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This document is a **Quickstarter**: a playable genre toolkit built on top of the Frontiers Engine. It provides a curated, small-but-complete set of options for running a fantasy game in Frontiers, covering character creation through Level 3.

It is not a complete, full-scale fantasy system. Designers using this Quickstarter may:

- Play it as-is for a one-shot or short campaign (Levels 1-3)
- Use it as a foundation for a larger fantasy system of their own design
- Use it as a playtest vehicle to feel out the Frontiers Engine in a familiar genre
- Extract individual pieces (specific Archetypes, Origins, item lists) to drop into their own systems

What a Quickstarter Contains

- **3 Archetypes** (Fighter, Mage, Devout), each fully designed for Levels 1-3, including Level 2 specializations
- **5 Origins** covering the common archetypal fantasy identities
- **8 Backgrounds** representing common fantasy walks of life
- A curated list of roughly **100 Abilities, spells, and Rites**, both Archetype-gated and generally available
- A focused **weapon and armor list** (~15 weapons, ~10 armor pieces)
- A handful of **adventuring gear** entries for the essentials
- A **suggested Skill list** for fantasy games, non-prescriptive
- A **Competency list** tied to weapons, armor, and tools

What a Quickstarter Does Not Contain

- A setting or world (no map, no factions, no cosmology)

- Adventures or scenarios
- GM advice beyond mechanical guidance
- Rules beyond Levels 1-3
- An exhaustive spell list or bestiary
- Specific economy or wealth tracking
- Enhanced items or magical equipment

These are things a **full fantasy system** built on this Quickstarter would add.

What This Quickstarter Assumes

The reader is assumed to have:

- Read the Frontiers Overview or is otherwise familiar with the engine's core rules
- Adopted the Basic Combat Module for combat resolution
- Adopted the Carrying Capacity Module for inventory tracking

If something referenced here is not clear, check the linked documents.

This Quickstarter can be used in three modes.

Mode 1: Play It As-Is

1. Read this Quickstarter and the three base documents (Overview, Combat Module, Carrying Capacity Module)
2. Each player picks an Archetype, Origin, and Background
3. Assign 10 Attribute Points (plus 2 from the chosen Origin)
4. Pick 2 starting Abilities (Level 3 or lower)
5. Pick starting Equipment (see Section 4: Equipment)
6. Calculate $\oplus$ HP, Defenses, $\nearrow$ Energy, $\Rightarrow$ MP, Initiative, and other Derivatives per the Overview and Section 6
7. Play

Mode 2: Use as a Starting Point for a Full System

Take this Quickstarter and expand it into a complete fantasy system. Reasonable expansion paths:

- **Design Levels 4-10** for each Archetype
- **Add more Archetypes** (Bard, Monk, Paladin, Warlock, Barbarian, etc.)
- **Add more Origins** if the five here don't cover your setting's needs
- **Build a proper setting** (map, factions, cosmology, adventure hooks)
- **Write adventures** for the system
- **Expand the Ability list** significantly
- **Add specific magic systems** if Ability-gating isn't enough (schools, domains, rituals)
- **Add crafting, economy, or other subsystems** for texture

Mode 3: Playtest the Engine

Use this Quickstarter to playtest the Frontiers Engine in a familiar genre. Run a session. See how the Gradient Resolution feels. See how Vector Marks interact with Level-up choices. See how the Energy economy plays out in actual encounters.

The rest of this Quickstarter covers, in order:

1. **Character Creation Walkthrough**
2. **Origins**
3. **Backgrounds**
4. **Archetypes**
5. **Equipment**
6. **Skills & Competencies**
7. **Engine Rules Used**

This Quickstarter assembles a character through a sequence of choices. Each step shapes who the character is, what they can do, and how they engage with the world. Work through the steps in order; later steps depend on earlier ones.

A character creation session typically takes 30-60 minutes the first time, and 10-15 minutes once the player is familiar with the engine.

The Sequence

Step	What You Choose	Where to Look
1. Concept	Who is this character? What do they want?	(No section reference; player imagination)
2. Origin	Where does the character come from?	Section 1: Origins
3. Background	What did the character do before play began?	Section 2: Backgrounds
4. Attributes	Distribute 10 points across ♦Vigor, □Finesse, □Acuity, and ✱Resolve	See Quick-Reference below; full rules in the Frontiers Overview
5. Archetype	Choose Fighter, Mage, or Devout. Apply Archetype benefits	Section 3: Archetypes
6. Skills & Competencies	Pick starting Skills and confirm Competencies	Section 5: Skills & Competencies
7. Equipment	Select starting weapons, armor, and gear	Section 4: Equipment
8. Finalize Resources	Calculate ➕HP, Defenses, Initiative, ➡MP, ⊗Wounds, ⊖Fatigue, etc.	Section 6: Engine Rules Used

Quick-Reference Steps

Concept first. Before opening any other section, answer two questions: Who is this character, mechanically and narratively? and What do they want? Even a vague answer is enough to anchor later choices.

Origin shapes the character's roots. It provides cultural baseline, often grants 1 Passive trait or innate Ability, and informs how the character was raised.

Background shapes what the character has done. It typically grants 1-2 Skills, 1 Competency, and narrative hooks for past relationships, debts, or knowledge.

Attributes establish capability. Distribute **10 Attribute Points** across ♦Vigor, □Finesse, □Acuity, and ✱Resolve. Each Attribute starts at 1; distributed points raise that to a maximum of 5 per Attribute (before Origin Improvements). Most characters will spread points 3-3-3-1 or similar. The selected Origin grants an additional 2 Attribute Points on top of these 10.

Archetype defines combat identity and Core Kit. A character is a **Fighter** (Stance-based combat), **Mage** (spell-based combat), or **Devout** (Domain Pool with Rites). The Archetype provides HP Modifier, Initiative Value, Competencies, and starting Abilities/spells/Rites.

Skills and Competencies finalize specialization. Skills grant Favor on relevant Resolution Rolls. Competencies grant the ability to use specific equipment without penalty. Both are described in Section 5.

Equipment finishes the build. Pick weapons (within Competencies), armor (within Competencies), and adventuring gear up to the character's slot capacity (8 + ♦Vigor Modifier slots).

Calculate derivatives last. +HP, □Physical Defense, □Mental Defense, ⇒MP, ⊗Wounds, ⊖Fatigue, ⊙Awareness, ∞Intuition, and Initiative Value all depend on Attributes and Archetype. Calculate these once the build is otherwise complete. See Section 6 for the relevant formulas.

The character is ready to play.

Every character begins with an **Origin**: the biological and cultural inheritance that shapes what they are in the world. This Quickstarter offers five Origins, each covering a broad archetypal fantasy identity.

Origins in this Quickstarter provide:

- A short **narrative description** covering who the Origin represents
- One **Passive Ability** that is always active
- One **Active Ability** that the character can use deliberately during play
- **+2 Attribute points** the player adds to their character's Attribute pool

The Attribute points from an Origin are added on top of the 10 points granted at character creation, for a total of **12 Attribute points** to distribute. Each Origin entry includes a suggested allocation (two Attributes that commonly fit the Origin's concept), but players are free to allocate the 2 points to any Attributes they like. The suggestion is flavor guidance, not a restriction.

Unless otherwise noted, Origin Abilities have:

- **Level 1** (static) — they never produce ✂Energy cost or scaling issues
- **No ✂Energy cost** at standard play Levels
- **Standard ♦AP cost** for Actives (1 ♦AP unless listed otherwise)

Commonfolk

The Commonfolk are the adaptable, cosmopolitan peoples of the world. They are not defined by singular traits, extreme lifespans, or exotic heritages. Their strength is their breadth: they learn faster than most, adapt to unfamiliar circumstances, and thrive in places where specialists struggle.

Commonfolk are what most fantasy worlds would simply call "human," though the term doesn't quite fit in every setting. In some worlds they are the dominant population; in others they are one culture among many. What unites them across any setting is their generalist nature and the relatively short but intensely lived span of their lives.

A Commonfolk character fits almost any concept. Soldier, merchant, scholar, wanderer, refugee, noble, criminal: all are plausible. Commonfolk don't come with a built-in niche, so their defining traits emerge from their Background, their Archetype, and their choices in play.

Passive Ability: Adaptive Learner

Once per Level, when the character gains a Skill through a Vector Mark or other effect, they may choose one additional Skill at that time. The additional Skill must come from the same Skill Category (Body, Mind, or Voice) as the other skill you pick.

This reflects the Commonfolk's generalist advantage: they pick up adjacent expertise quickly.

Active Ability: Draw on Experience

- **Cost:** 1 ♦AP
- **Range:** Self
- **Frequency:** Once per Day

The character draws on their broad life experience to resolve a situation they may not be specifically trained for. For the next Resolution Roll the character makes this Turn, treat the character as if they had an applicable Skill for the roll (granting Favor on the roll).

This Ability cannot grant a Competency the character does not have, nor make the impossible possible. It represents drawing on the general breadth of lived experience to handle something unexpected with unexpected competence.

Suggested Attribute Allocation

Commonfolk commonly distribute their +2 Attribute points to **Finesse** and **Acuity**, reflecting their adaptability and quick learning. Players may allocate differently as desired.

Info

Highfolk

The Highfolk are the long-lived, refined peoples. They live centuries where most races live decades, and this longevity shapes them: they are patient, often scholarly, attuned to slow changes and subtle patterns. In most fantasy settings, Highfolk fill the "elf" archetype, graceful, ethereal, often tied to magic or the natural world, but the concept extends further: ancient long-lived lineages, constructs that have existed for ages, soul fragments from previous eras given new flesh.

A Highfolk character tends toward roles where perception, insight, or patient mastery matter: scholars, sages, master craftspeople, long-planning nobles, careful hunters, magical practitioners.

Passive Ability: Enduring

The character's senses do not dull over time. They suffer no Disfavor on Awareness or Intuition rolls from fatigue, boredom, or prolonged observation. They may keep watch or maintain focus indefinitely without penalty.

In addition, they can see clearly in dim light as if it were normal light, and in full darkness as if it were dim.

Active Ability: Read the Room

- **Cost:** 1 ♦AP
- **Range:** Self
- **Frequency:** Once per Day

The character pauses to take in the current scene with a depth of perception born from long life. They immediately learn one of the following about the current situation, chosen by the GM based on what the scene actually contains:

- The general emotional state of a visible creature
- Whether a visible object or structure has been recently disturbed or altered
- Whether a visible creature has any obvious concealed weapons, tools, or gear
- One specific piece of information the GM judges the character's long perspective would catch

The information is always truthful but not always comprehensive. A Highfolk character does not read minds; they notice what slower observers miss.

Suggested Attribute Allocation

Highfolk commonly distribute their +2 Attribute points to □**Acuity** and ***Resolve**, reflecting their sharpened perception and emotional composure. Players may allocate differently as desired.

Info

Stoutfolk

The Stoutfolk are the resilient, grounded peoples. They are shorter than most, broader in build, and built to endure where others tire, withstanding cold, hunger, physical shock, and hardship better than their size suggests. In most fantasy settings, Stoutfolk cover the design space of both dwarves and halflings: sturdy, practical, communal peoples. They might live underground, in the hills, in isolated strongholds, or among other peoples as welcomed guests.

A Stoutfolk character tends toward roles where endurance, craft, or steadfastness matter: warriors, smiths, miners, guards, long-distance travelers, expedition members.

Passive Ability: Grounded Resilience

The character suffers half ⓈWound penalties (rounded down, minimum 0) from each Wound they have. Where the standard rule (Section 6) imposes a numerical penalty per Wound to □Physical and □Mental Defense, a Stoutfolk takes only half that penalty per Wound. (For example, if the standard penalty is -2 per Wound, a Stoutfolk takes -1 per Wound; a Stoutfolk with 2 Wounds suffers -2 instead of -4.)

In addition, they gain Favor on all Resolution Rolls to resist environmental hazards (extreme cold, extreme heat, poison, disease, exhaustion from travel).

Active Ability: Set Your Feet

- **Cost:** 1 ♦AP
- **Range:** Self
- **Duration:** Until the character voluntarily moves or the end of their next Turn, whichever comes first

The character sets their stance and refuses to be moved. Until this Ability ends:

- The character cannot be forced to move by any effect less than a direct physical lift by an ally
- They gain +2 to □Physical Defense
- They reduce all movement-based physical damage (being knocked back into a wall, etc.) by half (rounded down)

The character cannot voluntarily move while this Ability is active. Ending it is a ♦Free Action.

Suggested Attribute Allocation

Stoutfolk commonly distribute their +2 Attribute points to ♦**Vigor** and ✱**Resolve**, reflecting their physical durability and steady will. Players may allocate differently as desired.

Beastfolk

The Beastfolk are the animalian peoples of the world: humanoid in form, but bearing the features, instincts, and sensory gifts of an animal ancestor. A Beastfolk character might be feline, canine, avian, reptilian, ursine, or something more exotic, the animal is a matter of fiction, the mechanics support the broad family. They cover the design space of catfolk, corvidkind, lizardfolk, or anthropomorphic animal archetypes generally; the player picks an animal concept that fits, and the Passive Ability below flexes to support it.

All Beastfolk share a common Active Ability: their natural features as a weapon. Claws, teeth, talons, horns, or whatever the animal carries.

Passive Ability: Bestial Instinct (selection)

At character creation, pick one of the following Passive Abilities based on the animal concept for your character:

- **Predator's Gaze** (big cats, wolves, bears of prey) — The character can see clearly in dim light as normal, and in darkness as dim. They gain Favor on Awareness rolls to track or spot hidden creatures.
- **Pack Instinct** (canines, social animals) — The character gains Favor on Intuition rolls to read the emotional state of allies or enemies. When they Flank with an ally (per the Flanking rule in Section 6), they deal **+1d4 additional damage** on a successful hit from the Flanking attack.
- **Aerial Adaptation** (avians, winged beasts) — The character can fall safely from any height without taking damage, gliding to a safe landing point within a reasonable distance. They gain Favor on Awareness rolls made from an elevated position.
- **Aquatic Adaptation** (otters, seals, reptilian swimmers) — The character can hold their breath for up to 10 minutes without strain. They swim at full $\Rightarrow$ MP through any water and gain Favor on any Resolution Roll made while submerged.
- **Burrower's Sense** (badgers, moles, rodent folk) — The character can sense air currents and earth vibrations in the area around them. They gain Favor on Awareness rolls to detect hidden passages, underground spaces, or concealed creatures within 4 $\square$ Units.

Active Ability: Natural Weapon

- **Cost:** 1 ♦AP
- **Range:** Melee (1 □Unit)
- **Frequency:** Unrestricted

The character attacks with their natural features: claws, teeth, talons, horns, or whatever their form carries. The attack is made as a standard melee attack (see the Basic Combat Module).

Damage: 1d6 + ♦Vigor or □Finesse Modifier (player's choice at time of attack)

This Natural Weapon does not require a Competency. It cannot be sundered, dropped, or disarmed. The character is always considered armed.

The specific form of the Natural Weapon (claws, fangs, etc.) is determined by the player's chosen beast type and is purely cosmetic. The mechanical effect is the same.

Suggested Attribute Allocation

Beastfolk commonly distribute their +2 Attribute points to ♦Vigor and □Finesse, reflecting their physical presence and animal reflexes. Players may allocate differently as desired.

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Otherkin

The Otherkin are those touched by powers beyond mortal heritage. Their lineage traces to beings from other planes of existence: ancient spirits, elemental presences, emissaries of light, or entities from the shadowed reaches of reality. The inheritance makes itself known through subtle marks on their skin, flashes of inhuman intuition, or occasional moments when their heritage shows through.

Otherkin characters are defined by their **bloodline**: the specific type of entity their heritage traces from. This Quickstarter covers two bloodlines (Empyrean and Abyssal), each common across fantasy settings. They cover the design space of devilfolk, angelblood, genasi, planetouched, fiend-blooded, and similar heritage-based lineages, bloodlines may be renamed or reflavored to fit a specific setting.

Passive Ability (All Otherkin): Kindred of the Veil

The character's otherworldly nature grants them a subtle connection to the boundary between the mortal and the extraordinary. They gain Favor on Intuition rolls to sense supernatural presences, enchantments, or otherworldly beings within 10 □Units of them.

Active Ability: Ancestral Bloodline (selection)

Warning

Empyrean The character traces their heritage from beings of radiant power: upper-world spirits, sun-bound entities, or the emissaries of distant celestial courts. An Empyrean Otherkin's presence is often unnerving to creatures of shadow and heartening to those in despair.

Active Ability: Radiant Mend

- **Cost:** 1 ♦AP base; may spend up to 2 additional ♦AP for amplification (3 ♦AP maximum)
- **Range:** Touch (1 □Unit)
- **Frequency:** Once per Encounter

The character channels a small expression of their heritage's light into a touched creature. The target regains **1d6 +HP** (base). For each additional ♦AP spent (up to 2), add **+1d4** to the healing.

This Ability does not remove ⊗Wounds, ⊗Fatigue, or other persistent conditions. It simply restores lost **+HP**.

Danger

Abyssal The character traces their heritage from beings of the lower and shadowed reaches: old infernal courts, hungering dark, or the forgotten powers beneath the world. An Abyssal Otherkin's presence is often unsettling in ways even the bearer cannot fully articulate.

Active Ability: Umbral Reach

- **Cost:** 1 ♦AP base; may spend up to 2 additional ♦AP for amplification (3 ♦AP maximum)
- **Range:** Medium (up to 12 □Units)
- **Frequency:** Once per Encounter

The character extends their will through a touch of their heritage's shadow. Choose a visible target within range. The target must succeed on a Resolution Roll against the character's □Mental Defense (using d20 + *Resolve Modifier) or suffer **Disfavor on their next Resolution Roll this Encounter**.

For each additional ♦AP spent (up to 2), the Disfavor extends to one **additional** Resolution Roll the target makes this Encounter. At 3 ♦AP spent, the target suffers Disfavor on their next **three** Resolution Rolls this Encounter.

Targets immune to mental effects or lacking a mental presence (certain undead, mindless constructs) are unaffected.

Suggested Attribute Allocation

Otherkin commonly distribute their +2 Attribute points to ***Resolve** and one Attribute relevant to their bloodline (□**Acuity** for Empyrean, □**Finesse** for Abyssal). Players may allocate differently as desired.

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Every character has a **Background**: the external inheritance that shaped who they were before becoming an adventurer. This Quickstarter offers eight Backgrounds covering the common walks of life in fantasy settings.

Backgrounds in this Quickstarter provide:

- A short **narrative description** covering who the Background represents
- **2 Skills** (one chosen from a suggested list, one invented by the player)
- **+1 Skill Category bonus** in the Category that best fits the Background
- **1-2 Competencies** for tools, instruments, or non-combat items
- A small **Passive Ability** reflecting the Background's lived experience
- A **Narrative Leverage** hook the player can invoke at the table

A Note on Skills

The suggested Skill lists in each Background include Skills that may not appear in Section 5's main Skill list. Both lists are designed to be extensible: the GM and player can use any Skill that fits the Background, whether it's listed here, in Section 5, or invented for the character.

Each Background lists a suggested Skill pool for the first Skill choice and invites the player to invent the second. This keeps mechanical texture while leaving room for character-specific expression.

Player-invented Skills should be somewhat broad, but not overly general. "Knot Tying" is too narrow. "Sailing" is a good fit. "Physical" is too broad (that's a Category, not a Skill). The GM has final approval on player-invented Skills.

Player-invented Skills from a Background follow the normal Frontiers Skill rules: they grant Favor when applicable, only one Skill can grant Favor per roll, and the GM arbitrates when the Skill fits a roll.

Info

Soldier

Soldiers are those who served in a structured martial force: an army, a city guard, a mercenary company, a militia raised for a war that may or may not still be raging. They know discipline, chain of command, the texture of camp life, and the weight of orders from someone they couldn't disobey. They have seen combat, not necessarily as a hero, not necessarily willingly, and what they carry out of that service is steady nerves under pressure, the habit of reading a room for threats, and the knowledge that most fights are won before the first blow.

Note

Skills (choose 1 from this list, invent 1 of your own): - Tactics - Drilling - Intimidation - Field Medicine

Category Bonus: +1 to **Body**

Competencies: Field Rations & Camp Craft

Passive Ability: Veteran's Composure The character does not gain $\ominus$ Fatigue from the first instance of psychological shock or intimidation in an Encounter. They have seen worse.

Narrative Leverage: The character has a contact in at least one armed force somewhere in the world: a former squadmate, a superior, or a colleague who owes them a debt or holds one over them. The GM determines where and who on a case-by-case basis.

Info

Scholar

Scholars are those who spent their formative years in pursuit of knowledge. A Scholar might come from a formal academy, a temple library, an apprenticeship under a single master, or a self-directed study so intense it consumed everything else. What defines them is the habit of knowing, and the reflex to look things up rather than guess. Their real advantage is meta: they know how knowledge is stored, who keeps it, and how to find what they don't personally know.

Note

Skills (choose 1 from this list, invent 1 of your own): - Research - Ancient Languages - Arcana - Heraldry

Category Bonus: +1 to **Mind**

Competencies: Writing Kit & Scrollwork

Passive Ability: Remembered Page Once per Encounter, when facing a creature, object, or phenomenon the GM judges the Scholar would have reason to have studied, the GM reveals one true, concrete fact about it. This may be a weakness, a known behavior, a historical note, or a useful detail.

Narrative Leverage: The character knows at least one scholar, librarian, or keeper of records somewhere in the world who will grant them access to archives, texts, or specialized knowledge when asked. Access may require a favor in return.

Info

Outlander

Outlanders are those who lived far from settled civilization: deep wilderness, high wastes, deep forests, remote islands, the edges of the world. They know how to survive where others would die, how to read land and weather, and how to treat nature as a companion rather than an enemy. Not necessarily hermits, some travel in bands, visit civilization regularly, but their home is the wild, and their skills are the skills of staying alive in it.

Note

Skills (choose 1 from this list, invent 1 of your own): - Survival - Tracking - Animal Handling - Foraging

Category Bonus: +1 to **Body**

Competencies: Travel Kit or Foraging Tools, knowledge of one specific biome or terrain (forest, mountain, marsh, desert, etc.)

Passive Ability: Path-Sense The character is never lost while traveling through natural terrain they are familiar with. They gain Favor on any Resolution Roll to determine direction, find a safe campsite, or locate water or food in the wilderness.

Narrative Leverage: The character knows a route, hideout, or shelter somewhere in the wilderness that others would not easily find. They may lead allies there, or retreat there alone. The location is stable; it does not relocate between sessions.

Info

Criminal

Criminals are those who made their living outside the law. A Criminal might be a thief, a smuggler, a fence, a con artist, a cutpurse, an enforcer, or any of the dozen roles the underworld provides. They know how crime works because they did it, and they carry the marks of the trade: a wary eye, a careful manner of speaking in certain crowds, the reflex to know how a given door opens and what a given person's price might be. They may have left the life behind or may still be in it.

Note

Skills (choose 1 from this list, invent 1 of your own): - Sleight of Hand - Streetwise - Deception - Lockpicking

Category Bonus: +1 to **Voice**

Competencies: Thieves' Tools, knowledge of at least one thieves' cant, coded language, or underworld signal system

Passive Ability: Reading the Room When the character enters a new social space (a tavern, a court, a market, a gathering), they immediately notice one concrete detail the GM determines: who holds real authority, where the exits are, who is armed, who is lying, or similar. They notice one such detail automatically; more require active effort.

Narrative Leverage: The character has at least one contact in the underworld of most cities they visit: a fence, a fixer, or a familiar face at a specific tavern. These contacts are transactional, not loyal, and may not always be pleased to see them.

Info

Artisan

Artisans are those who learned a specific craft and practiced it long enough to become skilled. Blacksmiths, weavers, woodcarvers, glassmakers, bookbinders, jewelers, tinkers: whatever the trade, the Artisan knows it deeply, has the calluses to prove it, and thinks about the world partly in terms of materials and construction. They may have been an apprentice, journeyman, master, or shop owner, they left or set aside that life for reasons the player defines, but their eye for craft never left.

Note

Skills (choose 1 from this list, invent 1 of your own): - Craft (specific trade: metalwork, woodwork, etc.) - Appraisal - Repair - Hagglng

Category Bonus: +1 to **Mind**

Competencies: One specific set of crafting tools (smith's tools, weaver's tools, etc.), one non-combat instrument or niche tool relevant to the trade

Passive Ability: Eye for Quality When the character examines a manufactured object (a weapon, a piece of armor, a tool, a structure), they can tell its approximate quality, age, and origin. They know if it is well-made, poorly-made, or secretly flawed.

Narrative Leverage: The character has connections in the crafting community of at least one city or region: a guild affiliation, former colleagues, or an old master still at their forge. These contacts can provide tools, supplies, crafting advice, or a workspace when needed.

Info

Pilgrim

Pilgrims are those who spent significant time on a spiritual journey: a quest, a vigil, a wandering apprenticeship under a holy teacher, a vow fulfilled over years of travel. A Pilgrim is not necessarily pious in the loud sense, many are quiet about their faith, some no longer hold it at all, but they have lived close to a tradition that shaped them. They have walked far, slept in strange places, met people who believed different things, and carry the patience of someone used to receiving charity and the quiet strength of surviving on almost nothing.

Note

Skills (choose 1 from this list, invent 1 of your own): - Endurance - Religious Lore - Meditation - Travel Savvy

Category Bonus: +1 to **Voice**

Competencies: Pilgrim's Kit (walking staff, basic shelter, modest supplies)

Passive Ability: Long Road's Patience The character may choose to remove **1 ☹Fatigue per 30 minutes** of ☐Downtime (in place of the standard 1 ☹Wound or ☹Fatigue per hour). ☹Wound recovery proceeds at the standard rate. They do not require shelter, comfort, or special conditions to rest; they can sleep almost anywhere.

Narrative Leverage: The character can usually find hospitality from temples, shrines, monasteries, or lay communities of their faith (or a related faith) in most civilized regions. The welcome is usually modest but rarely refused.

Info

Noble

Nobles are those raised with wealth, status, and formal social training. A Noble character grew up in a household that expected them to represent a family, a house, a crown, or a lineage, and they were educated accordingly. They know the forms of address, the rules of court, the politics of inherited power, and the precise distance between the words spoken at a table and the meaning behind them. Their relationship to their station may be complicated, some left their family, some were disowned, some still represent their house openly, but the early training stays.

Note

Skills (choose 1 from this list, invent 1 of your own): - Court Etiquette - History - Persuasion - Politics

Category Bonus: +1 to **Voice**

Competencies: Formal Attire & Heraldic Seal (documents bearing their house), one instrument or social accomplishment typical of their class

Passive Ability: Born to the Room In any social setting involving wealth, status, or formal manners, the character is immediately presumed to belong there unless proven otherwise. They gain Favor on Resolution Rolls to navigate formal social settings, and commoners tend to default to deference until given reason to stop.

Narrative Leverage: The character has a family name (real or claimed) recognizable to nobles in most regions where their house has any presence. This may open doors, create debts, or attract enemies depending on circumstance.

Info

Laborer

Laborers are those who built their strength through work, not training. Farmhands, dockworkers, stonemasons' assistants, logging crew, caravan drivers, miners, fishers, cart-pullers: whatever the specific trade, the Laborer spent their days hauling, lifting, digging, or driving, and carries the body and temperament that lifetime of work produced. They are practically skilled, they know how things are moved, how bodies break, how weather affects a day's work, and how to pace themselves through exhaustion. They tend to be plainspoken.

Note

Skills (choose 1 from this list, invent 1 of your own): - Heavy Lifting - Endurance - Knots & Rigging - Weather Sense

Category Bonus: +1 to **Body**

Competencies: One specific trade's non-weapon tools (rope & pulley, butcher's tools, etc.), knowledge of one work-specific jargon or trade language

Passive Ability: Built for the Work The character treats Overburdened as if carrying 2 fewer slots than they actually are. They also gain Favor on any Resolution Roll involving sustained physical effort over time (marching, rowing, digging, hauling for hours).

Narrative Leverage: The character has former coworkers or employers somewhere in the world who know them and may help with shelter, work, or a loan in exchange for a day's labor or a shared drink. These contacts are rarely rich, but they are reliable.

Every character chooses an **Archetype**: their trained vocation, their role in the world, their mechanical identity. This Quickstarter offers three Archetypes, each fully designed across Levels 1-3, covering the core fantasy character concepts.

Archetypes in this Quickstarter provide:

- A **Core Kit**: a mechanical framework that defines how this Archetype operates and what only this Archetype can do
- **Archetype-specific starting Abilities at Level 1** (1 Pool pick for Fighter, 3 spells for Mage, 3 Rites for Devout) plus the standard 2 starting Abilities of Level 3 or lower from any pool
- **Continued Archetype growth at each subsequent Level**, taking the form of either Specialization features (Level 2) or a Growth choice (Level 3). Specific Archetype Ability picks and counts are listed in each Archetype's own block — refer to the Archetype's Level Progression section for what is gained at each Level
- **Starting Competencies** in weapons and armor appropriate to the Archetype
- **1 starting Skill** from a themed list

- A **Specialization** chosen at Level 2 that focuses the Archetype's identity further
- **Level 3 Growth**: a branching choice that lets the character develop in the direction of their playstyle

Each Archetype's Level Progression block lists features gained **in addition** to anything gained at previous Levels. Earlier Stances, spells, and Rites are not lost when new Levels are reached.

A Note on Archetype Abilities vs. General Abilities

Archetype Abilities are **locked** to their Archetype. They can only be gained through Archetype Level progression. A Mage's spell Abilities, a Fighter's Stance Abilities, a Devout's Domain Abilities: all are exclusive to their respective Archetypes.

Vector Mark Ability Marks grant only **general Abilities**, never Archetype Abilities. This preserves the mechanical identity of each Archetype. A character who multi-Archetypes can gain a second Archetype's Abilities through Levels in that Archetype, but never through Marks. Multi-Archotyping does technically work in this Quickstarter, but not directly supported.

Weapon Competency Categories

This Quickstarter uses three melee weapon categories plus two specialized categories:

- **Slicing** (cutting weapons): swords, axes, cleavers, scythes
- **Crushing** (impact weapons): maces, warhammers, clubs, mauls
- **Piercing** (thrusting weapons): spears, rapiers, pikes, lances, stilettos
- **Ranged**: bows, crossbows, thrown weapons
- **Arcane**: wands, staves, focuses, orbs

Armor Competencies use the standard framework:

- **Light Armor, Medium Armor, Heavy Armor, Shields**

Systems built on this Quickstarter may subdivide or rename these as needed. The categories above are the defaults.

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Fighter

A Fighter is a trained martial combatant whose identity comes from **Stances**: postures of body and mind that shape how they fight. In combat, a Fighter is always in a Stance, and the Stance they hold determines what they're capable of in that moment.

Stances are not abilities the Fighter performs; they are states the Fighter inhabits. Each Stance offers three things: a small mechanical edge, a change to how the Fighter spends action economy,

and a conditional trigger that rewards specific play. A Fighter who refuses to think about their Stance will be a worse Fighter than one who switches it with intent. The Stance system is both their identity and their decision-making loop.

A Fighter character fits concepts like a soldier, duelist, knight, mercenary, pit fighter, guardian, or hunter-warrior, any martial figure whose capability comes from training rather than magical inheritance.

Fighter Core Kit: The Stance System

Encounter Start	Enter a known Stance for free (no ♦AP cost)
Switching Stance	1 ♦AP, on the Fighter's Turn
Stance Limit	One Stance active at all times during an Encounter
Outside Encounters	Stances are inactive

A Fighter cannot choose to be "Stanceless" during an Encounter. If an effect ends a Stance (such as incapacitation), the Fighter must enter a new Stance on their next Turn using 1 ♦AP or via ♦Free Action at the start of the next Round.

Each Stance has:

- A **Passive** that applies whenever the Stance is active
- A **Tactical Modifier** that changes how the Fighter spends action economy
- A **Conditional Trigger** that activates a benefit when the Fighter behaves a certain way
- A **Stance Active** Ability the Fighter can use while in the Stance

Where damage scales, it scales with the **Fighter's Level** (referred to as Reference Level in engine terms).

Warning

Aggressive Stance

Starter Stance, known by all Fighters at Level 1.

The Aggressive Stance is the warrior leaning into every strike, accepting the cost of openness for the chance to land devastating blows. It's reckless, it's loud, and at the right moment it ends fights faster than caution would.

Passive: While in Aggressive Stance, attacks deal **+1d4 per Fighter Level** damage. The Fighter takes **-3 to □Physical Defense**.

Tactical Modifier: Once per Turn, when the Fighter hits an enemy with an attack, they may push that enemy **1 □Unit** in a chosen direction.

Conditional Trigger: When the Fighter reduces an enemy to 0 **✚HP** while in Aggressive Stance, they immediately gain **1 ✚AP** that may be spent on the same Turn (or carries over to the next Turn if unused).

Stance Active: Sweeping Blow

Cost	2 ✚AP
Range	Within Active Weapon Reach
Targets	Up to 2 adjacent enemies
Effect	Make a single attack roll and roll damage once . Apply the result against both targets' □Physical Defense. On a hit, deal (Fighter Level)d6 + ♦Vigor Modifier damage (the same rolled damage value applied to each hit target).

Sweeping Blow is a single attack for Multi-Attack Fatigue ordering. Aggressive Stance's Passive damage bonus is applied to the shared damage roll once, not per target, see the **Multi-Target Attacks** rule in Section 6.

Warning

Defensive Stance

Starter Stance, known by all Fighters at Level 1.

The Defensive Stance is the warrior conserving energy and reading the battlefield. They hit less but withstand more, turning enemy momentum into wasted effort. A Fighter who masters Defensive Stance becomes the immovable point around which a battle pivots.

Passive: While in Defensive Stance, the Fighter gains **+1 + Fighter Level + (♦Vigor Modifier / 2 rounded up)** to **Physical Defense**. Their attack rolls are made with **Disfavor**.

Tactical Modifier: Reactions taken while in Defensive Stance cost **1 less ♦AP** the first time they are used in an Encounter.

Conditional Trigger: When an enemy attacks the Fighter and misses (the attack fails to hit their **Physical Defense**), the Fighter's next attack on their next Turn gains **Favor**.

Stance Active: Bulwark

Cost	1 ♦AP
Range	Self
Duration	Until the start of the Fighter's next Turn
Effect	The Fighter braces, gaining damage reduction equal to 1d4 + Fighter Level against all incoming damage until the start of their next Turn.

Fighter Level Progression

Each Level below grants the listed features in addition to anything gained at previous Levels. Earlier Stances, Abilities, and Specialization features are not lost when new Levels are reached.

Level 1: Foundation

The character's starting kit. All features below are gained at Level 1.

Element	Value
Archetype HP Modifier	+7
Initiative Value	6
Granted Weapon Competencies	Slicing, Crushing
Granted Armor Competencies	Light Armor, Medium Armor, Shields
Choose 1 Additional Competency	Piercing, Ranged, or Heavy Armor
Choose 1 Starting Skill	Athletics, Intimidation, Endurance, or Combat Awareness
Core Kit	The Stance System
Starting Stances	Aggressive Stance and Defensive Stance (each with its own Stance Active Ability, always available while in that Stance)
Starting Archetype Ability	Choose 1 Ability of Level 3 or lower from the Fighter Archetype Ability Pool (Stances, Passives, Actives, or Reactions)
Starting Items	2 non-enhanced weapons of choice, 1 non-enhanced armor of choice, 3 level-0 items

In addition to the above, the character also gains the standard Level 1 starting Abilities (2 Abilities of Level 3 or lower from their Archetype or the Generic pool of abilities) per the engine default.

Level 2: Specialization

In addition to everything gained at Level 1:

At Level 2, the Fighter chooses one **Specialization: Vanguard** or **Tactician**. Each Specialization changes how the Fighter engages with their Stance system and unlocks new tools.

The Specialization is permanent. See the **Fighter Specializations** block below.

Level 3: Growth

In addition to everything gained at Levels 1 and 2:

At Level 3, the Fighter chooses one of:

- Gain 1 new Fighter Archetype Ability (from the Pool, not already taken)
- Gain 1 general Ability (from the general Ability catalog, meeting any prerequisites)
- Gain 1 new Skill (chosen freely; not Archetype-restricted)
- Gain +1 to a Skill Category bonus (Body, Mind, or Voice, up to the +5 cap)
- Gain 1 new Competency (weapon, armor, or other system-defined category)

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Fighter Specializations

At Level 2, a Fighter chooses one of two Specializations. The choice is permanent and shapes how the Fighter grows from Level 2 onward.

Vanguard

The Vanguard is the immovable Fighter: the wall between the enemy and their allies. Vanguards specialize in holding ground, absorbing harm, and rewarding patience.

Specialization Adjustments

Initiative Change	6 → 3 (Vanguards act late, absorbing first moves and reading the battlefield before committing)

Specialization Feature: Steadfast

When the Vanguard remains in the same Stance for an entire Round (Turn start to Turn start without switching), they gain at the start of their next Turn:

- **+2 to the Stance's Passive non-die based numerical effect**
- **+2 temporary +HP**

These bonuses stack up to **+4 total**. Switching Stances resets this additional bonus back to +0.

Additional Details

The "+2 to Stance's Passive non-die based numerical effect" must be applied to one specific bonus from the Stance and committed to. For example, in Protector Stance, the +2 bonus per stacked Round applies either to the radius (in □Units) or to the □Physical Defense bonus granted to allies. Once a bonus is chosen, you must keep increasing that same bonus across all stacks until you swap Stances and reset the bonuses to zero.

If a Stance's Passive has only die-based bonuses (such as Aggressive Stance's "+1d4 per Fighter Level damage") or only penalty-based effects, the Stance has no eligible non-die numerical effect for Steadfast to enhance. In that case, only the +2 temporary +HP per stack applies.

Specialization Feature: Protector's Instinct

Type	Reaction
Cost	1 ♦AP
Trigger	An ally within 3 □Units of the Vanguard is attacked
Frequency	Once per Round

Effect	The Vanguard becomes the target of the attack instead. The attack resolves against the Vanguard's Physical Defense . The attacker cannot redirect the attack elsewhere.
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New Stance Available: Protector Stance

The Protector Stance is the Vanguard's signature posture: positioned to absorb harm meant for allies, with feet planted and shield raised.

Passive: Allies within **5 Units** of the Vanguard gain **+1 + (Fighter Level / 2 rounded up)** to **Physical Defense**. The Vanguard's **MP** is reduced by 1.

Tactical Modifier: When the Vanguard takes damage that would result in a **Wound**, they may transfer that Wound to themselves a second time instead, taking double the damage but absorbing it into their own form (preventing the Wound mechanic from cascading further to allies who might otherwise be at risk from the same source).

Conditional Trigger: When an ally within range takes damage while the Vanguard is in Protector Stance, the Vanguard's next attack on their next Turn gains **+1d6 damage** (the Vanguard's anger sharpens their strikes).

Stance Active: Shield Wall

Cost	2 AP
Range	Self and allies within 5 Units
Duration	Until the start of the Vanguard's next Turn
Effect	The Vanguard and all allies within 5 Units gain +Fighter Level to Physical Defense and cannot be forcibly moved.

Tactician

The Tactician is the Fighter who fights with rhythm. Where the Vanguard stays still, the Tactician moves, shifts Stances often, and uses each switch to create an advantage. Combat is a conversation; the Tactician steers the loudest voice.

Specialization Adjustments

Initiative Change	6 → 7 (Tacticians read the battlefield first and exploit early movement opportunities)
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Specialization Feature: Fluid Stance

The Tactician may change Stance once per Turn as a ♦Free Action instead of paying 1 ♦AP. Stance changes beyond the first in a Turn cost the standard 1 ♦AP.

Specialization Feature: Battlefield Read

When the Tactician changes Stance during an Encounter, all allies within **5 □Units** of the Tactician (including the Tactician themselves) may **either move 2 □Units OR take a Reaction** as a ♦Free Action. Each ally may benefit from this feature only **once per Round**.

Specialization Feature: Pivot Step

When the Tactician changes Stance, they immediately move up to **2 □Units** as part of the Stance change action. This movement does not provoke Reactions.

New Stance Available: Precision Stance

The Precision Stance is the Tactician's surgical posture: every move calculated, every blow placed where it counts most. They strike less hard but more accurately, turning a momentary opening into a serious wound.

Passive: Attack rolls in this Stance gain **+2 to hit**. Damage on attacks is reduced by 2 (before adding bonus dice from the Stance's Tactical Modifier).

Tactical Modifier: When attacking in Precision Stance, the Fighter rolls an additional **1d6 per Fighter Level** in damage on a successful hit.

Conditional Trigger: When the Fighter scores a Critical Hit in Precision Stance, the target also suffers **Disfavor on their next attack roll** as the strike's wound interferes with their movement.

Stance Active: Eye of the Needle

Cost	2 ⚡AP
Range	Within Active Weapon Reach
Effect	Make an attack with +3 to the roll , targeting a specific part of the enemy (eye, hand, knee: GM determines fictional impact). On a hit, deal weapon damage and apply Disfavor on a specific type of action (attacking, moving, casting, etc., chosen by the Fighter) until the end of combat. A creature may only be affected by this type of Disfavor up to 3 times during a single Encounter .

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Fighter Archetype Ability Pool

A Fighter picks **1 Ability** from this pool at Level 1. Future Levels, Specialization features, and Level 3 Growth provide additional picks.

Archetype Abilities are locked to the Fighter and cannot be gained through Vector Mark Ability Marks.

The pool is organized by type: Stances first, then Passives, Actives, and Reactions. Each Ability lists its Level. When used at a Level higher than the Fighter's Level (Reference Level), an Ability costs ⚡Energy per the standard rule.

Stances

Warning

Flanking Stance

Mobile, evasive Stance, encourages movement-based combat.

Passive: Movement does not provoke Reactions. **-1 to Physical Defense.**

Tactical Modifier: When the Fighter moves at least 3 Units in a Turn before attacking, that attack gains **Favor** and deals **+1d4 per Fighter Level** damage on a hit.

Conditional Trigger: When the Fighter ends their Turn behind an enemy (relative to that enemy's primary engagement direction, GM call), the Fighter's next attack against that enemy gains **Favor**.

Stance Active: Displacement Strike

Level	2
Cost	1 ♦AP
Range	Within Active Weapon Reach
Effect	Attack an enemy with the current weapon. On a hit, deal weapon damage. Then immediately move up to 3 Units without provoking a Reaction.

Warning

Hunter's Mark Stance

Pursuit-focused Stance, encourages target locking and finishing.

Passive: While in this Stance, the Fighter designates one visible enemy as their **Mark**. Against the Mark, attacks deal **+1d4 per Fighter Level** damage. Against any other enemy, the Fighter takes **-2 to attack rolls**.

Tactical Modifier: When the Mark moves, the Fighter may move **1 □Unit toward them** as a Reaction (free, no AP cost). This Reaction may be triggered any number of times per Turn.

Conditional Trigger: When the Fighter reduces their Mark to 0 **⚡HP**, they immediately designate a new Mark within 12 □Units as a **⚡Free Action**.

Stance Active: Reassign Mark

Level	2
Cost	2 ⚡AP
Range	Up to 12 □Units
Effect	Designate a new visible enemy as your Mark, replacing the previous Mark. The previous Mark loses all Mark-related effects immediately.

Warning

Sentinel Stance

Reactionary, protective Stance, encourages standing as the team's wall.

Passive: **-1 to attack rolls** while in this Stance. Reactions made by the Fighter from this Stance deal additional **1d4 per Fighter Level** damage if they include an attack.

Tactical Modifier: The first Reaction the Fighter takes each Round costs **0 ♦AP** (it still resolves normally; subsequent Reactions in the same Round cost their normal AP).

Conditional Trigger: When an enemy makes an attack against an ally adjacent to the Fighter, the Fighter may make an immediate melee attack against that enemy as a Reaction (uses an AP). On a successful hit, that enemy makes the original attack with **Disfavor**.

Stance Active: Defender's Resolve

Level	3
Cost	2 ♦AP
Range	Self or one ally within 2 □Units
Duration	Until the start of the Fighter's next Turn
Effect	The chosen target gains +2 + Fighter Level to □Physical Defense until the start of the Fighter's next Turn.

Warning

Marksman Stance

Long-range Stance, encourages staying back and hitting hard from afar.

Passive: +2 to attack rolls and +1d4 per Fighter Level damage with Ranged weapons against enemies more than 6 □Units away. **-2 to melee attack rolls.**

Tactical Modifier: When the Fighter hits a target with a Ranged attack, they may immediately move **2 □Units** after the attack as a ♦Free Action.

Conditional Trigger: When the Fighter scores a Ranged hit on an enemy more than 12 □Units away, that enemy suffers **Disfavor on their next attack roll** against the Fighter.

Stance Active: Multishot

Level	3
Cost	2 ♦AP
Range	Within Marksman weapon's max range
Effect	Make a single attack roll. Apply the result against up to 2 enemies within 3 □Units of each other . If the roll hits either target's □Physical Defense, it hits both. Deal weapon damage to each.

Passives

Combat Endurance — Passive

Level	2
Effect	The Fighter does not gain ⊖Fatigue from a Critical Miss on their 2nd attack of a Turn, nor from a regular miss on their 3rd attack of a Turn. They still gain ⊖Fatigue from a Critical Miss on their 3rd attack.

Iron Will — Passive

Level	3
Effect	At the start of each Encounter, the Fighter gains temporary + HP equal to Fighter Level × ♦Vigor Modifier (minimum Fighter Level if Vigor Mod is 0). This temporary HP is consumed first when the Fighter takes damage and is lost when the Encounter ends, whichever comes first.

The temporary HP refreshes each Encounter and does not stack.

Actives

Power Strike — Active

Level	2
Cost	1 ♦AP
Range	Within Active Weapon Reach
Effect	Make a single attack with the current weapon. On a hit, deal (Fighter Level)d6 + ♦Vigor Modifier damage. Stance Passive damage bonuses still apply; Stance Active abilities do not stack with this. Power Strike may only be used once per Turn.

Intimidating Presence — Active

Level	3
Cost	1 ♦AP
Range	10 □Units radius around the Fighter
Effect	Enemies within range must succeed on a Resolution Roll against the Fighter's □Mental Defense (d20 + ✱Resolve Modifier) or take (Fighter Level)d4 psychological damage and suffer Disfavor on their next attack roll against the Fighter this Encounter. Allies within range gain +1 to □Physical Defense until the start of the Fighter's next Turn.

Stance Shift — Active

Level	3
Cost	1 ♦Free AP
Range	Self
Frequency	Once per Turn
Effect	Change Stance for free. The next use of the new Stance's Stance Active has its ♦AP cost reduced by 1 (minimum 1 ♦AP). This Ability does not allow the Fighter to chain a Stance change and a Stance Active in the same Action.

Battlecry — Active

Level	3
Cost	1 ♦AP
Range	8 □Units radius around the Fighter
Frequency	Once per Encounter
Effect	The Fighter releases a powerful battle cry. All allies within range (including the Fighter) gain +(Fighter Level / 2 rounded up) to attack rolls and + (Fighter Level / 2 rounded up) damage until the start of the Fighter's next Turn.

Greater Power Strike — Active

Level	4
Cost	2 ♦AP
Range	Within Active Weapon Reach
Effect	A heavier version of Power Strike. Make a single attack with the current weapon. On a hit, deal (Fighter Level × 2)d6 + ♦Vigor Modifier damage. Does not combine with any Stance's own Active.

Whirlwind — Active

Level	4
Cost	2 ♦AP
Range	Within Active Weapon Reach
Effect	The Fighter spins through a deadly arc, striking all adjacent enemies. Make a single attack roll and roll damage once . Apply the result against the □Physical Defense of every enemy within reach (up to 3 enemies). On a hit, deal (Fighter Level)d6 + ♦Vigor Modifier damage (the same rolled damage value applied to each hit target).

Whirlwind is a single attack for Multi-Attack Fatigue ordering. Stance Passive damage bonuses are applied to the shared damage roll once, not per target, see the **Multi-Target Attacks** rule in Section 6.

Heroic Strike — Active

Level	4
Cost	2 ♦AP
Range	Within Active Weapon Reach
Frequency	Once per Encounter
Effect	The Fighter channels their training into a single perfect blow. The attack automatically lands as a Critical Hit (no roll required). Deal weapon damage doubled, plus (Fighter Level)d6 + ♦Vigor Modifier . The target's □Physical Defense is bypassed for this strike.

Mighty Strike — Active

Level	5
Cost	3 ♦AP
Range	Within Active Weapon Reach
Effect	The Fighter delivers a devastating blow. Make an attack with the current weapon. On a hit, deal (Fighter Level × 3)d6 + ♦Vigor Modifier damage. On a critical hit, the target is also knocked prone and suffers Disfavor on their next Resolution Roll.

Reactions

Riposte — Reaction

Level	1
Cost	1 ♦AP (Reaction)
Trigger	An adjacent enemy attacks the Fighter and misses
Effect	The Fighter immediately makes a melee attack against that enemy with their currently-held weapon. On a hit, deal weapon damage.

Second Wind — Reaction

Level	3
Cost	1 ♦AP (Reaction)
Trigger	The Fighter takes damage that would reduce them to 0 ♦HP
Frequency	Once per Encounter
Effect	Instead of being reduced to 0, the Fighter immediately regains (Fighter Level)d6 + ♦Vigor Modifier ♦HP .

Last Stand — Reaction

Level	5
Cost	1 ♦AP (Reaction)
Trigger	The Fighter takes a ⊗Wound or has 25% or less of their Maximum ♦HP
Frequency	Once per Encounter
Effect	Until the start of the Fighter's next Turn, the Fighter gains: +Fighter Level to attack rolls, +Fighter Level to all damage dealt, and damage reduction equal to ♦Vigor Modifier . The Fighter cannot be reduced below 1 ♦HP during this duration; any damage that would do so leaves them at exactly 1 ♦HP, though they may still take ⊗Wounds.

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Mage

A Mage is a practitioner of arcane forces, a scholar of patterns the world allows but does not freely give. In combat, a Mage's identity comes from their **spells**: discrete shaped expressions of arcane power. Where the Fighter trains their body, the Mage trains their mind to hold patterns the universe responds to.

A Mage casts spells in two distinct ways: **Burst** spells, which release their power instantly, and **Channeled** spells, which require sustained focus over time but produce ongoing or escalating effects. A Mage learning to manage both is what defines mastery of the craft.

A Mage who throws only Burst spells is fast but shallow. A Mage who relies only on Channels is powerful but predictable. A Mage who weaves between them is genuinely dangerous. The Channeled vs. Burst system is both their identity and their decision-making loop.

A Mage character fits concepts like a wizard, sorcerer, arcanist, hedge witch, battlemage, scholar of forbidden lore, or court magician, any practitioner whose power comes from study and arcane discipline.

Mage Core Kit: Channeled vs. Burst

Mage Abilities are tagged as either **Burst**, **Channeled**, or **Either** at the time they are cast. The tag determines how the spell behaves mechanically.

Burst Spells	Cast and resolve immediately. Effects happen at the moment of casting and are over. No sustained focus.
Channeled Spells	Cast and become active. Their effects persist over time as long as the Channel is maintained. The Mage may have only one Channeled spell active at a time.
Either Spells	At the moment of casting, the Mage chooses whether to cast as Burst or Channeled. Each form has a different effect, listed in the spell's description.

Where damage scales, it scales with the **Mage's Level** (referred to as Reference Level in engine terms).

Maintaining a Channel

While a Channel is active:

- The Mage **cannot move, unless forcefully moved**
- The Mage **cannot start another Channeled spell**
- The Mage **may freely cast Burst spells, use Reactions, and take other Actions** that do not require movement

- Some Channeled spells require the Mage to **spend ♦AP each Turn** to maintain them; this is listed in the individual spell's description

A Channel ends when:

- The Mage uses a ♦Free Action to release it
- The Mage gains a new ⊗Wound or new ⊖Fatigue
- The Mage takes damage equal to **50% or more of their Maximum +HP**
- The Mage falls Unconscious or is incapacitated
- The Mage starts a different Channeled spell (the previous one ends immediately)
- The Mage is forcefully moved
- The Mage fails to pay a maintenance cost the spell requires

A Mage may have powerful Abilities that ease or remove these restrictions. Such Abilities must be specifically chosen from the Archetype Ability Pool.

Mage Level Progression

Each Level below grants the listed features in addition to anything gained at previous Levels. Earlier spells, Abilities, and Specialization features are not lost when new Levels are reached.

Level 1: Foundation

The Mage's starting kit. All features below are gained at Level 1.

Element	Value
Archetype HP Modifier	+4
Initiative Value	4
Granted Weapon Competencies	Arcane Weapons
Choose 1 Additional Competency	Slicing, Piercing, or Ranged
Granted Armor Competencies	Light Armor
Choose 1 Starting Skill	Arcana, Lore, Insight, or Healing
Core Kit	Channeled vs. Burst spell casting
Starting Items	1 Arcane Weapon, 1 non-enhanced weapon of any category the Mage has Competency in (typically the additional Competency chosen at Level 1: Slicing, Piercing, or Ranged), 1 non-enhanced Light Armor, 3 level-0 items
Starting Spells (Archetype Pool)	Choose 3 spells of Level 0 or Level 1 from the Mage Archetype Ability Pool

In addition to the 3 starting spells, the Mage gains the standard Level 1 starting Abilities (2 Abilities of Level 3 or lower) per the engine default. These may be drawn from the general Ability catalog or from the Mage Archetype Ability Pool.

Level 2: Specialization

In addition to everything gained at Level 1:

At Level 2, the Mage chooses one **Specialization: Slinger** or **Weaver**. Each Specialization fundamentally reshapes how the Mage relates to their spell library: the Slinger grows a larger permanent arsenal and gets stronger with their core spells, while the Weaver maintains a smaller but flexible library that can be reshaped during Downtime.

The Specialization is permanent. See the **Mage Specializations** block below.

Level 3: Growth

In addition to everything gained at Levels 1 and 2:

At Level 3, the Mage chooses one of:

- Gain 1 new Mage Archetype Ability (from the Pool, not already taken or learned)
- Gain 1 general Ability (from the general Ability catalog, meeting any prerequisites)
- Gain 1 new Skill (chosen freely; not Archetype-restricted)
- Gain +1 to a Skill Category bonus (Body, Mind, or Voice, up to the +5 cap)
- Gain 1 new Competency (weapon, armor, or other system-defined category)

For Slingers and Weavers, the spell-related Specialization features may grant additional spell picks at this Level (see the Specializations block).

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Mage Specializations

At Level 2, a Mage chooses one of two Specializations. Each represents a fundamentally different relationship with the spell library: the Slinger commits to depth and personal mastery, the Weaver commits to breadth and adaptability.

The choice is permanent and shapes how the Mage grows from Level 2 onward.

Slinger

The Slinger is the Mage who throws spells fast and learns more of them. Where the Weaver swaps spells in and out of memory, the Slinger commits to their growing arsenal and refines it. A Slinger's identity is in the rapid-fire pace of Burst casting and the steady accumulation of options that come with experience.

A Slinger does not avoid Channeled spells entirely, but their identity is in what they know permanently and how hard they hit with what they know.

Specialization Adjustments

Initiative Change	4 → 6 (Slingers cast fast, before others can react)

Specialization Feature: Growing Arsenal

Upon choosing the Slinger Specialization, the Mage immediately gains **2 additional spells** of their choice from the Mage Archetype Ability Pool. The Mage must qualify for these spells (their Mage Level must equal or exceed the spell's Level).

Additionally, when the Mage reaches Level 3, they gain **1 additional spell** of their choice from the Pool on top of the standard Growth choice.

Specialization Feature: Growing Mastery

When the Slinger casts a **Burst** spell of Level 0 or Level 1, the spell's primary numerical effect (damage or healing) gains a bonus equal to **(Mage Level – spell's Level)d4**. This applies only to Burst spells, and only those of Level 0 or 1.

Growing Mastery does not apply to Channeled spells, Either spells cast as Channeled, or spells of Level 2 or higher.

Specialization Feature: Quickcast

When the Slinger casts a **Burst** spell, they pay **1 less ♦AP** than the spell's listed cost. Once per Turn, this can reduce a spell to 0 ♦AP; otherwise, the lowest a spell can be reduced to is 1 ♦AP.

This applies to every Burst spell the Slinger casts. It does not apply to Channeled spells or Either spells cast as Channeled.

Specialization Feature: Volley

Once per Turn, when the Slinger casts a Burst spell that targets a single enemy, they may pay **+X ♦AP** to target up to **X additional enemies** within range with the same spell (1 additional

♦AP for 1 additional target, 2 for 2, and so on). Each target rolls separately, and the spell resolves independently against each.

The damage or effect of the spell is rolled separately for each target if the spell deals randomized damage; otherwise, the same fixed effect applies to each.

Quickcast cannot reduce the AP cost of a spell that also uses Volley. Volley and Quickcast are mutually exclusive on the same spell cast.

Specialization Feature: Burst Discipline

The Slinger's training in rapid casting blunts the strain of repeated spellwork. **The first Burst spell the Slinger casts each Turn does not count toward Multi-Attack Fatigue ordering.** Subsequent attacks or Abilities that Turn are counted from the 1st position normally (the next attack is the 1st in the sequence, then 2nd, etc.).

In effect, a Slinger may cast their first Burst spell each Turn "for free" against the Multi-Attack Fatigue rule, but if they push past that into a second or third spellcast (or weapon attack), the normal Multi-Attack Fatigue progression applies.

Weaver

The Weaver is the Mage who shapes their spell knowledge like clay. Where the Slinger commits to a growing arsenal, the Weaver maintains a curated, fluid library that they can reshape between adventures. A Weaver's spell loadout this week is unlikely to be their spell loadout next week.

A Weaver leans into Channeled casting and spell modification. Their patience and adaptability pair naturally with the slower, deeper rhythm of sustained Channels and the careful choosing of which spells to bring to a given challenge.

Specialization Adjustments

Initiative Change	4 → 3 (Weavers cast deliberately, taking time to shape and time their spells)

Specialization Feature: Spell Reservoir

The Weaver's spell library is **flexible**: they can reshape it during ☐Downtime to fit upcoming challenges.

Upon choosing the Weaver Specialization, the Mage's known spells become a **Reservoir** rather than a fixed list. The Reservoir is bounded by a **Spell Budget**:

Spell Budget = Mage Level × 3 + 4

Mage Level	Spell Budget
1	7
2	10
3	13
4	16
5	19

The total Levels of all spells currently loaded into the Reservoir must not exceed this Budget. **Level 0 spells do not count toward the Budget**: they are always available to a Weaver who has learned them.

During any ☐Downtime period of at least 1 hour, the Weaver may **reshape their Reservoir**, swapping spells in and out from any spell in the Mage Archetype Ability Pool that the Weaver qualifies for (their Mage Level must equal or exceed the spell's Level). The Weaver can drop spells they currently have, pick up new ones, and rearrange entirely as long as the final loadout's combined Levels do not exceed the Budget.

The Weaver always keeps any Level 0 spells they have learned, regardless of Budget, Level 0 spells cannot be learned via Spell Reservoir.

Specialization Feature: Spell Modification

When the Weaver casts any spell, they may choose to apply up to **1 + (◻Acuity Modifier / 2 rounded up)** of the following modifications (minimum 1), paying the listed ✂Energy for each. Multiple different modifications may be combined on a single spell, but the same modification cannot be applied twice to one cast.

Modification	Energy Cost	Effect
Subtle Casting	+1 ✂Energy	The spell is cast without visible or audible components. It cannot be identified as a spell unless its visible effect makes it obvious.
Extended Range	+1 ✂Energy	Double the spell's range.
Damage Type Change	+1 ✂Energy	Switch the spell's flavor damage form between Fire, Water, Lightning, and Earth.
Lingering Effect	+2 ✂Energy	If the spell applies a condition (Disfavor, Favor, etc.), the condition's duration is doubled.
Heighten	+2 ✂Energy	Double the relevant rolled dice on the spell's primary numerical effect.

Only one Modification may be applied to a single spell cast. Modifications stack with the spell's normal Energy cost.

Specialization Feature: Sustained Focus

The Weaver may **move while Channeling** a spell, up to **2 ◻Units per Turn** without breaking the Channel. Movement beyond 2 ◻Units per Turn breaks the Channel as normal.

Additionally, **once per Channel**, when the Weaver would lose their Channel from a ⊗Wound, ⊗Fatigue, or 50%-of-Maximum-HP damage event, they may choose to sustain the Channel for additional Rounds equal to **half their ✱Resolve Modifier (rounded up, minimum 1)**. The damage, Wound, or Fatigue still applies normally to the Mage; only the Channel-break trigger is bypassed.

The Channel runs normally during these additional Rounds. Standard break triggers (movement, forced movement, Unconscious, starting a new Channel, voluntary release) and maintenance cost failures still end the Channel during this timer. The sustained Rounds are counted from the trigger event until the **end of the next Round** (not the current Round). At the end of the timer, the Channel ends regardless of any other circumstance.

The protection refreshes when a new Channel begins.

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Danger

Mage Archetype Ability Pool

A Mage picks **3 spells** of Level 0 or Level 1 from this pool at character creation, plus the standard Level 1 starting Abilities (2 Abilities of Level 3 or lower). Slingers gain additional permanent spells through Specialization (see Growing Arsenal). Weavers transition to a flexible Reservoir at Specialization (see Spell Reservoir).

Archetype Abilities are locked to the Mage and cannot be gained through Vector Mark Ability Marks.

The pool is organized by Level, then by spell type tag (Burst, Channeled, or Either) within each Level. Each spell lists its Magic Type as a flavor tag. These tags do not introduce a damage type system but exist for narrative texture and to allow designers to build resistance or immunity rules later.

Level 0 Spells

Spark — Burst

Level	0
Cost	1 ♦AP
Range	6 + (□Acuity Modifier × 1) □Units
Magic Type	Arcane, Fire, Water, Lightning, or Earth (caster's choice at time of cast)

A controlled flicker of arcane force lashes out at a chosen target, flavored by the element the Mage chooses. Make a Resolution Roll against the target's □Physical Defense.

On a hit, deal **1d4 + □Acuity Modifier** damage of the chosen element. In addition, the chosen element produces a small rider effect, the GM is the final arbiter of what makes narrative sense in the moment, but typical examples include:

- **Arcane** — A pulse of raw magic. The target may suffer a brief disorientation, a knocked-loose grip, or a similar small disruption.
- **Fire** — A burst of flame. Flammable cloth, parchment, dry grass, or oil within 1 □Unit of the target may ignite. The target may also smoulder briefly if appropriate to the fiction.
- **Water** — A spray of cold water or freezing mist. Footing may become slick, a small flame may be extinguished, or a fragile material may chill and crack.
- **Lightning** — A snapping arc. Metal armor or weapons may briefly conduct, fine machinery may stutter, or a creature touching the target may take a sympathetic jolt.
- **Earth** — A spray of grit and small stones. The target may be momentarily blinded, a small object may be knocked askew, or a brittle surface may chip.

Spark is a small spell with a wide creative surface. Players and GMs are encouraged to be inventive within reason, the rider effects exist to add texture to the moment, not to substitute for higher-Level spells.

Phantom Grasp — Burst

Level	0
Cost	1 ♦AP, or 1 minute *Activity
Range	6 □Units
Magic Type	Arcane

The Mage extends a translucent, weightless force from their fingertips. Within range, they can manipulate a single small unattended object that they could lift with one hand: pulling, pushing, lifting, opening, sliding, or otherwise moving it up to **3 □Units**.

The grasp lacks the strength to inflict harm or perform forceful manipulation. The grasp ends when the Mage stops concentrating on it (which happens automatically when they take any other Action).

Alternatively, this spell can be used as an Activity to perform delicate work that human hands cannot easily reach: retrieving a small item from a narrow space, manipulating something at a distance, or untangling something fine.

Conjured Light — Burst

Level	0
Cost	5 minutes *Activity
Range	Touch (object) or 1 □Unit (free-floating)
Magic Type	Arcane

The Mage causes either a small object they touch or a free-floating point in space to glow with steady arcane light, illuminating the area around it as a torch would.

The light persists for **2 hours + (*Resolve Modifier × 1 hour)**. The Mage can dismiss the light at any time as a ♦Free Action.

The light is visible to all and reveals the Mage's location to any observer who can see in the relevant lighting.

Mend — Burst

Level	0
Cost	10 minutes *Activity
Range	Touch
Magic Type	Arcane

The Mage restores a single damaged but not destroyed object: a torn cloak, a cracked tool, a bent key, a shattered cup. The object must fit roughly within the Mage's two hands.

The Mage's *Resolve Modifier determines how complex a repair is possible:

- **+0 Mod** can mend simple cloth and wooden objects
- **+2 Mod** can mend metal tools, leather goods, and small mechanisms
- **+4 Mod** can mend delicate crafted items, locks, and intricate fittings

Mend cannot restore destroyed objects (those broken into too many pieces or whose primary function is gone). It cannot replace lost material. A chair with a missing leg cannot be repaired by Mend; the leg must still be present. Mend cannot affect Enhanced items unless their description says otherwise.

Arcane Sense — Burst

Level	0
Cost	5 minutes *Activity
Range	Self (centered on caster)
Magic Type	Arcane

The Mage opens their senses to the presence of arcane and supernatural energy in the surrounding area. They learn the rough number, location, and approximate strength of any magical sources within a radius equal to **5 + (*Resolve Modifier × 2) □Units**.

The Mage does not learn the exact nature of any specific magical source unless they study it more carefully (a separate effort, GM discretion).

Arcane Sense detects active magical effects, Enhanced items radiating power, magical creatures, lingering enchantments, and supernatural presences. It cannot detect dormant or shielded sources, and it cannot pierce magical concealment that specifically blocks divination. The exact list of what counts as a "magical source" is system-defined.

Level 1 Spells

Bolt — Burst

Level	1
Cost	1 ♦AP
Range	8 + (□Acuity Modifier × 2) □Units
Magic Type	Arcane

The Mage shapes a focused beam of pure arcane force and looses it at a single visible target. Make a Resolution Roll against the target's □Mental Defense.

On a hit, deal **1d8 + □Acuity Modifier** damage.

The beam may be aimed at any visible target within range, including those behind cover that does not fully block line of sight.

Mage Armor — Burst

Level	1
Cost	1 ♦AP
Range	Self
Magic Type	Arcane

The Mage wraps themselves in a thin shell of arcane resistance. Until the start of their next Turn, they gain **+□Acuity Modifier (minimum +2) to □Physical Defense and +□Acuity Modifier (minimum +2) to □Mental Defense**. These bonuses stack additively with worn armor's Defense bonuses.

Mage Armor does not stack with itself. Casting it again refreshes its duration but does not increase the bonus.

Alternatively, the Mage may cast Mage Armor as a 5 minute *Activity to extend its duration to **1 hour + (*Resolve Modifier × 1 hour)**, applying the same Defense bonuses for that period.

Whisper-Step — Burst

Level	1
Cost	1 ♦AP
Range	Self
Magic Type	Arcane

The Mage briefly bends space around their position, allowing them to flicker a short distance through the disturbance. They immediately move up to **4 □Units** to a visible location. This movement does not provoke Reactions and does not count against their ⇒MP for the Turn.

The space the Mage passes through may be partially occupied (small obstacles, allies, narrow gaps), but the destination must be unoccupied.

Hex — Burst

Level	1
Cost	1 ♦AP
Range	8 □Units
Magic Type	Arcane

The Mage marks a visible target with a small drifting sigil that drains their resolve. The target must succeed on a Resolution Roll against the Mage's □Mental Defense or suffer **Disfavor on their next Resolution Roll** within the next 2 Turns.

The sigil is visible to anyone who looks at the target. It dissipates once the Disfavor is applied or after 2 Turns, whichever comes first.

Cinder Strike — Burst

Level	1
Cost	1 ♦AP
Range	8 □Units
Magic Type	Fire

The Mage flicks a small ember at a target, where it bursts into clinging flame. Make a Resolution Roll against the target's □Physical Defense.

On a hit, deal **1d6 + □Acuity Modifier** Fire damage. At the start of the target's next Turn, they take an additional **1d4** Fire damage as the cinder finishes burning.

Slow Burn — Channeled

Level	1
Cost	1 ♦AP to start; 1 ♦AP per Turn to maintain
Range	8 □Units (target must remain within range)
Magic Type	Fire

The Mage focuses a tongue of clinging flame onto a single visible target. While the Channel is active, at the start of each of the target's Turns, the target takes **1d6 + □Acuity Modifier** Fire damage.

The Channel ends if the target moves out of range, dies, or the Mage breaks Channel for any reason.

Force Push — Either

Level	1
Cost	1 ♦AP
Range	6 □Units
Magic Type	Arcane

The Mage shapes a rush of unseen force at a target.

As a Burst: Make a Resolution Roll against the target's □Physical Defense. On a hit, deal **1d8 + □Acuity Modifier** damage and push the target back **2 □Units**.

As a Channel: While Channeling, the target cannot move toward the Mage. Each Turn the Channel is maintained, at the start of the target's Turn, the target is pushed back **1 □Unit** (away from the Mage's position) if they did not move farther away on their previous Turn.

The Channel ends if the target moves out of range or the Mage breaks Channel for any reason.

Murmur — Either

Level	1
Cost	1 ♦AP
Range	30 □Units
Magic Type	Arcane

The Mage sends a thread of arcane sound carrying their voice to a single chosen recipient.

As a Burst: Send a single short message (no more than ~25 words) to one specific creature within range. The recipient hears the message clearly as if whispered in their ear and may answer with a single short reply that only the Mage hears.

As a Channel: Maintain a sustained two-way line of arcane communication with one chosen recipient within range. Both parties may exchange messages freely throughout the Channel's duration. The recipient must remain within range; if they move out of range during the Channel, the Channel ends.

Level 2 Spells

Searing Lance — Burst

Level	2
Cost	2 ♦AP
Range	16 □Units
Magic Type	Fire

The Mage shapes a column of focused flame and drives it forward in a straight line. The lance affects every creature in a **1 □Unit wide line** between the Mage and a chosen point in range.

Each affected creature must succeed on a Resolution Roll against the Mage's attack (d20 + □Acuity Modifier vs □Physical Defense). On a hit, deal **2d8 + □Acuity Modifier** Fire damage. On a miss, deal half damage.

The lance does not pass through solid cover but does pierce magical barriers that do not specifically block ranged damage.

Frost Bind — Burst

Level	2
Cost	2 ♦AP
Range	10 □Units
Magic Type	Water

The Mage anchors creeping cold around a target's feet and limbs. The target must succeed on a Resolution Roll against the Mage's □Mental Defense or have their **⇒MP reduced to 0** for their next Turn.

Even on a successful resist, the target's ⇒MP is reduced by half (rounded down) for their next Turn.

The cold also deals **1d10 + □Acuity Modifier** Water damage to the target on the initial hit, regardless of whether they resist the movement effect.

Stone Skin — Burst

Level	2
Cost	2 ♦AP
Range	Self or one ally within 4 □Units
Magic Type	Earth

The Mage shapes hardened stone around the target's body, reinforcing their flesh against incoming harm. Until the start of the Mage's next Turn, the target gains **damage reduction equal to 1d6 + *Resolve Modifier** against all incoming damage.

Damage reduction applies to each instance of damage taken. Damage reduced below 1 still counts as 0 (it does not heal the target).

Lightning Surge — Burst

Level	2
Cost	2 ♦AP
Range	12 □Units (primary target); 4 □Units (chain range)
Magic Type	Lightning

The Mage looses a bolt of arcing lightning at a primary target. Make a Resolution Roll against the primary target's □Physical Defense. On a hit, deal **1d12 + 2 + □Acuity Modifier** damage.

If the primary target is hit, the lightning leaps to **one additional creature** within 4 □Units of the primary target. The chain target takes **1d6 + □Acuity Modifier** damage automatically (no roll required).

The chain cannot loop back to the primary target or to the Mage themselves.

Ember Field — Channeled

Level	2
Cost	2 ♦AP to start; 1 ♦AP per Turn to maintain
Range	Centered on a chosen point within 8 □Units; 3 □Unit radius
Magic Type	Fire

The Mage Channels a slow burning field of cinders into the area around a chosen point. While the Channel is active, at the start of each Turn, every creature within the affected area takes **1d8 + □Acuity Modifier** Fire damage.

The Mage may shift the center of the field by up to **2 □Units** as a ♦Free Action on each of their Turns.

Allies within the field take damage just like enemies; the Mage chooses how aggressively to position the field.

Healing Spring — Channeled

Level	2
Cost	2 ♦AP to start; 1 ♦AP per Turn to maintain
Range	4 □Units (centered on caster)
Magic Type	Water

The Mage Channels a soft spring of restorative water at their feet. While the Channel is active, at the start of each Turn, the Mage and any allies within the radius regain **1d6 + ✱Resolve Modifier +HP**.

This healing does not remove ☉Wounds or ☹Fatigue. It restores only **+HP**.

Allies must remain within the radius at the start of their Turn to receive healing. The Mage may move the spring's center with their movement (the spring follows the Mage).

Mind Press — Channeled

Level	2
Cost	2 ♦AP to start; 1 ♦AP per Turn to maintain
Range	8 □Units (target must remain within range)
Magic Type	Arcane

The Mage Channels heavy psychic pressure onto a single visible target. The target's mind grows sluggish and clouded. While the Channel is active:

- The target's □Acuity Modifier is treated as **2 lower** for all purposes (rolls, defenses, derived values)
- The target makes attack rolls with **Disfavor**

The target may attempt a Resolution Roll against the Mage's □Mental Defense at the start of each of their Turns to break free of the Channel. Success ends the Channel immediately.

This Channel cannot be cast on creatures without minds (mindless undead, certain constructs).

Beast-Tongue — Either

Level	2
Cost	2 ♦AP, or 5 minutes *Activity
Range	Self
Magic Type	Arcane

The Mage briefly attunes their voice to the language of beasts.

As a Burst: For the next 2 Turns, the Mage may speak with and understand non-magical beasts within 6 □Units. Communication is limited by the beast's intelligence; complex concepts may not translate.

As a Channel: The Mage maintains beast-speech indefinitely. Burst-form rules apply throughout the Channel.

Beasts are not compelled to be friendly or to obey the Mage. They simply understand and can respond.

Conjure Path — Either

Level	2
Cost	2 ♦AP
Range	8 □Units
Magic Type	Arcane

The Mage conjures a thin, shimmering bridge of arcane force that supports weight as if it were solid ground.

As a Burst: The Mage shapes a single bridge up to **8 □Units long and 1 □Unit wide** between two visible points. The bridge persists for 1 minute or until the Mage is incapacitated, whichever comes first. Up to 4 creatures can stand on it simultaneously.

As a Channel: The Mage maintains a path or platform of **up to 8 contiguous □Unit squares** in any configuration (a straight bridge, an L-shape, a 4×2 platform, etc.). Each square must connect to at least one other square in the path. The Mage may reshape the path freely as a ♦Free Action on their Turn, adding, removing, and rearranging squares, as long as all occupied squares remain contiguous and the total never exceeds 8 squares at any moment.

Creatures using the path do so at their own risk. If the path ends mid-traversal (for any reason), creatures fall normally.

Level 3 Spells

Bursting Ember — Burst

Level	3
Cost	2 ♦AP
Range	12 □Units (centered on a point); 2 + (□Acuity Modifier / 2 rounded up) □Unit radius (minimum 3)
Magic Type	Fire

The Mage compresses arcane force into a kernel of flame and detonates it at a chosen point in range. Each creature in the radius must succeed on a Resolution Roll against the Mage's □Mental Defense.

On a failure, the creature takes **2d10 + □Acuity Modifier** Fire damage. On a success, they take half damage.

Flammable objects within the radius ignite if not specifically protected.

Earthen Spike — Burst

Level	3
Cost	2 ♦AP
Range	10 □Units
Magic Type	Earth

The Mage drives a spike of stone upward through the ground at a chosen target's feet. The target must succeed on a Resolution Roll against the Mage's □Physical Defense.

On a hit, the target takes **3d6 + □Acuity Modifier** Earth damage and is knocked prone. On a critical hit, the target is also knocked back 2 □Units.

The spike must originate from solid ground. It cannot be cast through floors, on creatures already prone, or in environments without a stable footing.

Smoldering Brand — Channeled

Level	3
Cost	2 ♦AP to start; 1 ♦AP per Turn to maintain
Range	12 □Units (target must remain within range)
Magic Type	Fire

The Mage marks a target with a smoldering arcane brand. While the Channel is active, at the start of each of the target's Turns, the target takes **1d12 + □Acuity Modifier** Fire damage.

When the Mage breaks the Channel (voluntarily or otherwise), the brand releases its remaining stored heat. The target takes a final **1d8 + □Acuity Modifier** Fire damage.

The Channel ends if the target moves out of range, dies, or the Mage breaks Channel for any reason.

Veil of Sparks — Channeled

Level	3
Cost	2 ♦AP to start; 1 ♦AP per Turn to maintain
Range	4 □Units (centered on caster)
Magic Type	Lightning

The Mage Channels a softly luminous veil of crackling energy around themselves and their nearby allies. While the Channel is active, the Mage and any allies within the radius gain:

- **+2 to □Physical Defense and +2 to □Mental Defense**
- **Damage reduction equal to ✱Resolve Modifier** against all incoming damage

Any enemy that enters the radius or starts their Turn within it takes **1d8 + □Acuity Modifier** Lightning damage.

The veil moves with the Mage.

Stormcall — Channeled

Level	3
Cost	2 ♦AP to start; 1 ♦AP per Turn to maintain
Range	8 □Units (centered on a point); 4 □Unit radius
Magic Type	Lightning

The Mage Channels a small, contained storm onto an area. While the Channel is active:

- All creatures in the radius suffer Disfavor on attack rolls
- At the start of each Turn, one creature in the radius (chosen by the Mage) takes **2d8 + □Acuity Modifier** Lightning damage
- Visibility within the radius is reduced; characters within cannot clearly see anything more than 2 □Units away

The Mage may shift the storm's center by up to 2 □Units as a ♦Free Action on each of their Turns.

Whispering Thorns — Channeled

Level	3
Cost	2 ♦AP to start; 1 ♦AP per Turn to maintain
Range	8 □Units (centered on a point); 3 □Unit radius
Magic Type	Earth

The Mage Channels small barbed roots and stone fragments through the ground in a chosen area. While the Channel is active:

- The area becomes difficult ground; ⇒MP costs are doubled within the radius
- At the start of each Turn, any creature that moved within the radius during their previous Turn takes **2d6 + □Acuity Modifier** Earth damage as the thorns scratch at them

The Mage may shift the affected area by up to 1 □Unit as a ♦Free Action on each of their Turns.

Translocate — Either

Level	3
Cost	2 ♦AP, or 1 minute *Activity
Range	16 □Units (Burst) or 1 mile *Activity
Magic Type	Arcane

As a Burst: The Mage instantly teleports themselves to a visible location within 16 □Units. The destination must be unoccupied. This movement does not provoke Reactions.

As a Channel: The Mage may teleport to a previously-marked location within 1 mile. The marking process requires the Activity casting (1 minute at the destination); subsequent uses of Translocate cast as a Burst can return the Mage to that location.

Translocation cannot pass through solid magical barriers or sealed dimensional boundaries unless the Mage has specifically attuned to the destination through other means (system-defined).

Shared Sense — Either

Level	3
Cost	2 ♦AP, or 5 minutes *Activity
Range	Self and one willing ally within 8 □Units
Magic Type	Arcane

As a Burst: For the next 2 Turns, the Mage and one willing ally share senses. Each can see and hear what the other sees and hears, in addition to their own perceptions.

As a Channel: The Mage maintains shared senses indefinitely. The connection works at any range as long as both parties are on the same plane of existence.

Either party can voluntarily end the connection as a ♦Free Action.

Level 4 Spells

Detonation — Burst

Level	4
Cost	3 ♦AP
Range	16 □Units (centered on a point); 3 + □Acuity Modifier □Unit radius
Magic Type	Fire

The Mage releases a concentrated burst of arcane flame at a chosen point in range. Every creature in the radius must succeed on a Resolution Roll against the Mage's □Physical Defense.

On a failure, the creature takes **2d12 + □Acuity Modifier** Fire damage. On a success, they take half damage.

Flammable objects in the radius ignite if not specifically protected.

Glacial Wall — Burst

Level	4
Cost	3 ♦AP
Range	12 □Units (where the wall appears)
Magic Type	Water

The Mage manifests a wall of dense ice between two chosen points within range. The wall is **8 □Units long, 4 □Units tall, and 1 □Unit thick**.

The wall has **2d10 + *Resolve Modifier +HP** and is destroyed when reduced to 0 HP. Until destroyed, it blocks line of sight, line of effect for most spells, and physical movement through the affected area.

Any creature in the wall's space when it appears takes **2d6 + □Acuity Modifier** Water damage and is pushed to one side of the wall (chosen by the Mage).

The wall persists until destroyed or until 1 hour passes, whichever comes first.

Wellspring of Mending — Channeled

Level	4
Cost	3 ♦AP to start; 1 ♦AP per Turn to maintain
Range	4 □Units (centered on caster)
Magic Type	Water

The Mage Channels a deep restorative wellspring at their feet. While the Channel is active:

- At the start of each Turn, the Mage and all allies within the radius regain **2d6 + *Resolve Modifier +HP**
- Once during the Channel (on the Mage's Turn), the Mage may spend an additional 2 ♦AP to also remove **1 ⊗Wound or 1 ⊗Fatigue** from one ally within the radius

The wellspring follows the Mage's movement.

Quaking Field — Channeled

Level	4
Cost	3 ♦AP to start; 1 ♦AP per Turn to maintain
Range	12 □Units (target area); 5 □Unit radius
Magic Type	Earth

The Mage Channels destabilizing force into the ground at a chosen area. While the Channel is active:

- The ground in the radius behaves as if hollow and treacherous. Any creature attempting to move within or through the radius must succeed on a Resolution Roll against the Mage's □Physical Defense or have their movement halved
- Once per Turn (on the Mage's Turn), the Mage may collapse a 1 □Unit section of the area, dealing **2d8 + □Acuity Modifier** Earth damage to one creature standing on it. The collapsed section becomes a small pit

The Channel ends if the Mage breaks Channel.

Echo Strike — Channeled

Level	4
Cost	3 ♦AP to start; 1 ♦AP per Turn to maintain
Range	12 □Units (target must remain within range)
Magic Type	Arcane

The Mage Channels a series of resonant arcane echoes against a single target. While the Channel is active, on the Mage's Turn, they may make **two separate Resolution Rolls** against the target's □Mental Defense without spending additional ♦AP.

For each roll that hits, deal **1d10 + □Acuity Modifier** damage. Each roll resolves separately.

The Channel ends if the target moves out of range, dies, or the Mage breaks Channel for any reason.

Veil-Walk — Either

Level	4
Cost	3 ♦AP, or 10 minutes *Activity
Range	Self
Magic Type	Arcane

As a Burst: For the next 3 Turns, the Mage becomes invisible to ordinary sight. They can still be detected by creatures with magical sight, by sound, or by other senses. Attacks against the Mage are made at Disfavor while invisible.

As a Channel: The Mage maintains invisibility indefinitely. They become visible briefly when they take an Action that draws attention (attacking, casting an obvious spell), and the invisibility resumes after the Action resolves.

The Channel ends as normal Channel rules dictate.

Level 5 Spells

Scorching Ray — Burst

Level	5
Cost	3 ♦AP
Range	20 □Units (line)
Magic Type	Fire

The Mage tears a line of searing flame from their position to a chosen point. The line is **20 □Units long and 2 □Units wide**.

Every creature in the line must succeed on a Resolution Roll against the Mage's □Physical Defense. On a failure, the creature takes **3d12 + □Acuity Modifier** Fire damage. On a success, they take half damage.

The line splits structures less than 1 □Unit thick, and creatures can attempt to take cover behind objects 2 □Units thick or more.

Sunsear — Channeled

Level	5
Cost	3 ♦AP to start; 1 ♦AP per Turn to maintain
Range	20 □Units (centered on a point); 5 □Unit radius
Magic Type	Fire

The Mage Channels a focused beam of solar flame onto a chosen area. While the Channel is active:

- At the start of each Turn, every creature within the radius takes **2d10 + □Acuity Modifier** Fire damage
- Flammable structures in the radius ignite and burn until extinguished
- The ground within the radius remains hot for 1 minute after the Channel ends; any creature ending their Turn there takes **1d8** Fire damage

The Mage may shift the affected area by up to 2 □Units as a ♦Free Action on each of their Turns.

Storm Crown — Channeled

Level	5
Cost	3 ♦AP to start; 2 ♦AP per Turn to maintain
Range	4 □Units (centered on caster)
Magic Type	Lightning

The Mage crowns themselves with a corona of lashing lightning. While the Channel is active:

- Any enemy entering or ending their Turn within the radius takes **2d12 + □Acuity Modifier** Lightning damage
- Any attack roll made against the Mage suffers **Disfavor**
- The Mage's own attacks deal an additional **1d8 + □Acuity Modifier** Lightning damage on hits

The corona moves with the Mage. The Mage cannot be silenced or have their spellcasting interrupted by mundane noise while Storm Crown is active.

Heart of Tides — Channeled

Level	5
Cost	3 ♦AP to start; 1 ♦AP per Turn to maintain
Range	8 □Units (centered on caster)
Magic Type	Water

The Mage Channels the rhythm of distant tides into a sustained healing presence around themselves. While the Channel is active:

- At the start of each Turn, the Mage and all allies within the radius regain **2d8 + *Resolve Modifier +HP**
- At the start of each Turn, one ally within the radius (chosen by the Mage) is also cleansed of one ⊗Wound or one ⊖Fatigue
- Allies brought to 0 +HP within the radius are stabilized at 1 +HP automatically (not removing the Wound)

The Channel ends as normal Channel rules dictate.

Phase Walk — Either

Level	5
Cost	3 ♦AP, or 10 minutes *Activity
Range	Self
Magic Type	Arcane

The Mage briefly steps partially out of physical reality.

As a Burst: For the next 2 Turns, the Mage becomes incorporeal. They can pass through walls, doors, and physical barriers (1 □Unit thick or less). They cannot interact physically with the material world while incorporeal: they cannot attack, lift, or carry anything. They can still cast spells.

As a Channel: The Mage maintains incorporeality indefinitely. The same Burst restrictions apply throughout. Casting spells while incorporeal is possible, but each spell cast counts as breaking concentration on Phase Walk for purposes of the spell that's being cast (it won't break Phase Walk itself, but the spell completes normally).

If the Mage is incorporeal at the moment Phase Walk ends and they are inside a solid object, they take **3d8** damage and are pushed to the nearest open space. The Channel ends as normal Channel rules dictate.

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Devout

A Devout is a vessel for power that comes from beyond themselves: divine forces, natural spirits, or some sworn-to source older than mortal ambition. Where the Mage learns patterns the universe responds to, the Devout channels something else's will through their own form.

A Devout begins their journey by choosing a **Domain**: the kind of power they draw from. The two Domains are very different. The Domain of Divinity calls upon higher beings, sworn oaths, and the weight of consecration. The Domain of the Wild calls upon the natural world, animal kinship, and the shifting currents of weather and growth. Both Domains are real; both are powerful; both shape every part of the Devout's life.

A Devout character fits concepts like a cleric, paladin, temple-sworn knight, druid, shaman, ranger-priest, wandering monk, or bound-spirit warrior, any character whose strength comes from devotion to something larger than themselves.

Devout Core Kit: The Domain Pool

Every Devout maintains a **Domain Pool**: a count of how many times per day they can call upon their Domain's power. When the Devout uses a Domain ability (called a **Rite**), they spend charges from this Pool. The Pool refreshes after **6 uninterrupted hours of □Downtime** (typically a full sleep cycle).

Maximum Pool	2 + Devout Level + (*Resolve Modifier / 2 rounded up) charges
Starting Pool (Level 1)	3 charges baseline (4 if Resolve Mod ≥ 1; 5 if Resolve Mod ≥ 3)
Per-Encounter Recovery	When an Encounter ends, regain 1 charge (cannot exceed Maximum Pool)
Refresh	Full Pool refresh after 6 uninterrupted hours of □Downtime
Maximum Pool	Equal to current Domain Pool capacity

A Devout cannot use more Rites in a day than their Pool supports. Once charges are spent, they are spent until the Pool refreshes.

Per-Encounter Recovery. When an Encounter ends, the Devout regains **1 charge** to their Domain Pool (cannot exceed Maximum). This represents the Devout drawing fresh power from their source between fights.

Rites and Their Costs

Rites are the Domain abilities. Most Rites cost both ♦AP (action economy) and Domain Pool charges (resource budget). A Devout's combat texture is shaped by which Rites they spend their limited charges on across an adventuring day.

Rite Level	♦AP Cost	Charge Cost
Level 0 Rite	1 ♦AP	0 charges (free)
Level 1-3 Rite	1-2 ♦AP	1 charge
Level 4-5 Rite	2-3 ♦AP	2-3 charges

Level 0 Rites are always available and do not consume charges. They are the Devout's "always on" tools for utility and minor effects. Level 1-5 Rites all draw from the Pool, with stronger Rites costing more charges.

Some particularly powerful Level 5 Rites are gated by a **once-per-Domain-Pool-refresh** limit, written directly into the Rite's text. These are the Devout's "I bring everything to bear" moments, once spent, gone until the next full Pool refresh.

The Pool also supports more than instant effects. Some Rites are **Reactions** triggered by events. Some are **Passives** that are always active without spending charges. Some are **Enhancements** that improve the Devout's existing Domain features.

Devout Casting Rules

Unlike Mages, Devouts:

- Use *Resolve Modifier to scale damaging Rites (instead of Acuity)
- Can perform Rites in any armor without penalty
- Do not have Channels by default (most Rites are instant effects)
- May invoke Rites alongside their normal weapon and armor combat, making the Devout a viable frontline character with divine support capability

Devout Level Progression

Each Level below grants the listed features in addition to anything gained at previous Levels. Earlier Rites, Abilities, and Specialization features are not lost when new Levels are reached.

Level 1: Foundation & Domain Choice

The Devout's starting kit. All features below are gained at Level 1.

Element	Value
Archetype HP Modifier	+5
Initiative Value	5
Granted Weapon Competencies	Crushing
Choose 1 Additional Competency	Slicing, Piercing, or Ranged
Granted Armor Competencies	Light Armor, Medium Armor, Shields
Choose 1 Starting Skill	Religion, Nature, Insight, or Healing
Core Kit	Domain Pool (3 charges to start)
Choose 1 Domain	Domain of Divinity OR Domain of the Wild
Starting Items	1 holy or natural focus (symbol, talisman, etc.), 1 non-enhanced weapon of choice, 1 non-enhanced light or medium armor, 3 level-0 items
Starting Rites (Archetype Pool)	Choose 3 Rites of Level 0 or Level 1 from the Devout Archetype Ability Pool. At least 2 must come from the Domain you chose; the third may be from your Domain or the Generic Pool

In addition to the 3 starting Rites, the Devout gains the standard Level 1 starting Abilities (2 Abilities of Level 3 or lower) per the engine default.

Level 2: Specialization

In addition to everything gained at Level 1:

At Level 2, the Devout chooses one **Specialization** within their chosen Domain. Each Domain has three Specializations representing different aspects of that Domain's power.

The Specialization is permanent and shapes how the Devout grows from Level 2 onward. See the **Devout Specializations** block below.

Level 3: Growth

In addition to everything gained at Levels 1 and 2:

At Level 3, the Devout chooses one of:

- Gain 1 new Devout Archetype Ability (from the Pool, not already taken; must come from your Domain or the Generic Pool)
- Gain 1 general Ability (from the general Ability catalog, meeting any prerequisites)
- Gain 1 new Skill (chosen freely; not Archetype-restricted)
- Gain +1 to a Skill Category bonus (Body, Mind, or Voice, up to the +5 cap)
- Gain 1 new Competency (weapon, armor, or other system-defined category)

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Devout Specializations

At Level 2, a Devout chooses one Specialization within their Domain. Each Domain offers three Specializations representing different forms the Devout's relationship with their power can take.

The choice is permanent and shapes how the Devout grows from Level 2 onward.

Domain of Divinity Specializations

The Domain of Divinity calls upon higher beings, sworn oaths, and consecrated power. Its three Specializations represent different forms of righteousness: serving the Domain through devotion, judgment, or martial duty.

Devotee

The Devotee is the Devout who serves through care. They tend the wounded, restore the broken, and stand between their allies and the dark. Their power flows freely toward those they protect, and they rarely keep much for themselves.

Specialization Adjustments

Initiative Change	5 → 4 (Devotees act with measured care, prioritizing protection over speed)
Domain Pool	+1 charge (a Devotee starts each day with 4 charges instead of 3, scaling normally afterward)

Specialization Feature: Greater Mending

When the Devotee uses a Rite that restores **+HP**, the Rite's healing dice are increased by **+1 die size** (1d4 becomes 1d6, 1d6 becomes 1d8, etc.).

Specialization Feature: Sanctified Touch

Cost	1 AP , 1 charge
Range	Touch (1 Unit)
Effect	The Devotee touches a chosen ally. The ally regains (Devout Level)d4 + (*Resolve Modifier × 2) +HP , and the Devotee removes 1 Wound or 1 Fatigue from them (Devotee's choice).

Sanctified Touch is the Devotee's signature, no other healing in the Quickstarter combines HP restoration with condition removal in a single Action.

Specialization Feature: Aura of Protection

While in Encounter Play, all allies within **2 + *Resolve Modifier Units** (minimum 3) of the Devotee gain **+1 to Physical Defense and +1 to Mental Defense**. This aura is always active during Encounters and does not require a charge or AP to maintain.

Justicar

The Justicar is the Devout who serves through judgment. They speak the Domain's truth and apply its weight against those who deserve it. They are not always kind, but they are rarely wrong about who needs accountability.

Specialization Adjustments

Initiative Change	5 → 7 (Justicars read situations quickly and act on judgment without hesitation)
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Specialization Feature: Truthsight

When the Justicar speaks directly with a creature, they immediately know if the creature is intentionally deceiving them. The creature is unaware of this detection.

This feature works on any creature capable of understanding the Justicar's language. It does not work on creatures that the Justicar believes are creatures but are actually something else (such as illusions or polymorphed beings).

Specialization Feature: Mark of Judgment

Cost	1 ♦AP, 1 charge
Range	12 □Units (visible target)
Duration	Until the end of the Encounter or the target dies
Effect	The Justicar marks a chosen target. Until the mark ends, the Justicar gains +1 + *Resolve Modifier to attack rolls and +((Devout Level)/2)d4 damage (minimum 1) against the marked target. While the target remains within 24 □Units of the Justicar, the Justicar can sense their general direction even through walls or concealment.

The Justicar may have only one Mark of Judgment active at a time. Casting a new Mark replaces the previous one.

Specialization Feature: Voice of Authority

Cost	1 ♦AP, 1 charge
Range	6 □Units (target)

Effect	The Justicar issues a single command (one or two words) to a target. The target must succeed on a Resolution Roll against the Justicar's □Mental Defense or be compelled to obey for 1 Turn . Compulsions that would obviously cause the target's death are simply ignored.
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The compulsion lasts only 1 Turn. After the Turn ends, the target acts normally.

Paladin

The Paladin is the Devout who serves through martial duty. They take the fight forward, weapon in hand, blessed by their Domain. Where the Devotee heals and the Justicar judges, the Paladin fights, and they bring the Domain's power into every blow.

Specialization Adjustments

Initiative Change	5 → 4 (Paladins commit deliberately, weighing each strike rather than rushing in)
HP Modifier	+1 (Paladins are sturdier than other Devouts; their HP Modifier becomes +6)

Specialization Feature: Smite

Cost	1 ♦AP (added to a weapon attack), 1 charge
Range	Within Active Weapon Reach
Effect	When the Paladin makes a weapon attack, they may channel divine power into the strike for an additional cost. On a hit, the attack deals an additional ((Devout Level)+1)d6 divine damage.

Smite stacks with the Paladin's normal weapon damage. Smite cannot be combined with other Rites in the same Action.

Specialization Feature: Blessed Weapon

While in Encounter Play, the Paladin imparts their Domain's authority into one currently-held melee weapon. The Blessed weapon gains **+1 to attack rolls and +1 to damage**, and its damage bypasses mundane resistances and counts as divine-flavored for purposes of resistances and immunities. This effect requires no charge and is always active.

If the Paladin has multiple melee weapons available, only one may be Blessed at a time. They may switch which weapon is Blessed as a ♦Free Action.

Specialization Feature: Lay on Hands

Cost	1 ♦AP, 1 charge (base); may spend 1 additional charge to amplify (2 charges maximum)
Range	Touch (1 □Unit)

Effect	The Paladin pours divine weight into a touched ally. Base heal: (Devout Level)d6 + (*Resolve Modifier × 2) +HP . If the Paladin spends 1 additional charge, the heal adds +(Devout Level)d6 .
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Unlike Sanctified Touch, Lay on Hands does not remove ⊗Wounds or ⊖Fatigue, it is raw force returned to flesh. The Paladin's signature is the emergency burst: dump charges, save the friend.

Domain of the Wild Specializations

The Domain of the Wild calls upon the natural world, animal spirits, and the rhythms of weather and growth. Its three Specializations represent different forms of nature's expression: through transformation, through companionship, or through environmental command.

Wildform

The Wildform Devout shapes themselves into the form of beasts. They commune with the animal world by becoming part of it: claws and teeth, fur and feather, predator and prey. A Wildform Devout in their Beast Form is a different combatant than they are in their natural shape.

Specialization Adjustments

Initiative Value	5 (no change from Devout base)
Note	Wildform's identity emerges through the Beast Form mechanic, not stat changes

Specialization Feature: Beast Form

Cost to Enter	1 ♦AP, 1 charge
Cost to Maintain	Free (no per-Turn cost)
Cost to Exit	♦Free Action
Cost to Switch Forms	1 ♦AP, 1 charge

- While in Beast Form, the Wildform Devout takes on the chosen beast's features and gains:
- 1. **Natural Attack:** 1 ♦AP, Within Active Weapon Reach (claws/teeth/etc.). On a hit, deal **(Devout Level)d6 + ♦Vigor Modifier** physical damage.
 - 2. **Beast Ability:** A signature ability based on the chosen beast type (see options below).
 - 3. **Beast Effect:** A passive bonus while in form (see options below).

While in Beast Form, the Wildform Devout cannot wield weapons or wear armor as normal (their gear merges into their form). They cannot use Generic Domain Rites either while in this form.

The Wildform Devout chooses their Beast type at character creation (during Specialization selection at Level 2). They may choose from these standardized templates. Each form's effects scale with Devout Level where indicated.

Beast Form Options

Wolf (Pack Predator) - Beast Ability: Pack Tactics. When the Devout attacks an enemy that an ally is also adjacent to, gain **+2 to the attack roll and +1d4** additional damage on a hit. - **Beast Effect:** Movement does not provoke Reactions. $\Rightarrow$ MP increased by 1.

Bear (Heavy Bruiser) - Beast Ability: Crushing Blow. Once per Turn, on a successful Natural Attack hit, the target is also pushed back **(Devout Level / 2 rounded up)** $\square$ Units and may be knocked prone (target rolls Resolution against Devout's $\square$ Mental Defense to resist the prone). - **Beast Effect:** Maximum $\uparrow$ HP increased by **(Devout Level $\times$ 2)** while in form.

Hawk (Aerial Scout) - Beast Ability: Aerial Glide. While in form, the Devout can fly at their normal $\Rightarrow$ MP speed. From an elevated position, the Devout gains Favor on $\odot$ Awareness rolls. Once per Encounter, the Hawk may dive at a target as a Burst, gaining **+2 to the attack roll** and dealing **+1d4** additional damage on a hit. - **Beast Effect:** $\Rightarrow$ MP increased by 2.

Wildcat (Pouncing Hunter) - Beast Ability: Pounce. When the Devout moves at least 3 $\square$ Units before attacking, their Natural Attack gains Favor and deals **+1d6** additional damage on a hit. - **Beast Effect:** Movement doesn't provoke Reactions. The Devout cannot be tracked through wilderness terrain by mundane means.

Stag (Graceful Charger) - Beast Ability: Antler Charge. As a 2 $\uparrow$ AP action, the Devout charges in a straight line up to 6 $\square$ Units. Any enemy in their path takes **(Devout Level)d6** damage and is knocked prone. Charge length increases by 1 $\square$ Unit per 2 Devout Levels. - **Beast Effect:** +1 to $\square$ Physical Defense and $\Rightarrow$ MP increased by 1.

The player and GM may collaborate on additional Beast types using the same template structure (a Natural Attack, a Beast Ability, and a Beast Effect, each scaling with Devout Level).

Bondkeeper

The Bondkeeper Devout forms a deep bond with an animal spirit that walks the world alongside them. The companion is its own creature with its own statblock; it can be summoned and recalled at will, and it grows in capability as the Devout grows.

Specialization Adjustments

Initiative Value	5 (no change from Devout base)
Note	Bondkeeper's identity emerges through the Companion mechanic

Specialization Feature: Companion Bond

Summon Cost	1 charge (companion appears within 4 □Units of the Devout)
Recall Cost	◆Free Action (companion vanishes back to spirit form)
Re-Summon After Recall	1 charge
Companion Incapacitated	Companion cannot be re-summoned until next Domain Pool refresh

The Bondkeeper chooses one Companion type at character creation (during Specialization selection at Level 2). The Companion appears as a separate entity on the board with its own statblock and acts on its own Initiative.

The Companion's basic statblock scales with the Bondkeeper's Devout Level:

Stat	Value
Maximum +HP	(Devout Level × 4) + Devout's ◆Vigor Modifier
□ Physical Defense	8 + Devout's ◆Vigor Modifier
□ Mental Defense	6 + Devout's ✱Resolve Modifier
Initiative Value	5
◆AP per Turn	3
⇒MP	6

The Bondkeeper directs their Companion's actions on the Companion's Turn. The Companion uses its own ◆AP pool (it does not draw from the Bondkeeper's AP).

Companion Options

Wolf Companion (Pack Hunter) - **Attack:** 1 ♦AP, Melee. Deal **(Devout Level)d6 + ♦Vigor Modifier** damage. - **Special:** When the Wolf attacks an enemy that the Bondkeeper is also engaged with, the Wolf's attack gains Favor and deals an additional + **(Devout Level / 2 rounded up)d4** damage.

Hawk Companion (Aerial Scout) - **Attack:** 1 ♦AP, Melee or Ranged (4 □Units swoop). Deal **(Devout Level)d6 + ♦Vigor Modifier** damage. - **Special:** Can fly at full ⇒MP speed. Once per Encounter, the Hawk may dive at an enemy as a Burst, gaining **+2 to the attack roll** and dealing **+(Devout Level)d4** additional damage.

Bear Cub Companion (Heavy Bruiser) - **Attack:** 1 ♦AP, Melee. Deal **(Devout Level)d8 + ♦Vigor Modifier** damage. On a hit, may push the target 1 □Unit (no roll required). - **Special:** Maximum **+HP** increased by **(Devout Level × 2)** beyond the standard companion HP. The Bear Cub also has +1 to □Physical Defense.

Fox Companion (Trickster) - **Attack:** 1 ♦AP, Melee. Deal **(Devout Level)d4 + ♦Vigor Modifier** damage. - **Special:** Movement doesn't provoke Reactions. Once per Turn, after taking an attack, the Fox may move 2 □Units as a ♦Free Action.

The player and GM may collaborate on additional Companion types using the same scaling statblock structure.

The Bondkeeper may have only one Companion bonded at a time. The Companion is unique to the Bondkeeper and cannot be permanently lost (after a Domain Pool refresh, an incapacitated Companion is fully restored).

Stormwarden

The Stormwarden Devout commands the natural world's larger forces: weather, lightning, growth, decay. Their Rites reshape the battlefield through environmental effects, calling forth nature's power to a chosen point in the world.

Specialization Adjustments

Initiative Value	5 (no change from Devout base)
Note	Stormwarden's identity emerges through environmental Rites

Specialization Feature: Stormcaller's Reach

When the Stormwarden uses a Rite from the Domain of the Wild that targets an area or environmental effect, the Rite's range is increased by **+4 □Units** and its area of effect is increased by **+1 □Unit radius**.

Specialization Feature: Lightning Strike

Cost	2 ♦AP, 2 charges
Range	16 □Units (centered on a point)
Magic Type	Lightning
Effect	The Stormwarden calls down a bolt of lightning at a chosen point. Each creature within 2 □Units of the point must succeed on a Resolution Roll against the Stormwarden's attack (d20 + *Resolve Modifier vs □Physical Defense). On a failure, the creature takes 3d8 + *Resolve Modifier Lightning damage. On a success, they take half damage.

This Rite ignores cover that does not specifically protect against lightning (such as conductive metal armor that funnels the strike).

Specialization Feature: Calling the Storm

Cost	1 ♦AP, 1 charge
Range	12 □Units (centered on a point); 4 □Unit radius
Duration	3 Turns

Effect	The Stormwarden calls down a localized storm at a chosen area. For 3 Turns, the area is filled with rain, wind, or other weather phenomenon (caster's choice). The area becomes difficult terrain (⇒MP costs are doubled within the radius), and Ranged attack rolls within or through the area suffer Disfavor.

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Danger

Devout Archetype Ability Pool

A Devout picks **3 Rites** of Level 0 or Level 1 from this pool at character creation, plus the standard Level 1 starting Abilities (2 Abilities of Level 3 or lower). At least 2 of the starting Rites must come from the chosen Domain; the third may come from the Domain or the Generic Pool.

Future Levels, Specialization features, and Level 3 Growth provide additional picks.

Archetype Abilities are locked to the Devout and cannot be gained through Vector Mark Ability Marks.

The pool is organized into three sections: **Domain of Divinity Rites** (available only to Divinity Devouts), **Domain of the Wild Rites** (available only to Wild Devouts), and **Generic Domain Rites** (available to both).

Each Rite lists its action type (Active, Reaction, Passive, or Enhancement). Active Rites are something the Devout does on their Turn; Reactions trigger on events; Passives are always-on bonuses; Enhancements modify the Devout's existing Domain features (Beast Form, Companion, Aura of Protection, etc.).

Domain of Divinity Rites

Bless — Active

Level	0
Cost	1 ⬆AP, 0 charges
Range	Touch (ally)
Effect	The Devout speaks a brief blessing over an ally. The ally gains +2 to their next Resolution Roll within the next 2 Turns.

Sacred Flame — Active

Level	1
Cost	1 ♦AP, 1 charge
Range	8 □Units
Magic Type	Divine (Fire-flavored)
Effect	The Devout calls forth a column of sacred flame at a target. Make a Resolution Roll against the target's □Mental Defense. On a hit, deal 1d8 + *Resolve Modifier divine damage.

Healing Word — Active

Level	1
Cost	1 ♦AP, 1 charge
Range	12 □Units (visible ally)
Effect	The Devout speaks restoration into a visible ally at distance. The target regains 1d4 + (*Resolve Modifier × 2) +HP .

Healing Word cannot remove ⊗Wounds or ⊖Fatigue, and the healing is small, but no other Domain of Divinity Rite reaches as far. It is the Devout's emergency call across the battlefield.

Steady Hand — Passive

Level	1
Effect	The Devout's connection to their Domain steadies their hand under strain. Attack rolls with weapons or Rites targeting an enemy's □Physical Defense or □Mental Defense gain a bonus to hit equal to 1 + (*Resolve Modifier / 2, rounded up) (minimum +1). When the Devout scores a Critical Hit with such an attack, they may immediately remove 1 ⊖Fatigue from themselves.

Empowered Healing — Enhancement

Level	2
Effect	When the Devout uses any Rite that restores +HP , the Rite's healing is increased by +(Devout Level)d4 +HP .

Spiritual Guardian — Active

Level	2
Cost	1 ♦AP , 1 charge
Range	Self (1 □Unit aura around caster)
Duration	3 Turns
Effect	The Devout summons a faintly visible spiritual guardian that orbits them. Any enemy that ends their Turn within 1 □Unit of the Devout takes 1d8 + *Resolve Modifier divine damage. The guardian also grants the Devout +1 to □Physical Defense for the duration.

Divine Shield — Reaction

Level	3
Cost	1 ♦AP (Reaction), 1 charge
Trigger	The Devout or an ally within 4 □Units takes damage from a single attack
Effect	The Devout calls upon their Domain to absorb the blow. The damage from the triggering attack is reduced by (Devout Level + *Resolve Modifier)d6 (minimum 1d6).

Aura Expansion — Enhancement

Level	3
Effect	If the Devout has the Aura of Protection feature (from the Devotee Specialization), the Aura's range is increased to 5 □Units (from 3) and the Defense bonus increases to +2 (from +1).

Hammer of Judgment — Active

Level	4
Cost	2 ♦AP, 2 charges
Range	12 □Units (target)
Magic Type	Divine
Effect	The Devout calls down a hammer of divine judgment on a chosen target. Make a Resolution Roll against the target's □Mental Defense. On a hit, deal 3d10 + *Resolve Modifier divine damage and the target is knocked prone. On a critical hit, the target also suffers Disfavor on their next attack roll.

Sanctuary — Active

Level	4
Cost	2 ♦AP, 2 charges
Range	4 □Units (centered on caster); 3 □Unit radius
Duration	4 Turns
Effect	The Devout consecrates the area around them. Within the radius, allies gain +2 to □Physical Defense and +2 to □Mental Defense. Enemies attempting to enter the area must succeed on a Resolution Roll against the Devout's □Mental Defense or be unable to enter for 1 Turn.

Smite Mastery — Enhancement

Level	4
Effect	If the Devout has the Smite feature (from the Paladin Specialization), the Smite damage die size becomes d8 (from d6). Smite now deals ((Devout Level) +1)d8 divine damage on a hit.

Divine Intervention — Active

Level	5
Cost	3 ♦AP, 3 charges, once per Domain Pool refresh
Range	8 □Units (visible ally)
Effect	The Devout calls upon the Domain to intervene directly. The chosen ally is fully restored to maximum +HP, has all ⊗Wounds and ⊖Fatigue removed, and gains an additional (Devout Level)d4 temporary +HP. This Rite cannot be used again until the Pool fully refreshes, even if the Devout has charges remaining.

Domain of the Wild Rites

Speak with Beasts — Active

Level	0
Cost	1 ♦AP, 0 charges, or 5 minutes *Activity
Range	Self
Effect	For the next 2 Turns (or for 30 minutes if cast as an Activity), the Devout may speak with and understand non-magical beasts within 6 □Units. Communication is limited by the beast's intelligence. Beasts are not compelled to be friendly.

Tangling Vines — Active

Level	1
Cost	1 ♦AP, 1 charge
Range	8 □Units (centered on a point); 2 □Unit radius
Magic Type	Earth
Effect	The Devout calls vines from the ground at a chosen area. Each enemy in the radius must succeed on a Resolution Roll against the Devout's □Physical Defense or have their ⇒MP reduced to 0 until the start of their next Turn. The vines cause no damage.

Beast Sense — Active

Level	1
Cost	1 ♦AP, 1 charge
Range	Self (10 □Unit detection radius)
Effect	The Devout extends their senses through the local animal life. They learn the location of every beast (animal, predator, prey) within 10 □Units, including those hidden by terrain or magical concealment that does not specifically block beast-sight.

Wild Vigor — Passive

Level	2
Effect	The Devout's bond with the wild thickens their constitution. Their Maximum +HP increases by (Devout Level × 2) as a permanent baseline.

Empowered Beast Form — Enhancement

Level	2
Effect	If the Devout has the Beast Form feature (from the Wildform Specialization), the Beast Form's Natural Attack damage die size becomes d8 (from d6). Natural Attacks now deal (Devout Level)d8 + ♦Vigor Modifier damage.

Empowered Companion — Enhancement

Level	2
Effect	If the Devout has the Companion Bond feature (from the Bondkeeper Specialization), the Companion's Maximum +HP scaling becomes (Devout Level × 5) + Devout's ♦Vigor Modifier (from × 4). The Companion is meaningfully tankier.

Soothe — Active

Level	2
Cost	1 ♦AP, 1 charge
Range	Touch (ally)
Effect	The Devout calms an ally. The ally regains 2d4 + *Resolve Modifier +HP and may remove 1 ⊖Fatigue. The healing channels through natural restoration rather than divine miracle.

Beast Reflexes — Reaction

Level	3
Cost	1 ♦AP (Reaction), 1 charge
Trigger	The Devout takes damage from an attack while in Beast Form
Effect	The Devout's beast nature reacts. They reduce the incoming damage by (Devout Level + ♦Vigor Modifier)d4 (minimum 1d4) and may immediately move 1 □Unit as a ♦Free Action.

Multi-Form Mastery — Enhancement

Level	3
Effect	If the Devout has the Beast Form feature, the cost to switch Forms is reduced to 1 ♦AP, 0 charges (instead of 1 ♦AP, 1 charge). The Wildform Devout can transition between forms freely without burning Pool charges.

Wild Growth — Active

Level	3
Cost	2 ♦AP, 1 charge
Range	12 □Units (centered on a point); 4 □Unit radius
Duration	3 Turns
Effect	The Devout causes plant life to surge from the ground in an area. The area becomes difficult terrain (⇒MP costs doubled within the radius). Any creature ending their Turn within the radius takes 1d8 + *Resolve Modifier Earth damage from the encroaching growth.

Aspect of the Wild — Active

Level	3
Cost	2 ♦AP, 1 charge
Range	Self
Duration	5 Turns
Effect	The Devout takes on minor aspects of beast nature without fully shifting. They gain +1 to □Physical Defense, +1 + (*Resolve Modifier / 2 rounded up) to attack rolls and damage with all attacks (weapon attacks or Natural Attacks if in Beast Form) , and their ⇒MP increases by 3. The Devout's appearance changes subtly (claws, fangs, eye color shift).

Storm of the Wild — Active

Level	4
Cost	2 ♦AP, 2 charges
Range	16 □Units (centered on a point); 5 □Unit radius
Magic Type	Lightning, Water, or Earth (caster's choice)
Effect	The Devout calls a violent burst of natural force on a chosen area. Each creature in the radius must succeed on a Resolution Roll against the Devout's □Physical Defense. On a failure, deal 3d8 + *Resolve Modifier damage of the chosen type. On a success, half damage.

Companion's Sacrifice — Reaction

Level	4
Cost	1 ♦AP (Reaction), 1 charge
Trigger	The Bondkeeper would take damage that would result in a ⊗Wound
Effect	The Bondkeeper's Companion (if currently summoned and within 4 □Units) intercepts the damage. The Companion takes the damage instead of the Bondkeeper. The Bondkeeper's Wound is prevented. The Companion is at risk of being incapacitated by the absorbed damage.

Primal Resurgence — Active

Level	5
Cost	3 ♦AP, 3 charges, once per Domain Pool refresh
Range	8 □Units radius (centered on caster)
Duration	Until the end of the Encounter
Magic Type	Wild
Effect	The Devout opens themselves fully to the natural world, becoming a vessel for the wild's restorative and predatory force at once. While the Rite is active, within the radius: at the start of each Turn, all allies regain 2d8 + *Resolve Modifier +HP and remove 1 ☹Fatigue ; at the start of each Turn, one enemy of the Devout's choice within the radius takes 2d10 + *Resolve Modifier Wild damage as roots, claws, and weather lash them; the Devout themselves cannot be reduced below 1 +HP during the duration. When the Rite ends, the Devout takes +1 ☹Wound as the natural force burns through their form.

The aura moves with the Devout. If the Devout falls Unconscious or is forcibly removed from their aura's effect, the Rite ends.

Generic Domain Rites

Detect Magic — Active

Level	0
Cost	1 ♦AP, 0 charges, or 5 minutes *Activity
Range	Self (10 □Unit radius)
Effect	The Devout opens their senses to magical and Domain-related energies in the area. They learn the rough number, location, and approximate strength of any magical or Domain-related sources within range.

Domain's Voice — Active

Level	1
Cost	1 ♦AP, 1 charge
Range	Self
Effect	The Devout briefly attunes their senses to their Domain. They may ask their Domain a single yes/no question. The Domain answers truthfully (the GM determines the answer based on what the Domain would actually know). The answer may be ambiguous if the Domain itself does not know with certainty.

Steeled Spirit — Passive

Level	2
Effect	The Devout's connection to their Domain steadies them under pressure. The Devout has Favor on Resolution Rolls made with d20 + □Mental Defense (such as resisting compulsion, fear, or mental influence Rites and Abilities).

Bless the Path — Active

Level	2
Cost	1 ♦AP, 1 charge
Range	Self and one ally within 4 □Units
Duration	1 hour, or until the next combat ends
Effect	The Devout consecrates an ally's path forward. The ally gains +1 to all Resolution Rolls for the duration. The Devout cannot bless themselves with this Rite (it requires an ally as the target).

Domain's Wrath — Active

Level	3
Cost	2 ♦AP, 1 charge
Range	12 □Units
Magic Type	Divine or Wild (caster's choice)
Effect	The Devout invokes their Domain's anger at a chosen target. Make a Resolution Roll against the target's □Mental Defense. On a hit, the target takes 2d10 + *Resolve Modifier Domain damage and suffers Disfavor on their next attack roll against the Devout.

Sanctified Ground — Active

Level	5
Cost	3 ♦AP, 3 charges, once per Domain Pool refresh
Range	Self (centered on caster); 6 □Unit radius
Duration	Until the end of the Encounter
Effect	The Devout consecrates the ground around them with their Domain's authority. Allies within the radius gain +2 to all Defenses and +1d6 to all damage rolls . Enemies within the radius suffer -1 to attack rolls and -1d4 to damage . The Devout cannot move during the duration of this Rite (the Rite ends if they do).

Success

General Ability Pool

The General Ability Pool contains Abilities available to any character regardless of Archetype. Characters access this pool through:

- **Level 1 starting Abilities** (each Archetype receives 2 Abilities of Level 3 or lower; these may come from this pool or the Archetype's own pool)
- **Level 3 Growth** (one option is "1 general Ability")
- **Vector Mark Ability Marks** (when granted by GM or system)

General Abilities are designed to be useful across all Archetypes. They scale with **Character Level** (the sum of all Archetype Levels, which equals the Reference Level for a single-Archetype character).

The pool is organized by category: **Combat Survival**, **Competency**, **Mobility**, **Defense**, **Utility & Support**, and **Equipment Specialists**.

Combat Survival

Tough — Passive

Level	1
Effect	The character's Maximum + HP is increased by (Character Level)d4 + ♦Vigor Modifier as a permanent baseline. This bonus is calculated once at character creation and re-rolled whenever Character Level increases.

A character with Tough is built sturdier than most. They take a punch better, push through harm longer, and keep moving when others would fall.

Alert — Passive

Level	1
Effect	The character gains +1 to their Initiative Value and +2 to ●Awareness rolls . The character cannot be surprised in an Encounter unless circumstances specifically prevent perception (such as being unconscious or magically blinded).

A character with Alert reads situations faster than others. They notice the small details, anticipate ambushes, and act before others have realized what's happening.

Resilient — Passive

Level	2
Effect	The character's Maximum $\ominus$Fatigue is increased by 1 . Additionally, the character treats their effective $\ominus$ Fatigue stack as 1 lower for purposes of calculating $\odot$ Awareness and ∞ Intuition penalties (minimum 0 effective Fatigue stacks).

A character with Resilient holds together under pressure. Mental strain that would break others becomes weight they can carry.

Competency

Competency Bonus — Passive

Level	1
Effect	Choose one Competency category (a weapon category, an armor category, or another system-defined Competency type). The character gains that Competency.

This Ability may be taken multiple times. Each instance grants one new Competency. A character may not take Competency Bonus for a Competency they already possess.

Mastery Bonus — Passive

Level	3
Prerequisite	Must already have the chosen Competency
Effect	Choose one Competency the character already possesses. The character masters that Competency. The mastery effect depends on the Competency type:

Competency Type	Mastery Effect
Weapon Competency (Slicing, Crushing, Piercing, Ranged, Arcane)	+1 to attack rolls and +1 to damage when using weapons of that category
Armor Competency (Light, Medium, Heavy, Shields)	+1 to the armor's primary Defense (□PD for Medium/Heavy/Shields; □MD for Light)
Other Competency (system-defined)	+1 to relevant rolls or effects, GM discretion

This Ability may be taken multiple times. Each instance masters one different Competency.

Mobility

Quick — Passive

Level	2
Effect	The character's ⇒MP is increased by 1 . Additionally, when the character is the target of an attack from a distance greater than 4 □Units, they gain +1 to □Physical Defense against that attack.

A character with Quick moves faster than expected and presents a harder target at distance.

Defense

Centered Stance — Reaction

Level	2
Cost	1 ♦AP (Reaction)
Trigger	The character takes damage that would reduce their ♦HP to 25% or less of their Maximum ♦HP
Frequency	Once per Encounter
Effect	The damage from the triggering attack is reduced by (♦Vigor Modifier + 2)d4. The character's posture steadies, presenting a tighter defensive position; they gain +1 to □Physical Defense until the start of their next Turn.

A character with Centered Stance steadies themselves when the worst is upon them. The reflex is trained, not panicked.

Utility & Support

Healer — Active

Level	2
Cost	1 ♦AP
Range	Touch (1 □Unit)
Effect	The character spends one use of a Healer's Kit (consuming 1 of the kit's 5 uses) to restore (Character Level)d4 + *Resolve Modifier ♦HP to a touched ally. The character may also remove 1 ⊗Wound or 1 ⊖Fatigue from the ally as part of the same Action.

Healer requires a Healer's Kit in the character's inventory. If no kit is available, the Ability cannot be used.

Lucky — Reaction

Level	2
Cost	0 ♦AP (Reaction)
Trigger	The character makes a Resolution Roll and dislikes the result
Frequency	Twice per □Downtime period (refreshes after 6 hours of Downtime)
Effect	The character may reroll the Resolution Roll and use the new result, even if it is worse.

A character with Lucky has a knack for finding their footing when chance turns against them. The exact source of this luck is up to the character: skill, fate, training, or just stubbornness.

Inspiring — Passive

Level	2
Effect	When the character successfully lands a Critical Hit on an attack, all allies within 4 □Units gain +1 to their next attack roll that occurs within the next 2 Turns.

A character with Inspiring leads by example. A clean strike or daring move emboldens those around them.

Equipment Specialists

Two-Weapon Specialist — Passive

Level	2
Effect	When the character is wielding two 1H weapons simultaneously, the off-hand weapon's damage die size is increased by one step (1d4 → 1d6 → 1d8 → 1d10 → 1d12). This bonus applies to attacks made with the off-hand weapon, including any Signature Ability attacks of that weapon.

A character with Two-Weapon Specialist trains their off-hand to strike with the same intent as their primary. The bonus applies whether the two weapons are matched (two daggers) or different (longsword and dagger).

Bracer — Passive

Level	2
Effect	When the character is wielding a 2H weapon , the weapon's bulk and posture anchor them. They gain +5 to their effective □Mental Defense for the purpose of resisting any effect that would knock them prone, push them, or forcibly move them. Effects that bypass rolls entirely (automatic prone/push from Signature Abilities or spell effects) still apply, but the character may attempt a Resolution Roll (d20 + ✱Resolve Modifier vs the effect's source Difficulty Rating or attack roll, +5 to their MD as above) to resist the prone/push portion. The damage from any such attack still applies normally even if the movement is resisted.

A character with Bracer holds their ground when wielding a heavy weapon. The weight grounds them; the weapon becomes their anchor.

This section covers the equipment available to characters in the Fantasy Quickstarter: weapons, armor, and adventuring gear. All items listed here are non-enhanced (Level 0) by default. Enhanced items are not included in this Quickstarter.

Carrying Capacity

Each character has a fixed number of inventory **slots** based on their ✧Vigor.

$$\text{Carrying Slots} = 8 + \text{✧Vigor Modifier}$$

A character with a +2 Vigor Modifier has 10 slots. A character with a +0 Vigor Modifier has 8 slots. Slots represent the practical limit of what a person can comfortably carry without becoming weighed down.

Item Sizes

Size	Slots	Examples
Small	1	Daggers, potions, gear, components
Medium	2	Longswords, bows, light armor (when stowed)
Large	3	Greatswords, polearms, medium armor (when stowed)
Massive	5	Mauls, halberds, heavy armor (when stowed)

What Counts Against Slots

- **Worn armor** does not count against slots. The character is wearing it.
- **Currently held weapons** do not count against slots. The character is holding them.
- **Stowed armor and weapons** do count against slots, at their listed size.
- **Adventuring gear** counts at its listed size.
- A character may have at most **2 hands' worth of items in hand at any moment** (a 2H weapon, a 1H weapon and a shield, two 1H weapons, or one 1H weapon and one free hand). For example, a Fighter holding a Maul and a Dagger isn't legal — the Maul is 2H and already occupies both hands.
- **Setting down or stowing a held item costs 1 ♦AP** during Encounters; **picking up or drawing a stowed item costs 1 ♦AP** during Encounters. Outside Encounters, swapping is free.

Overburdened

If a character carries more slots' worth of items than their capacity, they are **Overburdened**. Their ⇒MP is halved (rounded down) until they reduce their carried slots to within capacity.

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Weapons

Weapons in this Quickstarter share three properties: **Hands** (how many are needed to wield), **Damage** (the dice rolled on a hit), and **Reach** (how many □Units away the weapon can strike).

Each weapon also has one **Signature Ability**: a Level 1, 1 ♦AP Ability available only when wielding that weapon. Signature Abilities are situational tools, not main attacks. The standard weapon attack remains the default 1 ♦AP attack dealing the weapon's damage dice.

Wielding two of the same 1H weapon at once does not unlock dual-wield combat rules in this Quickstarter, but specific weapons (such as the Dagger) include text that rewards holding two of them at once.

Slicing Weapons

Warning

Dagger

Hands	1H
Damage	1d4
Reach	1 □Unit
Size	Small
Signature Ability	Twin-Strike
Cost	1 ♦AP
Effect	If the wielder is holding a Dagger in each hand, they may make two attacks with this Action against the same target or two adjacent targets. Roll two attack rolls separately; each hit deals 1d4 damage . Twin-Strike does not add ♦Vigor Modifier to either hit (the speed of the strikes substitutes for the weight of the blow).

The Dagger is small, fast, and made for close work. Two Daggers in skilled hands strike faster than a single heavier blade.

Longsword

Hands	1H
Damage	1d8
Reach	1 □Unit
Size	Medium
Signature Ability	Parry
Cost	1 ♦AP (Reaction)
Trigger	An adjacent enemy attacks the wielder
Effect	The wielder gains +3 to □Physical Defense against the triggering attack. If the attack misses as a result, the wielder may make a 1 ♦AP melee attack against the attacker as a ♦Free Action on their next Turn.

The Longsword balances cut and reach, useful both for offense and for catching incoming blows on the blade.

Greatsword

Hands	2H
Damage	1d12
Reach	1 □Unit
Size	Large
Signature Ability	Cleave
Cost	1 ♦AP
Effect	Make a melee attack against an adjacent enemy. On a hit, deal weapon damage as normal. Then deal half the rolled damage (rounded down) to one other adjacent enemy (no separate attack roll required).

The Greatsword is a sweeping blade made to strike through formation as much as flesh.

Crushing Weapons

Warning

Mace

Hands	1H
Damage	1d8
Reach	1 □Unit
Size	Medium
Signature Ability	Sundering Blow
Cost	1 ♦AP
Effect	Make a melee attack. On a hit, the target takes weapon damage as normal, and the next attack against the target this Round gains +1 to its attack roll as the Mace's blow has shaken their guard.

The Mace is heavy in the hand and weighty in the strike. A blow from a Mace doesn't need to pierce; it bruises through armor and breaks the rhythm of defense.

Warhammer

Hands	1H or 2H (Versatile)
Damage	1d8 (1H) / 1d10 (2H)
Reach	1 □Unit
Size	Medium
Signature Ability	Crushing Strike
Cost	1 ♦AP
Effect	Make a melee attack. On a hit, the target takes weapon damage as normal and their MP is reduced by 2 on their next Turn as the impact rattles their balance.

The Warhammer is built to crack armor and bone alike. A Warhammer wielder can switch between one-handed and two-handed grips depending on whether they're carrying a shield.

Maul

Hands	2H
Damage	1d12
Reach	1 □Unit
Size	Massive
Signature Ability	Stagger
Cost	1 ♦AP
Effect	Make a melee attack. On a hit, deal weapon damage and the target must succeed on a Resolution Roll against the wielder's □Mental Defense (d20 + ♦Vigor Modifier) or be knocked prone .

The Maul is a hammer made for breaking gates and giants. Its weight forces hits to land like falling stones.

Piercing Weapons

Warning

Rapier

Hands	1H
Damage	1d6
Reach	1 □Unit
Size	Small
Signature Ability	Lunge
Cost	1 ♦AP
Effect	Make a melee attack at 2 □Units of Reach (instead of the Rapier's normal 1). On a hit, deal weapon damage as normal. The wielder may not move before this attack on their Turn (the Lunge requires a settled stance).

The Rapier is a duelist's blade: light, precise, and made for the fast strike from a step out of harm's way.

Spear

Hands	1H or 2H (Versatile)
Damage	1d8 (1H) / 1d10 (2H)
Reach	2 □Units
Size	Medium
Signature Ability	Brace
Cost	1 ♦AP
Effect	Until the start of the wielder's next Turn, any enemy that moves into the wielder's reach (entering 2 □Units or closer through movement) takes weapon damage automatically without requiring an attack roll.

The Spear is the soldier's weapon: cheap, quick to wield, and devastating against foes who close too eagerly.

Halberd

Hands	2H
Damage	1d12
Reach	2 □Units
Size	Massive
Signature Ability	Hooking Strike
Cost	1 ♦AP
Effect	Make a melee attack. On a hit, deal weapon damage as normal, and the target is either knocked prone or pulled 1 □Unit closer to the wielder (wielder's choice).

The Halberd combines a heavy blade with a hook, suited to dragging riders from saddles and breaking shield walls.

Ranged Weapons

Warning

Shortbow

Hands	2H
Damage	1d8
Reach	16 □Units (max)
Size	Medium
Signature Ability	Quick Draw
Cost	1 ♦AP
Effect	Make a Ranged attack against a target within 8 □Units (half the Shortbow's normal range). The attack gains Favor .

The Shortbow is light and quick to draw, suited to skirmish and close-range volleys.

Longbow

Hands	2H
Damage	1d10
Reach	24 □Units (max)
Size	Large
Signature Ability	Long Shot
Cost	1 ♦AP
Effect	Make a Ranged attack against a target more than 12 □Units away. The attack gains +2 to its attack roll and ignores partial cover (cover that is not full-body). The wielder may not have moved during this Turn.

The Longbow rewards patience and distance. A skilled archer with a Longbow can turn the tide of an engagement before melee even begins.

Crossbow

Hands	2H
Damage	1d10
Reach	16 □Units (max)
Size	Medium
Signature Ability	Piercing Bolt
Cost	1 ♦AP
Effect	Make a Ranged attack against the target's □Physical Defense reduced by the target's worn armor's □PD bonus . The bolt's mechanically-driven force pierces armor that traditional projectiles cannot. On a hit, deal weapon damage as normal.

The Crossbow is mechanically powered, allowing untrained hands to deliver hits that pierce armor traditional bows cannot.

Arcane Weapons

Warning

Wand

Hands	1H
Damage	1d6
Reach	8 □Units (max)
Size	Small
Signature Ability	Resonant Channel
Cost	1 ♦AP
Effect	A Mage holding the Wand may upgrade the primary damage die size of their next Burst spell cast this Turn by one step (1d4 → 1d6, 1d6 → 1d8, 1d8 → 1d10, 1d10 → 1d12). The upgrade applies only to the first damage die listed in the spell's damage formula, not to bonus dice from features like Growing Mastery. The Wand also serves as a focus for the Mage's spells.

The Wand is a precise tool for a Mage's smaller workings. Held in one hand, it leaves the other free for additional weapons or shields.

Staff

Hands	2H
Damage	1d6 (melee) / 1d8 (ranged)
Reach	1 □Unit (melee) / 6 □Units (ranged)
Size	Large
Signature Ability	Staff Sweep
Cost	1 ♦AP
Effect	Make a melee attack with the Staff against any enemy within 1 □Unit. On a hit, deal 1d6 damage and the target is pushed 1 □Unit in a chosen direction.

The Staff is a Mage's traveling companion: a focus, a walking stick, and a weapon when the situation calls for it.

Orb

Hands	1H
Damage	1d4
Reach	12 □Units (max)
Size	Small
Signature Ability	Refractive Touch
Cost	1 ♦AP
Effect	A Mage holding the Orb may extend the range of their next Burst spell cast this Turn by +4 □Units . The Orb also serves as a focus for the Mage's spells.

The Orb is the long-range counterpart to the Wand: lower damage but greater reach, enabling Mages to reach distant targets that other weapons cannot.

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Armor

Armor in this Quickstarter is divided into three tiers (Light, Medium, Heavy) plus Shields. Armor provides bonuses to □**Physical Defense** and □**Mental Defense**, with the trade-off that lighter armor offers more mental protection while heavier armor offers more physical protection.

Armor must be worn at the start of an Encounter. Switching armor is an Activity (typically 5+ minutes) and cannot be done in combat.

Armor Tiers

Tier	□PD Bonus	□MD Bonus	⇒MP Penalty	Slots (Stowed)
Light Armor	+0	+4	0	2
Medium Armor	+2	+2	-1	3
Heavy Armor	+4	+0	-2	5
Shield	+2 □PD (separate)	0	0	2

A character may wear one armor piece at a time. A Shield may be wielded alongside any armor tier, provided the character has a free hand to hold it.

Light Armor

Warning

Padded Cloth

Type	Light Armor
▣PD Bonus	+0
▣MD Bonus	+4
⇒MP Penalty	0
Size (Stowed)	2 slots

Padded cloth or quilted fabric, layered for protection without restricting movement. Often worn under heavier armor or alone by characters who prefer agility and arcane training over raw protection.

Robes

Type	Light Armor
▣PD Bonus	+0
▣MD Bonus	+4
⇒MP Penalty	0
Size (Stowed)	2 slots

Layered robes, often woven with subtle wards and protective sigils. Mages and scholars favor robes for their freedom of movement and mental focus they grant.

Leather Armor

Type	Light Armor
▣PD Bonus	+0
▣MD Bonus	+4
⇒MP Penalty	0
Size (Stowed)	2 slots

Cured and treated leather, shaped to the wearer's body. Light, durable, and quiet. Common among rangers, scouts, and lighter combatants.



Medium Armor

Warning

Hide Armor

Type	Medium Armor
▣PD Bonus	+2
▣MD Bonus	+2
⇒MP Penalty	-1
Size (Stowed)	3 slots

Layered animal hide reinforced with bone or wood plating. The classic armor of warriors who fight in the wild, where weight matters as much as protection.

Chainmail

Type	Medium Armor
▣PD Bonus	+2
▣MD Bonus	+2
⇒MP Penalty	-1
Size (Stowed)	3 slots

Interlocking metal rings worn over a padded undershirt. Chainmail is the standard armor of professional soldiers, balancing protection and mobility.

Scale Armor

Type	Medium Armor
▣PD Bonus	+2
▣MD Bonus	+2
⇒MP Penalty	-1
Size (Stowed)	3 slots

Overlapping metal scales sewn onto a leather backing. Heavier than chainmail but offering similar protection, with a distinctive look that marks the wearer as someone of rank or means.

Heavy Armor

Warning

Breastplate

Type	Heavy Armor
▣PD Bonus	+4
▣MD Bonus	+0
⇒MP Penalty	-2
Size (Stowed)	5 slots

A solid metal chest plate worn over padded undergarments, typically supplemented with arm and leg pieces. Common among knights and frontline fighters.

Plate Armor

Type	Heavy Armor
▣PD Bonus	+4
▣MD Bonus	+0
⇒MP Penalty	-2
Size (Stowed)	5 slots

Full plate covers the wearer head to foot in interlocking metal pieces. Plate Armor is the pinnacle of physical protection, but its weight slows the wearer and its closed visor dulls awareness.

Shields

Warning

Shield

Type	Shield
▣PD Bonus	+2 (added on top of armor)
▣MD Bonus	+0
⇒MP Penalty	0
Hands	1 (must be held)
Size (Stowed)	2 slots

A standard wooden or metal shield, strapped to the off-hand. The Shield's ▣PD bonus stacks with worn armor's bonus.

Tower Shield

Type	Shield
▣PD Bonus	+3 (added on top of armor)
▣MD Bonus	+0
⇒MP Penalty	-1
Hands	1 (must be held)
Size (Stowed)	3 slots

An oversized shield made for absorbing heavy blows. The Tower Shield offers more protection than a standard Shield but slows movement.

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Adventuring Gear

Adventuring gear covers the items characters carry beyond weapons and armor: consumables, tools, and utility items. Most gear costs **1 ♦AP** to use unless otherwise stated. Items requiring extended time to use are marked as ***Activities**.



Consumables	
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Success

Healing Potion

Cost	1 ♦AP
Size	Small (1 slot)
Effect	The drinker regains 2d6 +HP . The Healing Potion is consumed on use.

Antidote

Cost	1 ♦AP
Size	Small (1 slot)
Effect	The drinker is cured of all poison effects currently affecting them. The Antidote is consumed on use.

Trail Rations (1 day)

Cost	*Activity (eaten during a meal break)
Size	Small (1 slot)
Effect	A day's worth of preserved food. Required to maintain stamina during extended travel. Going more than 24 hours without rations can result in ⊖Fatigue gain at GM discretion.

Smoke Bomb

Cost	1 ♦AP
Size	Small (1 slot)
Range	4 □Units (thrown to a chosen point)
Effect	Creates a 2 □Unit radius of dense smoke at the target point. The area becomes obscured: attack rolls into, out of, or through the smoke suffer Disfavor . The smoke disperses after 2 Turns .

Success

Lockpicks

Cost	*Activity (1 minute of focused effort)
Size	Small (1 slot)
Effect	Required to attempt a check to pick a non-magical lock. The wielder rolls a relevant Skill check (Sleight of Hand or similar) at the GM's discretion. Without lockpicks, the lock cannot be picked at all.

Healer's Kit

Cost	*Activity (10 minutes of treatment)
Size	Small (1 slot)
Uses	5
Effect	During ☐Downtime, applying the Healer's Kit to a target adds +1d4 to their +HP recovery for that hour. The Healer's Kit can also be used in narrative emergencies (stabilizing a dying character, etc.) at GM discretion.

Climbing Gear

Cost	*Activity (to set up)
Size	Medium (2 slots)
Effect	Rope, pitons, harness, and grip aids. Grants Favor on Athletics checks involving climbing . Can support up to two characters on the same line.

Rope (50 ft)

Cost	*Activity (to deploy or tie)
Size	Small (1 slot)
Effect	A length of strong, treated rope. Useful for climbing, descending, binding, dragging, and other rope-based tasks. Cannot be used as a weapon.

Caltrops

Cost	1 ♦AP
Size	Small (1 slot)
Range	Within 1 □Unit of caster
Effect	Scatter caltrops in a 1 □Unit area chosen within range. Any creature moving through the area takes 1 damage and has their ⇒MP reduced by 1 for that Turn. The caltrops persist for 3 Turns or until cleared.

Light Sources and Camp

Success

Lantern

Cost	1 ♦AP (to light or extinguish)
Size	Small (1 slot)
Effect	Provides bright illumination in a 6 □Unit radius for 4 hours per fuel charge. Lantern fuel is generally not tracked at the per-charge level; assume the lantern works during normal expedition use unless circumstances dictate otherwise.

Torch

Cost	1 ♦AP (to light or extinguish)
Size	Small (1 slot)
Effect	Provides bright illumination in a 4 □Unit radius for 1 hour. Requires a free hand to hold. A lit torch can also be used as an improvised weapon dealing 1d4 fire damage on hit.

Bedroll

Cost	*Activity (to set up or pack)
Size	Medium (2 slots)
Effect	A simple sleeping bag and pad. While using a Bedroll during □Downtime, the time required for ♦HP recovery thresholds is reduced by 1 hour (50% HP recovery at 2 hours instead of 3; full HP recovery at 5 hours instead of 6).

Waterskin

Cost	*Activity (to drink or refill)
Size	Small (1 slot)
Effect	A leather flask holding 1 day's worth of water. Required to maintain hydration during extended travel. Going more than 24 hours without water can result in ⊖Fatigue gain at GM discretion.

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Skills and Competencies handle two different aspects of capability:

- **Skills** grant Favor on Resolution Rolls when the Skill applies to the situation
- **Competencies** grant the ability to use specific equipment, tools, or systems without penalty

Both are binary in the engine: a character either has a Skill (or Competency) or they don't. There are no ranks, tiers, or training levels. A character either knows how to do a thing well, or they don't.

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Skills

Skills are specific areas of training the character has invested in. When the GM rules a Skill applies to a Resolution Roll, the character rolls with **Favor** (rolling 2d20 and taking the higher result).

Skills do not stack with each other. A character with multiple relevant Skills still rolls with Favor (one Skill is enough to grant it).

Skill Categories (Body, Mind, Voice) provide flat bonuses to relevant rolls and are tracked separately. Specific Skills are layered on top.

The list below contains common Skills appropriate to fantasy adventuring. **Players and GMs are encouraged to add Skills to fit their characters and stories.** This list is not exhaustive; if a character has a meaningful area of expertise that isn't represented here, the player and GM should add a custom Skill that fits. Section 2 (Backgrounds) lists many Skills not present below: those Skills are intentional examples of the open framework, not entries that should be added back into this list.

Body Skills

Body Skills cover physical training: athletics, agility, stealth, endurance.

Warning

Athletics

Category	Body
Applies to	Running, jumping, climbing, swimming, breaking down obstacles, wrestling, lifting heavy objects, and other displays of physical force
Common Use	Pursuing a fleeing enemy, scaling a wall under pressure, breaking a door, hauling an injured ally to safety

Stealth

Category	Body
Applies to	Moving unseen, hiding, silencing footsteps, evading pursuit, slipping through crowds without notice
Common Use	Avoiding patrols, ambushing an enemy, sneaking past a guard, infiltrating a location

Acrobatics

Category	Body
Applies to	Balance, tumbling, dodging through tight spaces, falling without injury, parkour, riding mounts
Common Use	Crossing a narrow ledge, recovering from a fall, slipping out of a grapple, traversing unstable terrain

Endurance

Category	Body
Applies to	Sustained physical effort, resisting exhaustion, holding breath, surviving harsh conditions, ignoring pain
Common Use	Long marches, holding a strenuous position, withstanding extreme weather, running for hours

Combat Awareness

Category	Body
Applies to	Reading the flow of a fight, predicting enemy moves, positioning, recognizing combat threats
Common Use	Identifying the most dangerous enemy in a fight, sensing an ambush, knowing when to retreat

Mind Skills

Mind Skills cover mental training: knowledge, perception, deduction, study.

Warning

Perception

Category	Mind
Applies to	Noticing details, spotting hidden things, reading the environment, hearing distant sounds, observing changes
Common Use	Finding hidden enemies, spotting traps, reading a room for signs of recent activity

Investigation

Category	Mind
Applies to	Analyzing evidence, deducing patterns, piecing together information, examining a scene with intent
Common Use	Solving a mystery, examining a body, tracing a chain of events, reconstructing a crime

Lore

Category	Mind
Applies to	Recalling specific facts, recognizing historical references, identifying people, places, or ancient texts
Common Use	Knowing the history of a place, recognizing a noble family, identifying ruins, recalling a story

Arcana

Category	Mind
Applies to	Knowledge of magic, identifying spells, understanding magical phenomena, reading magical texts
Common Use	Identifying a spell being cast, examining an enchanted item, recognizing arcane symbols, knowing how a magical effect works

Religion

Category	Mind
Applies to	Knowledge of divine practices, identifying religious symbols and rituals, understanding holy or unholy phenomena
Common Use	Knowing a deity's domain, identifying a ritual's purpose, recognizing a holy site, understanding what a Devout's invocation calls upon

Nature

Category	Mind
Applies to	Knowledge of plants, animals, weather, terrain, natural phenomena
Common Use	Identifying a beast, foraging safely, predicting weather, tracking through wilderness

Healing

Category	Mind
Applies to	Medical knowledge, treating injuries, identifying ailments, applying remedies
Common Use	Stabilizing a dying ally, treating a wound during Downtime, identifying a poison or disease

Voice Skills

Voice Skills cover social training: persuasion, deception, performance, insight.

Warning

Persuasion

Category	Voice
Applies to	Diplomacy, sincere negotiation, building rapport, making a case for one's position
Common Use	Convincing a guard to let you pass, negotiating a deal, calming a hostile crowd, asking a favor

Deception

Category	Voice
Applies to	Lying, misleading, disguising intent, bluffing, maintaining a false identity
Common Use	Bluffing past a checkpoint, telling a convincing lie, faking an emotion, keeping a secret hidden

Performance

Category	Voice
Applies to	Entertainment, distraction, command of attention, oration, song, acting, public speaking
Common Use	Distracting a crowd, entertaining for coin, delivering a rousing speech, performing as cover for an ally's actions

Intimidation

Category	Voice
Applies to	Threats, dominance displays, leveraging physical or social power to compel behavior
Common Use	Forcing a confession, making an enemy back down, breaking up a fight, getting information from a captive

Insight

Category	Voice
Applies to	Reading people, sensing motive, detecting lies, judging character
Common Use	Sensing a betrayal, reading whether a stranger is hostile, spotting hidden anger, evaluating trust

Adding New Skills

If a character's training falls outside the Skills above, the player and GM should collaborate to define a new Skill.

A Skill should: - **Have a clear domain** of when it applies (broad enough to come up often, specific enough to feel like an area of training) - **Belong to one of the three Categories** (Body, Mind, or Voice) - **Not duplicate an existing Skill** (if Athletics already covers it, no new Skill is needed)

Example custom Skills: - **Beast Handling** (Body) — calming, training, or commanding domesticated and wild creatures - **Smithing** (Body) — working metal, repairing weapons and armor - **Sailing** (Body) — operating ships, reading currents, navigating by stars - **Cryptography** (Mind) — encoding and decoding hidden messages - **Etiquette** (Voice) — formal protocol, court manners, addressing nobility correctly

The GM has the final say on whether a custom Skill is appropriate to the campaign. ::::

::::info

Competencies

A **Competency** is the formal training, familiarity, or licensure required to use a specific tool, weapon, armor type, or other system without penalty. Competencies are binary: a character has a Competency or they don't.

Competencies do not grant Favor and do not grant Category modifiers. They grant **access**: the ability to use a thing properly. A character without the relevant Competency may still attempt to use the equipment, but suffers **Disfavor** on rolls involving it (or other system-defined penalties at GM discretion).

Competencies are typically gained through Origin, Background, or Archetype at character creation. They may also be granted by the **Competency Bonus** general Ability or by certain Vector Marks.

Competencies are permanent once gained.

Weapon Competencies

Warning

Slicing

Type	Weapon Competency
Covers	Bladed weapons designed for cutting: swords, daggers, axes
Without Competency	Disfavor on attack rolls with these weapons

Crushing

Type	Weapon Competency
Covers	Blunt impact weapons: maces, hammers, mauls, clubs
Without Competency	Disfavor on attack rolls with these weapons

Piercing

Type	Weapon Competency
Covers	Pointed thrusting weapons: spears, rapiers, halberds, lances
Without Competency	Disfavor on attack rolls with these weapons

Ranged

Type	Weapon Competency
Covers	Projectile weapons: bows, crossbows, slings, throwing weapons
Without Competency	Disfavor on attack rolls with these weapons

Arcane

Type	Weapon Competency
Covers	Magical implements: wands, staves, orbs, foci
Without Competency	Disfavor on attack rolls with these weapons; cannot use them as spell foci

Armor Competencies

Warning

Light Armor

Type	Armor Competency
Covers	Robes, padded cloth, leather armor
Without Competency	Disfavor on physical Resolution Rolls while wearing this armor; PD bonus reduced by 1

Medium Armor

Type	Armor Competency
Covers	Hide armor, chainmail, scale armor
Without Competency	Disfavor on physical Resolution Rolls while wearing this armor; PD bonus reduced by 1

Heavy Armor

Type	Armor Competency
Covers	Breastplate, full plate, lamellar
Without Competency	Disfavor on physical Resolution Rolls while wearing this armor; PD bonus reduced by 2

Shields

Type	Armor Competency
Covers	Standard shields, tower shields
Without Competency	Cannot use the shield's PD bonus; the shield is just a held item

Other Competencies

The following Competencies cover specific tools and systems. The GM may add others as the campaign requires.

Warning

Healer's Kit

Type	Tool Competency
Covers	Effective use of Healer's Kits, including the Healer general Ability
Without Competency	The Healer's Kit can be used, but its effects are reduced (GM discretion)

Lockpicks

Type	Tool Competency
Covers	Effective use of Lockpicks for opening non-magical locks
Without Competency	Lockpicks cannot be used effectively; non-magical locks cannot be picked

Languages

Type	Knowledge Competency
Covers	Each Language Competency grants ability to read, write, and speak one specific language
Without Competency	The language cannot be understood unless the character has another means (translation, magic, etc.)

Adding New Competencies

The GM and players may add new Competencies to fit the campaign. Examples include: - **Riding** (vehicle Competency for mounts) - **Sailing** (vehicle Competency for ships) - **Alchemy** (tool Competency for alchemical components) - **Specific magical systems** (system-defined for unique campaign magic)

A Competency should grant clear access to a specific area of capability and should be granted through narrative-appropriate sources (Origin, Background, Archetype, or training during play). :::::

This section identifies which rules from the Frontiers Beta 2026-2 Overview, Resolution System, and Combat Module are used in this Quickstarter, along with the variants and tunings adopted.

If you have not read the broader Frontiers documentation, this section is your reference for what to assume when running this Quickstarter. If you have read those documents, this section confirms which versions of the optional rules are in play.

Resolution System

The Quickstarter uses the **Natural Gradient** variant of the Resolution System.

When a character makes a Resolution Roll:

1. Roll **1d20**. Add the relevant Attribute Modifier (and Skill Category Modifier if applicable).
2. Compare the **Modified Result** to the target's Defense (□PD or □MD) or to a Difficulty Rating set by the GM.
3. If the Modified Result equals or exceeds the target, the roll succeeds (the action works).
4. The **Natural Result** of the d20 (before adding modifiers) determines the **Gradient**: how the action played out beyond simple success or failure.

Resolution Gradient (Natural Result of the d20)

Natural d20	Gradient
1	Major Negative
2-7	Minor Negative
8-12	Standard
13-19	Minor Positive
20	Major Positive

The Gradient is interpreted alongside whether the roll succeeded or failed. A successful roll with Major Positive Gradient is a Critical Hit. A failed roll with Major Negative Gradient is a Critical Miss. A successful roll with Minor Negative Gradient is a barely-successful action with complications. A failed roll with Minor Positive Gradient is a near-miss that produces something useful anyway.

The GM interprets the Gradient based on the action and the fiction. The Combat Gradient table below specifies certain mechanical effects.

Favor and Disfavor

Some situations grant **Favor** or **Disfavor** on a Resolution Roll:

- **Favor** — Roll 2d20 instead of 1d20. Take the higher result for the Modified Result. Take the higher of the two Natural Results for the Gradient.
- **Disfavor** — Roll 2d20 instead of 1d20. Take the lower result for the Modified Result. Take the lower of the two Natural Results for the Gradient.

If a single roll has both Favor and Disfavor, they cancel and the roll is made normally with 1d20.

Skills grant Favor when they apply to a roll. Other sources of Favor and Disfavor are described in their respective Ability or Equipment text.

Combat Resolution

Combat is structured into **Encounters**, **Rounds**, and **Turns**:

- An **Encounter** begins when initiative is rolled and ends when the combat resolves (enemies defeated, fled, or peace reached).
- A **Round** consists of every participant taking one Turn.
- A **Turn** is a single character's chance to act, lasting until they end their actions or run out of resources.

Initiative. Each character has a flat **Initiative Value (IV)** from their Archetype, adjusted at Encounter start by $\pm$ Finesse Modifier (player's choice). Higher IV acts first. IV is locked for the duration of the Encounter unless an effect specifically changes it.

Action Points ($\blacklozenge$ AP). Each character has **3 $\blacklozenge$ AP per Turn** by default. $\blacklozenge$ AP is spent on Actions, including attacks, spells, Rites, and special Abilities. Unspent $\blacklozenge$ AP does not carry over.

Movement Points ($\Rightarrow$ MP). Each character has **$\Rightarrow$ MP equal to 3 + Finesse Modifier** per Turn. $\Rightarrow$ MP is spent on movement, separate from $\blacklozenge$ AP. $\Rightarrow$ MP does not carry over between Turns.

Free Actions ($\blacklozenge$). Free Actions cost no $\blacklozenge$ AP. They can be performed alongside other Actions. The number of Free Actions per Turn is unlimited unless an Ability or Equipment specifies a frequency limit.

Reactions. Reactions are triggered by specific events (enemy attacks, ally damage, etc.). Reactions cost $\blacklozenge$ AP from the character's pool. The cost is paid when the Reaction triggers, not on the character's own Turn. Some Stances and Abilities reduce or modify Reaction costs.

Dash. A character may convert $\blacklozenge$ AP into additional movement on their Turn. Each **1 $\blacklozenge$ AP** spent grants the character **3 additional $\Rightarrow$ MP** for the current Turn. Dash may be taken multiple times in a single Turn, each costing 1 $\blacklozenge$ AP and granting another 3 $\Rightarrow$ MP. The granted $\Rightarrow$ MP can be used at any point during the Turn (before, between, or after other Actions); it does not carry over between Turns.

Encounter Play. "Encounter Play" refers to the state of mechanically-resolved combat or other high-stakes structured time, from the moment Initiative is rolled until the Encounter ends. Outside Encounter Play, time flows narratively at GM discretion (exploration, social scenes, $\square$ Downtime). Abilities and effects that specify "during Encounter Play" or similar apply only while Initiative is active. Full Encounter Play rules are in the Frontiers Overview.

Combat Gradient Effects

Standard Gradient interpretation in combat:

Gradient	Effect on a Hit	Effect on a Miss
Major Positive (natural 20)	Critical Hit: damage doubled, weapon Signature Ability triggers if applicable	Near-miss: target may be temporarily disadvantaged or revealed (GM discretion)
Minor Positive (13-19)	Solid hit: full damage as rolled	Glancing miss: no damage, no further consequence
Standard (8-12)	Standard hit: full damage as rolled	Standard miss: no effect
Minor Negative (2-7)	Grazing hit: half damage (rounded down)	Standard miss: no effect
Major Negative (natural 1)	Critical Miss: attack fails entirely; enemies have Favor on the next attack against the attacker this Round (the attacker is over-extended)	Critical Miss: see Multi-Attack Fatigue below for $\ominus$ Fatigue consequences

For attacks, the same Gradient applies regardless of whether the roll hit. This means a character can hit hard with a strong roll but only graze due to a low Gradient, or vice versa.

Defining an Attack

For purposes of this Quickstarter's combat rules, an **attack** is any Action or Ability where the attacker makes a Resolution Roll against a target's Defense in order to deal direct damage to that target. This includes:

- Weapon attacks (melee or ranged)
- Spells where the caster rolls against the target's $\square$ PD or $\square$ MD (Bolt, Spark, Cinder Strike, etc.)
- Rites where the Devout rolls against the target's $\square$ PD or $\square$ MD (Sacred Flame, Domain's Wrath, etc.)

Effects where the **target** rolls against the attacker's Defense (saves), or effects that deal damage without any Resolution Roll, are **not** attacks for purposes of Multi-Attack Fatigue. AoE spells and Rites that require targets to roll resistance (Bursting Ember, Earthen Spike, Detonation, Storm of the Wild, etc.) bypass Multi-Attack Fatigue entirely, but still cost $\blacklozenge$ AP and $\blacktriangleright$ Energy as normal.

This definition will be more rigorously formalized in future Combat Module updates. For now, when in doubt: if you (the attacker) roll the d20 against a target's Defense to deal damage, it's an attack. If they (the target) roll the d20 against your Defense, it's not.

Multi-Target Attacks. When an attack uses a single attack roll to resolve against multiple targets (Whirlwind, Sweeping Blow, Multishot, Cleave, etc.), damage is rolled **once** and applied uniformly to each hit target. Stance Passive damage bonuses (Aggressive Stance's +1d4/Level, Hunter's Mark's bonus damage, etc.) are likewise rolled once and applied to the shared damage roll, not separately per target.

A multi-target attack of this kind counts as a **single attack** for Multi-Attack Fatigue ordering, regardless of how many targets it hits.

Multi-Attack Fatigue

A character may make **multiple attacks per Turn** by spending ♦AP for each. The first attack is always free of penalty. Beyond the first, miss outcomes can produce ⊖Fatigue:

Attack Number	Regular Miss	Critical Miss
1st attack	No penalty	No penalty
2nd attack	No penalty	1 ⊖Fatigue
3rd or later attacks	1 ⊖Fatigue	2 ⊖Fatigue

This rule encourages tactical decisions about when to push for additional attacks and when to conserve. A confident attacker can swing twice without risk of regular Fatigue, but Critical Misses on the second attack onward bite, and the third attack is risky regardless of Gradient.

Cover and Concealment

Cover is physical material that provides protection from attacks (a wall, a corner, a fallen pillar).

Cover Type	Effect
Partial Cover	+2 to □PD against attacks made from the obscured direction
Full Cover	Cannot be targeted by Ranged attacks unless the cover is broken or bypassed

Concealment is reduced visibility (smoke, fog, darkness, magical effects).

Concealment	Effect
Partial Concealment	Disfavor on attack rolls against the target
Full Concealment	Cannot be targeted by attacks unless the attacker can perceive through the concealment

Cover and Concealment are not mutually exclusive. A target behind a wall in dense smoke has both Partial Cover and Partial Concealment.

Flanking

When a character attacks an enemy who has another ally adjacent to them on the opposite side (the attacker and ally are positioned with the enemy between them), the attacker gains **Favor** on the attack roll.

For Flanking to apply, the attacker and the flanking ally must both be: - Within Active Weapon Reach of the enemy (1 □Unit for most melee weapons) - Positioned on opposite sides of the enemy (a roughly straight line through the enemy)

Flanking is only granted by allies actively engaging the enemy. An ally who is incapacitated, fleeing, or otherwise not threatening does not provide Flanking.

Range Bands

Ranged attacks operate at four conceptual range bands:

Band	Distance	Effect
Melee	Within 1 □Unit	Ranged weapons cannot be used effectively (Disfavor on attack rolls)
Close	2-6 □Units	Standard accuracy
Medium	7-12 □Units	Standard accuracy
Long	13+ □Units (up to weapon's max range)	Standard accuracy unless attacker has moved this Turn (Disfavor)

A weapon's listed maximum range is the upper limit; attempting to fire beyond it is impossible. Specific weapon Signature Abilities may modify these range rules.

Action Economy and Energy

A character's Energy (↘) is a separate resource from ♦AP. Energy is spent only when using an Ability whose Level exceeds the character's **Reference Level**.

Reference Level. The Frontiers Engine defines Reference Level as the sum of a character's Archetype Levels, used to determine an Ability's ↘Energy cost. **This Quickstarter assumes single-Archetype characters.** Multi-Archotyping is technically supported by the engine but is not directly accommodated by the Quickstarter's curated content.

For a character in this Quickstarter, **Reference Level equals the character's Archetype Level** (Fighter Level, Mage Level, or Devout Level). Reference Level starts at 1 and increases as the character grows through Levels 1-3.

Designer's Note. Designers expanding this Quickstarter into a full system that supports multi-Archetype characters should restore the engine's standard Reference Level definition (sum of all Archetype Levels). The Ability Pools here — particularly the Mage's spell list and Devout's Rite

list — may need additional gating in such a system to prevent multi-Archetype characters from accessing too many Pool features at once.

When Energy Is Spent. When a character uses an Ability:

- If the Ability's Level is $\leq$ the character's Reference Level: no Energy cost.
- If the Ability's Level is $>$ the character's Reference Level: pay **(Ability Level – Reference Level) $\times$ Energy** to use the Ability.

Maximum Energy. Default starting Energy is **3**. The Quickstarter does not introduce Energy growth; characters keep 3 $\times$ Energy through Levels 1-3.

Overspend. If a character does not have enough $\times$ Energy to pay a cost, they may **Overspend**: pay the difference by gaining 1 $\otimes$ Wound or 1 $\ominus$ Fatigue per $\times$ Energy point owed. The character's choice.

Energy Recovery. $\times$ Energy is regained during $\square$ Downtime at a rate of **1 $\times$ Energy per hour** of uninterrupted rest.

Passive Abilities and Enhancements

Passive Abilities and Enhancement Abilities behave like equipped items rather than active expenditures of Energy. They are **toggleable**: a character may turn them on or off as a $\diamond$ Free Action at the start of their Turn (during Encounter Play) or at any time (outside Encounters). When toggled off, the Passive provides no benefit and incurs no cost.

When a Passive or Enhancement is toggled on:

- If its Level $\leq$ user's Reference Level: the Passive operates normally with no cost.
- If its Level $>$ user's Reference Level: the user's **Maximum $\times$ Energy is reduced** by the difference for as long as the Passive remains toggled on. Current Energy is not immediately reduced when toggling on, but the new lower Maximum applies, and any Energy currently above the new Maximum is lost at the next opportunity.

When the Passive is toggled off, Maximum Energy returns to its baseline. Toggling Passives back on incurs the cost again.

This means a Level 1 character may take a Level 2 Passive at character creation. They simply cannot benefit from it at full Energy capacity until they grow into it, or they can leave it toggled off until they reach the Level where it costs nothing.

Defenses

Each character has two Defenses, used as Difficulty Ratings for incoming attacks. An attacker must roll equal to or higher than the relevant Defense to succeed.

$\square$ **Physical Defense = 5 + the higher of ($\diamond$ Vigor Modifier or $\square$ Finesse Modifier) + Equipment Bonuses**

☐Mental Defense = 5 + the higher of (☐Acuity Modifier or ✱Resolve Modifier) + Equipment Bonuses

Equipment Bonuses come from worn armor and held shields (see Section 4: Equipment for tier values). The "higher of" structure means a character can specialize in either of the two contributing Attributes without being penalized for not maximizing both.

Health, Wounds, and Fatigue

A character has three damage tracks:

✚HP (Hit Points). The first damage track. Damage subtracts ✚HP. When ✚HP reaches 0, the character takes a ☉Wound and falls Unconscious.

Maximum ✚HP = (✦Vigor Modifier + Archetype HP Modifier) × Archetype Level

☉Wounds. Persistent injuries. A character has a **Maximum ☉Wound** count of **1 + ✦Vigor Modifier**. Exceeding the maximum results in death.

A character with at least 1 ☉Wound: - Cannot regain ✚HP except through magical or specialized healing - Suffers narrative consequences at GM discretion (limp, scar, etc.)

Each ☉Wound also imposes a numerical penalty: - **-2 to ☐Physical Defense** per Wound - **-2 to ☐Mental Defense** per Wound

These penalties stack with each Wound the character carries.

☹Fatigue. Mental and physical exhaustion. A character has a **Maximum ☹Fatigue** count of **1 + ✱Resolve Modifier**. Exceeding the maximum results in unconsciousness.

Each ☹Fatigue stack imposes: - **-2 to ☉Awareness** per stack - **-2 to ∞Intuition** per stack

These penalties stack with each Fatigue the character carries. ☉Awareness is used for perception rolls; ∞Intuition is used for reading social and emotional situations. A heavily Fatigued character notices less and reads people poorly.

Stabilization. A character at 0 ✚HP with at least one ☉Wound is Unconscious. They will recover during ☐Downtime if not killed by further damage. A character whose ☉Wounds exceed Maximum dies and cannot be revived without specific magical intervention.

Downtime Recovery

☐Downtime represents structured rest outside of immediate pressure (no combat, no urgent action).

Per uninterrupted hour of Downtime: - Regain 1 ✚Energy - Remove either 1 ☉Wound **or** 1 ☹Fatigue (player's choice; cannot remove both in the same hour)

Per 3 uninterrupted hours of Downtime: - Regain 50% of Maximum ✚HP

At 6 uninterrupted hours of Downtime: - +HP fully restored - Devout's Domain Pool fully refreshes - Mage's spell library/Reservoir is available for reshaping (Weaver only)

Interrupted Downtime. If Downtime is interrupted by combat, immediate danger, or significant exertion, the recovery for that hour is lost. Time must be restarted for recovery to resume.

For the engine's broader design philosophy, see **Designing With Frontiers**.

For the engine's core ruleset, see the **Frontiers Overview**. For combat resolution rules, see the **Basic Combat Module**. For inventory tracking rules, see the **Carrying Capacity Module**.