



# TALES of LEGEND

A D20 Fantasy Role Playing Game System

FROM LEGENDARY TALES

**The following is a free sample version of the Tales of Legend rule set. This document is roughly half the size and content of the full rules. The following rules can be used for heroes from level 1 to level 5. If you like what you see, please consider purchasing the full game at [www.legendarytalesrpg.com](http://www.legendarytalesrpg.com).**

All original material in this work is copyright 2024 by Legendary Tales

Homebrew works, campaign settings, and custom content are highly encouraged for the ToL system. Please do not copy core game mechanics to these works. Other terminology or references to specific mechanics within this work are permitted. The sale of third party content for this system is permitted, as long as the core game mechanics are not copied from this document. Please share any homebrew or third party content on the [Legendary Tales Discord](#).

[legendarytalesrpg@gmail.com](mailto:legendarytalesrpg@gmail.com) | <https://www.legendarytalesrpg.com/>

# TABLE OF CONTENTS

## INTRODUCTION ..... 3

## GENERAL RULES ..... 3-4

## HERO SHEET ..... 5

First Page: The Basics ..... 5-6

Second Page: For Scenarios ..... 6-7

Third Page: Bonuses and Magic ..... 7

## HERO CREATION ..... 7-8

## BACKSTORY OPTIONS 9-10

## HERITAGE OPTIONS ..... 11

## ASPECT OPTIONS ..... 11-12

## COMBAT SCENARIOS ..... 13

Time and Distance ..... 13

The Round ..... 13

The Turn ..... 13

Actions ..... 13-14

Free Actions ..... 14

Trigger Actions ..... 14

Openings ..... 14-15

Movement ..... 15

Combat Options ..... 15-16

Senses ..... 16

Range ..... 16

Cover ..... 17

Affinity ..... 17

Aversion ..... 17

Environmental Hazards ..... 17

Recovery Periods ..... 17

Status Effects ..... 18-19

Damage Properties ..... 19-20

## GEAR..... 21

Currency and Economy ..... 21

Defense Gear ..... 21

Melee Weapons ..... 21-22

Ranged Weapons ..... 22-23

Mundane Gear ..... 23

Magic Gear ..... 23

## MAGIC SYSTEM ..... 24

Magic Source ..... 24

Magic Tap ..... 24

Continuous Spell Effects ..... 24

Ranking Spells ..... 24

Powerful Spells ..... 24

Spell Options ..... 24-25

## RUNNING THE GAME ..... 25

Creating Legends ..... 25

Designing Scenarios ..... 25

Rewarding Your Heroes ..... 26

Starting at Higher Levels ..... 26

## CREATURES ..... 26

Creatures Vs Heroes ..... 26

Creature Sheets ..... 26

Creature Tiers ..... 27

Creature Types ..... 27-28

Creature Size ..... 28

Creature Templates ..... 28-29

Combat Options ..... 29-30

## CREATURE EXAMPLES..... 30

# INTRODUCTION

Tales of Legend is a table-top roleplaying game designed to be used for fantasy collaborative storytelling. While allowing for storytelling, combat, exploration, and roleplaying, ToL also provides a set of rules with no associated lore, allowing for ultimate creativity in hero design, and complete freedom to design your world.

Tales of Legend does not have a class system. Instead, players add points to different aspects, and then develop a hero organically based on their character concept. Every fantasy archetype character can be created using this system. The flavor of the hero is entirely up to you.

There are unique mechanics for combat, weapons, and magic. However, the history and aesthetics of your weapons and magic are entirely up to you, based on the lore of your world.

The default playstyle for ToL is epic fantasy. The examples in this document suggest a middle or high fantasy world. It can be easily modified to have low magic, or even no magic.

Tales of Legend provides very little in terms of description for backstories, heritages, weapons, armor, and magic. The goal is flexibility and creative freedom. While freeing for experienced players, new players to TTRPGs might need guidance with creating their character concept in order to drive their choices.

Tales of Legend is especially designed for the game master who enjoys designing their own worlds. It provides everything you need for rules, mechanics, and combat, while giving the freedom for everything else.

## GENERAL RULES

### TELLING YOUR STORY

Tales of Legend is designed to be used for epic, high-fantasy storytelling. Although it can be used for a multitude of different types of stories, these settings will fit best with the rules as written.

### CREATURES AND HEROES

Non-playable characters, monsters, animals, and the player characters are all called *Creatures*. The player characters are referred to as *Heroes*. In combat, friendly creatures are known as *Allies*, while enemy creatures are known as *Foes*.

### SCENARIOS

When the heroes come up against a challenge, this is called a *Scenario*. Typically, this will be a combat scenario. But scenarios also include puzzles, social encounters, traps, or any scene where they are expected to use their skills and resources.

## TALES AND LEGENDS

A series of scenarios leading to the conclusion of a single plot is known as a *Tale*. A series of tales back-to-back, progressing the hero's stories together is known as the *Legend* of those heroes.

### THE LEGEND MASTER

The Legend Master is the person who creates the world and officiates the game. They will play all non-hero characters, play the allies and foes during combat, and call for rolls when determining if an action a hero is taking may or may not succeed.

### ASPECT POINTS

Your hero's abilities are defined by aspect points. There are four aspect points total:

- **Physicality:** Your physical power and endurance.
- **Grace:** Your accuracy, agility, speed, and balance.
- **Focus:** Your mental fortitude and affinity for magic.
- **Skill:** Your aptitude for different types of knowledge, exploration, and social interaction.

Depending on how you use your aspect points, you craft a unique hero with specific features and abilities. Great warriors should favor Physicality. Acrobatic archers, Grace. Powerful mages should favor Focus. A skilled scholar or diplomat should maximize Skill.

### ROLLING DICE

Whenever an opportunity presents itself where there is a chance of success or failure, a d20 roll decides whether or not something happens. Generally, there are two kinds of rolls.

- **Aspect Rolls:** When your hero attempts to do something, you may make an aspect roll.
- **Accuracy Rolls:** When your hero attempts to attack or effect another creature, you make an accuracy roll.

The d4 and d6 are also used, typically for aptitude and damage rolls.

### APTITUDE DICE

Aptitude dice are used to augment d20 rolls when your hero is taking on a challenge they are particularly built for. This mainly includes aspect rolls and accuracy rolls, but may include damage rolls as well. Your bonuses will tell you whether or not you get to add your aptitude die to a type of roll or not. If you have aptitude for a roll, you roll your aptitude die alongside your d20, and add the result to your total. Beginning at level 1, your aptitude die is 1d4, and eventually scales to 2d6. Your aptitude die scaling is available in the **Hero Development** section.

## ASPECT ROLLS

---

Aspect rolls are based on your aspect points. There will be situations where your hero will attempt to accomplish some sort of task. The Legend Master will assign an aspect roll to that task and ask for an aspect roll to determine if you succeed.

### PHYSICALITY ROLLS

Physicality rolls are modified by your Physicality aspect score. Your Legend Master might ask for a Physicality roll:

- When you attempt a feat of strength or endurance.
- When you attempt to wrestle or escape the wrestling attempt of another.
- When you attempt to resist a negative physical status effect.

### GRACE ROLLS

Grace rolls are modified by your Grace aspect score. Your Legend Master might ask for a Grace roll:

- When you attempt a feat of agility, balance, or acrobatics.
- When you attempt to dodge falling rocks or a sprung trap.
- When you attempt to move at the same time as another creature.

### FOCUS ROLLS

Focus rolls are modified by your Focus aspect score. Your Legend Master might ask for a Focus roll:

- When you are trying to discern a magical effect.
- When you attempt to resist a magical effect.
- When you are trying to impose a magical effect on another creature.

### SKILL ROLLS

Skill rolls are divided into several different skills, each of which you can add points to when you increase your Skill aspect score. Sometimes, instead of asking for a Skill roll, your Legend Master will ask for a specific roll associated with one of the seven skills.

## DIFFICULTY

---

When you make an aspect roll or skill roll, the Legend Master has assigned a difficulty (D) to the task you are attempting. The following is a general guide to difficulty.

- D10 = Moderate for low levels, easy for high levels.
- D15 = Hard for low levels, moderate for high levels.
- D20 = Very hard for low levels, hard for high levels.
- D25 = Extremely hard for low levels, very hard for high levels.
- D30 = Impossible for low levels, extremely hard for high levels.

## MAXIMIZING DICE

---

Sometimes a bonus, effect, option, property, or status will call for maximizing dice. This means that, instead of rolling dice, you use the highest possible roll instead.

For example, If an effect calls for the maximization of your aptitude die at level 1, instead of rolling 1d4, you would add 4 to the total.

## CRITICAL SUCCESSES

---

When you roll 20 on a d20 for accuracy or skill rolls, this is considered a critical success.

When you critically succeed on a skill roll, you add your aptitude die to the skill roll. If you already add your aptitude die to the skill roll, maximize the aptitude die.

When you critically succeed on an accuracy roll, you automatically hit your target. Maximize your damage dice, and add additional damage equal to a roll of your aptitude dice.

## ROUNDING DOWN

---

Sometimes you must use half the result of a number for a myriad of different reasons. In these situations, when dealing with an odd number, always round down. For example, half of 5 would be 2.

## OPPOSED ROLLS

---

Often your hero will find itself opposing another creature in a test of physicality, grace, focus, or skill. In these cases, the Legend Master might call for an opposed aptitude roll. Roll 1d20 and add the appropriate aspect score. You can also add your aptitude dice, if applicable.

## TAKING AVERAGES

---

As an optional rule, you can elect to use the average on a damage or aptitude die roll. The roll must be a roll you can add your aptitude bonus to, and you must declare the average before you make the roll.

If you are affected by any negative status effects, you cannot use the average. Dice averages are:

- $d4 = 2$  |  $2d4 = 5$  (2+3) |  $3d4 = 7$  (2+3+2) etc...
- $d6 = 3$  |  $2d6 = 7$  (3+4) |  $3d6 = 10$  (3+4+3) etc...
- $1d4+1d6 = 6$  (2+4) |  $1d6+1d4 = 6$  (3+3) etc...

## VARIANT DICE ROLLING

---

Other TTRPG systems use more dice. If that is what you are comfortable with, it is possible to use these, instead:

- **Normal:** 1d4, 1d6, 2d4, 1d6+1d4, 2d6
- **Variant:** 1d4, 1d6, 1d8, 1d10, 1d12

# HERO SHEET

## FIRST PAGE: THE BASICS

### HERITAGE

Your heritage indicates aspects of your family, history, lineage, ancestry, and/or culture. You gain bonuses based on your heritage as you level up. Examples of different heritage are available from the *Heritage Options*.

### BACKSTORY

Your backstory gives clues as to how you lived your life before you became a hero. You are able to start with some gear, currency, and three specific tools, depending on your choices. Examples of different heritage are available from the *Backstory Options*.

### ASPECTS

Your aspects are four statistics that determine what your hero excels at. The four aspects are Physicality, Grace, Focus, and Skill. All aspects begin at 0. Starting at level 1, you gain 3 aspect points. As you continue to gain aspect points as you level up, you can distribute them where you like.

#### PHYSICALITY

Physicality represents your hero's physical strength, athleticism, conditioning, endurance, and toughness. You use Physicality when dealing physical damage, attempting a strenuous physical act, or resisting some sort of adverse effect to the body such as cold or poison.

#### GRACE

Grace represents your hero's accuracy, agility, balance, flexibility, and speed. You use Grace when attempting to land an attack, dodge falling rocks, or attempt a feat of acrobatics.

#### FOCUS

Focus represents your hero's mental aptitude, defense, and sensitivity to magic. You use focus when you are concentrating on a task, interacting with magic, and trying to resist another creature probing your mind.

#### SKILL

Skill represents your hero's expertise with a number of different types of tasks. Skill aspect works differently than your other aspects, as when you add points into Skill, you unlock the ability to add skill points to seven different individual skills.

## SKILLS

When you place points in your Skill score, you start generating skill points. When you level up, after placing aspect points, you gain a number of skill points equal to your Skill score. You can then distribute those points among seven different skills: Conceal, Detect, Knowledge, Search, Social, Wilderness, and Fate. The maximum amount of points you can give to one skill is equal to your level + your Skill score.

### CONCEAL

A Conceal roll is used when you attempt to hide the presence of an object or creature, including yourself. You, or the object, must be out of line of sight in order to make this roll. A creature might make an opposed Detect or Search roll if they are actively looking for you, or what you've attempted to conceal. You can add skill points to your Conceal score as you add aspect points into Skill, improving your chances.

### DETECT

A Detect roll is used when you are attempting to sense certain things that are not easily seen or heard. You actively look, listen, or feel to sense if something is amiss, different, or trying to be Concealed from you. You can add skill points to your Detect score as you add aspect points into Skill, improving your chances.

### KNOWLEDGE

A Knowledge roll is used to determine if you have come across certain information in your education and life experience, and can accurately remember it. You can add skill points to your Knowledge score as you add aspect points into Skill, improving your chances.

### SEARCH

A Search roll is used when you intend to take time discerning information. This can be in the form of reading a book, searching a room for a secret switch, examining the details of an item for clues, looking for something Concealed, or researching information in a library. You can add skill points to your Search score as you add aspect points into Skill, improving your chances.

### SOCIAL

A Social roll is used whenever you try to persuade or lie to a creature. Social rolls can also be used if you are trying to impress someone with a performance, or trying to determine if someone has honest intentions when they are speaking to you. You can add skill points to your social score as you add aspect points into Skill, improving your chances.

## WILDERNESS

A Wilderness roll is used when you are attempting something while traveling out in the world. This can include navigating by compass, reading a map, trying to gather food, or trying to find the best route to your destination. It also aids when you attempt to track creatures in the wild. You can add skill points to your Wilderness score as you add aspect points into Skill, improving your chances.

## FATE

A Fate roll is used when pure luck, fate, or destiny demands an answer. When you have no way to control the situation through your aspects or skills, a Fate roll is a single d20 roll. On a 1-10, you fail, and on a 11-20, you succeed. Your Legend Master might determine that you have higher or lower luck. In which case, you might succeed on a roll of 15-20, or a roll of 6-20.

## APTITUDE DIE

You will often add your aptitude die to accuracy rolls, aspect rolls, and many other rolls throughout your hero's story. If you have aptitude with a roll, you add your aptitude die to the d20 roll. Your aptitude die starts as 1d4 at level 1, and eventually becomes 2d6.

## TRAINING

Based on your aspects, you will have training with certain types of weapons, armor, tools, and other gear. This section will also include any languages you know besides the common tongue. You can have training with any of the following: melee and thrown weapons, ranged weapons, background tools, or languages.

## PURSE

Your purse is where you keep your hero's currency. The default currency is marked by the \$ symbol. Your currency will be listed here.

## SUPPLIES

Supplies consist of food rations and medical supplies. The number of supplies you have determine if you can take a Recovery period. Taking a Break consumes 1 supplies, and sleeping consumes 3 supplies.

## GEAR

You have a list of all relevant gear. This includes Armor, Weapons, Magical Gear, Consumables, Items, and Other Gear. You start with some gear, and should add more along your travels.

## WHO AM I?

This is where you can list history, physical characteristics, personality traits, or other aspects of your hero that makes you unique.

# SECOND PAGE: FOR SCENARIOS

## RESOLVE

Resolve is how long you can fight before falling in battle. When you take damage, the damage is dealt to your resolve. This can be flavored to be minor wounds, draining your energy, straining your will to fight, or getting fatigued. You gain resolve as you level up.

## PHYSICAL DEFENSE

Physical defense allows you to dodge, block, parry, or absorb attacks to your body without taking resolve damage. If an accuracy roll does not meet or exceed your physical defense, it misses. If the accuracy roll does meet or exceed your resolve, damage is rolled and deducted from your resolve pool. Your physical defense is naturally 10 + any armor you are wearing.

## MENTAL DEFENSE

Mental assaults are more rare, and typically come from magic sources. For a mental assault to succeed, it must meet or exceed your Mental Defense. Your mental defense is naturally 10 + your Focus score.

## AFFINITIES OR AVERSIONS

Some heroes might have an affinity or aversion to a particular damage property.

## SPEED

When in a scenario, you can expend an action in order to move. The amount of distance you can cover is calculated here. Typically, your speed begins at 25 feet.

## SENSES

Your hero can normally see and hear. Sometimes your hero might have darksight, mindsight, or some other special sense. These will be recorded here.

## PASSIVE DETECTION

Your Passive Detection is 10 + your Detect skill score. If you have aptitude with Detect, you also add the average of your aptitude die to this number. You automatically notice anything that isn't concealed with a difficulty lower than this number.

## STATUS EFFECTS

A status effect is a condition that is put upon your hero. Statuses can last for a round, one minute, or until you recover. There are certain bonuses, gear, and spells that can give and take away these statuses.

## COMBAT OPTIONS

When a scenario starts, it often means combat. You have a certain amount of options, based on your bonuses, which allows you to use weapons, magic, or other options for your actions in combat.

Details for how to calculate your combat options will be available in the **Combat Scenarios** section of this document.

## ACTION POINTS

At level 1, you have 2 Action Points. You gain more action points as you level up. On your turn, you expend these action points on different actions. You regain all action points at the start of each of your turns.

## THIRD PAGE: BONUSES AND MAGIC

### HERITAGE BONUSES

Your heritage affords you certain mechanical bonuses that manifest as you level up. These mechanical bonuses are listed here.

### ASPECT BONUSES

As you gain points in different aspects, you will be awarded different bonuses that reflect those aspects. These bonuses give mechanical advantages in different situations.

### ARCHETYPE BONUSES

At higher levels, you qualify for special bonuses called Archetype Bonuses based on your aspect point decisions, better specializing your hero. These choices are recorded here.

### MAGIC TAP

In order to use magic, you must tap into your magic source. Each time you do, you can perform magical feats for up to a minute (10 rounds). The number of times you can tap into your magic source equals your focus score, which you can keep recorded here.

### POWERFUL SPELLS

Once per Recovery Period, you can choose to cast a Powerful Spell. Once you do, you can't safely cast another Powerful Spell until you complete a Recovery Period.

You can choose to cast an additional Powerful Spell before you Take a Break, but if you do, you gain the Winded status. A Winded hero cannot cast a Powerful Spell.

## MAGIC SOURCE

Not all heroes will use magic, but many will to some extent or another. If you plan on using magic, where does your magic source come from? Record that here.

## SPELL OPTIONS

Spellcasters select different magical options in order to cast different types of spells. There are 10 types total. You can learn spell options as you level up your Focus. When you do, record them here.

## HERO CREATION

When creating your hero, you will begin at level 1. This represents you as a brand new hero who has just begun traveling. You start by selecting a heritage, a backstory, and allocating your aspect points to one of the four aspect scores.

After you select your heritage and backstory, assign your Aspect points appropriately. You then will make a few calculations and input them into your hero sheet.

### RESOLVE

You begin with 5 resolve points, plus additional resolve points for your Aspect points.

#### Example

My hero is mortal, and begins with 4 aspect points (1 extra from Heritage). I place one point in Physicality, one point in Grace, one point in Focus, and one point in Skill. My resolve would be:

Base (5) + 1 Physicality (6) + 1 Focus (3) + 1 Grace (3) + 1 Skill (3) = 20 Total Resolve.

### PHYSICAL DEFENSE

Your default physical defense is 10. You may or may not have bonuses to your physical defense based on your Aspect Bonuses. Your physical defense can also be increased with armor, and other gear. Add any bonuses and calculate your physical defense.

#### Example

My hero has Armored Fighter. I gain a +6 bonus to my physical defense when I wear armor. I also gain a +2 bonus to my physical defense for holding the shield I have. My physical defense would be:

10 + 6 (armor) + 2 (shield) = 18 physical defense.

### MENTAL DEFENSE

Your default mental defense is 10. If you have Aspect points in Focus, you can add them to your defense. You may or may not add bonuses to mental defense with more Aspect Bonuses and magic gear.

#### Example

My hero has 1 point in Focus. My mental defense would be: 10 + 1 (Focus) = 11 mental defense.

## SPEED

Your speed is calculated via your number of Grace points. For every Grace point you have, you gain an additional 5 feet of movement speed on top of the 25 base speed you have.

### Example

My hero has 1 point in Grace. Now I can move up to 30 feet with a Move action, instead of 25.

## SKILL POINTS

If your hero has any points in Skill, give yourself skill points and distribute them among your seven skills.

### Example

My hero has one point in Skill. I get one skill point at level 1. I decide to place that skill point into Detect. Now my Detect skill rolls have a +1 bonus added to them.

Also, my Passive Detection will increase to 11.

## ASPECT MAXIMUM

Starting at level 1, you can have a maximum of 3 aspect points assigned to each aspect. This maximum increases as you level up, and is detailed on the *Hero Development Table*.

## STARTING GEAR

Your hero begins with your tools and gear from your Backstory, as well as **Traveler's Gear** and **\$1000**. Spend your currency on the following gear. Any currency that you don't spend is recorded in your purse. Record your gear on your hero sheet and calculate any bonuses.

## Melee Weapons

- Small Melee/Thrown Weapon ..... **\$100**
- Light Melee/Thrown Weapon ..... **\$200**
- Flexible Weapon ..... **\$400**
- Powerful Weapon ..... **\$600**

## Ranged Weapons

- Sling ..... **\$50**
- Blow Gun ..... **\$100**
- Light Bow ..... **\$150**
- Light Crossbow ..... **\$300**
- Heavy Bow ..... **\$500**
- Heavy Crossbow ..... **\$700**

## Ammunition

- Arrows (20) ..... **\$100**
- Crossbow Bolts (20) ..... **\$100**
- Needles of Affliction (10) ..... **\$200**
- Needles of Agony (10) ..... **\$200**

## Defensive Gear

- Shield ..... **\$250**
- Armor ..... **\$750**

## Magic Gear

- Elixir of Vitality ..... **\$500**
- Elixir of Restoration ..... **\$500**

## HERO DEVELOPMENT TABLE

Hero Level	Aptitude Die	Action Points	Aspect Points	Aspect Maximum	Other Bonuses
1	1d4	2	+3	3	Heritage
2	1d4	3	+1	3	-
3	1d4	3	+1	4	Heritage
4	1d6	3	-	4	-
5	1d6	4	+1	4	Heritage
6	1d6	4	+1	5	-
7	2d4	4	-	5	Heritage
8	2d4	4	+1	5	-
9	2d4	5	+1	6	Archetype
10	1d6+1d4	5	-	6	-
11	1d6+1d4	5	+1	6	Archetype
12	1d6+1d4	5	+1	7	-
13	2d6	6	-	7	Archetype
14	2d6	6	+1	7	-
15	2d6	6	+1	7	Archetype

## LEVELING UP

At your Legend Master's discretion, when you accomplish enough goals, you will gain a level. Complete a Sleep Recovery period to level up. When you level up, you gain resources based on the above *Hero Development Table*.

Your maximum resolve increases by 5 every level. You gain additional resolve if you gain an aspect point for that level.

Also, if you have at least one point in Skill, you gain skill points to distribute among your several skills. The amount of skill points you gain is equal to your Skill score.

You will gain an aspect point at most levels. Select an aspect to increase by 1. You also gain either a Heritage or Archetype bonus every odd level.

Finally, when you have at least three aspect points assigned to a single aspect, you gain access to advanced aspect bonuses which you can select once you select your fourth aspect point.

### Example

My hero is now level 2. I gain one aspect point, and decide to place it in Skill.

I gain 5 resolve from leveling up, and an additional 2 resolve for my point in Skill. I now have 23 resolve.

I gain 2 skill points. I decide to place a second skill point into Detect, and I place my second skill point into Social.

Finally, I now have 3 action points per round.

## BACKSTORY OPTIONS

### PHYSICALITY BACKSTORIES

Physicality backstories focus on careers in which a strong body was best used. You gain aptitude with Physicality rolls. You gain three tools from the tool list of your choice, and have training with them. You also gain one of the following selections.

Choose between:

- Flexible Weapon, Shield
- Flexible Weapon, Light Weapon
- Powerful Weapon
- \$500

Example Backstories: *Athlete, Guard, Laborer, Mercenary, Sailor*

### GRACE BACKSTORIES

Grace backstories focus on careers in which use agility, accuracy, speed, and balance. You gain aptitude with Grace rolls. You gain three tools from the tool list of your choice, and have training with them. You also gain one of the following selections.

Choose between:

- Two Light Weapons, Light Bow, 20 arrows
- Two Small Weapons, Light Crossbow, 20 bolts
- Small Weapon, Heavy Bow, 20 arrows
- \$500

Example Backstories: *Acrobat, Artisan, Burglar, Explorer, Streetrat*

### FOCUS BACKSTORIES

Focus careers tend to revolve around the use of the mind, instinct, religion, or the mystical. You gain aptitude with Focus rolls. You gain three tools from the tool list of your choice, and have training with them. You also gain one of the following selections.

Choose between:

- Small Weapon, Elixir of Vitality
- \$500

Example Backstories: *Adept, Herbalist, Missionary, Occultist, Soothsayer*

### SKILL BACKSTORIES

Careers based on Skill mean that you have been involved in some sort of lucrative field, often using your keen mind and strong personality. You gain aptitude with one skill of your choice. You gain three tools from the tool list of your choice, and have training with them. You also begin with either: You also begin with an additional **\$1000**.

Example Backstories: *Academic, Inventor, Merchant, Performer, Sophisticate*

## BACKSTORY TOOL LIST

Select three of the following tools that best fit your backstory. Tools are mundane gear that have a mechanical benefit during the game. Although these tools can be purchased or found in the world, they require proper training from your backstory or aspect bonus choices. Training means you have the skills, knowledge, or authority to properly use the tool.

### ANIMAL TRAP

You can set this trap in the wilderness to catch animals for food. Make a Fate or Wilderness roll as you sleep. You can add your aptitude die to this roll. If you already would, maximize your aptitude die, instead. If you roll a 5, you gain 5 supplies. You gain an additional 5 supplies when you roll 10, 15, 20, or 25. **Cost: \$100.**

### APPRAISAL TOOLS

You can determine the value of an object by spending 10 minutes studying it. **Cost: \$200.**

### ARTIST TOOLS

You can create works of art such as paintings, sculptures, or jewelry. For each hour of work, the value of the work of art increases by §10. **Cost: \$200.**

### BONES

Once per day, you can make a fate roll. If you roll 15 or higher, the bones will tell you if the current path is safe or dangerous. **Cost: \$50.**

### BOOK OF LORE

Pick a subject that you are most passionate about. When you make a Knowledge roll which involves that lore, you can add your aptitude roll. If you already add your aptitude roll, maximize it, instead. **Cost: \$100.**

### CLIMBING GEAR

You can safely scale a rock surface at the rate of 10 feet per minute without requiring a Physicality roll. **Cost: \$200.**

### COMPASS

You always know where North is, and can't roll below a 10 when making Wilderness rolls to avoid getting lost in the wilds. **Cost: \$100.**

### COSTUME TOOLS

You can take an hour to make yourself, or someone else, look completely different. Make a Skill roll and add your aptitude die. A Detect roll must meet or exceed your roll to recognize the creature through the disguise. **Cost: \$200.**

### CRAFTING TOOLS

Select a type of goods you used to craft. You can craft these quality items with appropriate resources. You can create an item for half its retail cost. **Cost: \$200.**

### CROWBAR

You are able to open any box or door that would require a Physicality roll less than 10 + your Physicality score, you automatically open it without a roll. Otherwise, add your aptitude die roll to try to open it. If you already add your aptitude die to Physicality rolls, maximize it instead. **Cost: \$50.**

### CRYSTAL BALL

As a free action, you can speak the command word. When you do, this minor magical orb sheds light between a 5-25 foot radius of your choice. **Cost: \$200.**

### DECK OF CARDS

You can play a game of cards with other creatures. Make a series of 5 opposed Fate rolls to decide the winner. You add your aptitude die to each of your Fate rolls when playing card games **Cost: \$50.**

### DISARM TOOLS

As a Use action, you can attempt to disarm a trap within melee range. You automatically disarm a trap with a difficulty of 10 + the average of your aptitude die. Otherwise, it will take between 10 minutes and 1 hour to succeed, depending the intricacy. **Cost: \$200.**

### FINE CLOTHES

You are able to dress as a professional and/or aristocrat. **Cost: \$200.**

### FISHING GEAR

You can use this alongside a body of water to catch fish for food. Make a Fate or Wilderness roll after spending an hour fishing. You can add your aptitude die to this roll. If you already would, maximize your aptitude die, instead. If you roll a 5, you gain 1 supplies. You gain an additional supplies when you roll 10, 15, 20, or 25. **Cost: \$100.**

### GARDENING TOOLS

These tools are used to harvest, grow, and care for plants. When you sleep in the wilderness, make a Fate roll. On a roll of 15 or higher, you craft either a Elixir of Vitality or Restoration the next day. **Cost: \$50.**

### GRAPPLING HOOK

This tool can be used to scale walls. Throw the grappling hook at an anchor point within 50 feet. Creatures can then climb the attached rope. **Cost: \$50.**

### HOLY TEXTS

You have special status within your religion, and those that practice it. You have the ability to perform weddings, funerals, last rights, and blessings on people in the name of your religion. These services could come with a price. **Cost: \$50.**

### INK AND PARCHMENT

You have a binder of quality parchment, as well as a quill and assorted inks for documentation. **Cost: \$50.**

### LOCKPICKING TOOLS

As a Use action, you can attempt to pick a lock within melee range. You automatically pick a lock with a difficulty of 10 + the average of your aptitude die. Otherwise, it will take between 10 minutes and 1 hour to succeed, depending the intricacy. **Cost: \$200.**

### LUCKY DICE

You can make a wager with someone. Make an opposed Fate roll. The highest roll wins. When you use gambling dice, you gain a 1d4 bonus to your Fate roll. **Cost: \$50.**

### MAGNIFYING GLASS

Add a 1d4 bonus to Search rolls when attempting to discern details. **Cost: \$50.**

### MANACLES

You can use the Use action against a creature who is Helpless. Make an opposed Physicality roll. If you succeed, the creature cannot end the Helpless status effect unless you use the Use action to remove the manacles. **Cost: \$50.**

### MEDICINE BAG

You can spend an action to end the Dying status on a creature. If you spend a minute giving medical aid to that creature, they also lose the Wounded status and gain 1 resolve. **Cost: \$100.**

### PERFORMING GEAR

Choose a type of performance you are skilled at. It could be playing an instrument, dance, poetry, juggling, or even knife throwing. You have the appropriate gear in order to perform your act. You can perform for money. **Cost: \$200.**

### PICKAXE

You can add your aptitude die to Physicality rolls to clear rocks, break down doors, or other such actions. If you already do, maximize the die instead. **Cost: \$50.**

### REPAIR TOOLS

You are able to mend clothing, fix wheels on carts, repair holes in ships, or other such simple repairs. The amount of time, material, and cost can vary depending on the project. **Cost: \$100.**

### SIGNET RING

You are either a member of a prestigious family, or are masquerading as one. This ring serves as your proof of lineage. **Cost: \$200.**

### SHOVEL

You are able to dig through dirt and soil at a rate of 5 feet per hour, regardless of your Physicality score. **Cost: \$50.**

### SPYGLASS

You are able to see up to 1000 feet clearly, and 1500 feet with a successful Detect roll. **Cost: \$200.**

# HERITAGE OPTIONS

## MORTAL

Mortals are humanoid creatures with average lives and no special powers, but a lot of potential. Depending on the type of game you are running, this could encompass not only humans, but halflings, dwarves, and other common humanoid races.

### Heritage Bonuses

- **Level 1:** Gain one additional aspect point.
- **Level 3:** Gain one additional aspect point.
- **Level 5:** Gain one additional aspect point.
- **Level 7:** Gain one additional archetype bonus.

### HERITAGE OPTIONS

The full rules contain 10 heritage options: Mortal, Bestial, Monstrous, Fairy, Elemental, Blessed, Cursed, Half-Life, Magical, and Psionic.

## ASPECT POINT OPTIONS

Every time you gain an aspect point, you assign those points to one of the four aspect scores. Each score starts at 0. At level 1, you gain 3 aspect points, with a maximum of 3 points per score. As you gain levels, you gain more aspect points.

## PHYSICALITY BONUSES

Every time you add an aspect point to Physicality, you gain 6 maximum resolve, and your damage with melee and thrown weapons increases by 1. You then choose one Physicality bonus detailed below:

### Armored Fighter

When you wear armor, you gain a +6 bonus to physical defense, instead of +4. When you are holding a shield, you gain a +2 bonus, instead of +1.

Also, you can make a Strike with a shield you are holding. It becomes a light smashing weapon. You gain your aptitude die to these accuracy rolls. The damage is equal to your Physicality.

### Charge

When you spend two action points to move, and end your movement with a foe in melee range, you can make a melee attack against that creature as a free action.

### Martial Fighter

You add your aptitude die to accuracy rolls with melee and thrown weapons.

Also, you can use your Physicality score instead of your Grace score to make accuracy rolls with melee weapons, even when throwing.

## Stout

When you make a Physicality roll, you can add your aptitude die to the roll.

## Unarmed Fighter

Your unarmed attacks become 1d6 light crushing weapons which can use Physicality instead of Grace. You gain aptitude with your unarmed attacks, and you can add your Physicality score to damage with unarmed attacks.

When you use an action to successfully land an unarmed attack, you can use the Strike free action to either make an additional unarmed attack, or to make a wrestling attempt. You gain your aptitude die and aspect damage bonus to these strikes.

## GRACE BONUSES

Every time you add an aspect point to Grace, you gain 3 maximum resolve, and your accuracy with weapons increases by 1.

Also, your movement speed increases by 5 feet. You then choose one Grace bonus detailed below:

## Agile Fighter

You add your aptitude die to accuracy rolls with small and light melee weapons. You can use your Grace score instead of your Physicality score for damage and aspect rolls with these weapons. You add your aptitude die and aspect damage to Strikes when using small and light weapons.

Also, when you use the Grab free action, you can interact with two weapons, instead of one.

## Dodge

You gain a +1 bonus to physical defense.

Also, as long as you are not wearing armor, you can add your Grace score to your physical defense.

*You can take this option more than once. When you do, you gain an additional +1 to physical defense.*

## Quick Reflexes

When you make a Grace roll, you can add your aptitude die to the roll.

## Nimble

When you use a free action to Step, you can move an additional 5 feet.

*You can take this option more than once.*

## Ranged Fighter

You add your aptitude roll to ranged weapon accuracy rolls.

Also, you can add your Grace score to damage rolls using ranged weapons.

## FOCUS BONUSES

Every time you add an aspect point to Focus, you gain 3 maximum resolve, and your mental defense increases by 1. You then choose one Focus bonus detailed below:

### Magic Source

You gain the ability to cast magic by tapping into a magic source. You can tap into your magic source a number of times equal to your Focus score.

Also, you gain the ability to use two spell options of your choice.

*You can take this option more than once. When you do, you gain the ability to use two more spell options of your choice.*

### Magic Trick

You can use a Magic action to create a magical effect within 25 feet of you without tapping into a magic source. You can telekinetically move or magically conceal small objects, open doors or windows without touching them, remove stains, or create a ball of light that illuminates a 5-25 foot radius around itself. You can choose to make any effect a continuous spell effect.

### Mental Fortitude

Increase your mental defense by the average of your aptitude die.

### Mystical Defense

While you are not wearing armor, or holding a shield, you add your Focus score to your physical defense.

### Sharp Mind

When you make a Focus roll, you can add your aptitude die to the roll.

#### ADVANCED ASPECT POINT OPTIONS

The full rules contain an additional 10 aspect point options for each of the four aspect scores. These "Advanced" bonuses can only be selected when you put your 4th aspect point in a single score. This is a total of 10 options per aspect score, or 40 options total.

## SKILL BONUSES

Every time you add an aspect point to Skill, you gain 3 resolve, then the number of skill points you gain every time you level up increases by 1. You then choose one Skill bonus detailed below:

### Apothecary

Every time you sleep, you brew a number of concoctions equal to your Skill score. These concoctions can be one of the following: *Elixir of Vitality*, *Elixir of Restoration*, *Oil of Agony*, or *Oil of Affliction*.

Each concoction only lasts for 24 hours, before spoiling.

### Calculated Fighter

You add your aptitude bonus when you make accuracy rolls with melee and ranged weapons.

Also, you can use your Skill score instead of your Grace or Physicality score for accuracy, aspect, and damage rolls with weapon attacks.

### Dungeoneer

You gain training with Disarm Tools and Lockpicking tools.

Also, when you make rolls with Lockpicking Tools or Disarm Tools, you now succeed when the difficulty is 15 + the average of your aptitude die.

### Experienced

You add your aptitude die roll to two skills of your choice.

*You can take this option more than once.*

### Tool Master

Select two tools from the Backstory Tool List. You find a way to acquire the tool, and have training with it.

*You can take this option more than once.*

## COMBAT SCENARIOS

Fighting is a large part of any epic tale. You will need to know how to handle your hero once combat begins.

### TIME AND DISTANCE

Time and distance are crucial in scenarios. When in a combat scenario, each round takes 6 seconds, meaning that for every 10 rounds, a minute goes by.

If you are playing your combat scenario on a grid, each square indicates 5 feet of distance. Moving 1 square is moving 5 feet.

### THE ROUND

The combat scenario begins when hostile intention is signaled by one or both sides. First, all creatures in sight of the heroes are identified as allies, foes, or bystanders. Then the Legend Master makes a Fate roll. On a 1-10, the foes act first. On a roll of 11-20, the heroes act first. Bystanders automatically act third.

The first creature in the group that won the Fate roll takes their turn first, followed by the first creature in the group that lost the Fate roll. When the foes act, the Legend Master selects a foe to take their turn. When the allies act, the ally with the highest Grace score acts first. If two allies have the same Grace score, the heroes can decide which acts first for this scenario. Then the second creature in each group will take their turn, until all creatures have had their first turn in combat. This ends the first round.

The combat scenario continues in the same turn order for any following rounds. When a creature is suffering from the Dying or Helpless status effects, their turn is skipped until that status is lifted. When all foes or all allies are either Helpless, Dying, or dead, the combat scenario ends. The scenario also ends if one side flees.

### SURPRISE ATTACKS

Surprise attacks occur when one group that is Concealed from another group makes a coordinated attack as an ambush before the round begins. If the heroes are going to initiate a surprise attack against an unaware group of foes, each hero prepares one action as a trigger action, to attack a target they can see within range with an attack. This attack provokes an opening. This prepared action can cost multiple action points. When you initiate your combined attack, they all resolve at once. Then the round is established. All foes gain the Staggered status effect for the first round of combat when victims of a surprise attack.

## THE TURN

When it is your hero's turn in a combat scenario, you have a series of actions you can take. Each action takes at least one action point. When you resolve all of your action points, and your free action, your turn ends. You can declare an end to your turn before expending all of your action points.

### ACTIONS

There are ten basic actions that you can choose to expend action points on. You can't take the same action more than twice in the same turn. You can also use one free action per turn. Once you use all of your action points, your turn ends. You regain all action points at the start of your next turn.

#### MOVE ACTION

You can use one action point in order to move up to your speed in any direction you can move. When you take the Move Action, you can take other actions at any point before you use up your speed.

If you expend two actions on movement in a round, you are considered sprinting. You can also use a move action to Jump forward up to 5 feet.

#### ATTACK ACTION

You can use one action point to declare an attack with a weapon. When you do, you make an accuracy roll. If you hit, you deal resolve damage to the creature. You can attack up to twice per turn.

Your attack is typically  $1d20 + \text{your Grace score}$ . If you have aptitude with your weapon, you roll your aptitude dice with your d20. You may have bonuses or gear that allow you to modify with a different aspect.

The Magic Attack spell option is one action that is considered both an Attack and Magic action.

#### GUARD ACTION

When you take the Guard action, you steel yourself against oncoming attacks. The next source of damage against you, until your next turn, only deals half the amount of resolve damage to you and you are unaffected by that source's status effect attempts. You can spend multiple action points to Guard against an equal number of sources of damage.

You can choose to spend all of your action points on guarding. If you do, not only do you take half damage from all sources, but all accuracy rolls against you lose their aptitude bonus until your next turn.

#### MANEUVER ACTION

When you take the Maneuver action, you are concentrating on safely moving quickly in perilous circumstances. When you take this action, you do not provoke openings for foes for the rest of the round, you are immune to trigger actions, you do not suffer from the Hampered status effect, and you are able to move through foe's spaces by using 10 feet of your movement.

## USE ACTION

Whether it is magic gear, a set of tools, or operating some sort of machine, many items require the use of an action in order to operate. An item that requires an action to use typically has some sort of effect.

## SKILL ACTION

Sometimes you might need to use a skill during a combat scenario. You might need to listen for an invisible enemy, swing from a rope, or push a boulder down a hill. Using skills in combat require the use of one action.

## ASSIST ACTION

You can Assist a creature within melee range of you. You can Assist them with an accuracy or aptitude roll of your choice. If that creature makes one of those rolls while within melee range of you before your next turn, they can add their aptitude die to the roll.

If they would already add their aptitude die to the roll, they can maximize it instead.

## RECOVER ACTION

You attempt to end one of the following status effects on yourself: Afflicted, Agony, Fallen, Hampered, Provoked. Your legend master will determine if it is reasonable for you to try to end the status effect.

## MAGIC ACTION

If you have the ability to, you can use action points to cast spells.

The Magic Attack spell option is one action that is considered both an Attack and Magic action.

## EXERT ACTION

Once per turn, you can choose to use an action to Exert yourself. You gain two action points. When you do this, you gain the Winded status effect.

## FREE ACTIONS

You are allowed one free action per round in a scenario. A free action is a minor action that doesn't take up an action point. If you have already used a free action, and need to use another, you can do so by expending an action point.

Examples of free actions are as follows:

### COMMUNICATE

You can gesture to a creature, or shout a short message or phrase to communicate information to allies and foes as a free action.

### ENVIRONMENT

If you are interacting with an open door, kicking over a table, or flipping a simple switch, you may be able to do so with a free action.

### FALL

You fall to the ground. You are subject to the Fallen status effect.

## GRAB

You can pick up or stow an item into your free hand that is either on your person, or within melee range of you. This also includes switching weapons.

## HOP

You can jump up or down to a different level that is less than five feet higher without expending a Move action. This includes jumping over up to 5 feet of dead bodies or Hampering Terrain.

## MAGIC TAP

As a free action, you can choose to tap into your magic source on your turn, before you cast spells.

## STRIKE

You can only make a Strike if you are holding a small or light weapon in your off-hand. When you use an action to make a melee attack, you can make an additional quick attack against a foe in melee range using that additional weapon. You do not gain your aptitude die to the accuracy roll, nor do you add any Aspect score to damage rolls.

## RELEASE

If you are imposing the Stuck or Helpless effect on a creature via wrestling, you can choose to let them go as a free action.

## RELEASE SPELL

If you are sustaining a continuous spell effect, you can choose to stop sustaining it as a free action.

## STEP

You can use your free action to move 5 feet without using a Move action.

## TRIGGER ACTIONS

When another creature declares an action, you can declare a Trigger Action. When you do, you expend one action point and take one action prior to the creature's declared action. Once your action resolves, the creature can choose to take a different action. If you do not have any action points, you can still take a Trigger Action. When you do, you gain the Winded status effect. A hero with the Winded status effect cannot take Trigger Actions. You can only take one Trigger Action per round.

## OPENINGS

In certain situations, your hero might either provoke an opening for a foe, or take advantage of an opening a foe has created for you. When an opening presents itself, you add your aptitude die to accuracy rolls and aspect rolls against the open creature. If you already add your aptitude die, you maximize it, instead. Common reasons for a creature to provoke an opening include:

## THREATENING

A creature provokes an opening for all attacks against it when there are at least two foes and no allies within melee range.

## LEAVING MELEE RANGE

If a creature attempts to leave melee range of a foe without having taken the Maneuver action, they provoke an opening for all foes that choose to make an attack as a trigger action.

## SURPRISE ATTACK

If a creature attacks a foe who has not sensed their presence, the foe provokes an opening.

## FALLEN

Fallen creatures provoke openings for melee attacks.

## MOVEMENT

There are special conditions which affect movement, as well as special movement speeds.

### SPRINTING

You are considered sprinting when you expend two actions on movement. It is a tiring process to keep up this pace for long. You can keep sprinting for a number of minutes equal to your Physicality score before you must stop (minimum of 1 minute). You cannot sprint again for at least one minute. During that minute, you can only take one Move action per round.

### JUMPING

When you jump, you expend an action point on movement. You can either jump up, or jump forward. You can jump forward up to 5 feet. If you have at least one aspect point in Physicality, you can jump up 5 feet, and jump forward 10 feet.

If your Physicality score is at least 4, you can jump up 10 feet, and jump forward 15 feet.

### CLIMBING

Your Legend Master will determine if you can climb a surface or not. If something is easy to climb, it takes an action point to climb up half your movement speed. If it is difficult to climb, you can climb at a rate of 5 feet per minute. If the climb is particularly difficult, your Legend Master might call for a Physicality roll to see if you succeed.

If your Physicality score is at least 4, you can climb a difficult surface at the rate of 10 feet per minute.

If you have a special climb speed, you can climb your normal movement speed.

### SWIMMING

Swimming requires an action point to move. You swim at half your movement speed.

You can hold your breath for up to one minute (10 rounds). If you are still underwater after a minute passes, you suffer from the Dying status effect. If you have a special swim speed, you can swim your normal movement speed.

## FLYING

Flying speed requires a Movement action to use. If you have a specific fly speed, that is how far you can move, otherwise your fly speed equals your normal speed. If you are in the air, and you cannot use an action to fly at the start of your turn, you fall from the air. If you carry a creature the same size as you, your speed is reduced by half, rounded down.

## DIGGING

Digging requires two action points. You can dig through loose earth at a rate equal to your Physicality score, in feet, per hour. If you have a special dig speed, you can dig through the earth at half your movement speed.

## COMBAT OPTIONS

When you attack a creature, you are attempting to wound or kill it. Every time you declare an attack, you make an accuracy roll against their physical or mental defenses. When they take damage, it is to their resolve. Resolve damage can range from demoralization, slowly being tired out, or minor wounds. When resolve hits 0, you connect with a true hit, and the creature is either dead or Dying. The types of ways you can attack are listed here:

### MELEE WEAPON ATTACKS

Melee weapon attacks occur when you use a weapon against a creature within melee range of you. Typically, the accuracy roll used is modified by your Grace score, and the attack is against the creature's physical defense.

### Execution

If a creature attacks you with a melee attack while you are suffering from the Helpless status effect, they automatically hit, and inflict the Wounded status effect. If you are already Wounded, they suffer from the Dying status effect. If you are already Dying, make a Fate roll. On a roll of 10 or less, you die. If you are attacked again, you die on a roll of 15 or less, then 20, etc.

### Knock-Out

If an attack would reduce a creature to 0 resolve, killing them, a hero can declare that they wish to knock the creature out instead. The creature becomes Helpless and will awaken with 1 resolve in an hour.

### Unarmed Attacks

Unarmed attacks are melee attacks that are made with your hands, feet, head, or other part of your body. Typically, you do not get your aptitude bonus to unarmed attacks. You add your Grace modifier to the accuracy roll, and if you hit, it deals damage equal to your Physicality score.

### Wrestling

If you have at least one hand unoccupied, you can use an attack action to attempt to wrestle a creature within melee range. Both you and the creature make a Physicality roll. If you lose, nothing happens. If you win, you can impose either the Fallen or Stuck status effect on the creature.

A creature Stuck because of wrestling can attempt to end the status effect by initiating an opposed Physicality roll via the Recover action.

### Dragging

You are able to use the Move action to drag a creature that isn't resisting you, or one you are successfully wrestling. The maximum you can drag the creature is half your movement speed. If the creature is resisting, you must win an opposed Physicality roll first.

### Restraining

If you are currently holding on to a Stuck creature at the start of your turn, you must expend one action point to continue holding on to that creature. Additionally, you can expend another action point to attempt to impose the Helpless status effect. Make another opposed Physicality roll. If you lose, you let go of the creature, and it no longer has the Stuck status. If you win, you now impose the Helpless status effect on the creature. If you are imposing the Helpless status in this way, you cannot take any other actions.

A creature made Helpless this way can attempt to end the status effect by initiating an opposed Physicality roll via the Recover action. If they succeed, the Helpless status ends, but they regain the Stuck status, as you have not let them go yet.

### Co-Wrestling

If a creature is wrestling you, you can choose to use the Attack action in order to wrestle them back. Make an opposed Physicality roll. If you lose, nothing happens. If you win, you impose the Stuck status on that creature.

While Co-wrestling, you can only use your Attack action to attempt to gain the upper hand. Make an opposed Physicality roll. If you lose, nothing happens. If you win, you lose the Stuck status effect, as you become the one successfully wrestling the other creature.

### Size For Wrestling

If a creature is Big, you cannot drag, or impose the Stuck or Helpless status. Instead, when you win an opposed Physicality roll by wrestling, you impose the Hampered status on both you, and the creature.

You cannot wrestle a creature that is massive.

### THROWN WEAPON ATTACKS

Any small or light weapon can be thrown. These typically include rocks, knives, daggers, small axes, or javelins. Under normal circumstances, you would make an accuracy roll modified by your Grace score against a creature within range, targeting the creature's physical defense. You lose your thrown weapon, but should be able to retrieve it from the battlefield.

### RANGED WEAPON ATTACKS

Ranged weapons include slings, blowguns, bows, and crossbows. These weapons have much longer ranges than throwing melee weapons, and typically require the upkeep of ammunition. Make an accuracy roll against a creature you can see within range, targeting the creature's physical defense.

### MAGIC ATTACKS

If you have the Magic Attack spell option, you can make accuracy rolls against a creature with a magic attack. Magic attacks use Focus for accuracy rolls, and might target a creature's physical defense or mental defense.

The Magic Attack spell option is one action that is considered both an Attack and Magic action.

### SENSES

Senses are crucial for combat scenarios. You cannot attack a foe, aid an ally, or interact with an object unless you are able to sense it. Typically, this means being able to see or hear whatever you are trying to interact with.

You must be able to see a target in order to make a direct attack at it. You also are unable to see in complete darkness. If your senses are impaired, you can still use the Detect skill action to detect something you are looking for within melee range of you.

There are special senses that your hero might have, typically based on their heritage. This could be the ability to sense evil, life, or magic with an action point. The two most common are Darksight and Mindsight.

#### DARKSIGHT

If your hero has darksight, they can see accurately up to 50 feet in the dark, without the need for a light source.

#### MINDSIGHT

Mindsight is a catch-all term for heroes or creatures that sense the world around them without the need for sight. This could be through hearing, smell, detecting vibrations in the air and ground, psionic powers, echolocation, or any other reason. Mindsight is typically accurate for 50 feet, and cannot be concealed from.

### RANGE

If a creature or object is in your space, or in a space directly beside you, you are able to touch those creatures or objects. This is considered *melee range*.

Thrown melee weapons and ranged weapons are used to attack creatures from a distance. Ranged weapons typically cannot be used to attack a foe in melee range.

## COVER

Line of sight is very important. Different structures can block vision, and even block area of effect damage. If a creature is completely behind some sort of structure, they are unable to be targeted, and can attempt to be Concealed.

If a creature is partially covered, only part of the creature is within line of sight. Ranged accuracy rolls lose their aptitude die when targeting creatures behind cover.

## AFFINITY

If you deal damage with a damage type you have an affinity for, you roll the damage die twice, and take the highest roll.

Also, When you would take damage from your affinity damage property, the damage is reduced by your aptitude die maximum.

## AVERSION

If you have an aversion to a damage property, and receive damage from that property, you receive extra damage equal to your aptitude die maximum.

Also, if the damage type attempts to cause a status to you, it automatically succeeds.

## ENVIRONMENTAL HAZARDS

As your heroes travel, you will often come across hostile environments that will have specific effects on you. The most common are as follows.

### HAMPERING TERRAIN

While standing in Hampering Terrain, you suffer from the Hampered status effect. It is possible to use the Recovery action in order to end this status effect and move freely, as your hero focuses on the best way to move without losing speed through the area.

### FALLING

If you fall between 5 and 10 feet, you will be able to land on your feet without any negative consequences. Beyond that, if you fall:

- At least 10 feet - you suffer the Hampered status effect until the beginning of your next turn.
- At least 20 feet - you suffer the Fallen status effect, and the Hampered status effect for one minute.
- At least 30 feet - You suffer the Fallen status effect, and the Wounded status effect.
- At least 40 feet - You suffer the Dying status effect.
- 50 feet or more - You die on impact.

Your Legend Master may determine that you can use a Physicality or Grace aspect roll to try to lessen the effects. If you succeed, you can treat the fall as if it is one tier less.

## EXTREME HEAT AND COLD

If your hero is traveling in weather that is hotter than typical summer conditions, or colder than typical winter conditions, you may suffer from the Afflicted status effect without proper Recovery Periods, water, or warmth.

If your hero suffers these conditions for too long, you will start gaining applications of the Winded status effect until they can find relief.

Fire, or contact with other extreme heat sources can cause burn damage, as well as the Agony status effect.

Glancing contact with lava will cause the Wounded status effect.

Direct contact with lava causes instant death.

Extreme bursts of cold can cause the Staggered, Stuck, or Wounded status effects.

## RECOVERY PERIODS

Combat and exertion take a toll on your hero throughout your day. Sometimes it becomes necessary to stop and recover in order to regain your resources. There are two types of Recovery Periods:

### TAKE A BREAK

When you Take a Break, you consume one Supplies and rest for at least 10 minutes to regain your stamina, tend to your wounds, and recover some of your spent resources. This is typically used after a combat scenario, but can only occur if the heroes are safe and able to focus. You can Take a Break once every hour. When you Take a Break:

- You regain lost resolve equal to 5 x your hero level.
- You regain the use of bonuses and magic taps that reset after a Recovery Period.
- You can end one of any of the following negative status effects: Agony, Hampered, Helpless, Winded, or Wounded.

### SLEEPING

You can only gain the benefits of sleeping if you sleep for 6 hours in a prepared place where you are safe from immediate harm, and consume 3 Supplies. A prepared place is a campsite, bed, tent, or at least a bedroll under a tree. When you sleep for at least 6 hours:

- You regain all lost resolve.
- You regain all bonus uses and magic taps.
- You end any and all negative status effects plaguing you, unless otherwise noted by your Legend Master.

If your sleep is interrupted, you can return to sleep without having to reset your sleep timer if you return to sleep within 10 minutes.

You can break your sleep into cycles by taking watch at night. You must have been asleep for at least 3 hours. You can be awake for up to 3 hours before falling back asleep. You must then sleep for an additional 3 hours.

## STATUS EFFECTS

There are ten different status effects that can change the way your hero considers their actions in combat. A status effect can last for one turn, one minute, or until it is ended via an action, or Recovery Period. Each status effect is very generic, and can be flavored to be caused for different reasons.

### AFFLICTED

When you are suffering from the Afflicted status, you are unable to add your aptitude die to any rolls. This could be due to poisoning, being blinded by a bright light, or being terrified of a looming foe.

### AGONY

When you are suffering from the Agony status, you take damage at the beginning of your turn. This could be due to acid, fire, poison, or bleeding. The damage caused is equal to a roll of your aptitude die.

### CONCEALED

When you are Concealed, creatures cannot see or target you, unless they have a special sense. When Concealed, foes provoke openings for the first attack you make from that position. They will know your current position as soon as the attack happens. If a creature is blindly trying to attack you in melee while Concealed, without special senses, they lose their aptitude bonus to the accuracy rolls.

### FALLEN

When you are Fallen, you are prostrate on the ground. This makes it easier to be Concealed, and ranged attacks don't get their aptitude roll against you. However, you can only crawl 5 feet with a Move action, and you provoke openings for melee attacks against you.

If you want to stand up from being Fallen, you must take the Recovery action.

### HAMPERED

When you are suffering from the Hampered status effect, your speed is reduced by half, and you cannot fly. This could be due to an effect from a spell, a creature wrestling you, or by standing in Hampering Terrain. A hampered creature can't fly.

Your Legend Master might allow the Recovery action to end the status effect. It may require an aspect roll.

### HELPLESS

When you suffer from the Helpless status effect, You are unable to take any actions and all attacks against you automatically hit.

You are considered Helpless when you are asleep, bound, paralyzed or petrified by some sort of special effect, or when you drop to 0 resolve. Your Legend Master will determine if it is reasonable for you to use some sort of aspect roll to try to end the effect. Otherwise, your turn is skipped in combat.

If you are asleep, you lose the Helpless status when you wake up. You can be roused, or take damage. If you are Helpless due to 0 resolve, regaining resolve will end the effect.

### PROVOKED

When a foe provokes you, you are affected for your next turn. You cannot make an attack or cast a spell until you spend an action attacking or casting a spell against the foe that taunted you. You can take other actions prior, and select different targets for following attacks and spells.

### STAGGERED

When you are Staggered, you lose action points at the beginning of your next turn. This can be from a blow that takes you by surprise, an electric shock, or being caught off guard. You can suffer from multiple instances of Staggered, which resolve at the end of your next turn.

For example, if foes successfully imposes the Staggered effect on you twice before your next turn, you will begin your next turn with two less action points. But by your following turn, you will get them back.

### STUCK

When you are Stuck, you are unable to move. This could be due to a strong foe wrestling you, being caught in a trap, or some sort of magical effect. Typically, you can use the Recovery action and a Physicality or Grace roll to try to end the effect.

## WINDED

When you are Winded, you begin each turn with one less action point. The Winded status can be alleviated through certain magic and bonuses, but is typically ended with a Recovery Period. You can suffer from multiple instances of Winded, to the point that you can only take free actions until you rest enough to act again. Taking a Break only recovers one instance of Winded. Sleeping recovers all instances of Winded.

## WOUNDED

The Wounded status effect occurs when you have been dealt a mighty blow. If you lose at least half of your total resolve from a single source of damage or creature within their turn, you gain the Wounded status effect. While Wounded, your speed is reduced by half, and you are unable to add your aptitude die to any rolls.

It is possible for something to impose the Wounded status on you. In this case, you lose resolve equal to half your resolve maximum, along with the other effects.

Finally, you gain the Wounded status effect when your resolve reaches 0.

The Wounded status can be cured by some spells, bonuses, and by a Recovery Period.

## DYING

When you receive the Dying status, you also immediately suffer from the Fallen, Helpless, and Wounded status effects as well. You suffer from the Dying status when your resolve reaches 0. Only certain magic and bonuses can cure the Dying status effect. While suffering from this status effect, you cannot gain resolve. After 1 minute of this status effect, you die.

If an ally removes the Dying status effect, you are still considered Helpless until you regain resolve. When you regain resolve, you lose the Helpless status effect, but are still considered Fallen and Wounded.

If you are suffering from this status effect, your turn is skipped in combat scenarios.

If you attack a Dying creature in melee range, you attempt to Execute that creature. See Execution.

# DAMAGE PROPERTIES

Damage properties are specific ways that different types of damage sources threaten harm. Each damage type has the potential to inflict certain statuses or effects.

There are three main types of damage properties:

- Physical damage properties deal with weapons, fists, teeth, claws, or any other mundane source of damage.
- Elemental damage properties are tied to the fundamental forces of nature, and target physical defense, like physical damage properties. They can be magical.
- Transcendent damage properties are magical properties that target either physical or mental defense, with sources that tend to be beyond that of the physical world.

Once you land an accuracy roll with a weapon or magic attack, you may have the option to expend an additional action point in order to attempt to impose a status effect based on the damage property associated with your weapon or spell.

The different damage properties, and their potential secondary effects, are listed below.

## PHYSICAL DAMAGE

Physical damage properties deal with weapons, claws, bites, punches, and spells that deal similar damage.

### Crush

Crush damage is dealt by rocks, clubs, fists, or other blunt force.

If you hit with a weapon or spell that deals crush damage, you can expend an additional action point to attempt to inflict the Fallen status on your foe. Make a second accuracy roll. If you succeed a second time, you inflict the status. The foe can choose to use the Recovery action to end the effect.

### Slice

Slice damage is typically caused by blades, axes, or claws.

If you hit with a weapon or spell that deals slice damage, you can expend an additional action point to attempt to inflict the Agony status on your foe. Make a second accuracy roll. If you succeed a second time, you inflict Agony. The Agony continues until the foe uses the Recovery action to end it.

### Stab

Stab damage is dealt by daggers, spears, spikes, and teeth.

If you roll a 19 with a weapon that deals stab damage, you can expend an action point in order to make that attack critically succeed.

Ranged weapons cannot typically impose this property.

## ELEMENTAL DAMAGE

---

Elemental damage properties harness the elemental powers of nature to deal damage. Typically, elemental damage deals with fire, cold, lightning, acid, or other types of naturally-occurring element. As a natural phenomenon, elemental damage attacks physical defense. This damage is often dealt by magic attacks.

### Burn

Burn damage is dealt by the likes of heat, fire, and acid.

If you deal burn damage, you can expend an action point to attempt to inflict the Agony status effect. Make a secondary accuracy roll. If you succeed a second time, you inflict Agony. The Agony continues until the foe uses the Recovery action to end it.

### Chill

Chill damage is dealt through extreme and sudden cold.

If you deal chill damage, you can expend an action point to attempt to inflict the Hampered status effect. Make a secondary accuracy roll. If you succeed a second time, you inflict the status. The foe can choose the Recovery action to end the effect.

### Shock

Shock damage deals with electricity.

If you deal shock damage, you can expend an action point to attempt to inflict the Staggered status effect. Make a secondary accuracy roll. If you succeed a second time, you inflict the status.

## TRANSCENDENT DAMAGE

---

Transcendent damage properties deal with damage that is beyond the natural world. These damage types are always magical in some way. These damage properties can target either physical or mental defenses.

### Arcane

Arcane damage is the damage type of raw magic, without any other element mixed with it.

If you make an accuracy roll with an attack that deals arcane damage, you can expend an action point to automatically hit your target, instead of making the accuracy roll. If you do, the damage is halved.

### Blessed

Blessed damage has to do with the holy, divine, light, goodness, or radiance.

If you deal blessed damage, you can expend an action point to regain resolve equal to half the damage you dealt. If the creature you damaged was a demon or undead, maximize your damage dice.

### Cursed

Cursed damage has to do with unholy, demonic, darkness, evil, or shadow.

If you deal cursed damage, you can expend an action point to attempt to inflict the Afflicted status effect. Make a secondary accuracy roll. If you succeed a second time, you inflict the status. The foe can choose the Recovery action to end the effect.

### Psionic

Psionic damage has to do with attacking the mind directly, typically with some sort of psychic power. Unlike other damage properties, psionic damage always attacks mental defenses.

If you deal psionic damage, you can expend an action point to attempt to inflict the Staggered status effect. Make a secondary accuracy roll. If you succeed a second time, you inflict the status.

## GEAR

### CURRENCY AND ECONOMY

Your Legend Master should feel free to develop the economy of your story however they see fit. The same is true for the currency system. Mundane items with no mechanical effects are not accounted for. However, provided is a list of suggested price ranges using the default currency.

- Buying a drink at a pub = **\$1-5**.
- Buying a meal at a tavern or restaurant = **\$5-10**.
- Buying a bottle of wine = **\$20**.
- Buying a set of common clothes = **\$50**.
- Room and board at an inn = **\$50**.
- An average day's labor = **\$50-100**.
- Renting a horse for a day = **\$100**.
- Hiring a carriage service or ferry = **\$150**.
- Hiring a mercenary for a day = **\$200**.
- Maintenance on weapons and armor = **\$200**.
- Buying a spyglass = **\$300**.
- Buying a set of nice clothes = **\$200-500**.
- Buying 1 consumable magic gear = **\$500**.
- Buying a cart = **\$1000**.
- Buying a horse = **\$1500**.
- Enchanting a weapon = **\$2000**.
- Buying 1 magic gear = **\$3000**.
- Buying a small house = **\$20,000**.
- Buying a seaworthy boat = **\$50,000**.
- Buying a small keep = **\$100,000**.

### DEFENSE GEAR

#### SHIELDS

Shields are the most basic form of armor. They are typically made of wood, reinforced with metal.

You gain a +1 boost to physical defense when holding a shield. A shield costs **\$250**.

#### ARMOR

Gambeson, leather, and other thick cloth are considered standard clothing for heroes, and not specifically armor. Armor typically consists of leather reinforced with metal, chain mail, scale, or plate armor that covers the vital areas of the body.

A hero wearing armor gains a +4 boost to physical defense. Armor costs **\$750**.

#### Mastercraft Armor

Mastercraft armor is created specifically for a particular hero by one of the finest artisans possible. A mastercraft shield or mastercraft armor grants an additional +1 bonus to physical defense.

The added cost for a mastercraft shield or armor is an additional **\$1000**.

## MELEE WEAPONS

Melee weapons are meant to be used at melee range, and deal physical damage. Melee weapons are also able to impose status effects, based on their damage type. Some melee weapons have special properties, like being able to be used while fighting with two weapons, or being able to be thrown.

### SMALL WEAPONS

Small weapons can be easily thrown, Concealed, and held in one hand. They normally take the form of daggers, knives, kunai, shuriken, hatchets, or even rocks. Light weapons are ideal for fighting with two weapons, specializing in thrown weapons, or wanting to hide weapons for assassinations.

Small weapons deal 1d4 damage, and typically deal stab damage. If thrown, small weapons can be thrown up to 50 feet, and can easily be recovered off the body of a fallen foe. Select the most appropriate physical damage type for your weapon. The cost of a small weapon is **\$100**.

### LIGHT WEAPONS

Light weapons are larger than small weapons, but are still meant to be a one-handed weapon. Light weapons will be primary weapons for fighting with two weapons, or thrown weapons for stronger heroes. They normally take the form of short swords, scimitars, hand axes, small maces and small flails, or javelins.

Light weapons deal 1d6 damage, and typically deal stab or slice damage. If thrown, light weapons can be thrown up to 25 feet, and can easily be recovered off the body of a fallen foe. Select the most appropriate physical damage type for your weapon. The cost of a light weapon is **\$200**.

### FLEXIBLE WEAPONS

Flexible weapons are larger than light weapons, and can be held in either one or two hands. These weapons are best paired with a shield in the other hand. Examples of flexible weapons are long swords, rapiers, spears, battle axes, war picks, maces, and warhammers.

Flexible weapons deal 2d4 damage while holding something else with the other hand. If your other hand is free, the weapon deals 1d6+1d4 damage. Select the most appropriate physical damage type for your weapon. The cost of a flexible weapon is **\$400**.

### POWERFUL WEAPONS

Powerful weapons are large, two-handed weapons with a lot of power. Examples of powerful weapons would be greatswords, great axes, polearms, scythes, and lances.

Powerful weapons deal 2d6 damage. Select the most appropriate physical damage type for your weapon. The cost of a powerful weapon is **\$600**.

## THROWING WEAPONS

Small and light weapons can be thrown. Small weapons are accurate up to 50 feet away, while light weapons are accurate up to 25 feet away. Thrown weapons don't have the option to add a damage property status effect.

An argument can be made for a larger weapon to be thrown, such as a spear. In this case, the range would be 25 feet, and deal 2d4 damage.

### Mastercraft Melee Weapons

A mastercraft weapon was created specifically for a particular hero by one of the finest artisans possible. A mastercraft melee weapon grants a +1 bonus to accuracy rolls.

The added cost for a mastercraft weapon is an additional **\$1000**.

## RANGED WEAPONS

Ranged weapons launch ammunition at targets from a distance. Typically, ranged weapons cannot impose physical property effects, with the exception of the sling and blow gun. Different types of ranged weapons have different costs of upkeep, ease of recovering ammunition, damage, and effective range.

### SLING

A sling, or sling-like weapon, hurls stones or other blunt objects at foes. Slings are easy to conceal, and can easily find ammunition in the open world.

Slings can be held in one hand, and deal 1d4 crush damage, and can impose the Staggered status effect, as if it was a melee weapon. It also doesn't require the hero to buy or upkeep ammunition, as ammunition for slings can be found all around.

The range of a sling is 50 feet. It can be used as a melee weapon attack, if needed. The cost of a sling is **\$50**.

### BLOW GUN

A blow gun, or other such device, is used to shoot needles at foes from a fairly short distance. Though the needles don't deal any damage, they impose the Afflicted or Agony status effect until the end of the target's next turn, if they hit.

Blow guns can be used in one hand. Finding needles of Affliction or Needles of Agony are the most difficult part of using a blow gun. And needles cannot be recovered after combat.

The range of a blowgun is 25 feet. It can be fired in melee range. The cost of a blow gun is **\$100**. The cost of 10 Needles of Affliction or 10 Needles of Agony is **\$200**.

Note that finding the ammunition for a blow gun might be less common in your Legend Master's world due to the limitations of buying and selling poisons.

## LIGHT BOW

A light bow is much easier to use than a heavy bow, and is the most common type of ranged weapon used for skilled archers. As such, they have a high likelihood of recovering ammunition on the battlefield.

Light bows deal 1d6 damage. This damage does not have the advantages of the stab damage property, normally. When a combat scenario is over, you can recover half of the arrows used during battle.

The range of a light bow is 150 feet. You provoke an opening when attempting to shoot while a foe is within melee range. The cost of a light bow is **\$150**. The cost of 20 arrows is **\$100**.

### LIGHT CROSSBOW

A light crossbow is more expensive and cumbersome, but much easier to use than a light bow. Due to its greater power, and slightly rarer type of ammunition, crossbow bolts cannot be recovered after combat.

A light crossbow deals 2d4 damage. This damage does not have the advantages of the stab damage property, normally.

The range of a light crossbow is 100 feet. You provoke an opening when attempting to shoot while a foe is within melee range. The cost of a light crossbow is **\$300**. The cost of 20 bolts is **\$100**.

### HEAVY BOW

Heavy bows are more powerful and longer ranged than the light bow. Although not as complicated as a light crossbow, the sheer craftsmanship needed to make it raises its price.

A heavy bow deals 2d4 damage. This damage does not have the advantages of the stab damage property, normally. When a combat scenario is over, you can recover half of the arrows used during combat.

The range of a heavy bow is 200 feet. You provoke an opening when attempting to shoot while a foe is within melee range. The cost of a heavy bow is **\$500**. The cost of 20 arrows is **\$100**.

### HEAVY CROSSBOW

The heavy crossbow is typically the most powerful ranged weapon on the battlefield. Expensive and cumbersome, but extremely easy to use and deadly accurate.

Heavy crossbows deal 1d6+1d4 damage. This damage does not have the advantages of the stab damage property, normally.

The range of a heavy crossbow is 150 feet. You provoke an opening when attempting to shoot while a foe is within melee range. The cost of a heavy crossbow is **\$700**. The cost of 20 bolts is **\$100**.

### Mastercraft Ranged Weapons

A mastercraft weapon was created specifically for a particular hero by one of the finest artisans possible. A mastercraft ranged weapon grants a +1 bonus to accuracy rolls.

The added cost for a mastercraft weapon is an additional **\$1000**.

## MUNDANE GEAR

Tales of Legend focuses exclusively on gear that serve a mechanical purpose. With the costs given, and the general understanding of the economy, a Legend Master should be able to come up with a reasonable price for any flavor items that a hero could want.

The only special note we will make here are for consumable mundane items that come up while traveling.

### TRAVELER'S GEAR

Your hero starts with items needed to travel the land. These include: sturdy clothing, boots, a cloak, a backpack, sleeping bag, mess kit, waterskin, the ability to start fires, a small shovel, and a knife. You also get a tent, rope, lantern, fuel, and 25 supplies. These items are expendable, and can be replaced.

### TENT

You begin with a small tent that can hold up to two people. Sleeping with a tent allows for a restful night in most weather conditions. Replacing the tent would cost **\$100**.

### ROPE

You begin with 50 feet of rope. As rope can be used and discarded, it costs **\$50** to get another 50 feet of rope.

### LANTERNS AND FUEL

You begin with a lantern and 10 hours of fuel. A lantern emits light in a 5-25 foot radius, depending on settings. Buying another lantern would cost **\$100**. And buying another 10 hours of fuel also costs **\$100**.

### SUPPLIES

You begin with 25 supplies. Supplies consist of basic rations and first aid materials to tend to your bodily needs. It costs 1 supply to Take a Break, and 3 supplies to Sleep. This makes an average day of supplies 5 in total. It costs **\$100** to get another 25 supplies in town.

## MAGIC GEAR

Consumable magic gear is consumed after one use. They tend to take the Use action to consume. The standard price for consumable magic gear is **\$500**.

### ELIXIR OF VITALITY

You can use an action to drink this potion, or feed this potion to another. The creature loses the Wounded and Dying status effects.

Also, the creature regains a number of resolve equal to their level + their aptitude die maximum.

Fairly common in shops. *(1d6+1 per day)*

### ELIXIR OF RESTORATION

You can use an action to drink this potion, or feed this potion to another. The creature loses all of the following status effects: Afflicted, Agony, Staggered.

Also, the creature loses one application of the Winded status effect.

Fairly common in shops. *(1d6+1 per day)*

### MAGIC GEAR OPTIONS

The full rules contain 10 magic gear, 10 consumable magic gear, and full rules for enchanting weapons and armor, which is a core part of the game experience.

# MAGIC SYSTEM

## MAGIC SOURCE

Magic in your Legend Master's world can come from many different sources, but the system for accessing that magic is the same. Whether you gain your magical powers from studying the arcane arts, praying to a deity, tapping into the power of nature, or from a magical creature, your hero can harness the magical energies of the universe and mold them into spells.

## MAGIC TAP

As a magic user, you can tap into your magic source. Every time you do, you are infused with your magical abilities for up to one minute (10 rounds). You can cast spells as often as you'd like during that minute, but then your magic source is cut off from you until you tap into it again.

The number of times you can tap into your magic source is equal to your Focus score. You regain all uses of your magic tap after you sleep. You also regain one spent use of your magic tap every time you Take a Break.

## CONTINUOUS SPELL EFFECTS

Sometimes when you cast a spell, you can choose to make it a continuous spell effect. When you do, the magical effects persist beyond your turn. You must expend an action point on subsequent turns to keep the effect active. You can sustain up to two spell effects at a time, and the duration can last as long as you are tapped into your magic source. Alternatively, you can end a continuous spell effect with a free action.

When you take damage, or are inflicted with a negative status effect, you might be forced to end all of your continuous spell effects early. Make a Focus roll. The difficulty is 10 if you are sustaining a rank 1 spell. The difficulty increases by 2 for each spell rank above 10. If you don't at least meet the difficulty, you lose the spell effect. If you are sustaining a Powerful Spell effect, the spell rank is considered 5, for a total difficulty of 18.

## RANKING SPELLS

When you expend an action point to take the Magic action, you begin to cast a spell. Every spell option has optional effects that you can spend additional action points to add to your spell. Every time you expend an additional action point to add an effect to a spell you are casting, the rank of the spell increases by 1. The complexity of your spell is limited by the number of action points you have to spend. You do not cast the spell until you finish ranking it.

## POWERFUL SPELLS

Powerful spells are the result of a spellcaster exerting their magical abilities to enhance a spell. Once you use a Powerful Spell, you can't safely use one again until after a Recovery Period.

If you choose to use another Powerful Spell before you take a Recovery Period, you gain the Winded status effect. A Winded hero cannot cast a Powerful Spell.

You can only cast one Powerful Spell per turn.

## SPELL OPTIONS

There are 10 spell options which spells are sculpted from. When you take the Magic action, select one spell option, and you begin casting that type of spell. You can expend additional action points to increase the rank of the spell before casting it.

### MAGIC ATTACK

The Magic Attack spell option is used to harness the destructive power of magic. Select two different damage properties when you learn this spell option. You can launch a magical attack against a target you can see within 50 feet, choosing one of the two properties. Make an accuracy roll using Focus and add your aptitude die. If you hit, you deal damage equal to a roll of your aptitude die + your Focus score. Magic attacks ignore cover and don't lose aptitude with a foe in melee range. This spell option is one action that is considered both an Attack and Magic action.

*You can select this spell option more than once. When you do, you gain access to two more damage properties of your choice.*

### Additional Spell Ranks

- If your spell hits, you add damage equal to the maximum of your damage die. You add this value again for each additional rank.
- Your attack roll is also against every creature within a 5 foot radius of your target. You deal half the damage you roll to all creatures you hit. The radius extends an additional 5 feet for each additional rank.
- The range of your attack increases by 50 feet. The range is extended by an additional 50 feet for each additional rank.
- You target an additional creature with the same accuracy roll. You can target an additional creature for each additional spell rank.
- One creature you damage with this spell is inflicted with your damage property status condition. An additional creature is affected with each additional rank.

### Powerful Spell: Destroy

When you choose to cast a powerful magic attack, you can add spell ranks to the spell without expending additional action points. The amount of ranks you can add equals half your Focus score, rounded down, with a minimum of one additional spell rank.

## RESTORE

The Restore spell option is used to heal your allies from status effects and boost their resolve. Select a creature within melee range. You end one of the following status effects on that creature: Afflicted, Agony, Staggered, Wounded, Dying.

### Additional Spell Ranks

- The creature gains resolve equal to a roll of your aptitude die + your Focus score. Add the maximum of your aptitude die for each additional rank.
- End an additional status effect on the creature. Remove an additional status effect with additional ranks.
- Increase your range to a creature you can see within 50 feet. Increase the range by an additional 50 feet with additional ranks.
- Choose an additional target which you can see and effect. Increase the number of targets with additional ranks.
- You create a continuous effect on the creature. While you are sustaining that creature, they are immune to the Wounded and Dying status effects. When the creature reaches 0 resolve, they still suffer the Fallen and Helpless status until they regain resolve.

### Powerful Spell: Revive

When you choose to cast a powerful Restore spell, you can bring a recently dead creature back to life. The creature can not have been dead for more than 10 minutes. The creature gains 1 resolve and has the Wounded status effect. Once a creature is revived this way, they cannot be revived again until after they sleep.

### SPELL OPTIONS

The full rules contain 10 total spell options: Magic Attack, Restore, Enhance, Imbue, Manipulate, Decieve, Discover, Connect, Transport, and Ward.

## RUNNING THE GAME

One player at the table acts as the Legend Master. As the Legend Master, you design the world the heroes' stories unfold in. Your responsibility is to design those stories, as well as reward the heroes as they complete different scenarios, tales, and legends.

### CREATING LEGENDS

Start by thinking up a particular scenario you would like to challenge your heroes with. Then work backwards to design the tale around it. Where are the heroes? What is the starting town? What problems might the heroes be able to solve? As you develop scenarios, you can chain them together until you complete a tale.

Each tale should have a home base for the heroes, at least two or three plot points to engage the heroes, and then a series of scenarios based on each of those plot points, eventually leading to an epic conclusion.

Make sure you balance each tale with opportunities for the heroes to explore, discover, and interact with creatures using their skills, as well as designing combat scenarios. Eventually, you may reveal a boss creature that the heroes will eventually have to fight. By chaining multiple tales until you reach the final conclusion of your story, you have created an entire legend.

### DESIGNING SCENARIOS

Scenarios should challenge the heroes. Typically this is through combat, but can also be puzzles, traps, problem solving, diplomacy, mystery, etc.

When designing combat scenarios, decide how much you want to challenge your heroes. How many combat scenarios should they face before Taking a Break? How about before sleeping? Each time there is a new combat scenario, the heroes lose resources.

The number of creatures the heroes are facing increases the difficulty. Multiple lower tier foes can overwhelm even high-level heroes. Use the *Creature Tiers* system found in the **Creatures** section to better understand balancing combat scenarios.

### CREATURE WAVES

Heroes regain a large amount of resources every time they Take a Break. Thus, each combat scenario should be impactful. The easiest way to adjust the challenge of a scenario is with Creature Waves. At the beginning of the scenario, have a fairly easy encounter. When the heroes defeat the threat, have the second wave of foes appear before the heroes can Take a Break. Ideally, each wave should be more difficult than the wave prior, allowing for a potentially deadly challenge. Combat scenarios should be completely resolved with one, two, or three waves.

## REWARDING YOUR HEROES

---

As your heroes complete scenarios, progress the story, and complete tales, they should be rewarded for their efforts. This typically comes in three ways: leveling up, currency, and magical gear.

### LEVELING UP

You, as the Legend Master, decide when your heroes level up. Typically, this would be after a successful conclusion of a tale. A tale should last anywhere between 3 and 20 hours of play, or 1-5 sessions. Heroes shouldn't level up until after they sleep.

Lower levels should pass more quickly than higher levels. Whereas your first tale might last a single three or four hour session, your level 5 heroes might take four full sessions before moving to level 6.

### CURRENCY REWARDS

Your heroes should periodically gain currency rewards throughout the legend. This can be as rewards from creatures in the game, discovered while exploring, or on the bodies of fallen foes. Use the **Starting at Higher Levels** section to approximate the minimum currency reward a hero should expect to earn during a particular level progression.

### MAGIC GEAR

Rarely, your heroes should come across magic gear. Although some should be bought or enchanted in cities, the majority should be rewards for killing powerful foes, or discovering special places. Use the **Starting at Higher Levels** section to determine the cost range of magic gear during a particular level progression.

## STARTING AT HIGHER LEVELS

---

Level 0 and level 1 showcase heroes that are weaker and at the beginning of their journey. Starting at level 2, heroes are much more capable. Consider starting your legend at a higher level, depending on the threats you want your heroes to face in the beginning. Depending on the level range, heroes should begin with more resources.

- **Level 2-3** - Additional **\$2000** for starting gear.
- **Level 4-6** - Additional **\$5000** and the option to enchant gear, and/or buy magic gear.
- **Level 7-9** - Additional **\$10,000**, the option to enchant gear, and/or buy magic gear, and the option to buy horses, carriages, and wagons.
- **Level 10-12** - Additional **\$15,000**, the option to enchant gear, and/or buy magic gear, and the option to buy horses, carriages, and wagons.
- **Level 13-15** - Additional **\$25,000**, the option to enchant gear, and/or buy magic gear, and the option to buy horses, carriages, wagons, or to pool resources together to buy a house or ship.

## CREATURES

Creatures are any living (or no-living) entity that can take actions. Your heroes are creatures. Non-playable characters in towns are creatures. Bystanders are creatures. The animals of the forest are creatures. But most specifically, your foes are creatures. As combat scenarios are a major pillar of this game, the need to use creatures as foes is paramount. In this section, you will see how non-hero creatures work, how they break down, and how to create your own. Finally, there are 50 different creature examples at the end of this book.

## CREATURES VS HEROES

---

- Non-hero creatures use a simpler system for statistics and abilities that are less than a page.
- These creatures are immune to the Wounded status effect, and typically die when they reach 0 resolve.
- These Creatures have their aptitude averaged and calculated into their accuracy rolls.
- If non-hero creature gets the advantages of an *Opening*, double the aptitude bonus.

## CREATURE SHEETS

---

Creature sheets have less information than hero sheets, making them easier to understand in the heat of a combat scenario. On a creature sheet, you will see:

- **Aspect Points:** The number of aspect points, and how they are distributed, tells you a lot about a creature's strength, what it is good at, what it is bad at, and how it might act in a combat scenario.
- **Resolve:** Each creature has its own pool of resolve, just like heroes. The difference is that, unless otherwise noted by the Legend Master, or the hero that strikes the final blow, most foes die when their resolve reaches zero.
- **Defenses:** Physical and Mental defenses.
- **Speed:** The creature has a base movement speed, and may also have a climbing, flying, swimming, or digging speed.
- **Senses:** This is where the creature's Passive Detect will be set, as well as if they have darksight or mindsight.
- **Aptitude Bonus:** Some creatures add an aptitude bonus to certain rolls. Instead of rolling, creatures take the average. For example, if a creature would have an aptitude bonus of 1d4, it is a +2 instead.
- **Action Points:** Each creature, just like the heroes, have a certain number of action points they can take per turn.
- **Creature Bonuses:** Creatures have special bonuses just like the heroes.
- **Combat Options:** Creatures fight with melee, thrown, ranged, or magic attacks. Other combat options exist for some creatures.

## CREATURE TIERS

A creature's tier refers to generally how powerful they are in combat. The tiers begin with F tier, where a single level 1 hero can easily defeat it, and go all the way to S tier, which requires a party of high level heroes to stand a chance. The tiers are as follows:

- **F Tier:** Moderate difficulty for a level 1 hero.
- **D Tier:** Moderate difficulty for a party of level 1 heroes, or difficult for a level 3 hero.
- **C Tier:** Moderate difficulty for a party of level 3 heroes, or difficult for a level 10 hero.
- **B Tier:** Moderate difficulty for a party of level 7 heroes, or difficult for a level 13 hero.
- **A Tier:** Moderate difficulty for a level 10 party.
- **S Tier:** Moderate difficulty for a level 13 party.

## CREATURE TYPES

There are ten different creature types offered. Feel free to create your own. Each has their own suggested traits. There are creature sheet examples of all the example creatures given here later in this document.

### ANIMAL

Animals are creatures with low intelligence that can be found in the wilderness, or sometimes as pets or mounts for more intelligent creatures. This includes mythological beasts with low intelligence. Animals often have secondary movement speeds and special senses. Examples are:

- Critter (F Tier)
- Wolf (D Tier)
- Giant Shark (C Tier)
- Unicorn (B Tier)
- Hydra (A Tier)

### ANIMATION

An animation is an artificial creature given life by some sort of magical or scientific process. They tend not to be intelligent, and follow their programming. Animations include golems, slimes, plant monsters, and flying brooms. Since they have no true mind of their own, nor can they feel pain, they are immune to the Afflicted status, as well as psionic damage. Examples are:

- Animated Item (F Tier)
- Animated Statue (D Tier)
- Earth Golem (C Tier)
- Magma Golem (B Tier)
- Colossus (A Tier)

## DEMON

Demons are typically creatures with high intelligence that come from another world. They are typically thought to be evil, and may have an affinity for either the burn, chill or cursed damage properties, as well as a potential aversion to the blessed damage property. Examples are:

- Imp (F Tier)
- Fiend (D Tier)
- Devil (C Tier)
- Soul Hunter (B Tier)
- Arch Devil (A Tier)

## DIVINE

Divine creatures are typically creatures with high intelligence that are the opposite of demonic creatures. Typically otherworldly, they often have an affinity for the blessed damage property. Examples are:

- Cherubs (F Tier)
- Divine Messenger (D Tier)
- Angel (C Tier)
- Guardian Angel (B Tier)
- Archangel (A Tier)

## ELEMENTAL

Elemental creatures are monsters which derive their identity from one of the natural elements of air, earth, fire, and water. They will often have an affinity for one element, and potentially an aversion to another. Examples are:

- Sprite (F Tier)
- Elemental Nomad (D Tier)
- Elemental (C Tier)
- Jinn (B Tier)
- Dragon (A Tier)

## FAIRY

Fairy creatures are intelligent, seemingly otherworldly creatures with a special connection to nature, at least compared to mortals. They have unnaturally long lives and often have innate abilities associated with nature. Examples are:

- Pixie (F Tier)
- Gnome (D Tier)
- Siren (C Tier)
- Dryad (B Tier)
- Treefolk (A Tier)

## MONSTER

Monsters are between animals and mortals. They tend to be strong and ferocious. However, monsters have high intelligence, and can even live in civilizations of their own. Monsters often have bonuses that help them in combat. Examples are:

- Goblin (F Tier)
- Orc (D Tier)
- Troll (C Tier)
- Gorgon (D Tier)
- Giant (A Tier)

## MORTAL

Mortals are like your heroes. They may have different heritages, but generally have shorter lives, and tend to forge the world as they see fit in broad civilizations. They are intelligent with a variety of different skills. Examples are:

- Drunkard (F Tier)
- Guard (D Tier)
- Archer (C Tier)
- Mage (B Tier)
- Champion (A Tier)

## SPIRIT

Spirits are either creatures from beyond the mortal realm, or the spiritual remnants of dead creatures. Spirits have the ability to phase in and out of existence, move through solid objects, and move without provoking openings. Examples are:

- Echo (F Tier)
- Whisp (D Tier)
- Spirit (C Tier)
- Poltergeist (B Tier)
- Phantasm (A Tier)

## UNDEAD

Undead are the physical reanimations of dead creatures. The more powerful, the more intelligent the undead. They typically have an aversion to the blessed status effect. Examples are:

- Zombie (F Tier)
- Skeleton (D Tier)
- Mummy (C Tier)
- Vampire (B Tier)
- Death Knight (A Tier)

## CREATURE SIZE

Most creatures are relatively the same in size. A mortal, horse, dwarf or orc are not going to be significantly different enough to make a distinction. However, some creatures are small or large enough that there are differences in how they interact with the world. Size differences are noted as a Creature Bonus.

### LITTLE

Creatures who are little can occupy the same space as other creatures and pass through other creature's spaces freely.

Also, they gain a +2 (or 1d4) bonus to Grace rolls and Physical Defense if they aren't wearing armor.

### BIG

Creatures who are big occupy more than one space. Typically the space is a 10 or 15 foot radius.

Also, they gain a +3 (or 1d6) bonus to Physicality rolls, as well as Physicality damage rolls.

### MASSIVE

Creatures who are massive occupy at least a 15 foot radius. They gain a +7 (or 2d6) bonus to Physicality rolls, as well as Physicality damage rolls.

Also, they are able to make melee attacks against creatures 10 feet away.

## CREATURE TEMPLATES

When creating creatures for your legends, you can use the following templates for different types of creatures. Examples of each of these will be provided.

### MINION (F)

Minions are the weakest possible creature for heroes to come up against. Only dangerous in swarms, a single hero at level 1 should be able to easily dispatch a minion.

- **Aspect Points:** 1-2 (2 max)
- **Resolve:** 1-10 (average 5)
- **Physical Defense:** 10-12 | **Mental Defense:** 10-12
- **Speed:** 20 (may climb, dig, fly, or swim)
- **Aptitude Bonus:** None
- **Creature Bonuses:** 1-2
- **Action Points:** 2
- **Combat Options:** Melee Attack. +1-2 accuracy/damage

## SKIRMISHER (D)

Skirmishers are lightly armored, but capable fighters, typically specializing in melee and thrown weapons. Although skirmishers that rely on ranged weapons can be another variant. These creatures are generally a bit stronger than a level 2 hero.

- **Aspect Points:** 4 (3 max)
- **Resolve:** 30-50 (average 40)
- **Physical Defense:** 10-14 | **Mental Defense:** 10-12
- **Speed:** 20-30 (may climb, dig, fly, or swim)
- **Aptitude Bonus:** Physicality or Grace (+2)
- **Creature Bonuses:** 2-4
- **Action Points:** 3
- **Combat Options:** Melee/Thrown Attack. +3-5 accuracy and +2-3 damage

## BRUTE (C)

Brutes are the shock troops of armies, well-trained and well-armed. They focus heavily on Physicality, are harder to hit, and take more hits to bring down. A single brute can be a challenge for an entire party of level 3 heroes.

- **Aspect Points:** 6 (4 max)
- **Resolve:** 80-100 (average 90)
- **Physical Defense:** 12-18 | **Mental Defense:** 10-12
- **Speed:** 20-30 (may climb, dig, fly, or swim)
- **Aptitude Bonus:** Physicality (+3)
- **Creature Bonuses:** 3-6
- **Action Points:** 4
- **Combat Options:** Melee Attack. +6-8 accuracy and +4-5 damage

## SENTRY (C)

Sentries are the strikers of armies. More lightly armored and easier to kill, they deal damage from a distance with their ranged weapons. A single sentry at range can easily kill a level 3 hero.

- **Aspect Points:** 6 (4 max)
- **Resolve:** 60-80 (average 70)
- **Physical Defense:** 12-16 | **Mental Defense:** 10-14
- **Speed:** 20-30 (may climb or swim)
- **Aptitude Bonus:** Grace (+3)
- **Creature Bonuses:** 3-6
- **Action Points:** 4
- **Combat Options:** Melee & Ranged Attacks. +6-8 accuracy and +4-5 damage

## COMBAT OPTIONS

The most important part about creatures in combat scenarios is what options they have during battle.

### MELEE ATTACK

Almost all creatures should have a melee attack. Melee attacks can rely on Physicality, Grace, or Skill.

#### Light Attacks

Light attacks deal 1d4 damage from F tier creatures, or 1d6 damage from D tier creatures or higher. The damage properties are either crush, slice, or stab. Creatures can use Physicality, Grace, or Skill scores to boost accuracy and damage rolls. F tier creatures do not gain aptitude to their attacks, nor have the option to add a damage property to their damage.

#### Powerful Attacks

Powerful attacks deal 2d4 damage from D tier creatures, and 2d6 damage from C tier creatures and higher. The damage properties are either crush, slice, or stab. Creatures must add Physicality for accuracy and damage rolls. C tier and higher creatures might be able to attack creatures up to 10 feet away.

#### Double Attacks

Double attacks are for creatures with two weapons, claws, multiple arms, or other such qualities. Double attacks are possible on C tier or higher creatures. The creature takes two attacks with a single Attack action. Each attack deals either 1d4 or 1d6 damage, and can use Physicality, Grace, or Skill to the damage and accuracy rolls.

### THROWN ATTACK

Thrown attacks from creatures always have a range of 50 feet. The weapons deal either 1d4 or 1d6 damage. Thrown attacks don't have damage property status effects. They can be modified by Physicality, Grace, or Skill.

### RANGED ATTACK

Range attacks gain accuracy from Grace scores. Beginning with C tier, creatures also get their Grace score added to the damage. Ranged attacks cannot be used if the creature has a foe in melee range. Ranged attacks typically cannot impose a damage property, especially at lower levels. F tier creatures typically have a range of 25-50, and a damage of 1d4. D tier typically has a range of 50-100, and 1d6 damage. C tier has a range of 100-150, and 2d4 damage. B tier is 150-200 range and 1d6+1d4 damage, and A tier is 200+ range, and 2d6 damage.

## MAGIC ATTACK

Creatures capable of wielding magic will almost always have at least one type of magic attack. Magic attacks have a range of 50 feet, can deal any damage property, and deal 1d4 damage at F tier, 1d6 damage at D tier, 2d4 damage at C tier, 1d6+1d4 damage at B tier, 2d6 damage at A tier, and 3d6 damage at S tier. Focus determines the creature's accuracy. A magical creature should begin adding its Focus score as damage beginning at B tier. Magical creatures can rank their spells just like heroes.

## SPELL OPTIONS

Like heroes, creatures with magic have at least two different spell options. This is usually in the form of the Magic Attack option, and at least one other. A shaman or cleric might have Restore, while a sorcerer or warlock might have Transport. In the case of mage-knight type creatures, they may not have Magic Attack, but focus on spell options like Enhance and Imbue.

## SPECIAL ACTIONS

Creatures may have special actions that don't perfectly follow one of the previous attack options. This might be shooting spikes, spraying poison, or breathing fire. However, these special actions will model other types of attacks. What often distinguishes a special action from other attacks is that a special action often automatically applies status effects, and has a limited number of uses. A special action doesn't count as taking the attack action.

## TRIGGER ACTIONS

Some creatures have the ability to use a trigger action every round, without expending an action point. The following are examples of such triggers:

- **Reprisal:** The creature attacks another creature that damaged it.
- **Reposition:** The creature moves up to 25 feet away without provoking an opening. This can be running, leaping, or through a magical ability.
- **Backlash:** The creature casts a rank 1 spell. A and S tier creatures can cast a rank 2 spell.

## CREATURE EXAMPLES

The full rules contain 50 creature examples, five from each creature type, one of each of the five tiers.

## CREATURE EXAMPLES

### CRITTER (F TIER ANIMAL)

A critter is a little animal which can be found in the wild, or as a pet or familiar for another creature. Depending on what kind of animal, they will often have a climb, dig, fly, or swim speed.

| **Physicality:** 0 | **Grace:** 1 | **Focus:** 1 | **Skill:** 0 |

- **Resolve:** 1
- **Physical Defense:** 13 | **Mental Defense:** 11
- **Speed:** 30 (may climb, dig, fly, or swim) | **Conceal:** 12
- **Senses:** Mindsight (25 feet) | **Detect:** 10
- **Aptitude:** None
- **Action Points:** 2

#### Creature Bonuses

- **Elusive:** Free action to Maneuver and move 10 feet.
- **Little:** - *Little*: Occupy other creature's spaces. +2 to Grace rolls and Physical Defense.

#### Combat Options

- **Light Attack:** +1 accuracy (Physical). 2 (1d4) damage. Crush, Slice, or Stab.

### GOBLIN (F TIER MONSTER)

Goblins are little monsters with a sadistic streak. They are particularly fond of shiny objects, and will rob and steal anything they perceive has value. Goblins often work for other, stronger monsters, and can easily be paid off with food and shinies.

| **Physicality:** 0 | **Grace:** 1 | **Focus:** 0 | **Skill:** 1 |

- **Resolve:** 5
- **Physical Defense:** 13 | **Mental Defense:** 10
- **Speed:** 25 / 10 climb | **Conceal:** 13
- **Senses:** Darksight (100 feet) | **Detect:** 11
- **Aptitude:** None
- **Action Points:** 2
- **Loot:** §10 (2d4+5)

#### Creature Bonuses

- **Elusive:** Free action to Maneuver and move 10 feet.
- **Little:** Occupy other creature's spaces. +2 to Grace rolls and Physical Defense.
- **Sneaky:** Can take the Conceal action as a free action. (Conceal: 13)

#### Combat Options

- **Light Attack:** +1 accuracy (Physical). 4 (1d6+1) damage. Slice or Stab.
- **Sling:** 50 feet. +1 accuracy (Physical). 2 (1d4) damage. Crush.

## IMP (F TIER DEMON)

Imps are the lowest level of demon. Little evil creatures which flitter around, harassing and bribing mortals with lies of wealth and power, attempting to sow chaos.

| **Physicality:** 0 | **Grace:** 0 | **Focus:** 2 | **Skill:** 0 |

- **Resolve:** 5
- **Physical Defense:** 12 | **Mental Defense:** 12
- **Speed:** 20 fly | **Conceal:** 12
- **Senses:** Magic Sight (50 feet) | **Detect:** 10
- **Aptitude:** None
- **Action Points:** 2

### Creature Bonuses

- **Aversion:** Blessed (+4 damage).
- **Magical:** Can cast spell options without magic tap.
- **Little:** Occupy other creature's spaces. +2 to Grace rolls and Physical Defense.

### Combat Options

- **Magic Attack:** 50 feet. +2 accuracy (Physical or Mental). 4 (1d4+2) damage. Burn, Chill, or Cursed.
- **Deceive:** Spell Option. Up to rank 2. (Difficulty 12)

## ZOMBIE (F TIER UNDEAD)

Zombies are unintelligent husks of recently dead creatures. They will either blindly follow the orders of the one that summoned them, or come together in a horde to devour the flesh of living creatures.

| **Physicality:** 2 | **Grace:** 0 | **Focus:** 0 | **Skill:** 0 |

- **Resolve:** 10
- **Physical Defense:** 10 | **Mental Defense:** 10
- **Speed:** 15 | **Conceal:** 8
- **Senses:** Sense Life (25 feet) | **Detect:** 10
- **Aptitude:** None
- **Action Points:** 2
- **Loot:** §10 (2d4+5)

### Creature Bonuses

- **Aversion:** Blessed (+4 damage).
- **Bloodthirsty:** +1 damage when attacking Wounded foe.
- **Seize:** After hitting with a melee attack, attempt to wrestle as a free action.
- **Swarm:** Additional +1 accuracy and damage for every ally in melee.

### Combat Options

- **Light Attack:** +2 (or +3) accuracy (Physical). 5 or 6 (1d6+2) damage. Crush.

## GUARD (D TIER MORTAL)

Guards can be seen all around cities, or as lower level henchmen for different bosses. They are well-armed, and trained for combat.

| **Physicality:** 3 | **Grace:** 0 | **Focus:** 0 | **Skill:** 1 |

- **Resolve:** 40
- **Physical Defense:** 16 | **Mental Defense:** 10
- **Speed:** 25 | **Conceal:** 8
- **Senses:** None | **Detect:** 11
- **Aptitude:** (+2) Physicality
- **Action Points:** 3
- **Loot:** §50 (2d4x10) | Weapon, Armor, Shield (§400)

### Creature Bonuses

- **Armored:** Armor and Shield (+6).
- **Provoker:** First melee attack inflicts Provoked.

### Combat Options

- **Powerful Attack:** +5 accuracy (Physical). 8 (2d4+3) damage. Crush, Slice, or Stab.
- **Thrown Attack:** 25 feet. +5 accuracy (Physical). 6 (1d6+3) damage.
- **Reprisal:** Trigger to attack a foe that damaged it.

## ORC (D TIER MONSTER)

Orcs are monsters that are similar to goblins. However, they are normal sized and naturally strong. They are intelligent and organize themselves into tribes.

| **Physicality:** 3 | **Grace:** 1 | **Focus:** 0 | **Skill:** 0 |

- **Resolve:** 50
- **Physical Defense:** 14 | **Mental Defense:** 10
- **Speed:** 30 | **Conceal:** 10
- **Senses:** None | **Detect:** 11
- **Aptitude:** (+2) Physicality
- **Action Points:** 3
- **Loot:** §50 (2d4x10) | Weapon and Armor (§400)

### Creature Bonuses

- **Armored:** Armor (+4).
- **Bloodlust:** Additional action point at 50% resolve.

### Combat Options

- **Powerful Attack:** +5 accuracy (Physical). 8 (2d4+3) damage. Crush, Slice, or Stab.
- **Thrown Attack:** 25 feet. +5 accuracy (Physical). 6 (1d6+3) damage.
- **Reprisal:** Trigger to attack a foe that damaged it.

## SKELETON (D TIER UNDEAD)

Skeletons are animated bones formed into a humanoid shape, held together by black magic. They have no intelligence or will of their own, and only seek to guard or destroy.

| **Physicality:** 3 | **Grace:** 0 | **Focus:** 0 | **Skill:** 0 |

- **Resolve:** 50
- **Physical Defense:** 14 | **Mental Defense:** 10
- **Speed:** 25 | **Conceal:** 8
- **Senses:** Sense Life Only (100 feet) | **Detect:** Always
- **Aptitude:** (+2) Physicality
- **Action Points:** 3
- **Loot:** Weapon and Armor (§400)

### Creature Bonuses

- **Armored:** Armor (+4).
- **Aversion:** Blessed, Crush. (+6 damage).
- **Immunity:** Afflicted and Psionic damage.
- **Swarm:** Additional +1 accuracy and damage for every ally in melee.

### Combat Options

- **Powerful Attack:** +5 (or +7) accuracy (Physical). 8 (2d4+3) damage. Crush, Slice, or Stab.
- **Thrown Attack:** 25 feet. +5 accuracy (Physical). 6 (1d6+3) damage.
- **Reprisal:** Trigger to attack a foe that damaged it.

## WOLF (D TIER ANIMAL)

Wolves are powerful canine wild animals that hunt in packs. They are neither intelligent, nor good or evil. They only seek to survive.

| **Physicality:** 2 | **Grace:** 1 | **Focus:** 0 | **Skill:** 1 |

- **Resolve:** 40
- **Physical Defense:** 11 | **Mental Defense:** 10
- **Speed:** 40 | **Conceal:** 12
- **Senses:** Mindsight (25 feet) | **Detect:** 13
- **Aptitude:** (+2) Physicality
- **Action Points:** 3

### Creature Bonuses

- **Bloodthirsty:** +2 damage when attacking Wounded foe.
- **Feral Instincts:** Can Detect as a free action.
- **Seize:** After hitting with a melee attack, attempt to wrestle as a free action.
- **Swarm:** Additional +1 accuracy and damage for every ally in melee.

### Combat Options

- **Powerful Attack:** +4 (or +6) accuracy (Physical). 7 (or 9) (2d4+2) damage. Stab.
- **Reprisal:** Trigger to attack a foe that damaged it.

## TROLL (C TIER MONSTER)

Trolls are big, powerful monsters. They are not as intelligent as goblins and orcs, and can typically be controlled by the former with the promise of food.

| **Physicality:** 4 | **Grace:** 2 | **Focus:** 0 | **Skill:** 0 |

- **Resolve:** 100
- **Physical Defense:** 14 | **Mental Defense:** 10
- **Speed:** 35 | **Conceal:** 8
- **Senses:** Darksight (100 feet) | **Detect:** 10
- **Aptitude:** (+3) Physicality
- **Action Points:** 4
- **Loot:** §100 (2d6x10+30) | Big Armor (§400)

### Creature Bonuses

- **Armored:** Armor (+4).
- **Big:** 10-15 foot radius size. Added 1d6 to Physicality (or 3).
- **Bloodlust:** Additional action point at 50% resolve.
- **Seize:** After hitting with a melee attack, attempt to wrestle as a free action.
- **Slam:** Once per turn, double Physicality bonus on melee hit (+4).

### Combat Options

- **Powerful Attack:** +7 accuracy (Physical). 14 or 18 (3d6+4) damage. Crush, Slice, or Stab.
- **Thrown Attack:** 50 feet. +7 accuracy (Physical). 11 (2d6+4) damage.
- **Reprisal:** Trigger to attack a foe that damaged it.

## DEVIL (C TIER DEMON)

Devils are the common soldiers of the demonic realm. When there is a debt to be paid, or a scheme to be enacted, devils will be the ones leading fiends and imps.

| **Physicality:** 2 | **Grace:** 2 | **Focus:** 2 | **Skill:** 0 |

- **Resolve:** 100
- **Physical Defense:** 12 | **Mental Defense:** 14
- **Speed:** 40 fly | **Conceal:** 10
- **Senses:** Darksight (100 feet) | **Detect:** 10
- **Aptitude:** (+3) Focus
- **Action Points:** 4

### Creature Bonuses

- **Affinity:** Burn and Cursed. +2 to accuracy and damage rolls. Takes -4 damage.
- **Aversion:** Blessed (+6 damage).
- **Immunity:** Burn and Cursed damage.
- **Magical:** Can cast spell options without magic tap.

### Combat Options

- **Fel Strike:** +9 accuracy (Physical). 7 (2d4+2) damage. Burn. 9 (2d4+4) damage. Cursed.
- **Magic Attack:** 50 feet. +7 accuracy (Physical or Mental). 9 (2d4+4) damage. Burn or Cursed. Up to rank 2 (15 dmg).
- **Deceive:** Spell Option. Up to rank 2. (Difficulty 14)
- **Connect:** Spell Option. Up to rank 2.
- **Transport:** Spell Option. Up to rank 2.