



The Days
of the
SUN

A pen and paper RPG by Shawn Grabenstetter

Shareware Version!

The Days of the Sun, First Edition.
Published in 2019.
Shareware Released in 2023.
ShawnGG
Rochester, New York

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This game is a work of fiction. All presented within is fictional, and any resemblance to real people or incidents is purely coincidence.

Find out more about Shawn and his games online at
www.shawngg.com



TABLE OF CONTENTS

Overview/Character Creation Guide pg. 4

Sec. 1: Races pg. 5-9

Draconic pg. 6

Human pg. 7

Orc pg. 8

Strider pg. 9

Sec. 2: Classes pg. 10-22

Oathkeeper pg. 11-14

Sword Master pg. 15-16

Noble pg. 17-19

Ranger pg. 20-22

Sec. 3: Proficiencies 23-25

Proficiencies pg. 24

Deficiencies pg. 25

Sec. 4: Rules pg. 26-35

Da Rules pg. 26

Stat Checks pg. 27

Assisting and Stats pg. 28

Experience and Leveling Up pg. 29

Stat Math and Attacking pg. 30

Order and Actions pg. 31

Spells pg. 32-33

Movement and Armor pg. 34

Multiple Opponents pg. 34

Creatures and Enemies pg. 35

Sec. 5: The Encounter 36-41

THE THINGS YOU NEED:

- * 2-6 players (more if you really want). One to run the game as the Game Master (GM) and one to five players to act in their world.
- * A set of polyhedral dice: d4, d6, d8, 2d10 (ones and tens), d12, d20. You may also use a random number generator, a mapping tool, or a dice rolling app.
- * A way to record notes and character traits, a pen and paper or a text editor is fine. You may also want a printer to print out maps and/or character sheets.
- * Some form of tokens to represent player characters and monsters during combat. Really they can be as simple as pictures glued to cardboard or drawings on construction paper.

ARE YOU NEW TO PEN AND PAPER RPGS?

Well, I'm surprised. Most people start on the big names, but I'm glad you gave my little game a chance. If you have zero experience with RPGs of any kind, then I wish you the best of luck and hope you enjoy your time! Try not to get overwhelmed and ask questions. Most importantly, have fun!

If you've played RPG video games, then some of the mechanics will be a bit similar (having a Hp and Mp, a list of spells, statistics to manage). Pen and paper games, however, are a bit more loose. Depending on the Game Master you wind up with the narrative might be much more important than the combat encounters. Meaning you'll have to learn to role play! It will be a bit awkward at first (especially if you don't know the GM very well) but try to be open and have fun.

Regardless, if you're brand new or sort-of new, I would recommend following along the steps to create a character (right below this paragraph) and read the rules as you play, taking them in chunks. The book may be 228 pages, but you only need to know a page or two at any time. Plus, you have the book right here! Just look up anything you need to know.

Step 0: Get a character sheet from "TDOTS Resources"

Step 1: Choosing a Race (The next page!)

Step 2: Choosing a Class (pg. 10)

Step 3: Proficiencies and Deficiencies (pg. 23)

Step 4: The Rules (pg. 26)

Step 5: Stats Introduction (pg. 28)

Step 5: Base Stats and Math (pg. 30)

PLAYED A FEW RPGS AND LOOKING FOR ANOTHER?

Then I'm glad you stopped by and gave my game a chance! For starters, TDOTS uses a d100 for almost all rolls. In combat, you will roll different damage (like 1d6 damage for a Longsword) and initiative dice (d20), but it's pretty simple.

For the system itself, combat is slow. It keeps pace by having the attack rolls be "opposed rolls", as in you and the enemy both roll for attacking and defending. This also keeps some more drifty people engaged enough with the combat to not need additional explanation every time they come back to the table, as they also need to make rolls outside of their turn. Combat is not over complicated however, no managing of spell slots or individual body part health. If you like tactical turn based combat, then you will love this. For the narrative side, I took a similar approach. Nothing overly complex, but the rolls are swifty. I believe in the fact that even experts can make mistakes or just be wrong, so I use the d100. Most specific narrative actions are tied to the proficiency system, which is a way to explore your character's past and what they do in their free time. You gain proficiencies during play by practicing them when your character has free time (during watches, extended town stays, holidays, and festivals).

For creating a character, you can follow along with the guide for your first time through or just wing it. There are ten classes with 24 spells a piece; as well as nine core races that can be mixed and matched with a final tenth race that allows you to mix with an animal of your choice. Also, I would recommend experimenting with Birthrights (pg. 71) if you want to have a weirder character.

STEP 1

SELECTING A RACE

RACES

Welcome to the first section of *The Days of the Sun!* Coincidentally, this is also the first step to creating the character you will be playing as. At least until they die or retire.

Selecting a race can be a hard first choice to make. In total, there are nine different races with a tenth centaur-esque race; you may also mix any two races (besides Rider) to gain half of each of their benefits. However, I would recommend sticking with the base nine for your first character.

All of the races have different statistical bonuses, as well as narrative rules to follow. For example, Humans get a broad array of stat increases, but have no other specifics or racial spells. While Draconics have a spell to breathe fire, get extra points while leveling up, and need to select an element to be born from. Dwarves and Striders have strong family ties and require a bit of forethought, and Ankgo can be anything from a small bush to a tall tree. I suggest reading through and just choose what one sounds like fun to play as. Don't think of it as "what one is the best", as all things are eventually equalized by the narrative. Characters tend to be pretty sturdy as is, so you might be that character for a while. Might as well make it a fun one!

Something for players and GMs alike is the "Notes & House Rules" page. It's there to take some note on, as you would guess. Custom races, stat line changes, limitations, whatever you need. There will be a few pages like this, about one in each section with some extra ones at the back after the character sheet. Also, this would be a good time to go and grab the character sheet. You can scan it out of pages 150-153 or download a digital version of it from my website www.ShawnGG.com in the "TDOTS Resources" section. And if you're super lazy, just make a text file with the basic information.

In this edited version, you will have the choice of four races. Draconics represent the "native" races, while Humans represent "settlers". Striders are an in-between, and Orcs are mutants. And no, this ain't the pilgrims, the Humans were invited to settle the land for... dubious reasons. Learn more in the full game!

RACES

DRACONIC



The Draconic are creatures of ancient times. They are lizard skinned humanoids that can expel a vast amount of energy with only their breath. Draconic live on the peaks of the Isidora mountains and on some of the higher plateaus of Masaru. They are the oldest known race on Chike, the discoverers of the Avatar Wells, and the makers of the enchantment over the Wall Of Death. Draconic cities are mechanical labyrinths with large towers built out of metal and stone, and their inhabitants usually do not stray from their home cities. It has been fabled that some Draconic can turn into large dragons, but if so the art has been lost to time.

Draconic are about 2.5 meters tall fully grown and weigh 200 kilograms. Draconic bodies reach maturity after about 30 years and are made of metallic scales and sometimes stones. Their hides are colored based on the element of their birth. Draconic do not have an average lifespan because not a single one has ever died of natural causes. The oldest Draconic to ever live was 1,994 years old and died fighting to protect the blessing of the Wall of Death.

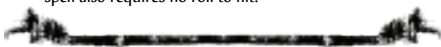
The Draconic people hold age in the highest regard, as it does not affect their bodies or minds after a certain age. As such, the oldest ten Draconics are the leaders of the race as a whole. They are known as "The Ten". The current oldest Draconic is Fortuna at 961 years old. She is the current leader of the Draconic people and was the wife of the Martyr. The Second oldest is Shimo, a Lightning Draconic. He is 932 years old and is the only member of the Ten that is not a Pure Draconic. The other 8 oldest Draconic are: Helxbix at 903 years old, Alore at 901 years old, Ykkal at 890 years old, Ergg at 888 years old, Stug at 872 years old, Acsac at 872 years old, Desckroz at 851 years old, and Slab at 844 years old.

RACIAL SPELLS

Elemental Breath

No cost. 10m range. Daily.

Expel a large amount of elemental energy from your mouth, dealing 2d6 damage to a target. Every level this spell does an additional 1d6 damage. The damage type is based off of your birth element. This spell also requires no roll to hit.



RACIAL SPECIFICS

Draconic have no base stats, but get an extra 3 Primary points and 2 Secondary points per level, starting at level 2.

Draconic also choose a birth element. This determines the color of their scales and eyes, as well as the damage type of their "Elemental Breath" spell. If you take the "Lightbringer" birthright, you may then be a "Pure" Draconic. You will have bright silver scales, your breath will deal True damage and be silver in color, and your breath spell will deal an additional 1d6 at level one and at level 8. However, you may not take a "Lighter" spell.

Draconic have a Speed of 6 km/h.

BASE LANGUAGES

Kalliergimenos (Kal)

The language of the Draconic people, Kal is known by all the natural inhabitants of Chike. It is still used by tradesmen to label goods and services because of its simplicity, with all letters having the ability to be made by a chisel and a nail on any surface.

Common

The language spoken by most people on Chike. Brought to the land by the first Human settlers, the language is a warped version of the common tongue spoken in the Human's homeland of Wayward. The language itself is simple, and has been translated into Kal characters long ago.



RACES

Humans are the most numerous of all the races and can live in most conditions. They have an unmatched will and gusto. Humans can be seen in most places on Chike, but are sometimes unwelcome. Humans were first invited to Chike a few hundred years ago after numerous failed attempts of colonization and communication with the Draconic people. Over time, a large number of human settlers mutated into a fair number of the other races. Because of this, humans have a stigma of superiority over the other races of the land, being one of the few "pure" beings left.

Humans are normally about 1.5-2 meters tall at full adulthood and have an average weight of about 85-90 kilograms. Hair color ranges depending on the place of birth, but eyes are almost exclusively green. Skin color is slightly varied, most humans have bronze skin, but some tend to be pale. Humans will live to about 80 years old and reach maturity around age 16.

BASE LANGUAGES

Common

The language spoken by most people on Chike. Brought to the land by the first Human settlers, the language is a warped version of the common tongue spoken in the Human's homeland of Wayward. The language itself is simple, and has been translated into Kal characters long ago.

BASE STATS

- +6 Spirit (SPT)
- +6 Stamina (STM)
- +6 Intellect (INT)
- +6 Charisma (CHA)

RACIAL SPECIFICS

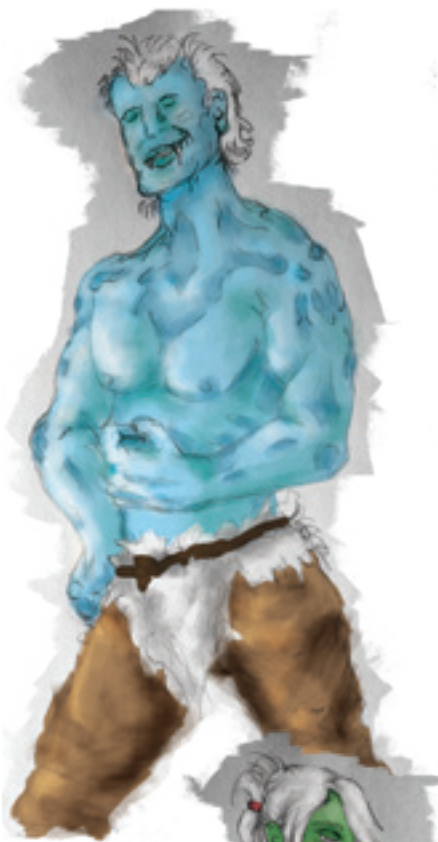
Humans have no racial spells or specifics, they are a clean slate. They have a Speed of 5 km/h.



RACES



ORC



Orcs are an intelligent and misunderstood people. Orcs are elves that changed in a way most did not, transforming into muscle bound giants instead of tall fragile figures. Elves ultimately gave themselves to the magic they studied, famishing their bodies of their natural power; while Orcs fed off of the elemental energy around them, absorbing it into themselves and becoming stronger. Orcs live in smaller secluded villages in remote pockets all across Chike. They absorb and use the magic around them, making them able to survive in any conditions.

Orcs are very large, fully grown most Orcs are 2.5-3 meters tall and weigh an impressive 250-280 kilograms. Orc hair is almost always white, with skin color matching whatever element they were born near: red, white, green, black, the list goes on. Orc eyes are mostly silver like their hair. Orcs will live to about 300 years old and reach maturity around age 40.

BASE LANGUAGES

Common

The language spoken by most people on Chike. Brought to the land by the first Human settlers, the language is a warped version of the common tongue spoken in the Human's homeland of Wayward. The language itself is simple, and has been translated into Kal characters long ago.

Gluck

Gluck is a sophisticated language with its own complex and unique runes and rules. The language itself sounds guttural and loud, but upon longer study the volume of the phrases and the ends of said phrases hold most of the meaning, with the bridging noises determining the context.

BASE STATS

- +10 Strength (STR)
- +10 Constitution (CON)
- +2 Intellect (INT)

RACIAL SPECIFICS

Orcs, like Elves, are born to an element in a small community. This changes their skin color, eye color, and gives them Immunity to the element you choose.

Orcs also have a strong resistance to all magic, subtracting 20 from the difficulty of all stat checks based on elemental damage (Poison, Burn, Frostbite, etc.).

Orcs have a Speed of 7 km/h.





STRIDER

Striders are fish men that can go from sea to land seamlessly. They are an honorable people that hold great value in their family line, traditions, and name. Thus, your family name is first and birthname second. Striders come from long traditions of warfare and political power struggles, and are the third oldest native race on Chike. They have great relationships with the other native races, and will generally show more hospitality towards them. Striders are famous for their cooking, art, and hospitality and are welcome anywhere. However, among themselves the striders are in a neverending power struggle between families. They may respect each other, but they will never become allies.

Striders stand at an average height of 1.8 meters with an average weight of about 60 kilograms. Striders are normally a bright blue or red tint with any color of fins. Striders also commonly have tattoos across their body, depicting events of their life or their family line. Striders live for about 200 years and gain maturity at age 15.

BASE LANGUAGES

Nagareru (Naga)

The language of the Striders, Naga is best spoken by its native people. However, it can be well mimicked by drinking while you speak. Naga is considered the language of hospitality, and some of its phrases have even been incorporated into other languages as slang. It is spoken softly and can sound like boiling water. Naga also has its own system of runes, but was translated into Kal before the Humans even arrived. Most native speakers don't know the translation and use the Naga runes.

Kalliergimenos (Kal)

The language of the Draconic people, Kal is known by all the natural inhabitants of Chike. It is still used by tradesmen to label goods and services because of its simplicity, with all letters having the ability to be made by a chisel or nail on any surface.

Common

The language spoken by most people on Chike. Brought to the land by the first Human settlers, the language is a warped version of the common tongue spoken in the Human's homeland of Wayward. The language itself is simple, and has been translated into Kal characters long ago.

RACES

BASE STATS

+15 Skill (SKL)

RACIAL SPECIFICS

Striders are adept swimmers and are most comfortable in water. They can breath under water, have double the Speed and MA, and have +10 to attack and defend rolls while in water. This also applies to when the strider is Drenched or if it is raining.

Striders are also notoriously fond of tattoos so it is common to be covered in them, having them represent the story of your family, your clan, or your own personal life. Or they may just be of imagery you're fond of.

Striders hold high regard for their family lineage, and as such you should know your family's: crest, political alignment and position, and the trade they work in. Know that striders have two "families", their local governing family (or clan name) and their blood relatives (or family name). For example, if you were born in Junichi territory with a family name of Tenshi and a given name of Mai, then you would write your name and introduce yourself as "Junichi-Tenshi Mai". If you were orphaned, you would simply be adopted by the governing family, making you "Junichi Mai". And if you had a child its name would be "Junichi-Mai Kyo" if the

father was unknown or had no lineage himself to pass down. Simple, right?

Striders have a speed of 7 km/h.



In *The Days of the Sun*, you will be playing one of ten classes. While your race determines where you come from, your class determines your character's background and starting skillset. As a Noble, you would have a much different upbringing than a Warden or Sword Master, so you start with the ability to read and have Primary Stats that focus on your vanity and intellect. While Sword Masters and Wardens have stats and skills for combat and keeping themselves alive. "Classes" (in play) are a group of people with an unusual affinity for the powers of the Avatar Wells. There are about of 100-300 people of each class, and you would know about the most famous of each. Some classes don't have such a clear cut statistic, like the Nobles for example, and Angel Lords are exceedingly rare and coveted, having less than 30 peers total. You can find more information on page 134 in "The World" section.

Each class has somewhere around 24 spells that can be used in or out of combat to do extraordinary things. These spells draw from your personal well of magical power, abbreviated as Mp. All classes start out with three spells and gain more as they level up according to the specific classes rules. For example, Mages gain three spells every level while Oathkeepers choose one of three possible spells. Each class also has differing: Movement Allowance, Health and Magic reserves, Primary stats, and starting proficiencies. Read through each description and look at their artwork until you find something that speaks to you.

Also, for GMs, feel free to record any changes you like on the following "Notes & House Rules" page. You don't like Oathkeepers being poor as dirt? Write it down so you remember!

If you are one to skip ahead and look at the classes before the races, I understand. Its tempting to want to start thinking about your character's mechanics before you even know their name or even what they look like. Races in the guide are given the first spot due to the fact that I like to visualize what I'm playing as first. For example, if I hear "Draconic", I think of a fire breathing lizard who slings magic, or a shirtless knight that trusts his scales more than armor. Maybe even a black serpent that crawls through shadows. Hearing "Sword Master", I think of a human, because I am human. And it's hard for me to overwrite that image. So starting with a race first helps me diversify what types of characters I play and create. It also might force me to do a weirder combination of race and class. As much as being an Elven Titan is counterproductive, it may be interesting to be a muscle-bound Elven warrior.

In this version, there will be four classes to select from, with spells going up to level 4. There are no spell schools in TDOTS, all classes have their own spell lists with unique functions. Every spell in the game acts different!

Oathkeeper

A melee focused support character who can punch guys really hard. Their defining spell lets them enchant their fists with their Oath Element to deal extra magical damage!

Swordmaster

A straight forward melee fighter with a bunch of situational stances to let them control the battlefield! Not every class needs to be crazy, sometimes you want to ungabunga sword chop.

Noble

Speaking of crazy, this metabending class lets you gamble with Gods! Use magical coins to manipulate minds and shopkeeper's stocks. They really aren't suited for combat.

Ranger

You know what this class does, but it has a fun twist! Do you like magic archers? Yes? No? What? Good!

THE OATHKEEPER

CLASSES

The Oathkeepers are known as the peacekeepers of the wilds. Outside of civilization, they communicate with a certain oathsworn element and seek to spread its influence and defend the influence it has. Because of this, Oathkeepers are predictable in action, as they follow the governing aspects of their oathsworn element.

STARTING PROFICIENCIES

Fisticuffs-

Increases unarmed attack damage to 1d4+MM and attack twice in a single action when unarmed. Mastery grants a free second unarmed attack (so four attacks).

Armor: Light-

Armor worn by those who do not wish to be weighed down or restricted in any way. Generally made from heavy cloth with sparse accents of leather and metal.

Robes- 6 AV, weighs 2 kg. Body slot.
Shawl- 4 AV, weighs 1 kg. Miscellaneous slot.

Philosophy-

You talk about Truth and truth, class conflict, if meaning is necessary, and how you wish you could be a thinker instead. Decrease the difficulty of any checks related to philosophy by 20.



STARTING INVENTORY

100c worth of supplies.

Standard Robes- 6 AV, weighs 2 kg. Body slot.

Standard Shawl- 4 AV, weighs 1 kg. Miscellaneous slot.

STATISTICS

Oathkeepers gain +5 health every level (5 HPL) and +5 magic every level (5 MPL).

The Oathkeeper's primary stats are Strength (STR), Spirit (SPT), and Constitution (CON).

Oathkeepers live and die in the wilds, walking all the way. They have a movement allowance (MA) of 15 meters.

ADDITIONAL RULES

You start with three spells.

Every level up you gain one of three spells.

When creating an Oathkeeper, you need to think about what element they have selected. Each element corresponds to a specific part of human life and culture. You can read more about the differences in the “Magic” section on page 135. In the “Magic Damage” section on page 98 you can find the mechanical differences. The elements you can choose are: Fire, Ice, Earth, Lightning, Arcane, Holy, and Shadow. This selected element is your OE (Oath Element). All of your spells will draw power from this element and take its form. Some spells will increase the damage of your OE, so be sure to remember you gain the bonus for all of your spells using your OE. You also gain Resistance to your OE.

Something to know about Oathkeepers is that they have many “self help” spells that increase their own capabilities. These spells usually are Quick spells and can be cast multiple times to gain the same effect. If these spells are used multiple times, the effect is increased, but the duration is not extended or changed from when you first cast it. Some spells also contain the abbreviation “WD”, this stands for Weapon Damage and simply means the spell uses your weapon and its damage dice.

Oathkeepers start with an extremely small amount of money, meaning what you choose to buy is important. Oathkeepers usually don't have a job, family, or home. The only money they have would have been found somehow or donated. It is also common for Oathkeepers to commune with the Well of their oath via dreams and mental images. In these dreams you talk to the Aspect of your element, a unique form for you to remember it by accompanied by a unique place. For example, the Aspect of Lightning is commonly shown as a faceless woman sitting in front of a giant circular gate.

STARTING SPELLS

Elemental Enhancement

No cost. Caster range. Quick.

Call upon your oath, enchanting your fists with an extra 1d6+SM OE damage. This also allows the Oathkeeper to add half of their Spirit score to their attack and defend rolls. You may dispel the enchantment at will, and it will last until it is dispelled.

Shattering Truth

2mp to cast. Caster range. No mutations.

Expel a wave of force, dealing 2d6 OE damage to all creatures within 3 meters of the caster.

Entrust

Xmp to cast. Melee range. No mutations.

Touch an ally, entrusting them with a bit of your power.

Heal the target for 1 Hp for every 1Mp spent on this spell.

This is not increased by SM and can be cast on the caster.

LEVEL 2 SPELLS

Ora Ora

7mp to cast. Caster range. Quick.

After casting this spell, your next unarmed attack will unleash 1d4 attacks instead of one.

Fist of the North

2mp to cast. 10m range. Melee.

Punch a blast of elemental energy out from your fist that travels for 10 meters. You attack all creatures along the line. This spell acts as an unarmed attack, retaining any bonuses or enchantments. This spell may be used as an offhand or extra attack if you have one available.

Dempsey Roll

5mp to cast. Melee range. Melee.

Punch with uncanny force, critically hitting the target. The force Confuses the target, difficulty 40 to resist. The diff. is increased by half of the damage dealt. This spell may be used as an offhand or extra attack if you have one available.

LEVEL 3 SPELLS

Battle Tendency

4mp to cast. Caster range. Quick.

Pump yourself up with the power of the elements for 1d6 rounds. The caster gains 1d8 MM and the ability to Stun with every unarmed attack. The Stun lasts for 1d4 turns and is a difficulty 50+MM CON check to resist.

Roaring Elements

6mp to cast. Caster range. Quick.

Focusing on your oath, you call more power from your Aspect. Increase all OE damage you do by 2d6 for 1d6 rounds.

Stand Proud

3mp to cast. Caster range. Quick.

Expel your weaknesses and doubts, gaining focus and power for 1d6 rounds. Increase your Initiative by 10, and add 15 to your attack and defend rolls. Also decrease the difficulty of any checks by 20 for the duration.

LEVEL 4 SPELLS

Blood Oath

XHp to cast. Caster range. Quick.

From body to soul, you show your devotion to your Aspect. Gain +1 damage on all OE damage you deal for each Health Point you spend on this spell for 1d6 rounds.

Binding Oath

3mp to cast. 10m range. No mutations.

Create a magical cage of your OE around the target, impairing them for as long as the cage traps them. The target trapped in the cage must use an action to perform a difficulty 80 Strength check to break the cage. When the cage is broken, the target takes 2d6 OE damage for every round they were trapped. The Oathkeeper may break the cage and deal the damage at any time as a Quick spell or Reaction spell.

Oath Sign

No cost. Caster range. Daily, Quick, Reaction.

At any time, call in a favor from your Aspect, healing you to maximum Hp. Afterwards you temporarily lose connection to your Aspect, becoming Broken until this spell is available again.

CLASSES

THE SWORD MASTER

Sword Masters are, as their namesake implies, masters of the sword, both one handed and two handed. They serve as mercenaries, military leaders, and personal security. They have also been known to work for the prestigious Linebarrel Society, a group of bounty hunters looking to do some good and make some coin along the way.

STARTING PROFICIENCIES

Armor: Heavy-

Heavy armor is finely crafted and sturdy equipment for military officers and shock troopers. It is made of heavy plates of metal bound with leather and riveted into place. Most heavy armor is also accompanied by an undershirt of heavy mail.

Plate- 10 AV, weighs 10 kg. Body slot.

Mail- 6 AV, weighs 5 kg. Miscellaneous slot.

Helm- 4 AV, weighs 3 kg. Head slot.

Gauntlets- 5 AV, weighs 3 kg. Hands slot.

Greaves- 5 AV, weighs 3 kg. Feet slot.

Muscular-

Decrease the difficulty of all Strength checks by 15 and increase your maximum carry weight by 5 kilograms.

PATH OF THE MASTER

At character creation, Sword Masters must choose a path to follow.

This will change your starting inventory and proficiencies.

The Path of Thunder

You studied and trained under a master of the Claymore, a massive two handed blade capable of cutting down men and giants alike. You start with:

700c worth of supplies.

Crafted Claymore- 2d6+5 Slashing damage.

Two handed, weighs 5 kg.

Standard Plate- 10 AV, weighs 1 kg. Body slot.

Standard Mail- 6 AV, weighs 1 kg. Miscellaneous slot.

Standard Helm- 4 AV, weighs 1 kg. Head slot.

Standard Gauntlets- 5 AV, weighs 1 kg. Hands slot.

Standard Greaves- 5 AV, weighs 1 kg. Feet slot.

Weapon: Claymore-

2d6 damage. Two handed. Weighs 5 kg.

No special properties.

A claymore is a larger bladed weapon, wielded by warriors of inhuman strength. These weapons are distinguished by the need to swing it with two hands and the amount of metal and craft needed to create such a weapon.

Two Handed Fighting-

While holding your weapon in both hands you gain +5 to hit and have doubled MM/RM on weapon attacks and spells. Mastery increases the bonuses to +10 to hit and $\times 4$ MM/RM.

The Path of Wind

You join a school of martial arts specializing in the use of two Longswords, weapons as iconic as they are deadly. You start with:

680c worth of supplies.

Hardened Longsword- 1d6+2 Slashing or Piercing damage.

Special, weighs 2 kg.

Hardened Longsword- 1d6+2 Slashing or Piercing damage.

Special, weighs 2 kg.

Standard Plate- 10 AV, weighs 1 kg. Body slot.

Standard Mail- 6 AV, weighs 1 kg. Miscellaneous slot.

Standard Helm- 4 AV, weighs 1 kg. Head slot.

Standard Gauntlets- 5 AV, weighs 1 kg. Hands slot.

Standard Greaves- 5 AV, weighs 1 kg. Feet slot.

Weapon: Longsword-

1d6 damage. Special. Weighs 2 kg.

Can be used in one hand normally, or in two hands for an extra 1d4 damage.

Longswords are a staple among military senior staff. They are bladed weapons that can be wielded in one hand and are best suited for a warrior trained in the martial arts.

Dual Wielding-

Use two weapons at once without disadvantage. This also allows for a second off-hand weapon attack. Mastery grants a third attack and +5 to hit overall.

STATISTICS

The Sword Master gains +7 health every level (7 HPL) and +3 magic every level (3 MPL).

Sword Masters have the primary stats Strength (STR), Constitution (CON), and Stamina (STM).

Sword Masters have a great deal of martial training, but are weighed down by their heavy armor; giving them 12 meters of movement allowance (MA).

ADDITIONAL RULES

You start with three spells.

When Sword Masters level up they gain a new stance and have a choice between two spells.

Sword Masters live and die by the sword, making their own swords, in a way, part of themselves. Each Sword Master's blade is unique and mirrors a part of themselves. As a Sword Master, you decide what your blade(s) look like. Sword Masters also will never give up or leave their swords, nor will they use other swords than their own. Once you have reached level 6, you may change your sword(s) into a piece(s) of magical equipment (more on pg. 103). By then you should have something you wish your character could do but can't, or some unique quirk about their weapons that would affect its properties. So try and incorporate something fun and interesting, but don't go too crazy! And make sure to discuss with your GM. To spark inspiration, here are two magical Sword Master weapons from some of my personal games:

Butcher Maki's Shards of the Unmaker

Twin Longswords. 1d12 damage each.

"These blades are no more than jagged shards of metal. It's a wonder how they cut so well."

When the wielder attacks or casts a melee spell with these weapons, they use the damage of both weapons combined.

Navnee's Sweet Blossom Spring

Claymore. 2d6 Slashing and 2d6 Ice damage.

"A long curved sword with an intertwined green and pink grip. It smells sweet, and gives the user a sense of calm while in use."

The Melee Modifier increases the Slashing damage of this weapon. Half of the Ice damage done with this weapon heals the wielder.

Sword Masters also have a unique spell mutation called "Stance". Stance spells are interchangeable passive spells. By activating a stance, you gain the passive bonus written in the spell's description. You can only have one stance active at any time, and have no default stance at the start of combat. If you predict that there may be a fight soon, you may activate the stance preemptively and start the combat in that stance. However, doing this makes you unable to perform or help in narrative rolls until combat starts. Something to note also is that most of the Sword Master spells are melee spells. Melee spells are casted with a melee attack (1d100+STR) rather than with a spell attack (1d100+SPT). Spells like this also gain damage from your Melee Modifier, not from your Spell Modifier (more on pg. 92-93). Some spells also contain the abbreviation "WD", this stands for Weapon Damage and simply means the spell uses your weapon and its damage dice.



STARTING SPELLS

Spin

2mp to cast. Melee range. Melee.

Spin violently with your weapon outstretched, attacking all targets within melee range, dealing WD damage.

Focus

3mp to cast. Caster range. Quick.

Focus your energy into your next attack, gaining +5 to hit and -1d4 damage. This effect can stack.

Stance: Offensive

1mp to cast. Caster range. Stance, Quick.

Raise your blade high and take an offensive stance. While in Offensive stance you gain +10 to hit and +1d6 damage on all melee attacks and melee spells.

CLASSES

SWORD MASTER

LEVEL 2 SPELLS

Draw

7mp to cast. Weapon range. Melee.
If you have your weapon sheathed, you may make an attack before or at the start of combat that is a critical hit.

Enrage

No cost. Caster range. Quick, Reaction.
When you take damage, you may increase the damage of your next melee attack or spell by half the damage you took.

Stance: Defensive

1mp to cast. Caster range. Stance, Quick.
Pull your swords inward to guard your body. All melee attacks and melee spells must make a difficulty 85 Strength check. If the check is failed, the attack is negated.

LEVEL 3 SPELLS

Overhead Strike

10mp to cast. Weapon range.
Melee, Two handed, Channel.
Draw back your sword, charging it with power. Each Turn this spell is channeled, gain +5 to hit and +1d6 to the damage of the attack. Deals WD damage. When channeling you are Slowed. You may release the channel at any time on any turn.

Flurry

8mp to cast. Weapon range. Melee, One handed.
Continuously swing at a target, making melee attacks until one misses. Each successful hit reduces your chance to hit by 2.

Stance: Arrowbane

1mp to cast. Caster range. Stance, Quick.
You ready your sword for any wayward arrows, ready to cut them down. Ranged attacks and ranged spells that target you or adjacent allies are negated. However, melee attackers will automatically hit you.

LEVEL 4 SPELLS

Blade Howl

4mp to cast. Weapon range. Melee.
Launch a sharp wave of force out from your sword as you strike, dealing WD True damage and applying 1d4 bleeds to a target.

Fools Errant

5mp to cast. Caster range. Quick.
You charge to the front of the battlefield, ready to be abused. You go first in the Initiative order and can be automatically hit for the rest of the round. After the round, your next melee attack or melee spell will be a max damage critical hit that automatically hits.

Stance: Storm

1mp to cast. Caster range. Stance, Quick.
Like the winds of a storm, lash out as you attack without regard to friend or foe. All melee attacks and melee spells deal half of their damage to all creatures within melee range of the caster.

CLASSES

THE NOBLE

Nobles are magical tricksters with a strong affiliation to the arcane arts, using their magical power to create wealth and worldly goods. They command the minds and status of their opponents and allies alike. Their loyalty is to their wallet, not their charges.



STARTING PROFICIENCIES

Weapon: Dagger-

1d4 damage. One handed. Weighs 1 kg.

Daggers may attack twice in one action, but receive -10 to hit. Can be concealed without effort.

A dagger is a weapon of a coward or ruffian. These are small weapons with a short grip and small blade attached, wielded in one hand.

Armor: Clothes-

These are simple garments, used more often to signify rank and allegiance rather than protecting the body from harm.

Clothes- 5 AV, weighs 1 kg. Body slot.

Literacy-

You can read and write in your primary language and in Common. Mastery allows for the learning of other written languages fully.

Silver Tongued-

Decrease the difficulty of all Charisma checks by 20.

STARTING INVENTORY

4000c worth of supplies.

Standard Dagger- 1d4 Piercing or Slashing damage. One handed, weighs 1 kg.

Standard Clothes- 5 AV, weighs 1 kg. Body slot.

STATISTICS

Nobles gain +4 health every level (4 HPL) and +4 magic every level (4 MPL).

They also have the primary stats Charisma (CHA), Skill (SKL), and Intellect (INT).

Nobles don't spend much time adventuring but travel light, having a movement allowance (MA) of 10 meters.

ADDITIONAL RULES

You start with three spells.

Nobles gain 3 spells every time they level up.

Each Noble comes from an established noble house with a known name and signature hairstyle. The house also has its own business that you know quite well, this could be anything from caravans, to managing forgelands, to running a fence for illegal goods.

All Stat Checks the Noble makes creatures make have their difficulty increased by half of the Noble's Charisma score.

Nobles can be thought of as a non-combat class. Most of their spells and abilities focus on altering narrative play and changing the minds of those around you. Most of their spells cost an extra type of resource known as "Magical Coins". Nobles make these coins with their base spell and can spend them on abilities or use them as counterfeit money for buying equipment and supplies. When they are used in the cost of a spell, it will be denoted by "#mc". Sometimes instead of a number, it will be an "X". This means you can spend any number of Magical Coins. Similarly, some spells may have an array of numbers, such as 1-10, with these you may spend any amount within the array. Costs that use dice, like 1d20 Magical Coins, is the same but the amount spent will be determined by that dice.

Also Noble's have some spells that can be used on the meta level. These spells you will need to come to a consensus with your GM and other players on how meta it can get.

STARTING SPELLS

Create Magical Coins

1mp to cast. Caster range. Summon.

Focusing your latent arcane power, you create 10 magical coins. These counterfeit coins can be used as normal coin, however the creature receiving the coin will perform an INT check. The base difficulty of the check is 30, and is increased by the CHA score of the caster. This spell is not effected by the Noble's passive. For example, if the caster has 25 CHA, the difficulty will be 55. If the check is failed, the creature is unable to detect that the coins are counterfeit. Magical coins do not disappear over time.

Suggestion

2mp and 1mc to cast. Melee range. No mutations.

Handing your target a shiny coin, you try to convince them to perform a single action for you. The target must succeed on a difficulty 60 CHA check, or they will keep the coin and become Mesmerized until the action has been completed.

Coin Toss

2mp and 4-100mc to cast. 30m range. Ranged.

Launching a handful of magic coins at a target, dealing 1 Piercing damage per 4 coins used. A quarter of these coins will survive and fall at the feet of the target, the rest are destroyed on impact.

NOBLE

CLASSES

LEVEL 2 SPELLS

Ballistics

3mp and 1mc to cast. 80m range. Ranged, Quick. Fire a magical coin at a target that explodes on impact. The coin deals 1d6 physical damage of any type the caster choses (Slashing, Blunt, Piercing).

Entice

4mp and 1d6mc to cast. 10m range. No mutations. Speak to the inner desires of your target, giving them the magical coins you spent on this spell. The target then makes a difficulty 50 CHA check. If the target fails, they will keep the coins and be put to Sleep. As they sleep, they will walk towards the caster in a straight line until the Sleep is resolved.

Reflex

6mp to cast. Caster range. Reaction. Sensing danger, you dash up to 12 meters away. This spell counts as a disengage action.

LEVEL 4 SPELLS

Goldstorm

3mp and Xmc to cast. 20m range. No mutations. Surround a target with spinning coins, giving them a Shield with AC equal to the casters SM. Each coin used to create the Shield give it 1 Hp.

Gamble

No cost. Caster range. No mutations. At any time outside of combat, the caster may summon a magical door. When entering they come into a separate space in which they wager magical coins on bets and games. This can be done against other players or the GM and does not need to be during a play session. You may gamble on anything: rock-paper-scissors, a dice roll, the outcome of a game, cards, the list goes on. For example, if you (the player) are playing a hand of poker with other players and/or your GM, you may bet some of your magical coins on a hand or two.

LEVEL 3 SPELLS

Flash of Coin

4mp and 1d10mc to cast. 30m range. Ranged, Quick. Form together all of the magical coins you spent, crafting a ball that emits a bright light 20 meters in every direction. You may detonate the ball as a Quick action or Reaction, dealing 1 Blunt damage per coin spent on the spell to all creatures in the light. All damaged creatures then must make a difficulty 40 CON check. Upon failing the check the creature is Blinded. After the explosion, the coins used in the spell are randomly scattered across its radius.

Doppelganger

5mp to cast. Melee range. No mutations. Form the magical energies of yourself or a target, transforming them into any creature, person, or object of similar proportions. The effect lasts 1d10 hours. If a creature suspects you are not what you seem to be, they may make a difficulty 60 CHA check. This is increased by the Noble passive. Failing the check will result in the creature believing your disguise, a success results in the creature seeing your true form under the disguise.

Enrichment

4mp and 8mc to cast. Melee range. No mutations. Melt your coins over a weapon, covering it in a gold slime. This applies a Toxic poison to the target weapon. The poison has a potency of 100, and a toxicity of 3d10.

Compound Interest

3mp to cast. Caster range. Reaction. When the caster receives damage, they may cast this spell to record it. Each different instance of damage taken is recorded separately. For each turn that passes after the recorded damage was received, increase the number by 10%. For example, if the recorded number is 10, you increase it by 1 after the first turn, making the new recorded number 11. The second turn add 10% of 11, making it 12.1. This keeps increasing until the end of combat, in which you gain magical coins equal to the amount of damage recorded. Or you may deal the recorded damage to a target of your choosing as a Ranged Reaction or Quick spell. The damage type will be the same as it was when it was received by the caster.

CLASSES



THE RANGER

Rangers are veteran explorers of the wild and excellent marksmen. Kind yet indifferent, they do right by themselves and any man or beast that does so as well. Some make their living hunting wild beasts, some protect small villages and outposts from the monsters of the wild, some serve as trackers for wanted criminals, poachers, and persons of interest, and some serve as guides to novice travelers and adventurers.

STARTING PROFICIENCIES

Weapon: Bow-

1d8 damage. Two handed. Weighs 2 kg.

Has a 60 meter range. Can be upgraded, but not enhanced. The damage type is dependent on the ammunition used.

The bow is as classic as the wheel. A favored tool of assassins, marksmen, and hunters.

Armor: Medium-

Gear that is most commonly worn by foot soldiers. Easy maintenance, easily cleaned, and can be put on without much trouble. This type of armor is made from the hardened hides of animals accompanied by metal plates, studs, and scales.

Jack- 7 AV, weighs 6 kg. Body slot.

Leathers- 5 AV, weighs 3 kg. Miscellaneous slot.

Coif- 3 AV, weighs 2 kg. Head slot.

Woodsmen-

Can hunt for raw ingredients for rations and meals, and can butcher animals. Every 2 hours spent will yield 2d6 raw 'Foodstuff'. Mastery reduces the time needed to gather by 1 hour. More information on page 113.

STARTING INVENTORY

1500c worth of supplies.

Standard Bow- 1d8 damage. Two handed, weighs 2 kg. 60m range.

Standard Jack- 7 AV, weighs 6 kg. Body slot.

Standard Leathers- 5 AV, weighs 3 kg. Miscellaneous slot.

Standard Coif- 3 AV, weighs 2 kg. Head slot.

STATISTICS

Rangers gain +4 health every level (4 HPL) and +6 magic every level (6 MPL). The Ranger's primary stats are Skill (SKL), Intellect (INT), and Stamina (STM).

Rangers are used to traveling long distances on foot, having a movement allowance (MA) of 10 meters.

ADDITIONAL RULES

You start with three spells.

Every level up you gain one of three spells.

Most Ranger spells have the abbreviation “WD” in the spell text. This indicates a spell that adds, or is, the damage of your weapon. This includes the damage bonus and type from ammunition. Most spells like this are “Ranged” spells. That means they use the ranged attack stat and bonuses (Skill and RM). These spells also use ammunition.

Rangers have many jobs and professions on Chike, and are in high demand on the fringes of society. Rangers most commonly will have connections to “Arcangelo’s”, a hunting guild started by farmers that specialize in the removal of beasts of great danger and importance. Rangers are also commonly seen helping members of “The Wanderers”, a guild that specializes in the gathering of information and the transportation of such information. You also may have ties to “The Linebarrel Society”, a high class group of bounty hunters that track and deal with dangerous criminals on the run.

Rangers are also guarded by a spirit animal. Spirit animals are the guardians of Chike itself and will help you whenever possible. You can communicate with any animal that is of the same breed of your spirit animal, and you will never get lost in the terrain that animal lives in. It is also common to have a physical animal of your spirit animal as a pet.

When choosing your spirit animal, think of something that would be a common sight in your character’s hometown. If they lived in a dense wooded area, something like a deer or owl would fit. If you lived in a city, maybe a songbird or rat is your guardian.

STARTING SPELLS

Quickdraw

3mp to cast. Caster range. Quick.
Calling upon their hunter senses, the caster attacks first in the encounter regardless of initiative. If a Flintlock weapon is being used, you may use this spell to start your turn with the weapon loaded instead of gaining initiative.

Aim

5mp to cast. Caster range. No mutations.
Carefully sight in your target, making the next ranged attack or spell that strikes a target is a critical hit.

Multishot

3mp to cast. Weapon range. Ranged.
Bow: Fire a bundle of arrows, attacking at up to 3 targets for WD.
Crossbow: Fire twice with each crossbow attacking two different targets for WD. Uses four bolts.
Flintlock: Fires then reloads the weapon at WD. Refund 1mp. Uses 1 shot.

CLASSES

RANGER

LEVEL 2 SPELLS

Reaction Shot

2mp to cast. 4m range. Ranged, Reaction.

As a target closes in on you, you may fire in response. Deal 1d8+WD to the target.

Wild Blessing

2mp to cast. 15m range. No mutations.

The Ranger asks for help from their guardian spirit, giving a beneficial effect based on the animal to a target. This could be a passive spell the animal has, like poison from a scorpion, or increased stats based on what the animal is. As in a bear would give Strength and a bird would give extra movement allowance. Lasts 3 rounds.

Lungshot

3mp to cast. Weapon range. Ranged.

Aim for a weak spot on a target, making it bleed out. Deal WD to the target and apply 1d4 bleeds.

LEVEL 4 SPELLS

Splashing Shot

5mp to cast. Weapon range.

Ranged, Spectral Arrow.

Create a heavy arrow of magical energy that detonates on contact with a target. The target of this arrow is dealt WD while all creatures within 10 meters take 1d10 Arcane damage.

Path of the Guardian

5mp to cast. Caster range. No mutations.

Become an Incorporeal spirit in the form of your spirit animal. You will have the same stats and spells as the animal you turn into. This form lasts for 12 hours or until you lose all of your Hp. When you lose all of your Hp in this form, you revert back to as you were before the spell was cast. You may also dismiss this effect at will.

Center Mass

3mp to cast. Weapon range. Ranged.

Fire an empowered shot into the center of a target, dealing WD, and knocks the target back 5 meters. Difficulty 90 CON check to resist, the difficulty is lowered by 5 for each meter tall and long/wide the target is.

LEVEL 3 SPELLS

Spectral Arrows

Passive.

You are now able to tap into the arcane energy of the Avatar Wells and create Spectral Arrows at will. This ammunition has 1d6+SM arcane damage and enables the use of special ranger spells. Spells that use spectral arrows have their damage increased by your SM (Spell Modifier) as well as your RM. This ammunition cannot be modified in any way and can only be used with a bow.

Quiver Master

Passive.

You master the art of drawing and knocking arrows and bolts, gaining a free extra ranged attack or ranged spell each round for each weapon you wield.

Patient Draw

Passive.

By hunting and tracking for so long you are able to calm yourself in battle, patiently waiting for the time to strike. You gain +15 to hit and Initiative, an additional 20 meters of range for all ranged attacks and ranged spells, and an additional +1d8 damage on all ranged attacks and ranged spells.

STEP 3

PICKING PROFICIENCIES

PROFICIENCIES

Proficiencies are what your character is good at doing. You can also think of them as what your character did before they became an adventurer. This could be as simple as a blacksmith, or as complicated as street performer that wielded six swords. There are 49 (25 in this version) proficiencies listed, but I encourage you to talk to your GM about custom proficiencies. Use the list more as a guideline for what would/could count as a proficiency.

New characters will select three Proficiencies and one Deficiency. You also may choose to take Birthrights instead, Birthrights however count as Proficiencies. Note that some proficiencies work hand-in-hand, such as “Herbalism” is the supplier for both “Shaman” and “Poisoncraft”. The only proficiency that can not be gained is armor proficiency, unless you take a second class.

Proficiencies can be learned after character creation by practice. Think of this as something your character does as a hobby, a small thing you can practice during watches or longer rests. A character must spend, at minimum, 300 hours to learn a proficiency to gain its benefits. A character can also dedicate 500 additional hours practicing a proficiency to “Master” it. Any time spent using your proficiency is also considered time spent practicing.

When resting for over 8 hours, you may subtract 8 hours from the total rest time to get your downtime. As the 8 hours is the time you spend sleeping. For example, if you take a “Days Rest” and spend 24 hours resting, then you have 16 hours of downtime to spend on proficiencies. This does not apply to characters recovering from critical injuries, they must spend the whole time recovering.

Mastering a proficiency will provide different bonuses depending on the proficiency. Mastery on some proficiencies will just double the bonuses. For example, the “Silver Tongued” bonus would change from -20 difficulty to -40. Most other proficiencies will have the bonus stated in the description.

You may also seek help when learning your proficiencies, whether that be from allies around the campfire or teachers you seek out. There are three types of assistance you can get to speed up your proficiency learning: Partners, Teachers, and Mentors.

Partner- Double the hours.

Teacher- Triple the hours.

Mentor- Quadruple the hours.

Finding a partner is simple. Any ally may sacrifice their training time to become your partner. As stated above, this doubles the speed of training. For example, if you were to train with a partner for three hours, you would gain six hours and your partner would gain none. Teachers are harder to find, but give you triple the time. Using the example from before, your three hours would turn into nine. An ally may be your teacher if they themselves have mastered the said proficiency. Mentors can't just be anyone, they need to be a master of the art you want to learn. You would find this kind of training inside of a dedicated school or dojo.

Another thing to note is that at character creation you may choose to take a proficiency twice to gain 300 hours in it. This would also apply if you chose one of your classes starting proficiencies. For example, if you spent one of your three proficiencies as a Rogue to get “Axe”, it would start as Learned with 300 out of 500 hours towards Mastered.

The listed proficiencies on the following pages will be split into categories: Combat, Criminal, Medicinal, Gathering, Crafting, Narrative, Wayfinding, and Communication. These categories are just a loose way to group and organize proficiencies. “Merchant” is not something criminal by nature, but can be, and it doesn't really fit well into any other category.

This is a cut down sample of a few proficiencies. Get the full game for more. Also, Birthrights are a thing in the full game too!

PROFICIENCIES

Combat

- * **Main Weapon**- Able to use the chosen weapon type without disadvantage. Mastery grants +15 to hit and +5 to damage with the mastered weapon.
- * **Improvised Weapons**- Can use improvised or unusual weapons without disadvantage. More information on page 103. Mastery grants +20 to hit.
- * **Thrown Weapons**- Can throw throwing weapons and normal items without disadvantage. More information on page 103. Mastery grants +20 to hit.
- * **Dual Wielding**- Use two weapons at once without disadvantage. This also allows for a second off-hand weapon attack. Mastery grants a third attack and +5 to hit overall.
- * **Two-handed Fighting**- While holding your weapon in both hands you gain: +5 to hit and doubled MM/RM on weapon attacks and spells. Mastery increases the bonuses to +10 to hit and x4 MM/RM.
- * **Shield Bearing**- Can use the "Ram" and "Defend" actions. More information on page 96. Mastery doubles the AV of shields and increases your Initiative by 5 when a shield is equipped.
- * **Fisticuffs**- Increases unarmed attack damage to $1d4+MM$ and attack twice in a single action when unarmed. Mastery grants a free second unarmed attack (so four attacks).

Medicinal

- * **Doctor**- Allows you to perform an action to heal a target's bleeds with a base difficulty 20 Intellect check. The difficulty is increased by 10 for every bleed effect while in combat and by 5 out of combat. Making a deadly bleed difficulty 60 to cure out of combat and 100 in combat. Requires a Doctor's Kit for any checks difficulty 50 and below, anything higher requires a Field Surgeon's Kit.
- * **Nurse**- Allows for the tending to of critical injuries, page 101 for more details. You may also use an action to try and cure a Status effect on a target by performing their check with INT. Mastery reduces the difficulty of the check by 25.
- * **Caregiver**- Grants +1d4 additional resting points (Rp) to all party members on Quick, Short, and Long rests. For Full, Extended, and Day rests, the party gains +1d10 Rp. Mastery doubles these bonuses.

Communication

- * **Literacy**- You can read and write in your primary language and in Common or Kal (depending on race). Mastery allows for the learning of other written languages fully.
- * **Language**- Learning a new language takes a bit more time than other proficiencies. When learning a language, your first 200 hours are spent learning it at the Conversational level. This means you can understand the basics, but require a difficulty 75 Intellect check to see if you understand the whole statement or passage fully as intended by the speaker or writer. Your second 200 hours are spent learning the spoken language fully. The final 200 hours is spent learning the written language fully. If you do not have literacy, you cannot learn the written language at all. A newly learned language might look like "Common: Spoken, Conversational Written".

PROFICIENCIES

Criminal

- * **Pickpocket**- Grants the "Steal" action. Stealing steals a visible item or item container from a target creatures. To Steal, make a Skill check. The difficulty of the check is the target creature's INT and SKL combined. Mastery reduces the difficulty by 20 and makes the "Steal" action a Quick action.
- * **Lock Picking**- Grants the "Pick" action, allowing locked doors and containers to be opened. Picking a lock is a Skill check, with the difficulty based on the quality of the lock. Mastery reduces the difficulty by 20 and makes the "Pick" action a Quick action. For more information on locks, look for "Banks" on page 139.
- * **Silver Tongued**- Decrease the difficulty of all Charisma checks by 20.
- * **Merchant**- Allows the character to make Charisma checks for lowering the price of purchased goods or selling their own goods at a higher price. The difficulty is set by the GM based on how much more money the player wants to receive in return. Mastery reduces the difficulty of these checks by 40.

Wayfinding

- * **Cartographer**- Can easily find their way around places they've been and can make maps on the go with an Artist's Kit. Mastery will increase group traveling speed by 3 km/h.
- * **Fortune Teller**- Grants the action "Divination". You may ask the GM one question per session at any time with a spirit check, the difficulty is always 60. Mastery allows for two questions per session. On a success the answer must be as truthful as possible, on a fail anything goes (even the truth). Despite passing or failing, the Fortune Teller believes the divination.

Narrative

- * **Runner**- Increase your MA by 5 meters and speed on foot by 2 km/h.
- * **Muscular**- Decreases the difficulty of all Strength checks by 15, and increase your CW by 5 kg.
- * **Pack Mule**- Increase your CW by 15 kg.
- * **Religion**- As God as your witness, decrease the difficulty of religion checks by 20.
- * **Historian**- You know a great deal of history about the land and its people. Decrease the difficulty of historical checks by 20.
- * **Philosopher**- You talk about Truth and truth, class conflict, if meaning is necessary, and how you wish you could be a thinker instead. Decrease the difficulty of philosophic checks by 20.

Gathering

- * **Woodsmen**- Can hunt for raw ingredients for rations and meals, and can butcher animals. Every 2 hours spent will yield 2d4 raw 'Foodstuff'. Mastery reduces the time needed to gather by 1 hour. More information on page 113.

DEFICIENCIES

PROFICIENCIES

Deficiencies are what they sound like, things that your character is bad at or something they have to live with. You must choose at least one deficiency, but you may take as many as you want. You may also choose proficiencies and reverse their bonuses as a deficiency. Deficiencies are generally roleplaying quirks, but some do affect how your character functions in combat. You may also make your own deficiencies, but some are listed below as examples. Most deficiencies come from receiving critical hits, Otherworld damage, or just by having impactful moments that affect your character at their core. There are 21 deficiencies in this version.

- * **Noodle Arms**- You have trouble lifting your own bags and can't wield weapons that weigh more than 2kg. Permanently reduce your strength by 1d10.
- * **Weird**- Other people find you unnerving and unappealing. This could be appearance, a nasty hobby, or a general lack of social skills. Permanently reduce your Charisma by 1d10.
- * **Plain Stupid**- You're just not smart. You don't understand any complex tasks and you only know your base racial language (not Common or Kal). Permanently reduce your Intellect by 1d10.
- * **Loner**- Whenever you are with other people increase the difficulty of all checks by 20. If you're alone, reduce them by 20.
- * **Hooligan**- You're a bad apple and people know it. Establish a number between 1 and 20; whenever an authority figure sees you the GM will roll 1d20, if the result is your number they will try to arrest you.
- * **Cyclops**- Lost an eye, but got an eyepatch. Doubles flanking bonuses against you.
- * **Blind**- Permanently afflicted with blindness.
- * **Deaf**- Permanently afflicted with deafness.
- * **Mute**- You can not speak.
- * **Bum Leg**- Reduce your MA by 1d4 permanently.
- * **Pathological Liar**- When given the chance, you ALWAYS lie.
- * **Painfully Truthful**- You never butter up anyone and speak your mind. You will never lie.
- * **Obsessive**- Ranges from OCD to drug addictions. You have an unquenchable obsession with something and have an addictive personality.
- * **Directionally Impaired**- You have absolutely no idea where you are and no idea how to figure out where you are.
- * **Fear of the Dead**- You will not steal from or go near any dead bodies. You also have a -10 to hit all undead or spiritual enemies.
- * **Basic**- You are just one in a crowd. You have no distinguishing features and are easily forgotten or lost.
- * **Mutated**- You have an undesirable mutation. This could be as simple as lizard-like skin, claws instead of nails, or something weird like tentacle arms. Provides no statistical bonuses.
- * **True Hero**- You will never deal killing blows. All attacks that would kill a target knock them out for 1d4 hours.
- * **Unbreakable**- You cannot run from a fight. Also you cannot be Broken.
- * **Land Lover**- You cannot swim.
- * **Fearless**- You truly have no fear. Or any concept of danger.

THE RULES

If I were to distill the game into a one sentence phrase to describe it to anyone totally unfamiliar on how something like this is played, it would be:

“Think of something to do,
then roll a dice to see what happens.”

It's always more complicated than that, but that's what you do. The GM gives you a story to act in, and you play your part. However, the effectiveness of your actions are up to chance. It is the GMs second job to interpret these results and give you a description of what transpired. The rulebook is here to tell you and the GM the mechanics behind the rolls and to give the rolls themselves context.

The game revolves around a few core systems that are divided into four different sections. The first is the character creation and proficiencies. The next three sections are: Narrative, Combat, and Equipment & Crafting. Most rolls will use a d100(one-hundred sided dice). Other dice are used, mostly for the damage of attacks, duration of spells, and combat initiative. Below is a small description of each part, along with a page number associated with the start of that section.

ALWAYS REMEMBER :

The Game Master (GM) has authority as arbiter and director of all rules in your respective campaigns and may use fair judgment to interpret the rulebook. Any situation that has no clear answer in the rulebook will be decided by the GM. And the one rule to live by for both the GM and the players alike:
If something is forgotten, then it does not exist.

NARRATIVE (PG . 73)

Narrative holds all of the general rules that play to the “talking”, commonly known as the role play. Everything from how you walk from place to place to how you hold your breath for an extended period of time.

COMBAT (PG . 91)

Combat is everything you'll need for fighting and using your class spells. Attack rolls, defending rolls, how to resist being poisoned or burned, etc.

E & C (PG . 103)

Grab the full version ;)

But its what you expect, crafting gear, enhancing gear (+1, +2, etc.) , enchanting, modifying weapon (silver blades to hit ghosts, poison wells for poison, jeweled grips for extra enchantments), making potions, etc.

THE STAT CHECK

The Days of the Sun uses a d100 (100 sided dice) based system for all narrative rolls.

What is a narrative roll exactly?

I define a narrative roll as something that has to do with the narrative of the game and/or session that is not complex enough to have its own rules associated with it. These rolls are done by performing "Checks" with your characters stats, called "Stat Checks".

All Stat Checks are assigned a difficulty, a number from 1 to infinity (but generally up to 100). Some difficulties will be assigned by the GM, some will be assigned by specific rules (like with poisons and status effects), and some will be from the game (like with the Tracking proficiency). The dice is rolled, and whatever stat is being checked is added to the result. If the result is higher than the difficulty, the check is successful.

House Rule: The difficulty must be stated before the dice hit the table, but after the person has decided to roll. Helps build tension!

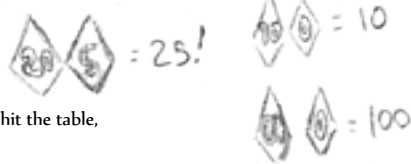
Don't have a dice with 100 sides? I would wager that most people don't. If this is your first d100 system, then here's a bit of information on the d100:

A "d100" can easily be simulated with two d10s (ten sided dice). Most pre-packaged dice sets come with a tens dice (10, 20, 30, etc.) and a ones dice (1, 2, 3, etc.). This can also be achieved by having two d10's of different color and assigning a color to the tens and ones places.



So you roll a 20 and a 5, putting the 2 in the tens place and the 5 in the ones place, giving you a result of 25.

Two tens, or three 0's if your using a tens and ones dice, is 100, and a 0 on the tens and 1 on the ones is 1. Confused? Just look at the pictures.



LETS HAVE AN EXAMPLE :

Agrippa and his companion Dave find themselves in a shop with a disorderly gentleman holding up the shopkeep. He is a Human that shows signs of age: a cane, gray hair, cracked skin, dull eyes. Wanting a quick visit to unload a lockbox they acquired, how will our characters get this man out of the building?

Agrippa decides to bully the man out of the building by knocking away his cane, letting the man slam to the floor in defeat. As a GM, how do we determine the difficulty of knocking away the cane, and what Stat that check would even use?

First, what stat should Agrippa use? Most likely Strength (details on page 74). Agrippa is forcefully smacking the cane out of the man's hand after all. Second, Dave wants to help (details also on pg. 74). Dave gets a 60, so it's +10 to Agrippa from Dave. Third how hard is it to knock that darn cane away? As we previously established, the man is old and presumably needs the cane to walk.

Think of establishing the difficulty as 1-100 at first, how hard is it? Like placing odds on something. If it's hard, 75% chance he'll fail, so difficulty 75. If it's easy, 25% chance he'll fail, so difficulty 25. For the old man, knocking his cane away would be something a child could do, like difficulty 15.

So it's a Strength Check at difficulty 15, with a +10 from Dave's help and +3 from Agrippa's total strength value, making the final roll 1d100+13. Agrippa rolls a 22, making the final result 35 vs the difficulty of 15, the cane is knocked away.

Sometimes, mostly for high level characters, these checks will have a difficulty higher than 100. These are rolls that would be too great a feat for any normal person to do. A difficulty of 120 is already past the threshold of human possibility, so treat it like that. If it's something like catching the falling wall of a burning house, then a difficulty of 120, or even something like 140, would be appropriate. Mostly you'll encounter these rolls on high stated creatures applying status effects to your players.

NARRATIVE

ASSISTING

The second half to narrative checks is obviously “how do I help with a check instead of making one myself?”. Players can just decide to help each other, or you can direct the players to do so. The rule of thumb I use is that if you all are using the same stat line for a task, like if you were all investigating a crime scene using Intellect, then the one with the highest bonus would make the check, having everyone else help. Obviously, for things like jumping across gaps or climbing you can keep them separate. Non player characters can also assist in checks. You also don't need to roll the same stat, like if you were helping with a stealth check and deliberately were loud to make a distraction. The stealth check would still be Skill, but the distraction could be Charisma, Stamina, Strength, whatever fits.

To assist, all you need to do is roll the appropriate stat check against difficulty 50. Any points you get above this difficulty will add to the check of the assisted. For example, you and your two friends are trying to spot tracks left by an animal. You have the highest Skill, so you are making the final roll. Devin, your first friend, helps by investigating the shape and depth of the track, while you and Mike are following the trail. Devin makes an Intellect check and gets a 55, giving you +5. Mike gets a 70, giving you +20. Combined, you now have +25 to your tracking roll.

Another thing you can do is “assist” yourself. This is basically accounting for player planning. For example, let's say you're setting up an ambush and it happens in an hour. So you spend that hour setting up a barricade that blocks the path. You would make the Strength check to assist yourself in the coming Stealth check.

THE STATS

Stamina (STM)

The stat that determines how long you can keep going. This is rolled on when someone attempts to perform a physically exhausting activity, something that goes beyond the normal. Things such as: holding your breath, holding up heavy objects, running long distances, hanging on ledges.

Intellect (INT)

Your intelligence. One of the more useful and broad stats, it's how smart you are. Good for: reading and writing, wayfinding, researching, memory, deduction, mathematics, history.

Strength (STR)

Anything that has to do with lifting, pushing, long distance jumping, or any hard physical task. If you have trouble discerning the difference between Strength and Stamina, think of Stamina as running 20 miles (32 km) and Strength as deadlifting 400 pounds (-180 kg).

Constitution (CON)

How hardy, well built, and healthy you are. Constitution is used for resisting harmful “Status Effects” (pg. 99-100) and Poisons (pg. 98). Some other uses include: being intimidating, resisting currents or strong winds, how much you can drink and eat.

Spirit (SPT)

Your core spirituality. Not only does it affect how connected you are with the magic around you, but how much you know about religion and magic as a whole.

Skill (SKL)

The question mark stat, Skill is how good you are at stuff. Stuff like: perception, cooking, parkour, lock picking, stealth, sight, climbing.

Charisma (CHA)

This is used whenever you deal with other people, creatures, or entities in the world. Courtship, haggling, swindling, seduction, encouragement, education, convincing, and the like.

LEVELING UP

Like any good RPG, you gain experience from things and level up. You may choose to level up your class chosen at character creation or grab a level in a second class if your GM wants to allow multiclassing.
(For more information on multiclassing, head to page 76.)

To level up, all you need is to gain enough experience points (exp). The chart below shows the total amount you need to gain before leveling up:

- Lvl 1 > 2: 300 exp
- Lvl 2 > 3: 500 exp
- Lvl 3 > 4: 700 exp
- Lvl 4 > 5: 900 exp
- Lvl 5 > 6: 1100 exp
- Lvl 6 > 7: 1500 exp
- Lvl 7 > 8: 2000 exp

Every time you level up, your exp pool is reset to 0. However, any exp earned over your current level up amount will transfer to the next level's exp pool.

When you level up:

You gain 2d6+1 primary points and 1d10 secondary points, as well as your HPL (Health per level) and MPL (Magic per level). Also, be sure to follow your class's rules for gaining spells when leveling up.

Your HPL and MPL, and spells are listed on your respective classes page in the "Classes" section (pg. 17-65).

After you hit level 8 on a class, every 2000 exp you earn will earn you a Rank. Ranks act the same as a level up, but don't give you any new spells. When multiclassing, you can get both classes to level 8 but may only take Ranks in your original class.

EXPERIENCE POINTS

In Days of the Sun, there are two modes to determine how much exp the players earn and in what way. The method should be decided on before play based on what type of campaign you are running: a more diplomatic campaign may want to choose mode A, while a dungeon running campaign would want to choose mode B.

MODE A: Quests.

Gain exp through objectives and dialog rather than combat. These objectives are called "Events" and are tallied at the end of play. Events are completed on a personal level, meaning if two out of the three party members gain a contact, they will have more Exp at the end of the session than the third. Feel free as a GM to add and subtract Events to fit your campaign.

The default events are:

- 50 exp for living through the session.
- 50 exp for making progress on a designated main quest.
- 50 exp for each new network contact gained in this session.
- 100 exp for each defeated "Major" creature in this session.
- 75 exp for each side quest completed.
- 200 exp for completing a main quest.
- 100 exp for lighting a Beacon.

House Rule: When a player acts on a deficiency (like being greedy and stealing from another player), award them 25 extra experience.

MODE B: Hp tracking.

You gain experience for every point of Hp lost in combat, players and non-players. The GM will keep track of how much communal non-player damage has been taken while players will track their own Hp losses. Each point of Hp healed or regenerated in combat removes the exp it would provide. Experience is dealt out at the end of combat, split between each party member equally. Players must level up as soon as they hit the next level. Remember as a GM to tally not only dead creatures, but dead or hurt NPCs.

COMBAT

THE MATH

Now that we know what we can do, let's talk about how stats affect combat. Each stat (besides Charisma) adds a little something to your character. This is where the math comes in. It's not hard, and you realistically only need to do it when you level up.

Stamina (STM)

Every 2 points increases your Hp by 1. You can also think of it as half of your stamina adds to your max Hp. Each point of Stamina also increases your Carry Weight (CW) by 1 kilogram.

Intellect (INT)

Every 4 points increases your max Mp by 1.

Constitution (CON)

Every 2 points increases your AV by 1. You can also think of it as half of your constitution adds to your AV. Also note, this is AV not AC (for the distinction, look to pg. 95).

Spirit (SPT)

Every 5 points increases your Spell Modifier (SM) by 1. Each point of SM increases all of the damage or healing of your spells by 1. This does not affect Melee or Ranged spells (more information on pg. 93).

Strength (STR)

Every 5 points increases your Melee Modifier (MM) by 1. Each point of MM increases all of the damage done by melee weapons and melee spells by 1. Each point of Strength also increases your Carry Weight (CW) by 1 kilogram.

Skill (SKL)

Every 5 points increases your Ranged Modifier (RM) by 1. Each point of RM increases all of the damage done by ranged weapons and ranged spells by 1.

If you are confused about some of your character's stats, here is a quick breakdown of how to get some of the characteristics right:

Hp: 10+HPL+STM Bonus	MM: STR Bonus
Mp: 10+MPL+INT Bonus	RM: SKL Bonus
CW: STR+STM	SM: SPT Bonus
MA: Class Page	AV: Armor+CON Bonus

If you are at all confused about what these stats do outside of combat, go to page 74 (now 28) in the Narrative section.

BASE STATS

We still need a few things before we can get to the all-important math. First off, you need to roll some base stats. The stats are divided up into "Primary" stats and "Secondary" stats. Your primary three stats are listed on your classes first page, alongside some other things. The secondary stats are the four other stats that are not your primary ones.

To get your Primary Stats, roll 6d10 and remove the lowest result. After that, add up the total of the remaining dice. This is the number of points you can divide up to your primary three stats. For secondary stats, it's quite similar. You roll 5d10, remove the lowest result, add them up, and allocate the points to your four secondary stats. The only rules are as follows: Each stat must have at least 1 point in it. If your race covers that, then you don't need to add any from your roll. And your secondary stats can not exceed 15 at this time. The only exception is when your racial stat bonuses exceed the 15 limit. You still may not add any more points. You may exceed this limit after character creation.

Another base stat to remember is that all characters start with 10 Hp and 10 Mp regardless of their class and stat roll.

ATTACKING BASICS

There are 3 different ways to attack: using a melee weapon, using a ranged weapon, and casting a spell. Each type of attack uses different stats to hit, but all have the same basic system: the attacker rolls a d100 plus a stat, and the target of the attack (called the defender) also rolls a "Defense Roll". The same as an attack roll, they roll a d100 and add a stat. The person who gets the higher number at the end wins. If the attacker wins, the attack is successful and deals damage. If the defender wins, the attack misses. The only exception to this is when a 1-5 or 95-100 is rolled. These are critical hits and critical misses, for more information go to page 96. Here are the basics:

Melee Attack

To make a melee attack, the target must be within 1 meter (some weapons extend this range, more on pg. 103-107). The attacker rolls 1d100 and adds Strength. The defender will roll 1d100 and add their Constitution to oppose the roll.

Ranged Attack

The target must be within the weapons range (listed in meters). The attacker rolls 1d100 and adds Skill, while the defender rolls 1d100 and adds their Intellect to oppose the roll.

Spellcasting

Spells are a bit different: the range, the amount of targets, and the roll type are all determined by Mutations (more detailed information on pg. 93). But, the basics are as follows: the caster rolls a d100 and adds Spirit. If the target resists, they also roll a d100 and add Spirit to oppose the roll.

COMBAT ORDER

The land is full of monsters and mercenaries ready to tear you apart! Combat is the second “half” of the ruleset, using a one-hundred sided dice (d100) for most of the rolls.

To start, all participants roll Initiative. Afterwards, the first Round starts. Then the first Turn of the first round, then the second, and so on until each participant has had a turn. After which the second round starts. An example of a combat turn order:

```

INITIATIVE
  ROUND 1
    TURN 1
    TURN 2
    TURN 3
  ROUND 2
    TURN 1
    TURN 2
    TURN 3
  
```

Narratively, rounds happen in about 6 seconds with actions having little or no downtime in-between. This does not mean you only take 6 seconds to perform the round, it's just a way to measure the passage of time in a fight. You could also rule that a turn is 1 second in length, whatever you like better as a group during play.

INITIATIVE

The Initiative roll is $1d20+XM-AC$.

“XM” being your highest modifier, either RM, SM, or MM. You can view what these modifiers are on page 92. Initiative is recorded in descending order, meaning a higher initiative makes your turn sooner. Let's illustrate this with the example from before with Agrippa fighting the old man in the shop:

Agrippa fails his strength check to knock the cane away from the old man, making himself vulnerable to attack. The old man starts to retaliate, and combat is started. Agrippa has an AC of 1 and his highest modifier is RM at 3, so he rolls $1d20+3-1$, resulting in a $3+3-1$ equaling 5. The old man rolls a 6, has no armor, and has no modifiers, meaning he goes first. The old man uses his movement to get behind Agrippa, then uses his action to attack, hitting Agrippa for 1 damage. Agrippa's turn then starts, being next in line.

ACTIONS

Now that the overall structure has been established, let's talk about these “turns”. The turns happen sequentially depending on the Initiative rolled at the start of the encounter. A turn itself has no order to follow, it's more of a list of potential actions that can be performed.

On your turn, you are given 1 Action and the ability to move up to the distance listed as your Movement Allowance (or MA for short), pretty simple. For now, let's talk about the basic Actions you can take during a turn: Attacking, Spellcasting, Sprinting, Information Gathering, and Narrative Acts.

Attacking

You attack something! Most of the time, this is with a weapon and is split into two categories: melee and ranged. There's a bit more to it than that, but that's all you need for now (more on pg. 92 and 97).

Spellcasting

You cast a spell from your class or race! Mechanically, this works the same as attacking but has a few extra rules that will be explained later (pg. 92-94).

Sprinting

You can use your action to move up to double your MA.

Information Gathering

There are two ways to gather information, a quick glance or normal check. Like it sounds, a quick glance doesn't cost an action, it's considered a “Quick” action (more on pg. 93). Quick glances are just for simple yes or no questions in combat. Anything more and you can use an action to re-search the problem with an Intellect Check. Yes, a narrative roll! More on pg. 73 if you missed it.

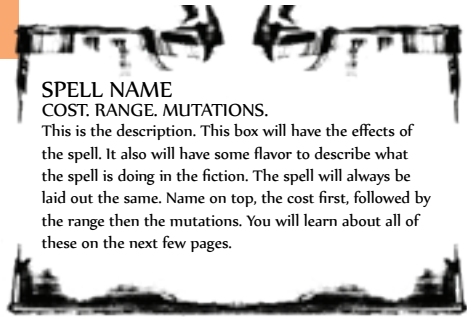
Narrative Act

A narrative act is just using a “narrative roll” in combat. Like an attack, these cost an action. Information gathering is just a narrative act! So if you need to roll Strength to open a door in combat, that costs your action.

COMBAT

SPELLS

As you may have seen in the Classes section (pg. 17-65), spells are special types of actions characters can perform for a cost. These spells are written in a specific way to give you all of the information you need. We'll call this the spell's "anatomy" for now. For reference, look to the example spell on the right.



The most important part of the spell is the "Mutations". Spell mutations are special instructions for how the spell functions different from a basic spell. A basic spell is cast at a target and has its effect happen. Sometimes this target is an area, sometimes it's an ally, and most of the time it's a hostile creature. On this page you will be able to find all of the different spell mutations. Some classes have unique mutations that are explained on their class page, but they will also be listed here.

Quick

Quick spells do not cost an action to use. These spells may also be referred to as "Quick Actions".

Channel

This spell lasts over multiple rounds and the cost is only paid on the original cast. During the channel, you can not make actions. However, you can move and use Quick actions.

Melee

Melee spells act as melee attacks. They use the melee attack roll and use the Melee Modifier for damage, replacing SM.

Ranged

Ranged spells act as ranged attacks. They use the ranged attack roll and use the Ranged Modifier for damage, replacing SM.

Titanic

Titanic spells are only for Titans. These spells can be used regardless of the status effects (pg. 99) on the caster. This includes Broken, Sleeping, Unconscious, and Mesmerized.

Stance

Stances are exclusive for Sword Masters. They are spells that, once casted, give the caster a passive ability or bonus. Only one stance can be active at a time.

Daily

Daily spells can only be casted once every 24 hours.

Mine

Mine spells are Rogue exclusive spells that can be laid at a target location within the cast range. They are then set to detonate if an enemy walks within the blast range of the spell, or a specific smaller range set by the caster. There are no limits to the amount of Mines you can have active at one time, but Mines only last for 1 hour. Mines are invisible traps, but can be detected with a difficulty 75 skill check.

SPELL NAME

COST. RANGE. MUTATIONS.

This is the description. This box will have the effects of the spell. It also will have some flavor to describe what the spell is doing in the fiction. The spell will always be laid out the same. Name on top, the cost first, followed by the range then the mutations. You will learn about all of these on the next few pages.

Reaction

Reaction spells are spells that you can activate regardless of the turn order. These spells can be activated on your turn if needed. However, to cast the spell, it must be chained to another action or effect. Such as: being targeted for an attack, a creature moving into melee range, a creature making a stat check, a creature casting a spell. Reaction spells may use a normal action or a move action. If you have neither at the end of your turn, you can not cast Reaction spells unless they are Quick.

Summon

Summon spells create another creature for the caster to control. More information on pg. 94.

Spectral Arrow

Exclusive to Rangers, Spectral Arrow spells require the Spectral Arrow passive spell. Available to Rangers at level 6.

One handed

A Sword Master exclusive, One Handed spells require the user to wield a one handed weapon to cast the spell.

Two handed

A Sword Master exclusive, Two Handed spells require the user to wield a two handed weapon to cast the spell.

Backstab

A Rogue mutation. These spells require the Backstab bonus to cast.

Flanking

A Rogue mutation. These spells require the Flanking bonus to cast.

Front

A Rogue mutation. These spells require the caster to be directly in-front of your target.

Passive

Passive spells don't have a cost and are always active.

SUMMON SPELLS

A summon spell creates a secondary character for the caster to control. The summon has independent stats and spells from the summoner but uses the same Initiative. Summons can not take their turn unless the summoner makes a control check. This check can be skipped and will not count as unsuccessful, however the summon will be unable to act. If the summoner is unable to make this check (Stunned, Sleeping, Unconscious) the check will automatically be considered skipped.

A control roll is made by rolling 1d100+ your Charisma and is opposed by 1d100+ the summons Will. A successful roll will allow the summoner to control the actions of the summon, casting spells and moving as if it was your own character. An unsuccessful control check will make the summon skip its turn that round. Failing 3 rolls to control your summon in its duration will release control of the summon. When control is lost, the summon returns to the realm it was summoned from.

Summons also have variable Hp and Mp. Depending on personal preference, you may roll the Hp and Mp once when you learn the spell, or you can roll it every time you summon them. Or if you're so inclined, think of the summons as pets. Each time you summon one give it a name. Keep the name and stats until it dies, then reroll the stats and give it a new name.

MULTITARGET SPELLS

Some spells have multiple targets or can just hit multiple creatures. Spells like Spin (Sword Master) or Multishot (Ranger) have multiple targets they are attacking. Meaning they require a roll to hit and a subsequent defense roll by the creatures affected. With spells like Hail (Noble), Hurricane (Oathkeeper), and Arcane Barrier (Mage) the spell damages the creatures without a roll to hit. The distinction being, the latter spells are not attacking targets, they are damaging the area itself.

SPELL DURATIONS

Some spells have specified durations. The durations are tracked in Rounds and in Turns depending on the spell and its effect. You can think of this as a ticking counter, when it reaches the correct number, the spell ends. Spells that tick each round are only ticked on the caster's turn. So if a spell lasts for one round, and the caster is turn 5 out of 9, the spell will last for turns: 5, 6, 7, 8, 9, 1, 2, 3, 4, 5. If a spell ticks on turns, that means each turn, regardless of the number of turns in the Initiative order, the spell will tick down. So if a 4 turn spell is cast on turn 5 out of 9, the spell will last for turns: 5, 6, 7, 8, 9.

SPELL RANGES

Something to consider when casting a spell is its range. This is listed before the Mutations and after the cost. Most ranges will be in meters, but some have specified ranges depending on the type of spell. Here are the unique ranges to look out for:

Melee Range

A melee ranged spell is not the same as Melee spell. A spell with melee range is equivalent to a "touch" spell.

Weapon Range

A spell that uses the range of the weapon your casting it with. If this is used with a spell, that also means that a weapon is required to cast it. This is mostly used on Ranger spells where you could be using a Bow, Flintlock, or Crossbow; or with Sword Master spells where most of your spells require you to use your sword.

Caster Range

Spells with caster range mean the spell is casted on or at the caster's location. In general these will be self help spells (like the Titan spell Stoneskin), but some spells like Holy Bulwark (Angel Lord), Resonant Web (Banshee), Wildfire (Oathkeeper), or Stormcloud (Warden) create an area centered around the caster that affects other creatures.

Unlimited Range

These spells have no limit based on distance. Noble is the only class with these types of spells (Sight and Sound, Labor Force, Recall, and Vault) and have to do with the location of magical coins. Meaning the location of these coins is of no consequence.

COMBAT

MOVEMENT IN COMBAT

During combat, movement is restricted to a set limit depending on your class. This is your Movement Allowance (MA). Like with spells, distance may be measured with a ruler, by a grid, or by any way you see fit. If you're fighting one creature, it's reasonable that you could just discuss your positioning without having to break out a map.

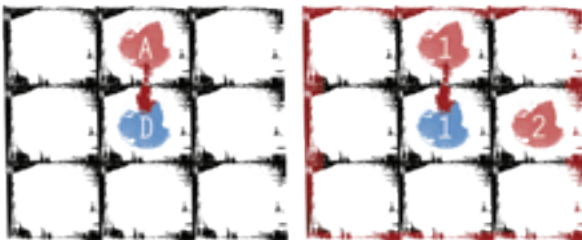
There are some restrictions to when and where you can move depending on how close you are to hostile creatures. If you are within melee range (generally 1 meter), you are considered "Engaged". Engaged creatures may not move without taking an "Attack of Opportunity" (or AoO). You may sacrifice half of your MA to "Disengage", allowing free movement around and away from your aggressor without incurring an AoO. Some spells can be used to disengage, and will say so in the description.

An Attack of Opportunity is, like it sounds, taking advantage of your opponent's blind spots while they try to move around you. In other words, as a Quick Reaction you make a normal melee attack. You can choose whether or not to make an AoO as well. This is just a single melee attack. Even if you are dual wielding or using Fisticuffs, you only get one hit.

If you are Engaged with more than one creature things get a little more complicated. The last creature each Engaged combatant made an attack against is "Targeted". A target acts under normal rules, you can't move at all unless you take an AoO. Any non-target engaged creatures may move, but not out of melee range without taking an AoO. For example: in a two-on-one scenario, the 'One' will mark one 'Two' as their Target by attacking them. The other of the 'Two' is free to move around the 'One' as they please, but not out of melee range. This allows the non-target 'Two' to move around the 'One' to get Flanking or Backstab bonuses.

Below are simple diagrams of how Targeting works using the example previously mentioned.

The targeting line, indicating Targeted creatures.



ARMOR RULES

There are two different statistics for armor: Armor Value (AV) and Armor Class (AC). All sources of armor give AV, whether it be from Constitution or your equipment. Every 10 points of AV your character has contributes to 1 AC, kind of like how every 5 points of Strength add 1 to your MM. AV by itself does nothing, but all damage a character or creature receives is reduced by their AC, down to a minimum of 1 damage. AC and AV can also go into the negative, meaning all damage you receive will be instead increased by 1 per negative AC. The calculation is also the same, every -10 AV decreases your AC by 1.

For example (going back to Agrippa fighting with the old man), let's say Agrippa got hit for 5 Blunt damage by the old man's fist. Agrippa however has 2 AC, meaning he only took 3 of the 5 damage. If Agrippa had 10 AC instead, he would have taken 1 damage.

A QUICK NOTE

This is a very cut down version of the combat and narrative rules! There is much more to experience in the full game like: Weather tables, critical hits, permanent injuries, status effects (SO MANY), elemental and physical damage breakdowns, called shots, and a bunch of other stuff. Not to mention the entire equipment and crafting section.

It was very hard to parse down the combat section in particular, but this will definitely be enough for a trial encounter and to learn the basics.

Also! Character sheets are on the website. TDOTS Resources tab! Go go go!

They're form fillable and do the math for you! (Also available in printable form)

CREATURE RULES

Welcome to the “Creatures” section, this is the equivalent of the monster manual. In this section I will lay out all of the creatures that I have made, as well as give you a template to make your own easily. One thing to note here is that all of the creature spells and damages are in a shorthand version. I’ll lay this out first so you can read all of the spells more efficiently and quickly. Also, if you record certain abilities in another form, like on a notebook or text document, this is an easy way to cut down on space. I refer to this as the “Programming” version, but shorthand makes more sense. I referred to it like that simply because it’s how I “programmed” all of the spells in the game.

Before I showed the anatomy of a spell, and that model still holds true. You need the name, mutations, cost, range, and effect. The programming way is to write it like this:

(Mutations)Spell_Name(Cost)(Range): Effect

So let’s take a simple ability from the “Zombie” creature called “Smack” and write it in the programming way:

(M)Smack(MR): Deal 2d4+1 Blunt damage.

So it is a Melee spell, with melee range, no cost, and deals 2d4+1 blunt damage. I don’t fill in blank fields, so if a spell has no mutations or cost, I just don’t even bother putting the parenthesis. Also with a spell like “Smack”, you could also just write it as:

Smack(MR): 2d4+1 Blunt

If you know its a melee spell, then there is no need to specify a range unless its longer than melee range. Also, you know that it will deal the damage of the dice listed, you don’t need to specify it. I will be because you need that information for play, but if you make it yourself it can be looser. As a person that can’t remember all one-hundred or so spells I make and how they work, I try to fill in the gaps that I think I’ll need later. However you decide to record it, my best advice is to stay consistent.

Also, I record Passive spells in a different section so you know that these effects are always active. Remember though, if a creature is Broken even passive spells can’t be cast, so they will be disabled. So these spells won’t have a range, cost, or mutation. If I was writing a passive spell, it would simply be:

(P)Spell_Name: Passive effect.

I will now mark down all of the shorthand you will need for these spells, categorizing them for your convenience.

MUTATIONS

Daily: D	Titanic: T
Quick: Q	Stance: STC
Passive: P	Spectral Arrow: SPA
Melee: M	One Handed: OH
Ranged: R	Two Handed: TH
Channel: CH	Backstab: BS
Reaction: RE	Flanking: FL
Mine: MN	Front: FR
Summon: SUM	

RANGES

Meters: Xm	Melee: MR
Weapon: WR	Caster(self): CR

And for the final part, the layout that the creatures will be presented in. It will give you the monster’s name, classification (natural, mutant, etc.), the description, the statline, the passive spells (if they have any), the normal spells, and the abilities. Abilities are basically spells, but are innate things that anyone could do. Something like “Longsword Attack”. Obviously, these are not real spells and are not affected by the “Broken” status effect. However, with some passives like “Mighty Beast”, they specifically say that they may use every “Ability” once, not including spells.

MONSTER NAME						
Monster Classification(s)						
Description.						
STR	SKL	SPT	STM	INT	CON	CHA
0	0	0	0	0	0	0
Hp		Mp		AC		MA
0		0		0		0m
PASSIVES						
* Spell: Passive Effect.						
ABILITIES						
* (X)Ability(X)(X): Effect.						
SPELLS						
* (X)Spell(X)(X): Effect.						

THE ENCOUNTER

This is for the Game Master, everyone else scram.

For this small encounter I'll provide you with a bit of backstory, a combat map layout, necessary creature rules, and advice on how the game is run. I've been playing this game for a while, so you're in good hands. Make sure to download the zip on www.shawngg.com at the top of the TDOTS Resources tab. It has the map and tokens you'll need for a digital map tool.

Read text like this:

"We start in a forested small town, Bumble, on the edge of explored Chike. A number of friends sit under a pavilion on plush cushions stuffed with the feathers of a long dead great bird. The beast's skull hangs above, catching candle wax as it drips from the crude iron chandelier. The clouds part over the horizon and show a beautiful pink and orange evening sky. A friend sits by on a folded blanket, plucking away at a makeshift harp, singing with their soul in full view. The wind is gently carried over the hill and under the canopy of lights, saving our adventurers from the summer heat."

Prompt your players for character introductions. You can continue whenever you and the players are ready.

When they are, prompt a "Perception check with Skill". This check will be at difficulty 50. I hope you read the rules! If you didn't, or if they were somehow unclear, let me explain. Perception checks don't really exist. Perception is a narrative idea we have that can be expressed through the Stats TDOTS has. Stealth, perception, acrobatics, and other dexterous tasks are assigned to the "Skill" stat. Just as memory, history, deduction, and math are under the "Intellect" stat. If no one actually gets a 50, the bard friend will notice the man and alert the party.

"A large man, both in length and width, catches your eye. With a raised hand and flowing open-chested robe, he approaches the lounging group. This is Ksah, the townhead. He is easygoing, approachable, but focused. You can see battle scars on his exposed stomach and arms. Ksah's face is full of cracks and pocks, accompanied by some heartily laugh lines. Most of his hair is gone, at least on his head. It looks as if it was spread out over his body. His form is large and fat filled, with impressively muscular arms and legs. Ksah's straw sandals rhythmically slap as he comes near."

Obviously I can't predict your player's responses, so I'll give you an opening line and some talking points. Ksah speaks with an American midwestern accent and cadence. If you don't know what that is, make up your best guess. Onto the opener:

“Good night, eh? Not too many bugs out. Up for some fun kiddos? I need some help with a little prablame-o down at Splaid.”

Talking Points:

- ✦ Ksah wants the group to visit his friend's village, Splaid, about an hour's walk away.
- ✦ Ksah hasn't seen or heard from anyone in about a week, but his duties as townhead have kept him from investigating.
- ✦ Ksah isn't too worried about the village, but it's better to be safe than sorry.
- ✦ He will reward the group with a large home cooked dinner by his wife.
- ✦ Splaid is to the northwest, down a well used hunting trail.

At this time players can explore the town if they wish. Really anything can be in this town, this will be a good time to build some creative back and forth with your players. This is another large part of TDOTS. Ask each person to make an NPC. This can be as simple as a name and a profession. Then, with this information, you can imagine what this town looks like. Does anyone know a bartender? An Innkeeper? A local hunter? A woman of the night? Clingy parents? There are all kinds in the world, don't be afraid to put them in yours!

After that small creative stint, your players should be ready to get going on their quest (If they didn't already de-rail the session somehow)!

MOUNTAIN BEAR						
Beast						
STR	SKL	SPT	STM	INT	CON	CHA
20	5	5	10	20	30	5
Hp		Mp		AC		MA
80		0		4		10m
PASSIVES						
✦ Coldweather Hide: Immune to Ice damage.						
✦ Mighty Beast: Able to use each Ability once as a Quick action. They may be cast again as a normal action.						
ABILITIES						
✦ (M)Maul(MR): Deals 1d10 Slashing damage to a target. The target also must make a diff. 50 CON check or receive 1d4 Bleeds.						
✦ (M)Bite(MR): Deals 2d10 Piercing damage to a target.						
✦ (M)Dogpile(MR): Deals 1d10 Blunt damage to a target. The target also must make a diff. 50 CON check or be Knocked Down.						

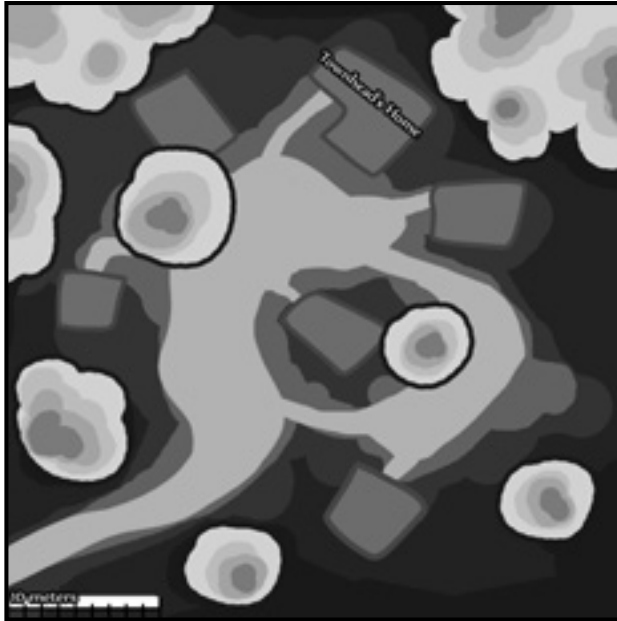
On the road to Splaid, your players will encounter a small bear cub in the middle of the road. What your players do to this cub is up to them, but the mom is only a few minutes away grabbing some fish. Whenever you see fit, let mama loose!

Mama is a Mountain Bear. These creatures aren't super strong, but are still lethal to new characters. If you have more than four players you might want to add a second Mountain bear, Papa. Remember the creature page? If not, refresh yourself. This encounter is so simple you really don't need a map. But you can make one if you want! And remember, let your players express themselves! You don't always need to kill everything. But it sure is fun to fight.

After the bear is dealt with, the party moves forward towards Splaid.

“As the sun falls fully over the hills and trees, night is truly here. The group comes upon Splaid in the darkness, a town somehow even smaller than theirs. No fires lit in the homes, the torches on the inbound sign remain unlit. The silence is deafening.”

Now you can refer to this fancy map below.



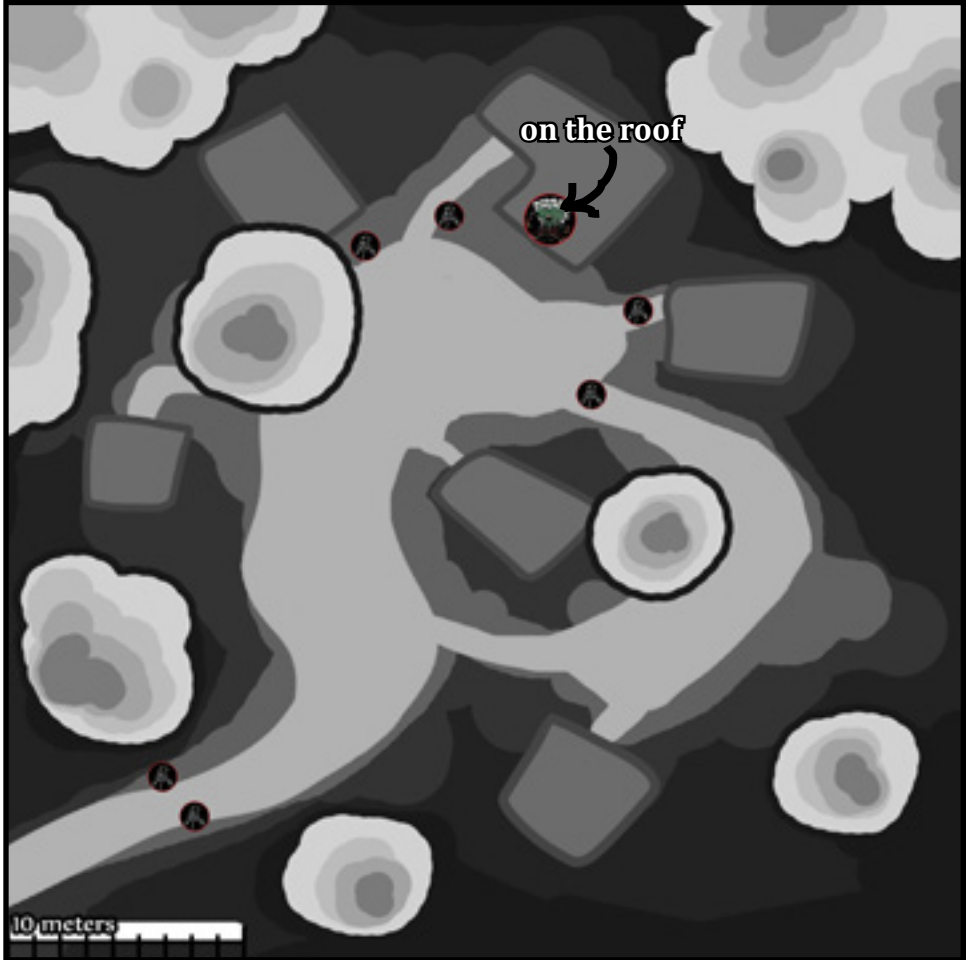
There are six homes, one larger than the rest. Trees dot the village as well. Players can explore any of the buildings they want, but they will quickly find out that something is very wrong with the village. There will be no townsfolk anywhere. No bodies, no sign of a fight, no animal tracks, nothing. Some things of note players can find with various checks are:

Note: All of the listed difficulties are lowered by 10 if the player has darkvision or a light source.

- + Spirit 40: You sense the presence of strong Holy magics.
- + Spirit 80: You see the town ghosts circling around the town as the party searches.
- + Intellect 20: It is very weird that the torches in the front of town are unlit.
- + Intellect 40: Unspoiled food is left to the open air in many homes.
- + Intellect 50: All of the furniture pieces in the homes are pushed out of the way and up against walls at random.
- + Skill 20: A set of silver cutlery inside the townhead's kitchen.
- + Skill 30: The general smell of wildflowers.
- + Skill 40: White petals on the bedsheets of a few homes.
- + Skill 50: Trails of sap on the walls of the townhead's home.
- + Skill 60: One of the homes has a fire starting kit and some torches.
- + Skill 70: One pair of bedsheets has green stains on the corners. If the player continues to investigate, under the top sheet there is a large bloodstain soaking through the entire mattress. You can prompt them to investigate further with a difficulty 30 Intellect check.

After about an hour (in-game time, not real time) of the players wandering around the town, ghosts will appear on the path out of the village. Players can make Intellect checks to see if they recognise the ghosts, and you can let them describe um'. The ghosts will attack and start combat if the group tries to leave. When combat starts, also set up extra ghosts in these locations, as well as a creature I haven't introduced.

When combat starts, set up the map in this configuration. Remember it doesnt need to be too fancy. When I play with paper maps in person I have a little junk box of buttons that I use for enemy tokens. And you don't need a grid! The game works fine with just measured distances.



also yes i did mess up the ruler just line up the grid its fine



CROWNED HYDRANGEA

Plant, Mutant

A beautiful bouquet of white hydrangea flowers floats in the dark air over a spindly body of sharp red roots. Bright golden eyes peer out of the green stems connecting the roots to the flowers. Behind it, the plant drags the bodies of the villagers, its roots spearing them through the head and exploding out of their chests. Each cluster of roots adorning the corpses contains a shining white crystal bud. As it walks, it screams, and shakes the flowers on its back. A trail of tiny white petals are left behind.

STR	SKL	SPT	STM	INT	CON	CHA
15	10	25	5	15	20	30

Hp	Mp	AC	MA	Size
100	50	2	5m	2x2m

PASSIVES

- * **Body Dragger:** This creature is dragging the dead behind it as it moves. Long red vines glowing gold with Holy magic hook into the rotting flesh, bursting out with a white crystal bulb. Each body is tied to a "Town Ghost" creature. The bodies can be attacked as a Called Shot and have 5 Hp. If the Hp is depleted, the small white bulbs break, freeing the associated ghost.
- * **Hydrangea Snowfall:** The plant shakes as it moves forward on thin roots, leaving behind a trail of white petals for the rest of the round. Non-plant creatures who step onto these petals will have to make a diff. 50 Con check. If the check fails, the creature is put to Sleep. Sleep is a Status Effect. It is interrupted by damage, and creatures may automatically hit a sleeping target.

ABILITIES

- * **(M)Golden Lance(5m):** Stab a target dealing 1d4 Holy damage and 1d4 Piercing damage. Heal the caster for the Holy damage dealt. This ability may be cast twice per turn.
- * **(R)Drift(15m):** The fiend discards one of its captured bodies and throws it at a target, dealing 2d10 Blunt damage.

SPELLS

- * **Full Scream(5Mp)(CR):** The plant screams in disgust, dealing 2d6 True damage to all creatures within 5m.

This is a new creature to TDOTS, a "Crowned Hydrangea". Let me give you a little backstory on the game's magic system before I describe this plant monster. Magic in the world is given at random. The Gods who gave "magic", the Wells, to the world a few hundred years ago want to crown a champion to determine a winner among the Gods. Each element of magic has its own properties and themings, as well as a set of different faces and names. But what's important here is that the Gods have no distinction or favoritism towards types of life. Anything could become an Avatar, a God's Champion. So plants and dogs are just as likely to be magically inclined as humans or draconics. In this instance, a hydrangea plant has been mutated heavily by Holy magics, the magic of life and death. Both necromancers and generic priests use the same magic! The Crowned Hydrangea is something the players would have never seen before. New monsters and horrors appear all the time out in the wilds.

TOWN GHOST

Magical, Undead

STR	SKL	SPT	STM	INT	CON	CHA
5	0	15	0	8	0	2

Hp	Mp	AC	MA	Size
20	20	0	8m	1x1m

PASSIVES

- * **Incorporeal:** Can't be damaged by physical means unless a silver weapon is used.

ABILITIES

- * **Waft(MR):** Drift through a target, stealing their essence. Deals 2d4 Ice damage to the target.

SPELLS

- * **Resonate Scream(5Mp)(CR):** The ghost wails, dealing 1d6 Ice damage to all creatures within melee range. If this is cast after a "Full Scream" the range is increased to 5m.

You can read out this description to the players:

“A beautiful bouquet of white hydrangea flowers floats in the dark air over a spindly body of sharp red roots. Bright golden eyes peer out of the green stems connecting the roots to the flowers. Behind it, the plant drags the bodies of the villagers, its roots spearing them through the head and exploding out of their chests. Each cluster of roots adorning the corpses contains a shining white crystal bud. As it walks, it screams, and shakes the flowers on its back. A trail of tiny white petals are left behind.”

Depending on how many players you have you can adjust the amount of villagers Crowned Hydrangea is dragging. I would say 6 is the max you would want for four players for a fair fight. If you want to kill um' add as many as you want. Or another Crowned Hydrangea if you really want to be cruel.

And after this combat is done, whoever survived can limp back to Bumble.

I hope you liked what you saw and read. I know it was kinda short, but you can continue your adventure in any way from here! The full game is a sandbox experience, so it will be a lot of cooperative worldbuilding. There are mechanics to help guide your adventure, but it really is up to the story you and your group make! If you want a much more structured experience, please consider my module Westside! It has 100 pages of goofy fantasy police adventures.

So uh... cool! Thanks!

Shawn'23
~~Shawn~~ 23 ☺