

Lore:

Tolkien derivative.

Character Creation:

Species

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

Humans:

Pride - gain an additional Brawn, Intellect, or Swift stat point.

Skill - +2 to a single die for either melee or ranged attacks.

Dwarves:

Pride - when crafting an item gain an additional 2 dice.

Skill - once per combat, if you successfully attack 2 turns in a row, gain a free bonus attack.

Orcs:

Pride - when a party member is unconscious or in the death state, you roll an additional attack die that can be split amongst AS/DS.

Skill - the first wound you take in combat is guaranteed to be only 1

Elves:

Pride - start with an additional 2 faction points from any faction.

Skill - first nature spell of combat does not count to your spell-count.

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-devils gain an additional reroll.

Skill - fire spells are rolled twice, keep any Manabursts.

Magic System

Arcana Stat Skill added to the main 4 (3, 2, 2, 1, 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 (spell-count).

A **Manaburst** triggers if you roll doubles on a spellcast. It means that you are able to cast this spell for free. In other words, you may cast an additional spell this combat. For non-attack spells you just roll 2 dice to see if a Manabursts happens.

The Magic System - build-a-magic spell. Spell casting only action per turn. There are magical spells and by picking a skill path you can customize them with elements. You can also swap your spells and elemental pairings on level-up. You gain access to new spells every 3 levels.

Spells

Base Spells:

- **Magic Bolt** - 2d6+1 attack with 30 meters of range and 1 elemental effect
- **[Element] Walk** - move 1.5x your move speed with 1 elemental effect either at the beginning or end.
- **Basic Shield** - double your armor score for this turn and add 1 elemental effect
- **Enhance** - your next check for a stat is counted +2 higher. Immediately trigger an elemental effect.

Level 4+ Spells:

- **[Element] Ball** - 3d6+Arcana attack with 40 meters of range and 2 elemental effects from the same element. Deals 2 additional damage on hit
- **Twin Bolt** - 3d6+3 attack with 30 meters of range and 2 different elemental effects from different elements. Deals 1 additional damage on hit.
- **Future Sight** - see into the future equal to your Intellect # of minutes.
- **Conjure** - create a creature or object with 1HP and no Dodge or Armor. On your turn this creature or object can trigger all of your known elemental effects.
- **Warp** - Teleport your 10 x your Arcana Score.
- **Advanced Shield** - you can not take damage until your next turn. Hitting the shield triggers an elemental effect.
- **Warden of [Element]**: gain immunity to an element until you are hit. You may also melee attack this turn as if you did not cast a spell. Attacks cause elemental effect until you are hit.
- **Counter-Spell** - roll an Arcana check and if it beats 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:

- **[Element] Wall** - Create a wall of an elemental that deals 4 HP on contact and triggers an elemental effect. Wall is 20 meters + (5 x Arcana)
- **Summon** - Create a creature with 5HP + Arcana, and Dodge and Armor Scores with a total 10. This creature has a 3d6+Arcana attack, and lasts until you cast another spell.
- **Obliterate** - 3d6+Arcana that deals half of target's max HP, triggers an elemental effect.
- **Avatar of [Element]** - gain immunity to an element for 5 turns. Any action or movement you do triggers any elemental effect of said element.
- **Change Fate** - restart a turn. You are stunned for up to 5 - Arcana turns.
- **Magic Mold** - target any # of targets with any elemental effect you know.

Skills:

Magic Path ***(you are not limited to one path at a time)***

- Fire
 - *Burn*: force Brawn check of 8, when failed sets target on fire
 - *Flame*: deal 1 additional damage
 - *Consume*: destroy any cover within a 20 meter radius
 - 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 50 meter radius and set EVERYONE on fire.

- Ice
 - *Freeze*: force Swift check of 8, else target is unable to move on their next turn.
 - *Encase*: raise your armor score by 5 and halve your movement until the end of your next turn.
 - *Slide*: your next movement moves 10 more meters.
 - Glacial [Arcana 5]
 - *Flash Freeze*: stop all targets within 15 meters of moving on their next turn.
 - *Frost Shield*: Block the next 2 attacks this turn; you can't move next turn.
 - *Ice Mirror*: Place a portal wherever you cast this. You may have 2 portals up at any time. You can travel anytime between portals once per turn.

- Light
 - *Health*: heal target equal to your Arcana. If the spell would have dealt damage, ignore that and double the healing instead.
 - *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 to you until the end of your next turn.
 - *Blinding Aura*: EVERYONE within 10 meters of you gets -4 to attack rolls.
 - *Healing Aura*: heal all allies within 10 meters 2 HP.

- Nature
 - *Touch*: heal 2 HP to yourself or an ally within 10 meters.
 - *Vinegrip*: halve the target's movement speed on their next turn.
 - *Friend* :) : summon a 1 HP woodland creature (token), with 2d6 -1 attack and no

AS/DS.

- Entology [Arcana 5]
 - *Grow*: Place a 10x10 meter tree anywhere within 35 meters.
 - *Vinewhip*: perform a melee attack on an additional target within 10 meters.
 - *Protector*: summons gain +2 to Armor Score, Dodge Score, and attack modifier.

- Dark
 - *Shadow*: raise your dodge score by +2 until your next turn
 - *Drain*: heal self 1 HP on a successful attack
 - *Confuse*: force Intellect check of 6 else target forfeits next turn.
 - Nightmare [Arcana 5]
 - *Inviso*: gain invisibility until your next turn
 - *Cackling*: you gain +1 to stat skill checks and target gets -2.
 - *Madness*: force Intellect check of 6 else you play target's next turn.

Champions of the Realm Path

- Gladiator Origin - Action, halve your Armor Score and Dodge Score until your next turn. Perform an additional melee attack.
 - Thumbs-up: Passive, on stunning or knocking a target into the Deathstate, gain an additional melee attack.
 - Rage: Action, treat your Brawn as if it was double its value until the end of combat. Take an additional 1 damage when hit.
- Spellsword Origin - Passive, you may melee attack on turns you cast Level 1 spells
 - Improved Casting - Active, once per combat reroll all spellcast dice up to 3 times and count all Manabursts.
 - Spell Strike - Passive, your melee attacks 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.
 - Perfect Shot - Passive, you may fire from anywhere on the map with -2 to an attack.
- Hand of Aid Origin - Passive, healing heals an additional 1 HP
 - Curer of All - Passive, cure a single status effect when you heal
 - Phoenix - Action, once per this character, you may resurrect ANYONE from the dead.
- Caster Origin - Passive, Manabursts deal an additional 2 damage when applicable.
 - Potency - Passive, spells that cause a negative effect add -2, and spells that force a check are +2 harder.
 - Archmage - Action, once per combat, you may cast as many spells as you have actions. You can not cast spells on your next turn.
- Assassin Origin - Passive, when you attack an unsuspecting target, deal 2 additional damage.

- Shadow Cloak - Action, once per combat disappear until your next attack or stat skill check.
 - Lethality - Action, make a melee attack and if it succeeds, set the target's HP to one. If it fails, you are stunned.

Factions:

The Elven Kingdom:

1 Cost:

Ranger Training (onetime) - gain 1 skill in Ranged fighting, *once*.

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

2 Cost:

Nature's Own (onetime) - one nature spell does not add to spell count
Can only be used once.

Feytongue (ability) - once per rest, you may speak ancient Elvish to a target, proclaiming either life or death. If life, heal someone up to 6 HP. If death is proclaimed, the target is treated as if they have an Armor Score of 1 until your next turn.

The Dwarven Mountain Homes:

1 Cost:

Stoneskin (ability) - immunity from poison

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

2 Cost:

Legendary Armor (onetime) - upgrade your armor score by 3 for a piece
armor. Can only be used once per set of armor.

Lurks Beneath (active) - when in Mountain Halls, you may be summoned to help plug up the cavern. You will face a horrific foe but if you survive, be rewarded a legendary item.

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The Kingdoms of Man:

1 Cost:

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

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

2 Cost:

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.

Followers of Darkness:

1 Cost:

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

Blackheart (ability) - after knocking an enemy into the deathstate, your next dark spell automatically *Manabursts*.

2 Cost:

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.

Colleges of Magic:

1 Cost:

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

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

2 Cost:

Seasoned Cast (active) - when you are near a College of Magic, an orb of light will guide you the rest of the way.

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.

The Animal People:

1 Cost:

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.

2 Cost:

Animalistic (ability) - you attack with Brawn+2 melee when unarmed.

Animal Training - in wooded areas, you have 1.5x movement.

The Orc Homeland

1 Cost:

Stand Tall (ability) - wait an extra turn before entering the deathstate/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.

2 Cost:

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

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

Weapons:

Notes:

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 two turns in a row with spells with this effect, they are stunned*
- *Lightning Speed: 1.5x Speed for the rest of this turn*
- *Charge: next spell you cast deals 1 additional damage*

Beast Tamer - you have a token that has a 2d6 attack, moves 20 meters, and revives on rest.

Better Beast - Beast gains flight+1.5x movement speed, +4 to attack rolls, or a skill ability.

Bigger Beast - Beast is no longer a token and instead has 1/2 your max HP and 5/5 AS/DS