearing armour, it becomes brittle and breaks (-2 Armour until repaired). If unarmoured, they take double damage from the next impact.
Ice Shrapnel	Target is impaled by sharp ice shards, they are stunned for 2 rounds and suffer Bleeding 3 HP per round until treated.
Electric (Lightning) Major Conditions	
Condition	**Effect**
Cardiac Arrest	Target must pass a TN 14 Stamina test or be incapacitated for 1d5 rounds due to heart failure.
Nervous System Overload	Target's next action is lost, and they take -3 to all rolls for 2 rounds due to muscle spasms.
Paralysis	Target is paralysed for 1 round and then suffers -2 to all actions for the next 2 rounds.
Arc Lightning	The bolt jumps to another target within 2m, dealing half damage to the second person. Target is permanently scarred.
Fried Equipment	Any metallic weapon or armour is short-circuited, losing all magical properties for 1d5 rounds.
Impact (Force) Major Conditions	
Condition	**Effect**
Shockwave Throw	Target is blasted 6m backward, taking 3 extra damage if they hit a wall or another target. Additionally, they must pass a TN 12 Stamina check or be stunned (-2 to all rolls) for 3 rounds. If armour is worn, it is damaged (-2 armour) until repaired.
Concussive Blow	Target is dazed (-3 to all rolls for 1d5 rounds) and must pass a TN 12 Stamina check or lose their next turn.
Bone Rattler	Internal shock damage causes -2 Defence for the rest of the fight and an extra 1d10 damage
Fractured Body	Roll 1d10:
	1-5: Broken Arm (-3 to attack rolls).
	6-10: Broken Leg (-2 Movement, -1 Initiative ladder).
Spatial Collapse	The air around the target warps violently, causing 5 HP per round in crushing pressure for 3 rounds, Movement is halved and actions are at -3

PrimePath RPG Character Sheet

Name _____

Race _____

Archetype _____

Initiative

Speed

Defence

Hit Points

Current

Magic Points

Current

Armour

Base + Shield

Death Rounds

Casting Penalty

Weapon	To Hit	Dam	Range	Unique

Talent	☐ ☐ ☐ ☐	Attributes

Talent	☐ ☐ ☐ ☐	Attributes

Talent	☐ ☐ ☐ ☐	Attributes

Talent	☐ ☐ ☐ ☐	Attributes

Talent	☐ ☐ ☐ ☐	Attributes

Action/Attack	To Hit	To Dam	Notes

Skills	Ranks	+'s	Total
	☐ ☐ ☐ ☐	___	= ___
	☐ ☐ ☐ ☐	___	= ___
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	☐ ☐ ☐ ☐	___	= ___

Spell Lists	Ranks	Spell Levels
	☐ ☐ ☐ ☐	
	☐ ☐ ☐ ☐	
	☐ ☐ ☐ ☐	
	☐ ☐ ☐ ☐	
	☐ ☐ ☐ ☐	
	☐ ☐ ☐ ☐	

Spells, Equipment and Specialisations

Specialisation	☐ ☐ ☐ ☐	Attributes

Specialisation	☐ ☐ ☐ ☐	Attributes

Specialisation	☐ ☐ ☐ ☐	Attributes

Specialisation	☐ ☐ ☐ ☐	Attributes

Spell	List	Type	Rank

Item	Location	Slots

Currency Gold ( ) Silver ( ) Copper ( )

Encumbrance Limit ( ) Current ( ) Penalty ( )

Attrition Winded 75% Fatigued 50% Exhausted 25%

Attribute Scores Saved

Physical	Reactions	Agility	Accuracy	Reasoning	Self-Disc	Presence	Attribute Points	Experience Points
( ) ( )	( ) ( )	( ) ( )	( ) ( )	( ) ( )	( ) ( )	( ) ( )	( )	( )

Attributes are only used for character growth - they are not used in play

Primepath Cheat Sheet

Core Mechanic

- Roll 2d10 + modifiers vs Target Number
- Equal or above = success
- Degrees determine outcome
- Doubles trigger combat eU'ects

Skill Tests

Basic tests: A straightforward test such as a perception test or a basic riding test on a horse.
Opposed tests: An arm wrestle test or grappling an opponent in combat. A chase through the streets.
Challenge tests: These tests have an overall target number a roll above TN. Each attempt will have a time.
Movement & Manoeuvre tests: These are tests that you can partially succeed at.
Only roll when the outcome is uncertain or under pressure.

Degrees of Success

Minor Success (0-3 above TN): A success
Failure (1–3 below the target):
The result is marginal. Failure might still oU'er an opportunity.
Moderate Success/Failure (4-7 above/below the target):
The outcome is clear, potentially oU'ering some slight advantage or disadvantage
Major Success/Failure (8+ above/below the target):
The result is dramatic. May oU'er additional benefits or drawbacks.

Combat Round

Roll Initiative – establishes turn order
Combat – 1 Major action & 1 Minor Action in any order.
Attack – 2d10 + Skill + Talent (if activated) = Attack Roll
Damage – Attack roll – Defence + Weapon + Any Bonus – Armour
Doubles:
• 2–9 → Minor condition
• 10 → Major condition
• 1 → Critical failure
Ranged Combat – S/M/L

- Short – 0 to the first number
- Med – between the first and second numbers
- Long – Up to double the second number

Major Actions	Minor Actions
Attack, Use Talent, Charge, Disengage, Cast Spell, Run, Defend, Hold action	Move, Draw/Sheathe Weapon, Aim, Use Item
Rear Attack +2 to hit Outnumber 2-1 +1 to hit Outnumber 3-1 +2 to hit Partial cover -1 to Hit Prone +3 to hit	Reactive Actions Strike, Dodge

Talents must be activated and do not apply passively.

Casting

General Casting

- Roll vs TN (TN = 9 + spell rank)

Direct Damage

- Beat Defence + spell rank

Pushing Spells

- Spend MP for +1 per 2MP
- Take damage equal to MP spent

Rank	Novice	Adept	Expert	Master
Cost	2	4	6	10

Healing Mechanics

Short Rest (1 hour)

- Recover: Physical + Self-Discipline ×3 HP
- Remove minor conditions (not poison/bleed)

Long Rest (6–8 hours)

- Restore full HP/MP
- Remove most conditions

Requirements: Safe location, adequate food and water, and no interruptions. Characters without these comforts may recover only half their health.
Reset all skills that can be used once per short rest or long rest.

Death and Dying

Once your health reaches below zero, you are unconscious, you have rounds = to Phy and S-D attributes to recover to above zero or your die unless there is an intervention from another source. Roll 1d10: on a result of 1, you permanently reduce one attribute of your choice by 1 point.

Primepath RPG is an experience-first rules system -- designed for groups who want freedom at the table without losing structure. It is fast-paced while offering up interesting character options.

Actions in Primepath are resolved with one roll, measuring not just success or failure, but *how well* something was done. These are interpreted within the context of the moment using a transparent system that sets expectations on both sides of the table.

The complexity of the system lives in preparation, where the depth of choices can be explored at a leisurely pace. Everything you need for your character is to hand; no searching through rule books for what your abilities do. Your decisions and actions allow the system to move the story forward. At the table, play remains fast, conversational, and flexible.

Primepath supports improbable victories and meaningful consequences across fantasy, science fiction, or somewhere in between.

Depth in preparation. Simplicity in play.