

Character Creation:

Species

You may mix and match Prides and Skills to be "Halfkin".

Humans:

Pride - you can store an additional Ingenuity.

Skill - +1 to a dice for either melee or ranged attacks.

Dwarves:

Pride - when crafting an item, roll an additional 2 dice.

Skill - once per rest, if you full-hit 2 turns in a row,
gain a free bonus attack.

Orcs:

Pride - when a party member is unconscious or in the death state,
roll an additional dice when you attack.

Skill - the first time you are hit in combat you take at max 2 damage.

Elves:

Pride - +1 to Diplomacy checks.

Skill - first spell with a nature effect that you cast after a rest is free.

Animal People:

Pride - gain an additional skill during character creation.

Skill - your Swift checks add +2 to a die, if you did not attack on your turn.

Devilspawn:

Pride - your presence is either intimidating or charming to all, and your
Charisma rolls with non-devilspawn may reroll 1 dice.

Skill - spells with a fire effect deal 1 additional damage.

Magic System Basics

The **Arcana** Stat Skill is added to the main 4 (**3, 2, 2, 2 1 for character creation**). Arcana is your spell-casting stat, and the number of spells you can know is equal to your Arcana.

Number of spells you can cast within a single rest is equal to your Arcana+1.

There are magical spells and with skill trees you can customize them with elemental effects.

You are limited to casting one spell per turn.

Spells

Base Spells

- **Magic Bolt** - Arcana attack, 4 damage with 40 meters of range and trigger 1 elemental effect on hit.
- **Magic Shards** - Arcana attack, 2 damage to up to 3 *distinct* targets. Triggers an elemental effect on the last target if the attack is a full-hit.
- **[Element] Walk** - Arcana check of 6. Move 1.5x your move speed. At the end of your movement you may trigger an elemental effect on the nearest target.
- **Basic Shield** - Gain a temporary 3 HP magical bubble Shield until the end of your next turn. After casting, you may trigger an elemental effect on yourself.
- **Enhance** - Arcana check of 6. You or an ally's next check for a stat of your choice is counted as if it were +2 higher. In addition you may trigger an elemental effect on the nearest target after casting this.

Level 4+ Spells:

- **[Element] Ball** - Arcana+1 attack, 4 damage attack that hits 2x2 square with 30 meters of range and 2 elemental effects from the same elemental skill tree on full-hit.
- **Twin Bolt** - Arcana attack, 5 damage with 30 meters of range and 2 different elemental effects from different element trees on full-hit.
- **Conjure** - Arcana check of 4 to create a creature or object with 1HP and no Evasion or Armor Score. On your turn this creature or object can trigger all of your known elemental effects and move 20 meters.
- **Warp** - Arcana check of 4 to teleport 10x your Arcana meters.
- **Advanced Shield** - Gain a temporary 6 HP magical bubble Shield until the end of your next turn. Trigger an elemental effect when cast and when broken on yourself or the nearest enemy.
- **Warden of [Element]**: Arcana check of 6 to gain immunity to an element until you are full-hit. Your attacks and spells cause an elemental effect until you are full-hit.
- **Counter-Spell** - roll an Arcana check and if it beats or ties your opponent's spell-casting roll, their spell fails. You may do this anytime, but on your next turn you cannot cast a spell.

Level 7+ Spells (limited to knowing 2 at a time):

- **[Element] Wall** - Arcana check of 6 to create a wall of an elemental that deals 4 damage and triggers an elemental effect on contact. Force a Swift check of 10 for any creature in the wall's path, else it counts as contact. Wall is 25 meters, drawn however you wish. Lasts 2 turns.
- **Summon** - Arcana check of 8 to create a creature with 10HP + Arcana, and Evasion and Armor Scores with a combined total 10 divided up as you wish. This creature has a 2d6+Arcana melee attack that deals 5 damage and triggers an elemental effect when it hits. The creature disappears if you cast another spell.

- **Obliterate** - 4d6 attack that deals half of target's max HP worth of damage, triggers two elemental effects when it misses. 50 meters range.
- **Avatar of [Element]** - Arcana check of 8 to gain immunity to an element of a skill tree you know for your Arcana -3 turns. Any action or movement you do triggers any elemental effect from that skill tree on the nearest target.
- **Magic Mold** - Arcana check of 8 to target any # of targets with any elemental effect you know within 60 meters.

Skills:

Magic Path

- **Fire**
 - *Burn*: force Brawn check of 8, when failed sets target on fire
 - *Flame*: deal 1 additional damage or immunity to fire for a turn if used on an ally
 - *Consume*: destroy any cover within a 10 meter radius of the target
 - **Inferno** [Arcana 5]
 - *Blaze*: set target on fire and immediately set the target's fire damage to 2
 - *Nuke*: treat the target's armor value as if it were 1 if this is an attack.
 - *Flanado*: Destroy all cover within a 20 meter radius of the target and set everyone within that radius on fire.
- **Ice**
 - *Freeze*: force Swift check of 6, else target is unable to move on their next turn.
 - *Encase*: set your armor score to 6 and halve your movement until the end of your next turn.
 - *Slide*: your next movement moves 10 more meters.
 - **Glacial** [Arcana 5]
 - *Flash Freeze*: originating from you, stop all targets in a 15 meter line from moving on their next turn if they fail a Swift check of 8.
 - *Frost Shield*: the next two attacks that hit you deal 0 damage; you can't move next turn.
 - *Ice Mirror*: Place a portal adjacent to you. As a free action once per turn, if you are within 5 meters of one of your portals you may travel to another one.
- **Light**
 - *Protect*: choose an ally or yourself, the next attack that hits them deals 1 less damage.
 - *Blind*: target is blinded and gets -2 to their next attack roll.
 - *Cure*: cure an ally or yourself of any ailment such as stun or poison.
 - **Aether** [Arcana 5]
 - *Immunity*: remove all status effects and none can be applied on up to three targets until the end of your next turn.

- *Blinding Aura*: EVERYONE within 10 meters of you gets -3 to a dice on attack rolls until the end of your next turn.
- *Healing Aura*: you and your allies healing skills heal for an additional 2 HP until the end of your next turn.

- **Nature**

- *Nature's Bite*: your next melee attack inflicts poison on full-hit.
- *Vinegrip*: halve the target's movement speed on their next turn.
- *Friend* :) : summon a 1 HP woodland creature (token), with 2d6 attack, 2 damage attack and no AS/DS on top of the target. Has turn immediately after being summoned.

- **Entology** [Arcana 5]

- *Grow*: Place a 10x10 meter tree anywhere within 35 meters. It has 20 HP.
 - *Vinewhip*: perform a 2d6+1, 2 damage. melee attack on an additional target within 10 meters of the initial target.
 - *Touch*: heal 1 HP to an ally within 10 meters of you.

- **Dark**

- *Shadow*: raise your Evasion Score by +1 until your next turn (does not stack w/itself).
- *Drain*: heal yourself 1 HP if this full-hit.
- *Confuse*: force Intellect check of 4 on the target, target is stunned if it fails.
- **Nightmare** [Arcana 5]
- *Inviso*: gain invisibility until your next turn. Ends if you take an action other than movement.
 - *Cackling*: Choose one, either you gain +1 to all stat checks or target gets -2 to all stat checks. Lasts until the end of your next turn.
 - *Madness*: force Intellect check of 4 on target, when failed you control one of its actions and one of its movements on its next turn.

Champions of the Realm Paths

- **Gladiator Origin** - Passive, halve your Armor Score and Evasion Score. Gain an additional melee attack per turn.
 - **Thumbs-up**: Passive, on killing or knocking a target into the dangerstate, you gain an additional melee attack on your next turn.
 - **Rage**: Action, add plus 3 to a dice on all attacks until the end of combat. You can not cast spells until the end of combat.
- **Spellsword Origin** - Passive, after the first melee attack of combat, you may cast a base level spell that you know.
 - **Magisword** - Passive, you can use Arcana instead of either Brawn or Swift while you have at least 1 cast remaining. Pick either Brawn or Swift when selecting this skill.

- **Spell Strike** - Passive, your first melee attack of each turn can cause any of your elemental effects.
- **Eagle Eye Origin** - Passive, increase all ranged attacks max distance by 10.
 - **Rapid Shot** - Action, if you have more than one attack action on your turn, you may fire as many ranged weapon attacks+1 at a single target as your turn.
 - **Moon Shots** - Passive, attacks from beyond a weapon's base max distance deal an additional 2 damage.
- **Hand of Aid Origin** - Action, heal an ally for 3 HP. Uses a spell cast and has a 20 meter range.
 - **Curer of All** - Action, cure all of a target's status effects. Does not use a cast. 25 meter range.
 - **Phoenix** - Action, once per this character, you may resurrect ANYONE from the dead if you have their body. Additionally, you automatically pass stabilization checks.
- **Wizard Origin** - Passive, you may add your Intellect stat score to a dice when you roll Arcana checks and spell casts.
 - **Potency** - Passive, spells that force a check are +2 harder (ex: 8 => 10).
 - **Signature Spell** - Passive, combine any two non-damage spells into a new spell. You may add this to your character sheet and cast this as if it were one spell.
- **Elemental Origin** - Passive, you may pick only one Element Skill Tree. Ignore the level restriction for obtaining that element's second level. Roll an additional dice on non-damage spell casts.
 - **Power Rush** - Passive, if your 2 highest dice are both 6s, deal an additional 1 damage when applicable.
 - **Walking Element** - Passive, you may trigger an elemental effect as a free action on each turn (does not use your one magic action per turn). Enemy attacks made against you using your chosen element deal 2 less damage.
- **Assassin Origin** - Passive, ambushes deal 2 additional damage.
 - **Cloaked in Shadows** - Action, once per rest become invisible until your next attack or stat check.
 - **Lethality** - Action, once per rest make a special melee attack. If it succeeds, set the target's HP to one. If it fails, your turn ends and you are stunned on your next turn.
- **Troubadour Origin** - Passive, your Charisma checks and skills may trigger an elemental effect.

- **Discordant Harmony** - Action, once per rest, as a free action, make a Charisma check of 8. On success, swap a target's (you may target yourself) highest and lowest stat score until the end of combat.
 - **Quickest Retort** - Action, after you lose a Diplomacy round, you may immediately restart combat if you wish. Initiative order remains the same except you move to the top.

Factions:

The Elven Kingdom:

Level 1:

Friend of Nature (active) - beasts will not attack you unless provoked.

Spell Tome (item) - you may know 1 additional base level spell.

Level 2:

Nature's Own (onetime) - choose one spell, it does not decrease your cast when a nature element is applied.

Feytongue (ability) - once per rest, you may speak ancient Elvish to a target. You may stun them or heal them for 4 HP.

Arboreal Staff (item) - whenever you cast a nature spell, add a charge to this staff. When it reaches 3 charges, you cast a basic spells you know for free.

Level 3:

One with Nature (active) - nearby beasts will join on your side in combat whenever you are attacked.

Free Magic Path Skill (skill) - pick a free skill from the Magic Path tree.

The Dwarven Mountain Homes:

Level 1:

Stoneskin (ability) - gain immunity to poisons

Homepass (active) - you are permitted to enter the mountain hall, even if you are not a dwarf.

Free Basic Armor (item) - pick any basic armor

Level 2:

Legendary Armor (onetime) - upgrade your armor score by 2 for a piece of armor. Can only be used once per set of armor.

Lurks Beneath (active) - whenever you are in a Mountain Hall, you will be asked to help plug up the cavern. You will face a horrific foe but if you survive, be rewarded a legendary item.

Free Champions Skill (skill) - pick a free Champions of the Realm skill.

Level 3:

Gems for Everyone (onetime): double the amount of currency you have.

Iron Skin (ability): gain immunity to the on-fire status effect.

The Kingdoms of Man:

Level 1:

Basic Men (onetime) - gain a free base skill from the core ruleset.

Lucky (ability) - reroll a single die once per rest.

Level 2:

Knighted (active) - you are free to act as you wish in the Kingdoms of Man, as long as you do not kill anyone.

Riders (onetime) - summon 4 base level humans who will aid you in battle. They will go home once the battle is over.

Horse (item) - gain a 8 HP, 2/4 horse that can move 50 meters per turn.

Level 3:

Free Champions Skill (skill) - pick a free Champions of the Realm skill.

Versatile (ability) - you have 1 additional stat point that you can reassign every rest.

Followers of Darkness:

Level 1:

Darkness Calls (onetime) - add a second element effect to a spell, but it must be dark.

Blackheart (ability) - after knocking an enemy into the dangerstate, your next dark spell automatically succeeds.

Initiate Wand (item) - +1 to all spells with the Dark element.

Level 2:

Evil Beckons (onetime) - Summon a monster with 2d6+4 attack and an armor score of 8 and a ds of 2 to protect you. It flees after combat.

Speak Horrors (active) - you can not fail Charisma checks with Followers of Darkness faction members.

Not So Fast (ability) - Passive, after the third attack an enemy makes on their turn, you may roll a Charisma check of 10 to stun them.

Level 3:

Grim Tome (item): choose a level 7+ spell. Whoever holds this book may cast it with the additional penalty of it costing -2 HP.

Fear Us (active) - factions with a negative FRL roll 1 less dice on attacks made against you.

Colleges of Magic:

Level 1:

Young Scholar (onetime) - remember a lecture and cast any Level 4 spell. Can only be used once.

Wild Magic (ability) - once per rest, cast a random spell of your highest spell level and apply any elemental effect you wish.

Level 2:

Seasoned Cast (active) - when you are near a College of Magic, an orb of light will guide you the rest of the way. In addition, gain +1 to Arcana checks.

Professorship (active) - if you know 4 or more spells with 1 elemental effect type, you are given missions with the reward being items that boost spell skills.

Spell Novel(item) - you may know 1 additional Level 4 spell.

Level 3:

Free Magic Path Skill (skill) - pick a free skill from the Magic Path tree.

Magic Mind (ability) - Once per rest, you may add your Intellect score to the damage of a spell.

The Animal People:

Level 1:

Safe Harbor (onetime) - animal people will take you in, even if you are a criminal.

Friend of All (active) - if you have faction points in at least 2 other factions, you are welcomed by all factions.

Level 2:

Animalistic (ability) - you melee attack with Brawn+2 and deal 3 damage when unarmed.

Animal Training (ability) - in wooded areas, you have 10 meters of additional movement speed.

The Orc Homeland:

Level 1:

Stand Tall (ability) - wait an extra turn before entering the dangerstate/going unconscious. Your turn happens as normal, then you fall.

Orcish Structures (ability) - your camps are always protected from the elements and *always* hidden from enemies.

Free Basic Weapon (item) - get a free basic weapon

Level 2:

Member of the Way (active) - you are hailed as a hero in Orc settlements. They will do everything they can to vanquish your enemies.

Weapon Upgrade +1 (onetime) - add +1 to one of your weapons

Don't Mess with Orcs (onetime) - reset a faction that you have a negative FRL with back to neutral.

Level 3:

Orcish Medicine (onetime) - bring a party member back from the dead. Both you and the resurrected are in debt to the Orc Homeland.

Orcish Warhammer (item) - 5 damage Brawn+2 weapon. Whenever you use withstand, you may make an immediate bonus attack with this weapon.

Equipment:

Starting Equipment

Aether Blade - 4 damage (Swift +1) melee weapon. When this beats both armor and Evasion Score, blind a different foe within 15 meters.

Bubble of Wonder - Regenerates on rest. Prevents damage once and allows the owner and 1 additional creature to breathe underwater.

Magical Deck of Cards - Once per rest, you may play a game similar to 21 with dice. You and the GM roll as many dice as each wants, going back and forth. If you beat the GM without going over 21, you gain 2 immediate free actions. Else you are stunned.

Eye of the Sphinx - . Whenever there is a trap nearby, you are given an Intellect check of 4 to spot it. Gain +1 to rolls dealing with spellcasting.

Dragon Armor - +2AS armor. Requires 4 Brawn. You take half damage from fire.

Ring of Agility - Your Swift checks outside of combat gain +2 to a dice.

Frost Ring - Your touch extinguishes fire. You can not be targeted by ice spells while wearing this ring.

Staff of Aid - As an action, heal 3 HP with 30 meters of range. If your Arcane is greater than 5, heal 5 HP instead. Uses a cast.

Elven Tunic - 0AS/1ES Armor. +1 additional AS when in nature.

Stalker's Cloak - +2ES Armor. Whenever you take damage, you may take 1 additional damage and deal 1 damage immediately to whoever hit you.

Dwarven Armor - +3AS Armor. Requires 5 Brawn. You are immune to poison and on-fire status.

Monastic Wraps - Add half your Swift score to unarmed attack damage.

Dark Rod - When casting a spell with a Dark elemental effect, gain +1 to all checks until your next turn.

Premium Equipment

Darkforged Armor - +3 AS. Requires 3 Brawn. When worn you roll 2 less dice for checks on a stat of your choice of the following (Brawn, Swift, or Intellect).

Ring of Invisibility - . You can turn invisible once per rest. Lasts until the end of your next turn.

Staff of Meteors - . 7 damage 4d6 ranged attack that hits a 20x20 meter space. If any of the dice you roll are 1s, you take 4 damage. This uses a cast

Archmage Staff - . If this is the only weapon you wield, all spells made against you are able to be counterspelled as a free action. Once per rest you may cast any Level 4 spell with the elemental effect limited to skills you have.

Tidal Blade - 5 damage (Brawn+1) two-handed sword. Once per rest, as a free action counterspell a fire spell. Additionally, whenever this weapon full-hits, ice spells deal an additional two damage to the target until the end of your next turn.

Notes:

Custom Paths

If a player wants to create their own **Champion Path**, **School of Magic**, or **spell** that should be allowed as long as they follow the balance of the existing ones. Below are two examples:

Lightning

- *Static: if a target is hit twice in a row with this effect, they roll an Arcana check of 8 else they are stunned.*
- *Lightning Speed: 1.5x Movement for the rest of your turn.*
- *Charge: the next spell you cast deals 1 additional damage, two if it is against the same target.*

Beast Tamer - you have a token that has a 2d6 3 damage attack, moves 20 meters, and revives after combat.

Better Beast - Beast gains flight(+1.5x movement speed), fangs(+2 to attack rolls), or a base level, core skill ability. Additionally the Beast's attacks now deal 4 damage.

Bigger Beast - Beast is no longer a token and instead has 1/2 your max HP and 4/4 AS/DS. The Beast's attack now deals 5 damage and has an additional action.

For the kingdoms you may want to combine different species and create your own factions. Feel free to do this and mix and match the faction bonuses. Just make sure to give your players a heads up first.