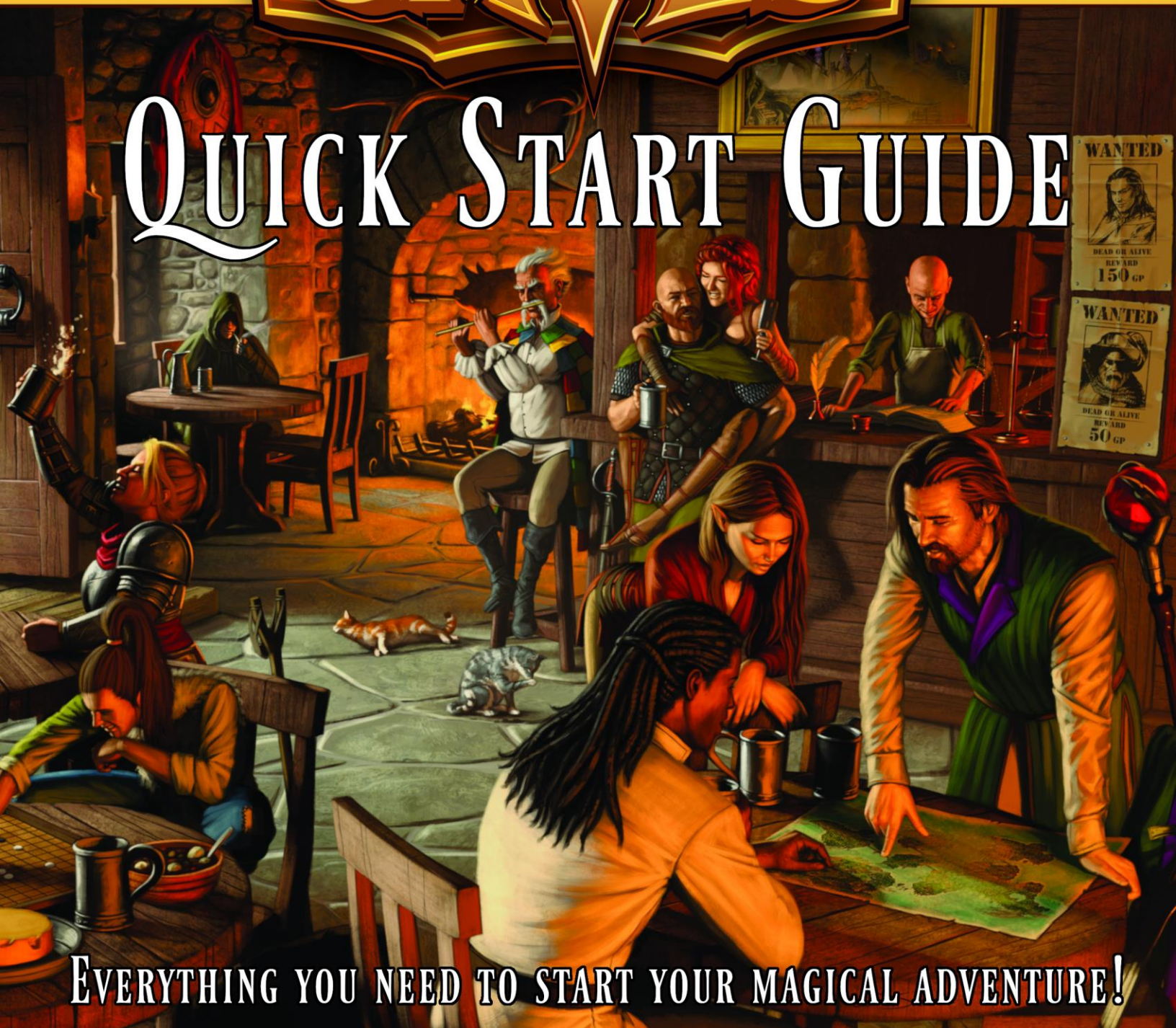


ELARTEAN GATES

QUICK START GUIDE



EVERYTHING YOU NEED TO START YOUR MAGICAL ADVENTURE!

PAUL LYTLE



QUICK START GUIDE

PAUL LYTLE



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INTRODUCTION

This *Quick Start Guide* is your introduction to the world of Elartea, where you will meet its people and, of course, slay its monsters. Elartea is conceived as a multimedia experience encompassing tabletop games, music, and novels. Each can be enjoyed on its own, but together they contribute to a living, interconnected world. While this is likely your first glimpse into Elartea, I hope it will not be your last.

Inside, you will find the core rules that will settle your character into the town of Aráy-sian, a Riusian settlement in the northeastern reaches of the kingdom. This guide will lead you through your first adventure and set your feet firmly upon the path.

The town itself will matter greatly. One focus of *Elartean Gates* is your **Hometown** — a place to grow, to return to when your adventures conclude, or to rest while the road waits ahead. Though there are many Hometowns scattered across Elartea, this will be your first. Settle in. Enjoy it. Get to know its people. In time, they will matter more than you expect.

To run this game and the included adventure, you will need:

- Friends, or close approximation
- A full set of dice (d4 d6 d8 d10 d12 d20 d100)
- A grid for combat movement. In person, this can be drawn or printed, with miniatures—or even household objects—to represent characters and opponents. If playing online, a Virtual Tabletop (VTT) can simulate this grid.

Character sheets, either the pre-generated ones included here or ones you create using the rules within.

Elartean Thought

Before we venture too far, it is worth understanding the people of this land and how they view their world. The folk of Elartea see existence as ordered and interconnected. Everything — from the elements to the seasons, from the people below to the planets above — turns within a vast hierarchy, moving in time through a balanced and living dance.

At the heart of this understanding are the **Elements**. They shape not only the world, but the people within it. The Elements flow through every part of the adventure and through your characters themselves. Though they are introduced here, you will see them woven throughout your character sheets and shaping your journey.

- **Light** turns our attention above, toward the spiritual and divine.
- **Fire** burns hot — powerful, aggressive, and unrelenting.
- **Wind** moves swiftly and unseen — tactical, eager, and alive with motion.
- **Water** runs deep — patient, reserved, thoughtful, and content.
- **Earth** stands firm — self-reliant, enduring, and contemplative.
- **Darkness** turns our attention to our place among others and the world around us.

As we proceed, you will see how these *Elements* interact and influence the adventure. Your character may lean strongly toward one or two, or walk in balance between them all. We name them now because they are a recurring current throughout this *Quick Start Guide*.



Let's get started

This guide will walk you through character creation, magic, equipment, and combat.

Your group will need one person to serve as the **Game Master (GM)**, who will adjudicate the rules and control the **Non-Player Characters (NPC)** and monsters. The others will portray their own heroes.

Even if you use the pre-generated character sheets, it is important – especially for the GM – to read

through the character creation section just to get familiar with how the sections of the character sheet work and interact.

At the end of this guide, you will find an adventure to inaugurate your stay in this world. Should *Elartean Gates* prove to your liking, there is much more to come: novels, music, and further journeys yet untold. But in particular, the *Core Rulebook* expands on the abilities and rules in this guide for even more fun and adventure.

Welcome to the world of Elartea.

Element	Race	Attribute	Base Path	Temperament
Light		Faith	Healer	
Fire	Humans	Strength	Fighter	Choleric
Wind	Halflings	Agility	Rogue	Sanguine
Water	Elves	Intelligence	Magic user	Phlegmatic
Earth	Dwarves	Constitution	Woodsman	Melancholic
Darkness		Cunning	Mediator	

CHARACTER CREATION

In *Elartean Gates*, your character sheet contains everything you need to brave the dangers of Elartea. Character creation is straightforward, but it brings together your character's background, race, and personality into a single place for easy reference.

In this process, we will follow several steps. While they are numbered, you may complete them in a different order — perhaps you wish to roll Attributes before settling on details, or consider Class before choosing Race. But unless you have a specific goal in mind in changing the order, I suggest going through in the order as listed. It is best to walk through this process with a blank character sheet (found in the back of the guide) in front of you so you can record each decision as you go.

- 1) Choose your Race
- 2) Choose your Paths and Class
- 3) Roll your Attributes
- 4) Choose your Temperament
- 5) Choose your Vocation
- 6) Calculate your Weapon Aptitude
- 7) Add equipment
- 8) Finish Skills and Abilities

1) Playable Races

There are five playable races in Elartea, described below. Please note any Path or Attribute restrictions — not every race may enter every Class. Also be sure to record any Attribute adjustments granted by your race in the Attribute section of your character sheet. We will explore Attributes in greater detail later, but it is important to note those modifications as you make your choice.

HUMAN

Average lifespan: 70 years

Age of maturity: 18

Average Height:

Males: 5'8" (5'2" + d12 inches)

Females: 5'5" (4'11" + d12 inches)

Job restrictions: none

Attribute restrictions: none

Native Element: Fire

Attribute adjustment: +1 STR, -1 INT



Humans normally live along the coasts in Elartea, and particularly in the west. There are two major ethnicities of Humans.

ELARTEANS

Skill adjustments: +1 Nature
+1 Stealth
- 1 Discipline

Elartean (el-AHR-tee-ihns) have been in the region for as long as even the elves can remember, though originally more to the east. Over the centuries they migrated gradually west, staying close to the sea. They are people of the plains, more apt to be farmers and fishers than miners or soldiers.

They are an independent people. They value community — family, faith, and neighbor alike — but this is tempered with strong sense of individualism. Though their governments may appear formal on paper, in practice they are far less rigid. Even kings are not expected to carry themselves as though they are vastly greater than their people, whether they believe it or not. A local lord might help bring in the harvest, and laws are kept few so that energy may be spent on craft rather than compliance.

They now live primarily in Thait and in Sacnoft. They are typically fairer than their Riusian cousins.

Native tongue: Thaitian or Sacnoftish (which are closely related, differing mostly in pronunciation)

Religion: Elartean worship a single God who is the creator and sustainer of all things. They gather for

corporate worship in cathedrals and churches on the first day of the week, yet are taught that their God hears and attends to individual prayer as well.

RIUSIAN

Skill adjustments: +1 Discipline
+1 History
- 1 Skullduggery

Riusians (ry-OOZ-ee-uhns) arrived centuries ago from across the western sea, survivors of a catastrophe that sank their vast empire beneath the waves. Their damaged ships carried only a remnant of their people. They settled along Elartea's unpopulated western shores, where fertile lands allowed them to rebuild.

In time, they moved from their settlements on the coast inland and established great stone cities. They are a driven and organized people, prizing industry, structure, and endurance.

They value the community above the individual, teaching that service to the whole is the highest calling. Their governments are highly ordered and hierarchical. Their soldiers are among the most disciplined in the world; their goods are crafted with precision and tireless labor.

Native tongue: Riusian

Religion: Long before arriving in Elartea, the Riusians encountered four beings who dwelt among them for centuries, appearing as Men yet wielding divine power. Though the Four have not been seen in over a hundred years, the Riusians continue to worship them as gods. Elaborate daily ceremonies are performed by a priestly hierarchy. The people themselves do not pray directly, trusting the priests to intercede on behalf of all.

ELVES

Average lifespan: 400 years

Age at maturity: 35

Average Height:

Males: 5'6" (5'0" + d12 inches)

Females: 5'2" (4'8" + d12 inches)

Job restrictions: Elves cannot be Enchanters

Attribute restrictions: Max 13 for INS

Native Element: Water

Attribute adjustment: +1 INT, -1 STR



Long-lived and tradition-bound, Elvish society is built upon enduring family lines and cultural memory. Their cities are vast and beautiful, yet they rarely leave their wooded homelands. Though mistrustful of other races, they maintain formal trade relations. They are peaceful and reluctant to involve themselves in the wars of others — yet when they fight, their armies are disciplined and formidable.

Native tongue: Elfish

Religion: The Elves have twelve gods, one for each month, and each has a holy place in Elartea. The faithful among the Elves will visit each of these places once in their lifetime, and only once, for they not permitted inside again. The holy sites are temples of great beauty and wonder. Within there are oracles who will speak something of your fate when you come, so the Elves will often visit these places strategically, visiting the Goddess of Family before marriage, for example.

Besides pilgrimage, religion is informal for the Elves. Each Elf honors the god of their birth month most closely, offering sacrifice on their Naming Day each year. They live in constant awareness of divine providence.

SILANAR

Skill adjustments: +1 Perception
+1 Nature
- 1 Perform

Silanar (SIHL-ahn-ahr) Elves are those from the forests south of Rius. Their people reside in wooden cities, their architecture built into great towers that hide among the trees themselves. They are reclusive, only rarely leaving their forests home. They will accept travelers to their cities with respect, but also with suspicion.

They are master hunters; little occurs within their forests without their knowledge. Silanar weapons are rarely given to outsiders, and only as a high honor. To bear such a weapon is to be recognized across Elartea. To steal one invites lasting scorn and worse.

PATINAR

Skill adjustments: +1 Escape
+1 Resist Effect
- 1 Sway

The Patinar (PAT-ihn-ahr) Elves live along the western plains and coast. More open than their southern kin, they have established long trade routes and excel in skilled crafts and agriculture. They are commonly found in Sacnoft and among the Dwarven lands.

Though they travel widely, they rarely settle permanently among other races. Their largest settlements cluster near ports along the Patinar Plains.

HALF ELVES

Average lifespan: 150 years

Age of maturity: 20

Average Height:

Males: 5'6" (5'0" + d12 inches)

Females: 5'2" (4'8" + d12 inches)

Job restrictions: none

Attribute restrictions: Max 16 on all stats

Native Element: none

Attribute adjustment: none

Skill adjustments: none



Half-Elves, being the children of Elves and Humans or other Half-Elves, embody a blending of cultures. Without a native *Element*, they gain neither the strengths nor limitations associated with one. They will most often live with Humans, particularly Elartean, but there are many in Elvish lands as well. There is no kingdom or land particularly of Half-Elves, but they are not generally shunned in any land.

Their native tongue and religion would depend on where and how they are raised.

DWARVES

Average lifespan: 1,000 years

Age of maturity: 80

Average Height:

Males: 4'8" (4'2" + d12 inches)

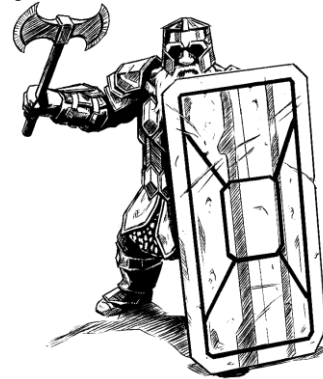
Females: 4'6" (4'0" + d12 inches)

Job restrictions: Dwarves cannot be Magic-users

Attribute restrictions: INT has a max of 13

Native element: Earth

Attribute adjustment: +1 CON -1 DEX



Dwarves have lived in Elartea for over a millennium. They dwell primarily in the northern mountains — not buried deep beneath them, but carved into their heights. Their cities rise within stone cliffs, filling mountains with soaring halls rather than deep cavern. Their hunters would go after game high in the mountains and native to the skies, and likewise their farmers grow crops that are hearty at high altitudes.

Native tongue: Dwarven

Religion: The Dwarves believe in two great deities, Solin the sun and Lunalk the moon, and Elartea was a gift from Solin to Lunalk. They gave birth to four Overdeities who represented the planets and *Elements*. There are several underdeities created from that point, but primary prayer and worship is directed to these six. Particularly, there are required prayers on each of the Gods' day in the week, at a particular time. On Last Day, many Dwarves, particularly Hill Dwarves, will fast in preparation for the feast of Sun Day at the beginning of the week, though there are so many permitted excuses to refrain from the fast that it has become a habit of only the most religious.

MOUNTAIN

Skill adjustments: +1 Resist Effect
+1 History
- 1 Nature

While both types of Dwarves are citizens of the same nation, there have developed differences over the centuries. The Mountain Dwarf is less likely to leave the nation, and perhaps not even the cavernous city his is from. They are hearty folk, used to difficult work and

long hours, and also the hustle and bustle of a crowded city.

HILL

Skill adjustments: +1 Resist Effect
+1 Lift
- 1 Stealth

Hill Dwarves live in smaller towns along the southern reaches of the kingdom. Their lives are slower-paced, centered on farming and craft, and unlike their brothers in the Mountains, they are very fond of travel.

HALFLINGS

Average lifespan: 100 years

Age of maturity: 18

Average Height:

Males: 3'6" (3'0" + d12 inches)

Females: 3'6" (3'0" + d12 inches)

Job restrictions: Halflings cannot be Fighters

Attribute restrictions: STR has a max of 12

Native element: Wind

Attribute adjustment: +1 DEX, -1 CON

Skill adjustments: +1 Stealth
+1 Climb
- 1 Leadership



The exact origins of Halflings are unknown to anyone, perhaps especially to the Halflings. They are known as a wandering folk, but this is only true for a time in a Halfling's life. It is true that young Halflings will almost never stay in the same area they were raised in. They will leave around fifteen years to find a path of their own, a process that often takes several years. Along the way they will apply the skills they have learned so far on farms or with tradesmen.

Family bonds are strongest in youth; parents expect grown children to depart and make lives elsewhere. Halflings have no nation of their own and typically integrate into the governments and religions of wherever they live.

There are not many Halflings on Elartea, perhaps one of two families in an average town. The scarcity tends to result in an instant bond between Halflings very quickly, and two Halflings meeting on a road will become instant friends and talk for hours before going their way again. This friendship will likely last a lifetime, and they are very fond of sending regular letters to other Halflings they met in the past, often years or decades ago.

They know their hometowns intimately — who owes whom, which doors open quietly, and which favors may be called in. The Elves say, "The bushes hold hidden Halflings," meaning you should be careful of what you say when you think no one is listening.

Native tongue: Halfling, though since they do not have a kingdom of their own, they normally speak it exclusively within their own homes.

Religion: A variation of the Dwarven religion, without the formality of the prayers. In their version, Lunalk is seen as a demon and not a true deity, and that she had fooled Solin originally but that Solin now chases her across the sky seeking revenge for the deception.

For this reason, even though many Halflings are skilled Enchanters, religious Halflings will often only use their magic under cover or at night where Solin cannot see them.

2) Paths and Classes

There are six base **Paths**, one aligned to each element and its corresponding Attribute. Your character will choose two Paths. The combination of these two Paths will be your **Class**.

To put it another way, your character has been cross-trained in two specialties. Each Path will give you access to certain abilities specialized for that Path that you would be able to train as you go.

If you prefer, you may pick just one Path. In that case, that Path will also be your Class.

PATHS

Below are the six Paths and the base HP associated with each.

- **Healer** (Faith) – Skilled in healing magic. **3 HP** per level.
- **Fighter** (Strength) – Trained in weapons and physical combat. **4 HP** per level.
- **Rogue** (Agility) – Not necessarily a thief, but someone who relies more on speed, positioning,

and precise movement rather than brute force. **2 HP** per level.

- **Woodsmen** (Constitution) – Hardy and skilled in the ways of nature and survival. **3 HP** per level.
- **Magic-user** (Intelligence) – A practitioner of Elemental Magic and offensive spellcasting. **1 HP** per level.
- **Enchanter** (Insight) – Skilled at influencing others, both through persuasion and Status Ailment Magic. **2 HP** per level.

HIT POINTS

Each Path above provides a base HP value. When you choose two Paths, their HP values are used to calculate your Max HP.

Initial HP. At level 1 your HP will be: $5 + \text{Path 1} + \text{Path 2} + \text{Armor values}$

Level Up. At level up you will get additional Max HP equal to: $\text{Path 1} + \text{Path 2}$

Example: Calculating Hit Points

Matthew chooses **Fighter** and **Woodsmen** as his two Paths. We will forgo armor values at this time but will return in that section.

- Fighter HP: 4
- Woodsmen HP: 3

Starting HP at Level 1:

$$5 + 4 + 3 = \mathbf{12\ HP}$$

Each time Matthew gains a level, he increases his Max HP by:

$$4 + 3 = \mathbf{7\ HP}$$

If Matthew had chosen only Fighter, he would calculate his HP as:

$$5 + 4 + 4 = \mathbf{13\ HP},$$

and gain **8 HP** each level.

Go ahead and mark your two *Paths* as well as their HP values on your character sheets. Hold off on Max HP since we will add a little more in the equipment section.

If you decide to have only one *Path* instead of two, then you'll add the HP for that *Path* twice.

CLASS

Once you have selected your two Paths, they combine to form your Class. Consult the Class table for the appropriate title.

The Class names reflect the blending of your chosen Elements and Attributes, but they do not limit your roleplaying concept. If your character's personality or story differs from the implied title, feel free to portray them accordingly.

Each Path has optional abilities that you can train, but your Class will also have particular abilities that use the unique combination of your primary Attributes. We will have a handful of such options here for the beginner, but as you level up you will want to consult the *Core Rulebook* for more options and abilities.

For now, record your *Class* down on your character sheet.

3) Rolling Attributes

It is time to roll your Attributes.

The preferred method for Elartean Gates is to **roll 3d6 six times**, then assign those six results to the Attributes as you choose. This allows you to shape your character intentionally. Alternatively, you can insert the rolls straight down the page as you roll them and decide on a Class based on the scores you receive.

If you would rather use a standard array for your game, use: **7, 9, 10, 11, 12, 14**.

For reference, the attributes and their Elements are:

- **Faith** (Light)
- **Strength** (Fire)
- **Agility** (Wind)
- **Constitution** (Earth)
- **Intelligence** (Water)
- **Insight** (Darkness)

Do not be overly concerned if your numbers are lower than expected. This is not a system designed around exceptionally high stats (though your GM may allow a re-roll if the entire set is unusually poor). Weaknesses create space for creativity and cooperation. A character with limitations invites problem-solving and teamwork. Pursuing extreme min-maxing, on the other hand, tends to reduce an adventurer to a blunt instrument.

Make your rolls, and then we will assign them to Attributes. In most cases, you will want your two highest Attributes to correspond with your chosen Paths (see the Path list above for each Path's associated Attribute). Beyond that, think about the kind of character you want to portray when assigning your remaining scores.

Once assigned, record your Attributes on your character sheet. Remember to apply any racial adjustments you noted earlier, as these may modify your final values.

We are not quite ready to calculate Skills yet, but one thing we can record here is our base number

under each skill, since this is coming directly from these Attributes. On the character sheet, Skills are grouped by Element to make this easier to track. For example, all Fire-based Skills use **Strength** (the Fire Attribute) as their base value. You can record those numbers under the column for each Attribute in the Skills section, just leave the final calculation be for now.

4) Temperament

Your character's Temperament describes how they are inclined to react in different situations. It does not dictate how you must roleplay in every circumstance, but it provides direction for your character's personality. Think of it as a compass rather than a script — a roleplaying tool to guide how your character might feel and act as events unfold.

It is noteworthy that all Temperaments have positive and negative traits. These are to help you find your footing when your normally confident character starts to buckle under pressure or grief. How might that look? You may decide to role-play in a different way suggested here, but I believe you will find this general guide on personality more often helpful than not.

Game Masters will find that *NPCs* have Temperaments too, but it up to you whether the Choleric shopkeeper is more passionate or ambitious, more leader or impatient.

As with many aspects in Elartea, Temperaments are tied to the Elements. There is no obligation to match the Element of your Race or Class, though you may use those connections as inspiration.

For example, if your Halfling (Wind) Rogue (Wind) and has high Agility (Wind), you might consider the Sanguine temperament. This is not required, but it can help create cohesion in your character's identity.

Light and Darkness do not have specific Temperaments, yet they still shape personality. The

tension between Light and Darkness reflects how outward- or inward-focused your character tends to be — whether they look primarily beyond themselves toward others, or inward toward their own aims.

Seasons are also listed as inspiration, particularly for characters who feel deeply affected by weather, climate, or time of year.

5) Vocation

It is unlikely, particularly at level 1, that your character will be making a living from adventuring. And even if your character is doing so now, there was a time probably not long ago where this was not the case. Your character more than likely had training as an apprentice to a trade or born into another industry. In most cases, your character will likely be working in a vocation while adventuring part-time until you can make a real living off of it.

Your Vocation grants a +1 bonus to a related Skill. The list below is not exhaustive; the Game Master may approve other vocations and assign an appropriate Skill adjustment.

A Vocation becomes particularly important in your Hometown. You may treat it simply as training from your formative years, or you may continue practicing it here. Some groups may use Vocation merely as a narrative explanation for how you afford food and lodging. Others may roleplay it more actively.

In either case, your Vocation helps establish your place in the world — giving you connections, responsibilities, and relationships within your community.

Below is a basic list of possible vocations and the skill bonus each gets.

Officer	+1 Leadership
Farmer	+1 Nature
Priest	+1 Religion
Builder	+1 Climb

Temperament	Element	Season	Description
Choleric	Fire	Summer	Ambitious and passionate. Planners, leaders. Often aggressive, impatient, and tactless.
Phlegmatic	Water	Winter	Calm, quiet, consistent. Diplomatic and kind. Can be passive-aggressive or sarcastic, perhaps lazy or stubborn.
Melancholic	Earth	Autumn	Thoughtful, cautious, creative. A planner, independent. Can be pessimistic, get tunnel vision, discontent, obsessive.
Sanguine	Air	Spring	Charismatic, outgoing, confident. Spontaneous, optimistic. Can be impulsive, forgetful, distractible, not careful enough with details.

Quarryman	+1 Lift
Sailor	+1 Swim
Goaler	+1 Escape
Locksmith	+1 Skullduggery
Hunter	+1 Stealth
Soldier	+1 Discipline
Watchman	+1 Perception
Brewer	+1 Resist Effect
Merchant	+1 Evaluate
Scholar	+1 History
Physician	+1 Medicine
Soothsayer	+1 Arcane
Minstrel	+1 Perform
Barrister	+1 Sway

USE IN ADVENTURES

Some vocations might create duplicate positions in your Hometown. Perhaps you really wanted to be a miller, but Aráy-sian already has a named NPC miller. Named NPCs are likely to play a lasting role in your Hometown over many adventures, but this can be worked around if needs be. In the first case however, a GM should evaluate whether it is a problem at all. A very young adventurer may fit better as an apprentice to the miller rather than the proprietor of the mill itself.

Some positions though cannot be resolved in this way. If a player wants to be the Reeve for the Lord's Manor, that should not be necessarily ruled out. The Reeve will prove active in our adventures moving forward, but a player could perform these duties instead of an NPC.

These decisions ultimately rest with the GM. While the GM should consider the interests of the player, they must also consider the integrity of the town and what makes the most sense within it.

6) Weapon Aptitude

By now, you may already have a particular weapon or style of fighting in mind for your character. It is time to record that on your character sheet.

First, apply your Attributes to the Weapons column. Each weapon category is calculated using three values drawn from your Attributes: a primary Attribute (added twice) and a secondary Attribute (added once), along with any bonuses gained from training.

For example, small bladed weapons rely primarily on agility, but also require intelligence for precision and timing. You would therefore add your DEX score twice and your INT score once. If your Dexterity is 15

and Intelligence 12, you will add 15 + 15 + 12 to end up with 42.

This calculation provides your base **“To Hit”** value for each weapon category — including magic.

When making an attack, you will roll *d100* against this number. The goal is to roll *equal to or under* your total. The higher your Weapon Aptitude, the better your chance of success.

You should see at least one or two weapon type really stick out as something you are naturally good at. Assuming you put your higher stats in Attributes appropriate to your Paths, weapon types with higher scores are going to be appropriate to your Class. Magic-users will see their Offensive Magic naturally higher than most of the others, and Healers their Healing Magic higher.

PROFICIENCY BONUSES

As a first level adventurer, you've had some practice with some of these weapons, so you will begin with training bonuses in two areas. Choose one weapon category to gain a *+20 proficiency bonus*, and a second category to gain a *+10 proficiency bonus*. Alternatively, you may assign *+15* to two categories instead.

There are a number of weapons in each category that we will touch on in the next section, so you will be able to customize your character as you like. You are certainly not required to use the category you are best at, and many situations will have you turning to equipment in which you are not as skilled in order to accomplish a goal. That being said, battles can be perilous, and it is wise to lean into your strengths as much as possible.



7) Money and Gear

Coinage across the kingdoms of Elartea bears different images, but its weight and value are largely

standardized. Elves and Dwarves rely more heavily on barter, though they mint their own versions of these coins when necessary. For the purposes of this *Quick Start Guide*, you will not need to visit a marketplace. However, should your party continue beyond this adventure, full equipment lists and prices will be found in the *Core Rulebook*.

Exchange Rates	d	s	£
Pence (d)	1	1/20	1/240
Shilling (s)	12	1	1/20
Pound (£)	240	20	1

WEAPONS

In *Elartean Gates*, weapon damage depends on the **quality** of the weapon rather than the weapon type itself. A finely balanced and sharpened dagger can inflict more harm than a poorly-made longsword. As you adventure, you may acquire higher-quality versions of your preferred weapon type, increasing your potential damage output. Weapons are therefore categorized by quality: **Poor**, **Basic**, **Good**, and **Excellent**. Magical weapons may exceed even these standards.

Quality	Damage Die
Poor	d4
Basic	d6
Good	d8
Excellent	d10

Your character, for the purposes of our beginning adventure, starts with *one basic* and *one poor weapon*. Choose any weapon from the broader category that fits your concept. If you wish to use a weapon not listed, your GM may approve it if appropriate.

Long Bladed

- Long sword (one handed)
- Bastard sword (hand and a half)
- Great sword (2-handed)
- Scimitar

Short Bladed

- Shortsword
- Falchion
- Dagger
- Knife

Bludgeoning

- Mace
- War Hammer
- Flail
- Maul

Staves

- Quarterstaff
- Spear
- Trident

Bows

- Short bow
- Long bow
- Crossbow
- Throwing daggers
- Darts

ARMOR

Many systems compare attack rolls to an Armor Class to determine whether damage is dealt. While effective, that approach can slow combat — something we aim to avoid.

In *Elartean Gates*, armor still protects you, but it does so by increasing your **Hit Points**. The additional HP represents the protection absorbed by your armor and shield.

Add the HP value of your armor and shield directly to your total HP.

Armor	HP added
Plate	12
Chain	8
Leather	4
Clothes	1
Cloak (worn over clothes or leather armor)	1
Large Shield	5
Small Shield	3

For this *Quick Start Guide*, your Paths will determine your starting armor options, and you can choose between the two options, assuming your Paths allow it. Rogues and Magic-users are limited to Leather Armor and no shield.

Path	Armor
Healer	Leather Armor Small shield
Fighter	Chain Mail Small shield
Rogue	Leather Armor
Magic-user	Plain clothes
Woodsmen	Leather Armor
Enchanter	Plain clothes

8) Skills and Abilities

At this stage, your Skills are calculated by adding:

- Your base points from Attributes
- Your additional points from Race
- Your additional points from Vocation

As the game progresses, we will have opportunity to train and improve these Skills. For now, these will represent our starting scores.

Each Skill includes three target numbers:

- **Standard** (your full score)
- **Difficult** (half your score, rounded down)
- **Extreme** (one-quarter your score, rounded down)

Skills are resolved with a **d20**. If you *roll equal to or less than your Skill score*, you succeed.

At times the adventure will call for a difficult or extreme roll. However, the Game Master is the final arbiter on what roll will be needed in different circumstances. In general, a regular roll would be something a normal adventurer could accomplish, whereas a difficult roll may require greater expertise. For example, a regular roll would be used to pick a standard lock. A difficult one would be an unfamiliar lock. A regular roll would be used to climb a wall, a difficult one might be used to climb it in the dark and rain.

If the Game Master believes that even trained adventurers would rarely succeed, an **Extreme roll** may be called for.

For impossible ones, the GM should not call for a roll. No sense in upsetting the player who just rolled a natural 1 with the news that they still fell flat on their face. Instead, let them know they fell flat on their face without the roll.

SKILLS

Skills are organized by elemental affinity:

Light - Faith

Religion
Leadership
Nature

Fire – Strength

Grapple
Swim
Climb

Wind - Dexterity

Stealth
Skullduggery
Escape

Water – Intelligence

Medicine
History
Assess

Earth - Constitution

Discipline
Resist Effect
Perception

Darkness - Insight

Arcane
Sway
Perform

ABILITIES

For this *Quick Start Guide*, your character gains one special Ability for each Path chosen. Expanded options and advanced techniques are available in the Core Rulebook as you progress.

Each successful Ability costs *1 Ability Point (AP)*. Some Abilities require an attack roll or other check. If that roll fails, *no AP is spent*.

Healer

Protect
Cost: 1 AP

Using an action, you conjure a shield of healing magic around yourself or an ally. The shield has (*your level × 3*) *HP* and must be destroyed before the target can take damage. If an attack breaks the shield, any excess damage from that attack is ignored. The protected target takes no harm from the attack that destroys the shield.

Fighter

Thrust
Cost: 1 AP

You plant your feet and deliver a devastating strike. If your attack hits, roll your damage die **twice**. You cannot move during the round in which you use this Ability.

Rogue

Quick stab
Cost: 1 AP

At the beginning of the round — before any character moves or takes an action — you may make one attack. You still retain your normal action during that round.

Woodsman

Rooted
Cost: 1 AP

This Ability replaces your movement. As long as you remain in your space, any damage you deal heals you for the same amount. The effect lasts until you move from your space, willingly or unwillingly.

Magic-user

Blowback

Cost: 1 AP

Using wind magic as your action, you create a powerful gust that prevents enemies from advancing toward your allies or making ranged attacks against them for one round. Enemies may move away or remain in place. This Ability must be declared at the beginning of the round.

Enchanter

Distract

Cost: 1 AP

Using an action, you confound your enemies with performance and illusion. Against minions, the GM's d4 roll suffers a *-1 penalty* for three rounds. Against a

major opponent using full attack rolls, that enemy suffers a *-20 penalty to hit for two rounds*.



MAGIC

Spells in Elartea are largely custom-built. There is no fixed spell list. Instead, casters decide what they want their magic to accomplish, and these rules provide the tools to construct the spell needed. The elements and imagination shape the result.

Magic-users

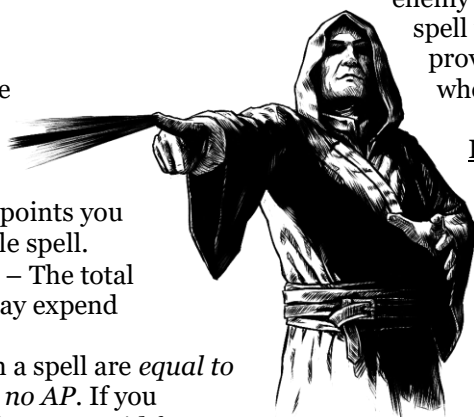
A Magic-User has two core resources:

- **Casting Power (CP)** – The maximum number of points you may invest into a single spell.
- **Ability Points (AP)** – The total magical energy you may expend before resting.

If the total points spent on a spell are *equal to or less than your CP*, you lose *no AP*. If you exceed your CP, the excess points are *paid from AP*.

On a successful cast, any AP spent is lost and recovered only after a full night's rest. If you reach zero AP, then your spells will be limited to your total CP.

If the spell fails, *no AP is lost*.



TARGETING

The target can either be an enemy or ally, or a particular spot on the map. A point on the map may be more useful if you are intending for an area of effect spell, while targeting a particular enemy more beneficially if you are trying to rain destruction on that enemy alone. If targeting a specific combatant, the spell will still strike that target even if they move, provided they remain within sight of the character when the spell resolves.

BUILDING THE SPELL

CP may be allocated toward:

- Power
- Size
- Number
- Persistence
- Speed (or Quick Cast)
- Effect

We will see more of how this works in the chapter on combat, but how you approach the spell itself may depend on what you want to accomplish. Magic-users can use their skills for damage, battlefield control, pacing, and creative problem solving.

Sometimes the right magic to use is overwhelming force. Sometimes it means shaping the battlefield to most benefit the party. Sometimes you can do both at the same time.

Power	1 point for each d4 used in your damage roll.
Size	<p>Each point expands the spell's area by 10 feet. You may expand:</p> <ul style="list-style-type: none"> • In one direction (to form a wall), or • In all directions (as a square or diamond). <p>At base level, the shape must remain straight — no zig-zagging or irregular shaping. Each additional point increases the area by one space outward, maintaining the chosen shape.</p> <p>If you choose in all directions, you can either expand as a square or as a diamond. With one point the area will make one of these two shapes:</p>

	<table border="1" style="margin-bottom: 10px;"> <tr><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td>🔥</td><td></td><td></td></tr> <tr><td></td><td>🔥</td><td>🔥</td><td>🔥</td><td></td></tr> <tr><td></td><td></td><td>🔥</td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td></tr> </table> <table border="1" style="margin-bottom: 10px;"> <tr><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td>🔥</td><td>🔥</td><td></td><td></td></tr> <tr><td></td><td>🔥</td><td>🔥</td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td></tr> </table> <p>Adding a second point will expand the area like this, and each additional point will expand the diamond by 1 space, but always in a diamond shape.</p> <table border="1"> <tr><td></td><td></td><td>🔥</td><td></td><td></td></tr> <tr><td></td><td>🔥</td><td>🔥</td><td>🔥</td><td></td></tr> <tr><td>🔥</td><td>🔥</td><td>🔥</td><td>🔥</td><td>🔥</td></tr> <tr><td></td><td>🔥</td><td>🔥</td><td>🔥</td><td></td></tr> <tr><td></td><td></td><td>🔥</td><td></td><td></td></tr> </table>								🔥				🔥	🔥	🔥				🔥														🔥	🔥				🔥	🔥															🔥				🔥	🔥	🔥		🔥	🔥	🔥	🔥	🔥		🔥	🔥	🔥				🔥		
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Number	For each point you spend, you may add an additional target. You will still only role your attack once, but all enemies will get the full damage rolled on successful attack.																																																																											
Persistence	<p>Spend 1 point per round the spell remains active. No concentration is required. The effect will last for the rest of the round cast, and then a full additional round for every point taken, to expire at the end of the desired round.</p> <p>Persistent spells also gain special elemental behaviors:</p> <p>Fire: Enemies moving into or through the area take the original damage. On a failed Resist Effect roll, they burn for 1d4 rounds, taking damage equal to the original roll concurrently with the caster's action each round.</p> <p>Ice: Forms a solid barrier. A successful weapon attack destroys the entire structure. Creatures caught in the area must succeed on a Strength roll (as their action, beginning the round after casting) to break free. If they had not yet acted in the round the spell was cast, that action is lost.</p> <p>Earth: Blocks movement but may be climbed as an action. Creatures in the area when cast are pushed atop the earthen wall.</p> <p>Wind: Creatures attempting to pass through must make a Resist Effect roll. On failure, they are thrown 20 feet in a random cardinal direction (roll d4). If they strike a wall, they take 1d4 damage.</p> <p>If the persistence causes damage, an enemy or friend in that location would taken damage when the spell is cast. Ending the round in that spot will also incur damage, as would attempting to move through the area. Leaving the affect area does not incur damage.</p>																																																																											

Quick Cast	Most of the time a spell takes two Beats to cast but you can hurry the cast with a point, casting in one Beat instead.
Effect	<p>Spend 1 point to add one of the following elemental effects.</p> <p>Fire: 1d4 burning damage per round for up to three rounds (or until extinguished with an action).</p> <p>Ice: Target acts on Beat 4 for the next three rounds.</p> <p>Wind: Target is knocked prone, if possible.</p> <p>Earth: Raise a stone wall along one edge of the target's square. It requires two successful Strength checks to destroy.</p>

However you construct it, you will roll against your Healing Magic roll to see if the spell succeeds. A failed spell uses no AP.

Healers

A healer also has CP and AP, but these are spent a little differently. Unlike the magic-user, the healer will expend AP for every spell. Your spell will cost 1 AP as a 1d4 healing spell, but you can construct the spell using however many CP you have available. So if you have 3 CP, you will use AP to cast the spell (with an automatic 1d4 of healing), and then you can use 3 points of CP in increase the power, number, or persistence of the spell itself, using the rules below:

Power	1 point for each d4 to use
Number	1 point per additional target. Roll the healing die once, but all targets get the full healing.
Persistence	1 point for each additional round to be used. Adding persistence will cause the healing to repeat at the beginning of the same beat in every round.

Healing spells are completed on the same Beat they are cast.

BUFFS

Instead of using direct healing, you can apply a buff. Like the direct healing spells, this spell would cost an AP.

It is possible to cast healing and a buff in the same spell with the use of additional AP. So if you heal you party of 3 for 1d4 while granting them haste, you would use 1 AP for the 1d4 healing spell, 1 for haste, and then 2 CP to add the second and third party member to the spell for a total of 2 AP and 2 CP.

Haste	Add 3 points to initiative for 3 rounds.
Striker	Add 10 points to attack roles for 3 rounds
Shield	Block the next 5 points of damage. Expires in three minutes.
Focus	Add 3 points to the next skill check. Expires after an hour.
Shadow cloak	Create a magical field that makes you less likely to be scene. You get a +5 bonus to stealth checks for 5 minutes.

Enchanter

Enchanters can cast as well, but solely out of AP, with each cast costing 1 AP. These spells will be status ailments and can be resisted with a *Resist Effect* role (minions will have a base of 6 in Resist Effect). There isn't an "attack" role for these, but will hit unless successfully resisted. A resisted spell does not cost MP.

You can add additional targets for 1 MP each.

Like Healing Magic, these spells are cast right away without need for casting time over a Beat.

Fear	The target would become afraid of the caster and seek to get out of sight of the caster for 3 rounds. If this cannot be accomplished, the target will lash out against the nearest of the caster's allies recklessly.
Blur	For 3 rounds the target would have to accomplish Hard attack rolls to hit. Minions would automatically miss for three round.
Confuse	Target will roll a d8 and on his next attack use that roll to target an attack. A 1 will target the space to the north of the target, then the numbers will circle clockwise.
Poison	For 3 rounds creature will take 1d4 damage after their action. They can avoid the damage by not acting.
Slow	For 3 rounds the target's actions will automatically be delayed until the 4 th beat of the round.
Stunned	For a minute, the target's normal skill checks will be upgraded to Hard , Hard checks would be upgraded to Difficult , and Difficult ones would be impossible .

Turning an attack

The battle moves quickly, and sometimes the situation you are faced with while you declare a spell isn't the same as it becomes when you cast it. You have limited ability to adjust to the battlefield when you start to cast your spell. For Magic-users who are casting over two Beats, this must be declared on the first beat of the action.

To turn an attack, the caster can adjust the allocation of their CP and the target of the spell by using an MP. They are free to adjust the further use of MP as well, as though they are declaring their spell for the first time.

GENERAL ADVENTURING

Leveling Up

Level 1 is an introductory level to get used to the basics of combat and adventuring. Your characters should level up once the players had a good understanding of the system, normally after the first battle. The adventure included in this guide will note the level up point after the first encounter.

From that point on, level ups should happen based on the number adventures the party has been on since the last level up. For purposes of this measurement, an adventure should two to six hours as a rough estimate. Longer adventures can be counted as more than one for the purposes of leveling up, or a series of very short quests may be counted together as a single adventure. This is left to the GM's discretion and is not set in stone.

Your character should have a number of adventures equal to the level you are seeing to attain. So if you are level 2, you should be involved in 3 adventures to reach level 3, but then 4 after that to reach level 4.

Training Points

You will note training points on the character sheet, which is a mechanic used in the *Core Rulebook*. We will not be using them in the adventure included here.

Resting

There are two types of rest your character can use in the game.

The first is a **Quick Rest**, and opportunities for a Quick Rest will be noted in adventures themselves. Essentially, this normally involves sitting for a minute

to catch your breath, and normally provide just a few HP recovery. The amount recovered will be *equal to your current level*.

Generally, you are only able to get the benefit from this *once* in each area, unless noted otherwise. An area can be a building, a level in a dungeon, etc.

A **Full Rest** requires real downtime — camping safely or sleeping in a proper bed (such as at an inn or home). If done in a camp, you *recover half of your Max HP*. In a real bed with a full meal, you will *recover your full HP*. A full rest will also restore your AP, whether at camp or inn.

Hitting 0 HP

If your character hits 0 HP, they are *dazed* and in danger of death.

If that character is not healed (by spell, item, a successful *Medicine* roll, etc) by the *end of the following round*, your character will collapse and will be permanently dead.

However, if your character is healed before the end of the following round, your character will stay on their feet with 1 HP (no matter how powerful the healing was), but will continue to be dazed.

In the **dazed** state, all your attacks will use the *Hard* roll. Additionally, any healing you receive will only be half as effective as normal, and the max HP you can gain is *4 times your current level*.

You will recover from the state with a *full rest*, and you will receive the full benefit of that full rest.

COMBAT

Combat in Elartea is a dance, and as with every good dance, it moves to a Beat.

In this case we move to a traditional four-beat measure, each measure acting like a Round of combat. The character can move and act both within a Round, and it is on these Beats that movement and action happen, usually each taking one to two beats to perform.

A NOTE FOR GAME MASTERS

The battle system may appear complex at first glance, but it becomes intuitive very quickly once players understand what the rolls represent.

We recommend teaching it over a three-round encounter. The first encounter in the included adventure is designed for this very purpose.

- **Round One:** Explain each roll in detail.
- **Round Two:** Provide brief reminders but allow play to speed up.
- **Round Three:** Ask players to interpret their own rolls.

You will likely find the table moving confidently by the third round.

Step 1: Declaring actions

At the beginning of each round, all players declare their full intentions for that round — including both **movement** and **action**, and the order in which they intend to perform them.

The Game Master determines enemy actions at this time as well.

Because a round represents only a few seconds of combat, decisions are largely locked in. There is limited opportunity to adjust mid-round. This reflects the chaos of real battle — sometimes your plan becomes obsolete as the fight unfolds.

In a round the player can Move and Act, and each only once per round. An **Action** can be an attack, defend, use of an item, manipulating something in the room. **Defending** means you will subtract 2 damage to any attack against you that round. Movement would be any sort of movement, whether running, walking, jumping, crawling, or the like.

Speaking does not require an action, but it should be remembered that rounds in Elartea are very short,

seconds at most, and so a full conversation or a long speech would not be possible.

As a note, discussion can be made here among the players to coordinate attacks or put a plan of action in place. This should certainly not be allowed to go on very long, but group strategy is encouraged in *Elartean Gates*.

MOVEMENT RULES

Movement is typically limited to 15 feet per round, unless modified by magic, training, conditions, or GM ruling.

On a grid:

- Up to 3 squares up, down, or to the side.
- Up to 2 squares diagonally
- A total of 3 squares may be taken in any combination of orthogonal and diagonal movement.

If two combatants move toward each other on the same Beat, they meet in the middle.

If two combatants attempt to enter the same square on the same Beat, the player character will take the space.

Step 2: The dice roll

All players roll simultaneously. Three rolls are made:

- d20 — Initiative
- d100 — To Hit
- Damage die/dice

Initiative (d20 vs DEX)

Roll equal to or under your DEX to succeed.

- **Success:** Your action resolves on the Beat you declared.

- **Failure:** Your action is delayed by one Beat.

If an action requires two Beats (which would most often be a Magic-users spells),

- **Success** means it resolves on the second Beat.
- **Failure** causes it to spill into a third Beat.

Initiative does not affect whether the action succeeds or not — it only prevents delay.

To Hit (d100 vs Weapon Aptitude)

Roll equal to or under your “To Hit” value. If you roll a 1–5, that is a Critical Hit.

A Critical Hit automatically deals maximum damage, and it will either move the target 5 feet or prevent the target from moving that round. This is assuming the target is the same size or smaller and is capable of being moved.

Damage

Damage uses the die or dice of your weapon or spell. Certain abilities or items may change this die or add dice to it.

Step 3: Adjudicating the round

Once the roll is made, the GM will begin to resolve the conflict one beat at a time, starting with Beat One.

Everything done on this beat happens at the exact same time, so the order characters go does not really matter, though in each beat you should adjudicate *attacks* before *movement*.

If a creature dies on Beat One but that monster also succeeded on an attack on Beat One, the attack still hits. If the monster is moving on beat one but an attack hit him in the original position on beat one, it still counts as a hit (which is why we adjudicate actions before movements).

Your character can move or act first, but attacking may be delayed by a failed Initiative roll. A player may also choose to hold for a beat before either.

Your character can also Defend in lieu of an attack.

Defending means you will subtract 2 damage for every level your character has from any attack that hits you on a subsequent Beat, with a minimum damage of 1. Defending does not protect you on the Beat you start defending, but anything after that.

Once the entire Beat is resolved, Beat Two begins. Remember you have committed to the entire round when you rolled the dice, but already the battle is looking different. Some enemies may have moved or perhaps died, so a player may be looking whether he can turn an attack if the target has changed.

Turning an attack is when your target has moved or died in the prior Beat to when you are attacking, you may turn your attack 5 feet from your original target for a melee attack and 15 feet for a ranged attack. For melee, if your new target is farther away from you, you are allowed a free step toward that target (into the next square) to make this attack. If there is no opportunity to turn, then you can instead Defend.

Most actions resolve by Beat Three. Beat Four is used when delays or multi-Beat actions push resolution further. After Beat Four, the Round ends and a new Round begins.

The Game Master’s Roll

In most cases, the GM will roll with a simplified system in order to keep combat moving. We will refer to any creature who uses this simplified system as a **Minion**, though major enemies or dungeon bosses will roll in the same way described above.

For Minions, the GM will roll a single d4 and resolve all the monsters with that roll.

- If your roll is 4, then about 1/4th of your creatures hit.
- If your roll is 3, then about half of your monsters hit.
- If your roll is 2, then about 3/4th of your monsters hit.
- A roll of 1 means all will hit.

Do not let the math scare you, especially when you have a number of monsters that isn’t exactly four or eight. We’ll resolve this fairly easily in figuring out *who* hits without really worrying about percentages.

If you are using a map, then consider your monsters from left to right. If two monsters are on the same line then count the one above first. It doesn’t really matter how you count them, as long as you get a system that you can use consistently. You will count then one through four then start over again at one and this will let you know which will hit.

If you rolled...	...then these will hit.			
4			3	
3		2		4
2	1	2		4
1	1	2	3	4

Once you’ve done this a few times it will start becoming very easy to do on the fly. Monsters who use this method have set damage scores so no need to roll damage die for them.

Minions do not require initiative rolls. If they move and then attack, they will *move on Beat One and attack on Beat Three*. If they attack and then move, the *attack will be on Beat Two and the movement on Beat Three*.

The GM will still decide movements and actions prior to the adjudicating the round, but this is not announced out loud.

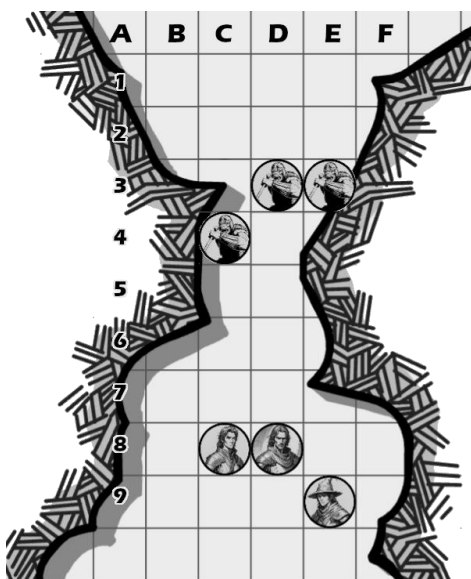
Major enemies will roll like the players do, and the GM will easily see on their stat block entries for “initiative” and “to hit” rolls which your regular common encounter will not have.

Most creature stat blocks will also list strategy for that type of enemy, so the GM will use that to guide decisions.

BATTLE EXAMPLE

We will go through a sample battle here that puts everything together. Nesum, Matthew, and Tangell have been attacked by orcs. Tangell is a magic user while the other two will use swords. Each round we will have an updated map as well as the rolls from each member.

ROUND ONE



STEP 1: DECLARING ACTIONS


Nesum: “I think the orc will charge us, so I will hold my spot for one beat then attack in front of me.”


Matthew: “I will try to block them and move forward (to D6) and then attack ahead of me.”


Tangell: “Matthew will certainly keep them from advancing further so I will put a flame wall right at C5. I will use 1 point for damage, 1 point to expand the size in a diamond shape, and 1 point to persistence.”

The Game Master does not declare actions out loud, but does plan the round for the orcs. The party is right – orcs will normally charge first and think later, so they will do so and attack.

STEP 2: THE DICE ROLL

		
Nesum (26/26 hp)		
Dex	To Hit	Damage
12	45	d6
Rolls		
d20	d100	
15 (failure)	4 (critical)	4

		
Matthew (26/26 hp)		
Dex	To Hit	Damage
13	50	d6
Rolls		
d20	d100	
4 (success)	70 (failure)	6

		
Tangell (17/17 hp)		
Dex	To Hit	CP/AP
10	45	3 / 6
Rolls		
d20	d100	1d4
18 (failure)	18 (success)	3



Orcs	
HP	Damage
10	3 (melee)
Tactics	
Orcs tend to attack in groups but make no effort to help each other out. They will target whoever is either in front of them or who they perceive to be the physically weakest. They will fight to the death.	
Roll - 2	

STEP 3: ADJUDICATE THE ROUND

Beat One

Actions

Nesum is holding his action for one beat so he neither attacks nor moves this Beat.

Tangell elected to start his spell right away, keeping in mind that without “rushing” the spell with a casting point, it will take two rounds to cast it. However, Tangell failed initiative so he was not able to start the spell this round and will have to wait until the second beat to start casting.

Movement

Matthew wanted to move on Beat 1 so does so, but the orcs are also advancing. Matthew chose to stop at space D6 and is able to, but otherwise characters and enemies would stop when they “meet halfway.”

The orcs also move. Remember that if enemies move before attacking, their attacks will be on Beat Three, but they are able to move right away. Since Matthew stopped, Orc 2 stops at space D5 as Matthew expected. Orc 1 does stop to attack Nesum, but moves to the side a little to B7. Orc 3 decides to stop at C6 to attack Matthew.

Beat Two

Action

Nesum is now able to attack now, but failed his initiative. Also, his enemy did not stop where he expected it to, but we will adjudicate that in the next Beat.

Matthew made his initiative so he is able to act, but he did not make his attack roll, so he attacks but misses.

Tangell begins casting his spell now and it will resolve next Beat.

Movement

No one moves in this beat. In fact, all movement has already been resolved for the round so we will not have further movement at all.

Beat Three

Actions

Nesum is able to attack. Orc 1 did not stop in the square he thought he would, but he is able to turn his attack 5 feet in either direction at the last minute, which does allow him to hit the orc. Since he rolled a *critical* he automatically gets full damage (6). The orc only has 10 HP so it is down to 4 now.

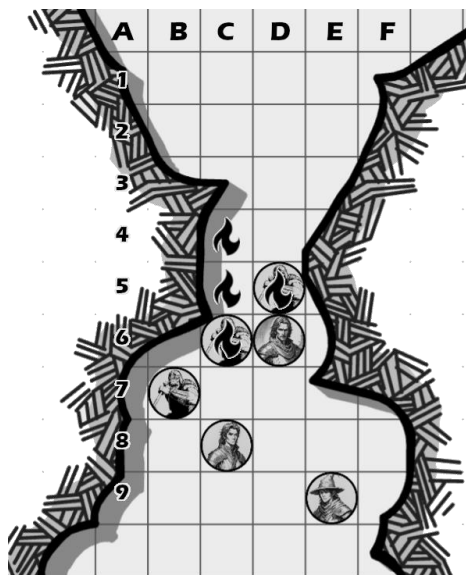
Tangell’s spell resolves. He rolled an 18 on his attack, which hits. He only put one CP into the damage so rolled 1d4 for 3 damage. Since he grew the size in a diamond shape, the fire consumes 5 spaces, hitting two of the orcs, so each one will take the damage. In addition, he added a point to persistence so the fire will continue to the end of the next round.

The orcs rolled a 2. The GM will count off the orcs from the left side and numbers 1, 2, and 4 will hit. In this case there is no fourth orc so numbers one and two will hit (3 damage each), the first against Nesum and the second against Matthew.

Beat Four

No actions or movements are left, so this beat is empty.

ROUND TWO



STEP 1: DECLARING ACTIONS


Nesum: “I will attack the orc beside me and then slide up a space (to C7) to prevent the orcs from getting passed the fire.”


Matthew: “I will hold my ground and attack again.”


Tangell: “I will cast an earth spell against Orc 3, all 3 points in power. That will help get him off of Matthew who is being double-teamed. Then I will back up a space to keep my distance.”


The Game Master does not declare actions out loud, but does plan the round for the orcs. The two orcs inside the flame (Orcs 2 and 3) will attack and then move, Orc 3 a step backward and Orc 2 a step forward. Orc 1 will charge against Tangell and attack.

STEP 2: THE DICE ROLLS

		
Nesum (23/26 hp)		
Dex	To Hit	Damage
12	45	d6
Rolls		
d20	d100	
17 (failure)	86 (failure)	5

		
Matthew (23/26 hp)		
Dex	To Hit	Damage
13	50	d6
Rolls		
d20	d100	
15 (failure)	84 (failure)	5

		
Tangell (17/17 hp)		
Dex	To Hit	CP/AP
10	45	3 / 6
Rolls		
d20	d100	3d4
8 (success)	67 (failure)	6
Persisting fire		1d4
		3

	
Orcs	
HP	Damage
10	3 (melee)
Roll - 1	

STEP 3: ADJUDICATE THE ROUND

Beat One

Actions:

Nesum fails initiative so is unable to attack on this beat.

Matthew also fails on initiative.

Tangell makes his initiative so starts his spell right away. His spell will take two Beats to cast since he did not put any points into Quick Cast.

Movement:

None of the allies move first.

Orc 1 breaks away from Nesum and charges against Tangell. The other two orcs choose to attack first which will be on Beat 2.

Beat Two

Actions

Nesum and **Matthew** both fail in their attacks. In Nesum’s case, the orc has already moved too far away to reach him anyway, and there is no another target within 5 feet of his original target, so he would fail the attack no matter what he rolled.

Tangell’s spell fizzles since he also failed his attack roll. However, his flame is persisting since the last round so both orcs within the flame take another 3 damage on Tangell’s action.

The Orcs rolled a 1 on the d4 so all attacks succeed. Both Orcs 2 and 3 attempt in this Beat, each hitting Matthew for 3 damage, meaning Matthew is down 9 HP total.

Movement:

There is no movement on this beat.

Beat Three

Actions:

Orc 1 swings at Tangell and hits for 3.

Movement:

Nesum and Orc 2 both attempt to move into the same space. This being the case, the player character wins the space automatically.

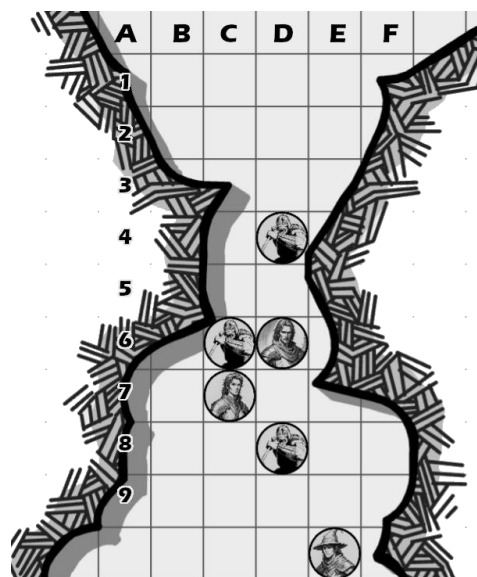
Tangell retreats a space, away from Orc 1.

Orc 3 steps back out of the fire and away from the battle.

Beat Four

No actions or movements are left. Tangell's fire spell dies out at the end of this round, having had 1 point of persistence (and therefore 1 round).

ROUND THREE



STEP 1: DECLARING ACTIONS

Nesum: "I will retreat back between the orc and Tangell (D9) and attack."

Matthew: "I will hold my ground and attack Orc 2."

Tangell: "I will cast a fire spell at Orc 3, 1 point in QUICK SPELL and 1 spell to split it between the remaining two orcs. I have 1 more point for power but I'm going to use an MP point to give it more punch."

The Game Master does not declare actions out loud, but does plan the round for the orcs. Orc 1 will continue to pursue Tangell, Orc 2 attack Nesum, and Orc 3 step forward again to attack Tangell.

STEP 2: THE DICE ROLL



Nesum (23/26 hp)		
Dex	To Hit	Damage
12	45	d6
Rolls		
d20	d100	
20 (failure)	12 (success)	2



Matthew (17/26 hp)		
Dex	To Hit	Damage
13	50	d6
Rolls		
d20	d100	
5 (success)	35 (success)	4



Tangell (17/17 hp)		
Dex	To Hit	CP/AP
10	45	3 / 6
Rolls		
d20	d100	2d4
15 (failure)	36 (success)	5



Orcs	
HP	Damage
10	3 (melee)
Roll - 4	

STEP 3: ADJUDICATE THE ROUND

Beat One

Actions

Nesum and Tangell both fail initiative so do not act on the first beat.

Matthew however does succeed initiative and hits Orc 2 for 4 damage. This is just enough to kill Orc 2.

Movement

Orc 1 steps down toward Tangell and Orc 3 steps toward Matthew.

Beat Two

Actions

Nesum is able to attack now but his target has moved from its spot. However, the same orc remains

five feet from where it was so Nesum can choose to take a step to make the attack. That Orc loses 2 HP, leaving 2 remaining.

Tangell's spell begins, and because he spent a point to make it a Quick Cast, it casts the same Beat. He added a point of MP into it to give it more strength. Both of his targets have moved, but with magic he is able to target the orcs themselves rather than a location, so as long as the orcs are still within view, he can attack. In this case, the extra point of Power was well-used because the damage is enough to kill both remaining Orcs. Tangell will mark on his character sheet that he has used up one MP and will only get that MP back at the end of a full rest.

The battle ends here, with all orcs destroyed, and the players can continue with their exploration.

WELCOME TO ARAY-SIAN

An adventure for level 1 and 2 characters

This is an introductory adventure that will introduce you and your players to the town of Aráy-sian (pronounced with only one stressed syllable, ah-RAY-see-uhn) in Rius and some of her residents. Your players will start at level 1 and be promoted to level 2 in the course of the adventure.

The situation

The adventure centers around an orcish and goblin attack on the town. They are looking for something particular – a magical stone that your players may or may not find along the way. If they do not, it will affect the aftermath of the battle, but not the adventure itself.

For the last year, an orcish mage has been protecting a stone as it gains power in a place of high magic in the hills. This is a slow process to infuse the magic into the crystal to be used thereafter, and since the place is known to the other orcish clans and certain humans in the area as well, the process has to be guarded.

With a month remaining, the old orc died of natural causes, so when **Danis, the potter**, was in the area and came upon the crystal, it was unguarded. He did not know what it was, but put it in his pottery workshop.

The orcs figured what happened, so another Orc Mage has led a raiding party into Aráy-sian to retrieve the item.

As the adventure opens, the player characters are unaware of any of these events.

The crystal has magical effects and can be found in the Potter section. Townspeople and their roles will be listed here at the beginning for easy reference. The stats of the monsters to be fought and unmarked maps are at the end of the adventure.

Dramatis Persona

There are a number of people in Aráy-sian you will meet in this adventure, but remember this will be your hometown for a while, and you will run across them again. As the Game Master, it may be wise to remind

your characters of this, and if they run afoul of anyone in town, take note of it because the NPCs will remember it.

The following NPCs may appear in the adventure:

TAVERN AND TOWN

Sam, owner and barkeep. Human male, aged 30. Temperament: Sanguine.

Baltzar, the cook. Dwarven male, aged 88. Temperament: Choleric.

Nima, Serving girl. Human female, aged 19. Temperament: Phlegmatic.

Sasur, the stableboy. Human male, aged 13. Temperament: Phlegmatic.

Vahid, the Lord's Steward. Human male, aged 32. Temperament: Phlegmatic.

Ranard, commander of the soldiers in town. Human male, aged 40. Temperament: Choleric.

Linera, the enchantress. Human female, aged 51. Temperament: Phlegmatic.

THE MILLER AND FAMILY

Tammaz, the miller. Human male, aged 26. Temperament: Sanguine.

Simi, his wife. Human female, ages 22. Temperament: Sanguine.

Nima, Miller's mother. Human female, aged 53. Temperament: Choleric. Newly widowed, she still works hard in the mill she helped build, even though it has been passed down formally to her son.

Binra, child of Tammaz and Simi. Human female, aged 7 months. Temperament: Choleric.

THE POTTERS AND CHILDREN

Danis, a potter and husband to Dorres. Human male, aged 27. Temperament: Phlegmatic.

Dorres, a potter and wife to Danis. Human female, aged 28. Temperament: Melancholic.

Jonner and **Jossef**, their twin boys, aged 4. Temperament: Choleric.

Jerall, their daughter, aged 2. Temperament: Phlegmatic.

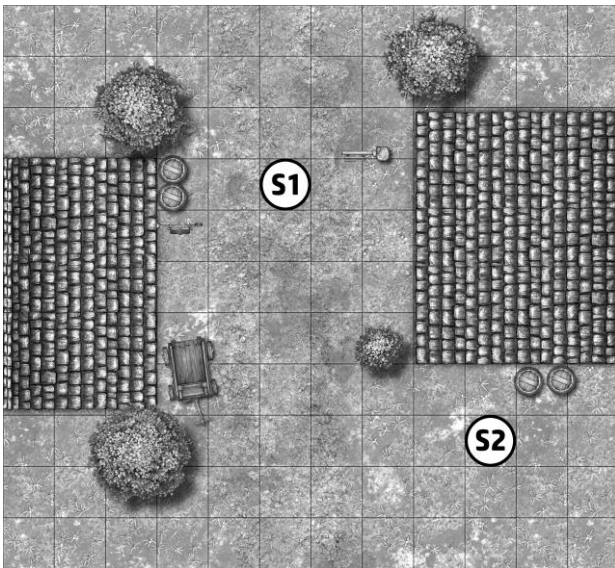
Hook

Whether the player characters in this adventure are local or passing through, the adventure will begin in the tavern. It is a slow night. At a lull in the evening however, there is a commotion outside, the sounds of fighting. The few people in the tavern come to the front to investigate

In the streets, in the darkening evening, there is an advance of orcs coming from the east. Many of the townspeople are already fighting against them.

The party will go outside and meet a number of orcs bearing down on them.

Encounter 1: The Street



The initial battle will be a simple one, the purpose of which is to teach the mechanics of fighting before the complicated battles to come. The orcs the party faces will be *equal to the number of adventurers*, so it will essentially be a 1-on-1 fight for each character, though they should still look out for each other.

Have the **ORCS** start at the **(S1)** position and advance against the characters. They have no ranged weapons so it's a chance to try out ranged weapons and magic in the first round. The players will begin at **(S2)**.



Interlude

Upon finishing this first battle, the party should **level up to level 2**. They will not regain lost HP or AB but their current HP and AB will increase as much as their max does. Remind the magic-users and healer that they can now do more with each spell.

And don't worry, level ups will not be so easy from here on out.

Tell the players that they have seen orcs enter the **Mill** and the **Potters house**. There is also a crash behind them, and they will see goblins enter the **Tavern**. Everyone else in town is busy fighting off the intruders, so these three buildings will be theirs to save, and they can do them in any order they please.

A note: if the party is from this town, they have likely visited all these buildings before, so if they ask questions about the layout of these buildings, feel free to give them details even before they find those areas. This is especially true about the tavern, which they have just in fact left.

Encounter 2: The Mill

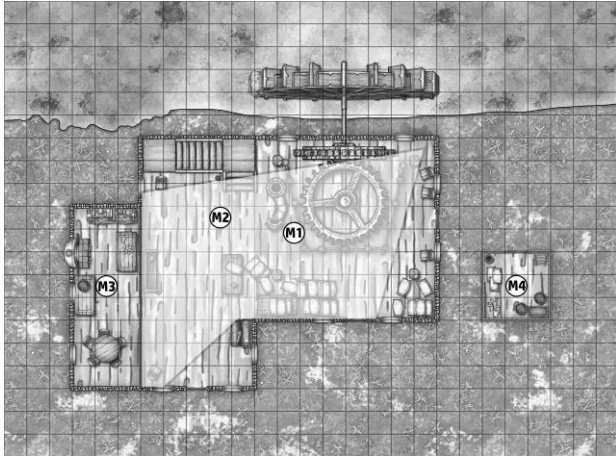
There are three ways to enter the building, and if the party looks through windows on the first floor, they will get a good assessment of the situation. When they enter, read:

The first floor of the mill is mostly one room with the great gears of the mill on the far side by the river. There is a square opening in the ceiling to make room for the gears that reveals part of the second floor. Around the ground you see sacks of flour, as well as a rope barrier around the moving and creaking gears. There is an orc patrolling the floor near the stairs to the second floor.

There are two **ORC ARCHERS** set up on the second floor by the upper right corner of the map that will shoot at any character they can see from their vantage point. They are concealed so any attack against them must be a **HARD** roll. At the same time, they each get one shot per round that will always hit if someone comes within their view (marked on the map as **M1**) for **2 damage**.

This is the primary threat here, but there are a number of ways to neutralize them. It will be a **HARD** roll, but they can take cover and pick them off. They

can use the ladder outside to climb to the second-floor windows. They can climb atop the shack to shoot through a window (regular **Climb** check). They can use the sacks and tables to provide cover and pull them with them to the stairs. Or they can just tank the damage. If your players come up with a different solution that seems as though it would work, you should certainly allow it.



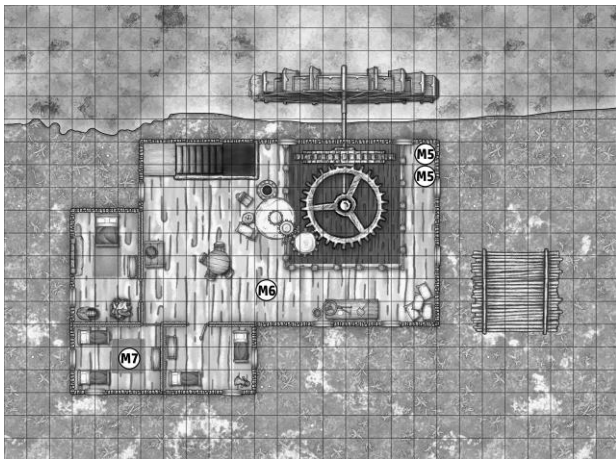
GROUND FLOOR

(M1) Anyone who comes within the cone will be shot by one of the **ORC ARCHERS**. There are two of them, so up to two adventurers can be hit per round. There is no roll to hit for this, it is an automatic **2 damage**. Any ranged attack from the ground floor against them will be a **HARD** roll.

(M2) An **ORC** begins here. He will not charge, but taunts the adventurers to come to him and be shot by the archers. He will laugh at anyone who is thus wounded.

(M3) The kitchen is safe from orcs. Normal kitchen good can be found within. Characters can take a **Quick Rest** here if they have not taken one in the mill before this.

(M4) The tool shack outside has a ladder and other basic home tools.



FIRST FLOOR

(M5) The **ORC ARCHERS** can be attacked normally from this floor.

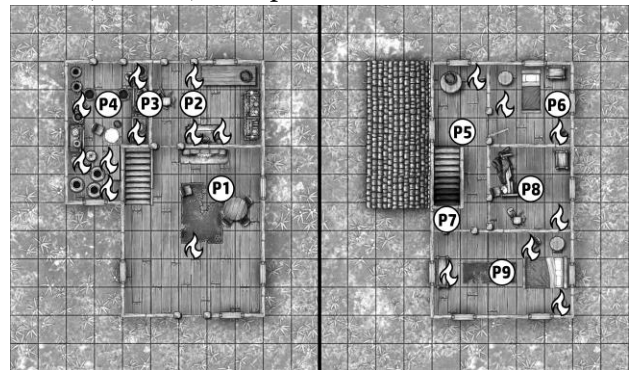
(M6) Another **ORC** stands here to fight.


(M7) Searching the bedrooms provides only normal things from a home. There are 4p in a drawer in the largest bedroom that can be found with a successful *Perception* roll. However, there is a 40% chance that **Tammaz**, the miller, will notice this missing the next day and suspect the players.

Encounter 3: The Potter's Home

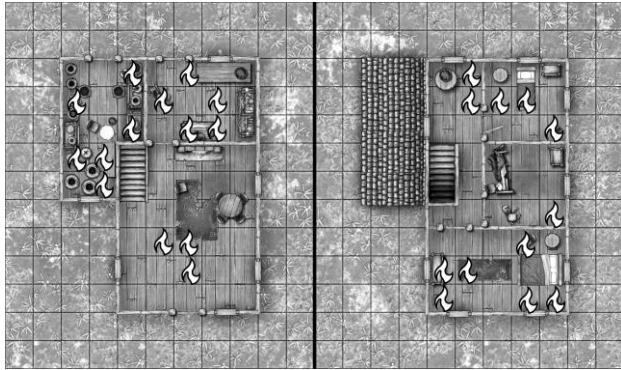
Upon approach, the players will be rocked by an explosion in the side room of the potter's home. People from this town will know that the potter's workshop is on that side of the house. It is an addition to the ground floor but not connected by a door. There is a dedicated door on the back side of the house to get into the workshop.

As people from the town get buckets to start trying to put the fire out, the Potter parents, **Danis and Dorres**, will frantically tell the party that their 4-year-old son, **Jossef**, was upstairs.



The party should continue one round at a time throughout this building, meaning they can move 3 spaces each round. The GM should mark on the map where fire is (marked here with “”) as indicated on the first map. Coins or other markers can be used for this. If a player stands in a space with fire or moves through one, they will lose **2 HP**.

After three rounds, the GM should advance the fire to places marked on the second map. After another three rounds, the third with a warning to the player that the structure of the building is weak and will break very soon.



After another three rounds, the building begins to fall apart, and players have **3 spaces** to escape. If they remain inside, they will lose **5 HP** and then have another movement of **3 spaces** to escape. After that point, they will lose another **5 HP**, and so on until they have escaped or are dead.

The players can use water to put out fire on any one space. They can bring buckets in from outside or use magic or water from somewhere inside the house, but if they get focused on this, the GM should warn them that they won't be able to put the whole house out and that it looks like it might collapse soon.

GROUND FLOOR

(P1) The front room is charred with some fires here or there. In the far end of the room the party can see water dripping rapidly from the gaps in the ceiling, coming from the floor above.

(P2) The kitchen has basic kitchen supplies in it. There is a back door that is close to the workshop door.

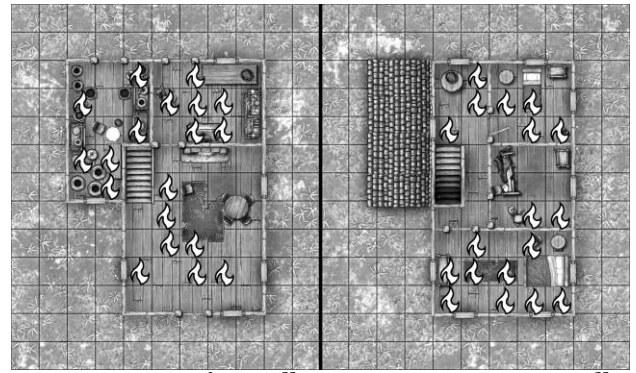
(P3) The wall between the main house and the workshop is thin and has been damaged by fire, so can be broken through with a successful **Escape** or **Lift** roll.

(P4) Inside the workshop, there is a lot of fire. With a successful **Perception**, the party can see a sparking crystal. If they take it without something to cover it, they will take **1 damage** a round while carrying it. Putting it in a bag or backpack will burn up any flammable items like paper overnight. If submerged into water, the crystal will "go out" and be cool to the touch. After a full day, the crystal will be hot again.

This is an **Incomplete Fire Stone**. When a magic user uses it when casting a fire spell, their CP increases by 1. If they roll 95 or over on their cast, the stone will explode in fire and do **6 damage** to the caster and any creature within 1 square. The party will not be able to guess what this does without the help of **Linera**, the town's enchanter, who would be able to identify it with 2 days study. However, if a magic-user in the party holds it while casting a fire spell, you can inform that player of the effect.

FIRST FLOOR

On this floor, the *character with the highest perception* will hear **Jossef** if they succeed on a



HARD Perception roll. Upon success you can tell the players exactly where the voice is coming from. Once **Jossef** is found, he will follow the characters wherever they would like to go, but he will be hesitant to cross a space with fire. Players can resolve this by carrying him across or using water (either from a bowl or by magic) to clear the space.

The child will also be hesitant to jump out a window, but if thrown out the boy will sustain only minor injuries. Alternatively, if someone from the town is called to catch him, he will jump. Likewise, the party can escape with a careful jump out. If they just fling themselves through the window, they will take **3 HP damage**. Leaping onto the roof of the workshop will prompt a **Escape** roll to prevent falling into the collapsing ceiling into the workshop itself.

When **Jossef** is saved, he will tell the party that "Dad's crystal sparked to life." If questioned further he will explain his dad found a crystal and it started sparking today. He thinks that's what started the fire. He can tell the party where the crystal is.

(P5) There is a bowl of water on the table at the top of the stairs. The first door to the right is open, with an **ORC** inside at **(P6)**. The party will note water pooling from beneath the middle door in the hallway. **Jossef** is hidden at **(P7)**.

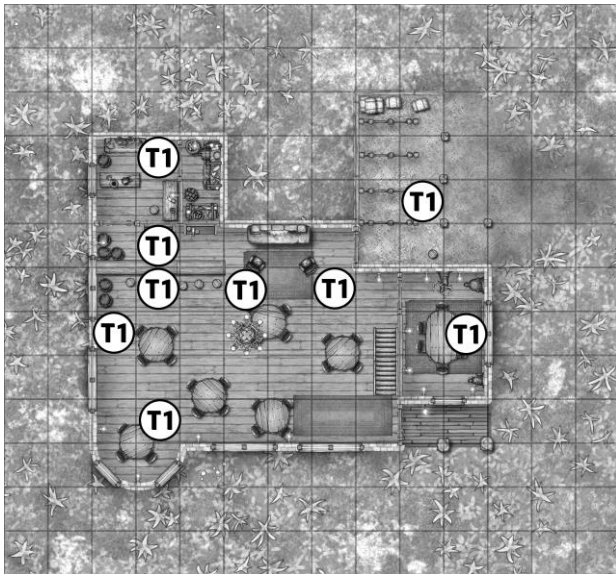
(P8) There is an **ORC MAGE** inside who keeps casting water spells. He is clearly trying to keep the fire away from himself. If attacked, he will alternate between water spells and attacking the party but he will not leave the area. If left alone he will die when the house collapses.

(P9) This door is closed. There is nothing of value or note inside except windows for a possible escape.

AFTER THE HOUSE COLLAPSES

If questioned, **Danis** will readily admit to finding a crystal in the hills. He has no idea what it does. He just thought it was interesting so left it in his shop. He had no idea it was sparking.

Encounter 4: The Tavern



The tavern is empty now, but there are many **GOBLINS** about, making a message and drinking the ale. This is a straight up brawl, and any **GOBLINS** in the back rooms will come running in as they hear the battle, so there should be a couple of waves of **GOBLINS** coming after the party. They are easy to kill, so this battle is an exercise in crowd control.

GOBLINS are the **(T1)** marks.

If the place is searched, the party will find 22p behind the bar, however **Sam** has a 24% chance of connecting the lost money with the party's arrival and view them suspiciously going forward.

The party can have a **QUICK REST +1** by sitting with an ale or some food.

Aftermath

With that, the attack is repelled, and the remaining orcs and goblins flee town. Perhaps, that is the end of it.

Or maybe you don't want it to be.

From here the GM can move the adventure in several directions.

If the desire is to add a simple encounter, perhaps the orcs kidnapped some people from town and the adventurers need to pursue them. Use their skills in the forests and hills to catch up and surprise them.


For something that will use the characters' skills more, **Linera** may have information on the **Incomplete Fire Stone**. It is incomplete as it is and prone to backfire when used too much, but if the party completes the process, then it will be complete and no longer have the chance to backfire. To do this they will need to find the place of magic in the hills. **Danis** can point them in the right direction. There they must keep it to finish its transformation for a month. But orcs know about that area, and there are also rumors of


faeries nearby. Faeries aren't evil, but they also don't like people in their areas. They have a special interest in the places of greater magic in the world. They can communicate with the characters and something may be able to be worked out. They have no need for physical goods, but they do sometimes need protection from the dire wolves that hunt faeries.

Or perhaps help is needed around town. There is more information about your Hometown in the *Core Rulebook*, and more about Rius and Aráy-sian coming soon as well. If your players enjoyed their time here, there are plenty of dangers in the surrounding areas.

Monsters

The monster stat blocks will show you the critical information for each enemy – their hit points (HP), damage, and movement speed, as well as tactics the particular monster prefers. You will remember in the combat chapter that minions do not roll to hit individually or roll foe initiative, so this information should be all you need to control them around the battlefield.

		
GOBLIN		
HP	Damage	Speed
3	2 (melee)	Quick (4)
Tactics		
Goblins will charge against the closest target to strike. They do not like to stay in one place however, and if there is another target within range on the following round, they will move and attack that target.		

		
ORC (LANCER)		
HP	Damage	Speed
8	3 (melee) 10-foot reach	Normal (3)
Tactics		
The Orc Lancers, when fighting in a group, prefer one-vs-one combat, so normally will not team up against a target unless there are none more to pick. With their 10-foot reach, they normally will try to keep a square between themselves and their opponent,		

moving around the opponent to position themselves.

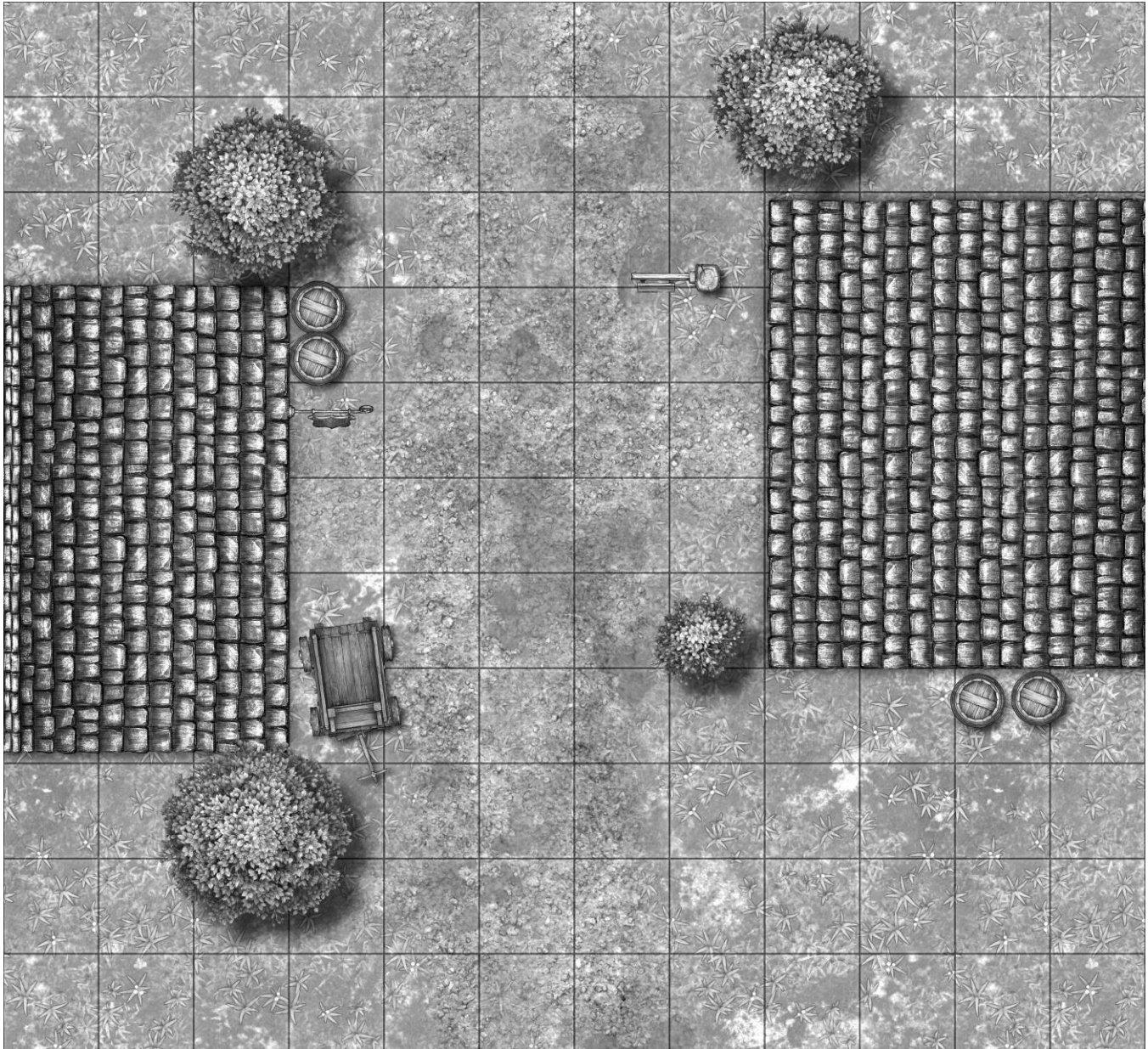


ORC (ARCHER)

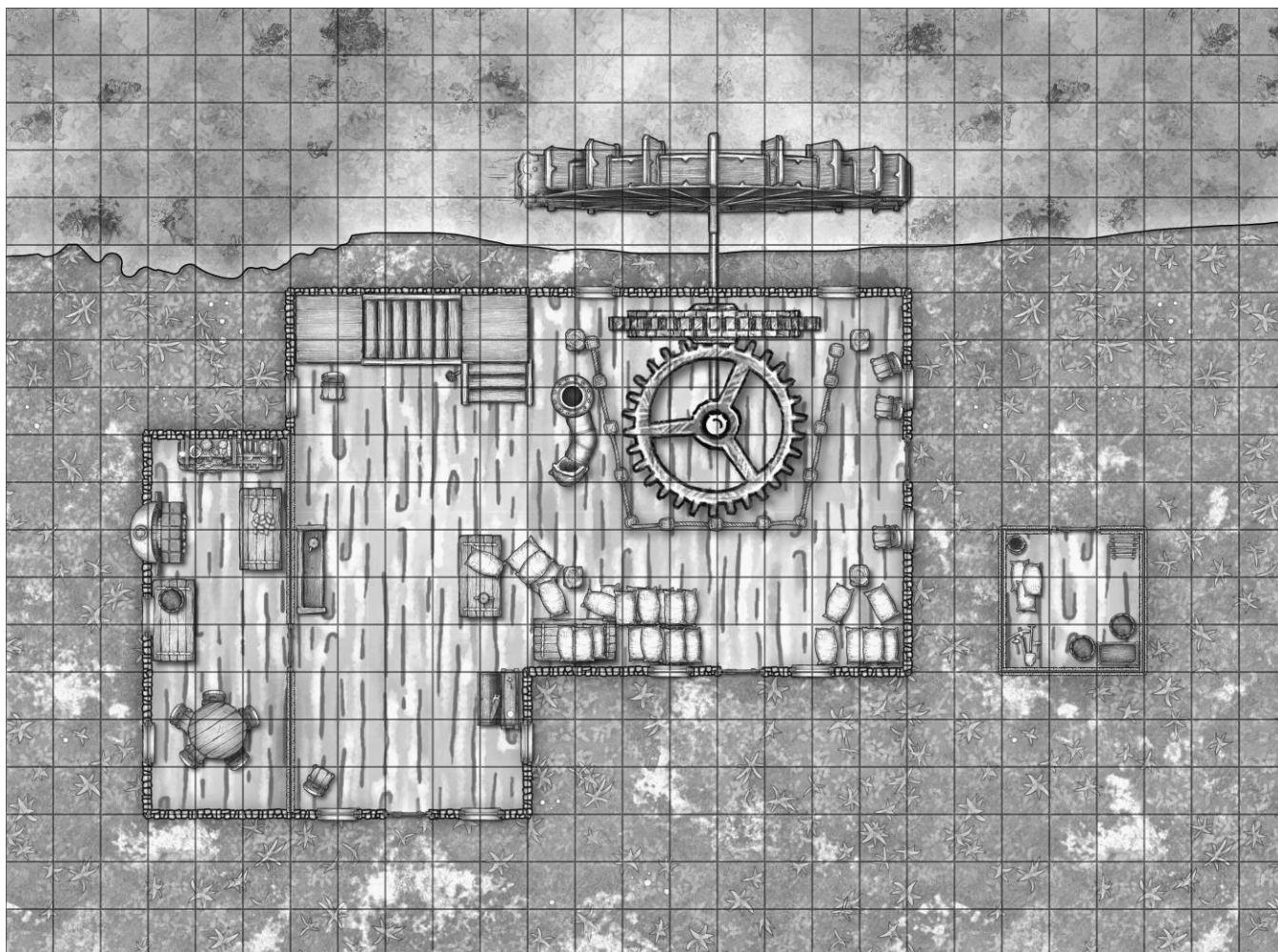
HP	Damage	Speed
7	2 (ranged)	Normal (3)
Tactics		
Orc archers will shoot at the closest target then try to reposition if another location is farther away than the one they hold, but they won't leave the battlefield to achieve this. So if there is a door that would give them more room, they won't go through the door, as it is seen as cowardly.		

MAPS

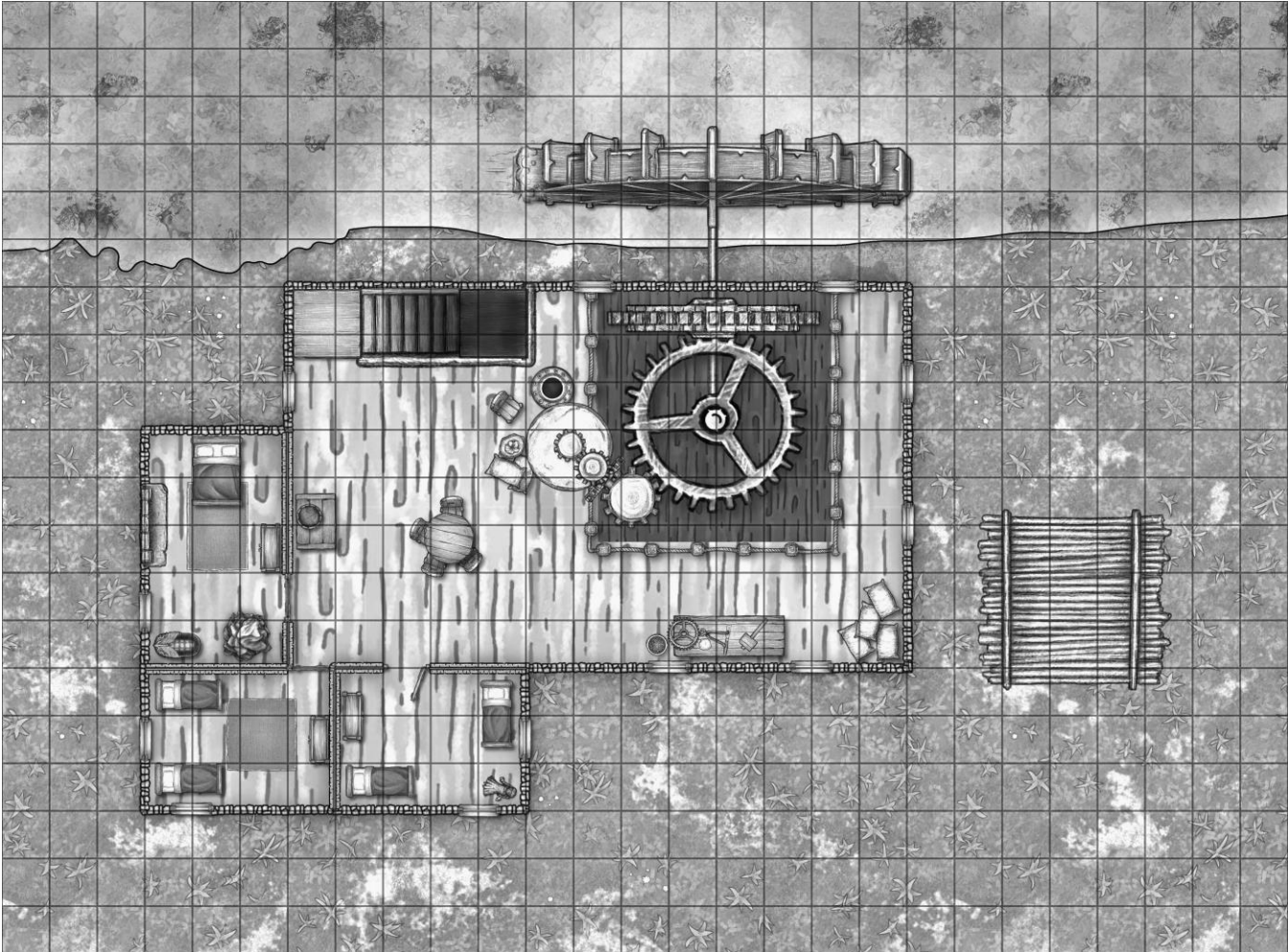
Encounter 1: The Street



Encounter 2: The Mill

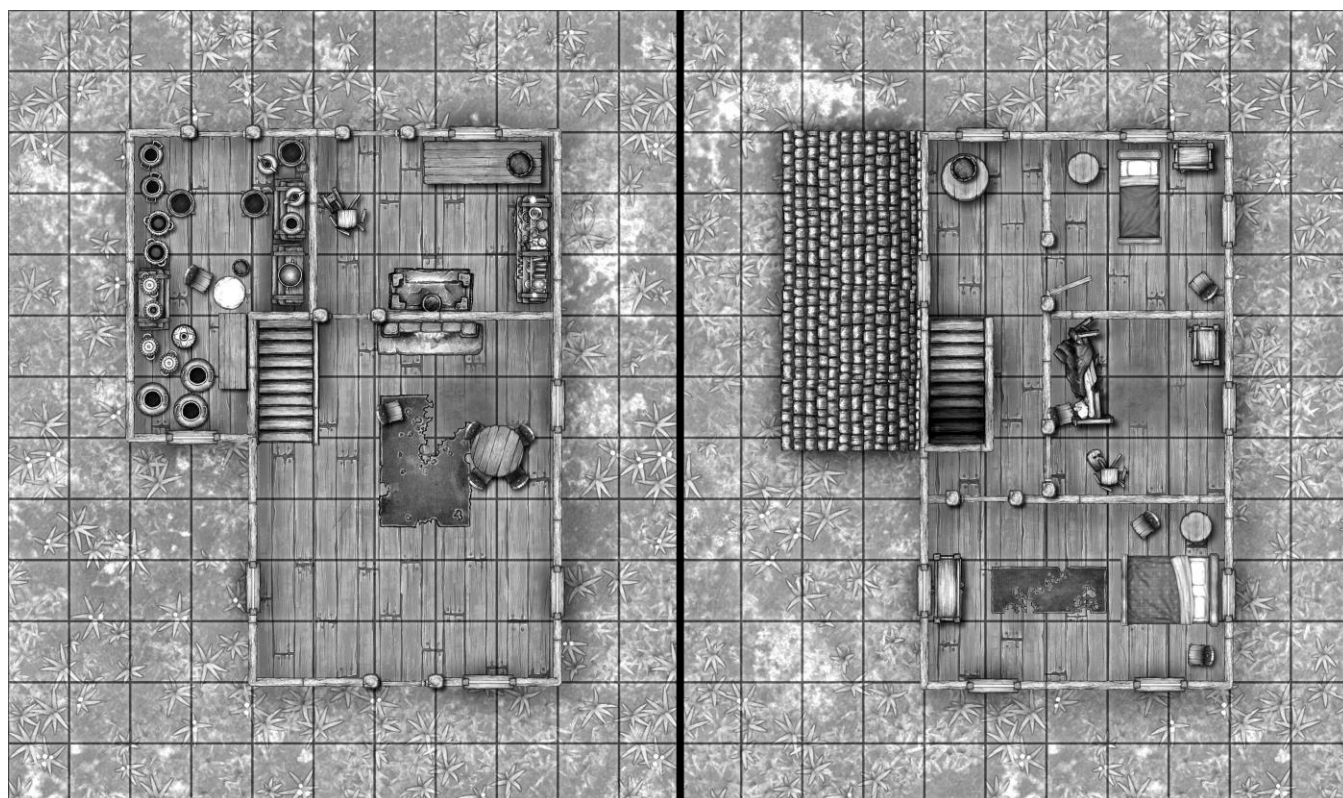


Ground floor
27x20



First floor
27x20

Encounter 3: The Potter's House



Ground Floor

First Floor

22X13

Encounter 4: The Tavern





Character Name			
Class	Dark Knight	Path 1	Fighter HP 4
		Path 2	Enchanter HP 2
Race	Human	Temperment	
Homeland	Rius	Vocation	Soldier

Faith (FTH)	Light	7
Strength (STR)	Fire	15
Dexterity (DEX)	Wind	10
Constitution (CON)	Earth	12
Intelligence (INT)	Water	8
Insight (INS)	Darkness	11

Weapons	Total	HARD	STR	STR	CON	PROF	OTHER
			DEX	DEX	INT	PROF	OTHER
Large bladed	62	31	15	15	12	20	
Small bladed	28	14	10	10	8		
Bludgeoning	39	20	12	12	15		
Staves	26	13	8	8	10		
Bows	42	21	10	10	12	10	
Offensive Magic	27	14	8	8	11		
Healing Magic	25	13	7	7	11		

Skills	Total	Hard	Ext.		Hist	Train
LIGHT						
Leadership	7	3	1	FTH	7	
Nature	7	3	1		7	
Religion	7	3	1		7	
FIRE						
Climb	15	7	3	STR	15	
Lift	15	7	3		15	
Swim	15	7	3		15	
WIND						
Escape	10	5	2	DEX	10	
Skulduggery	9	4	2		10	-1
Stealth	10	5	2		10	
EARTH						
Discipline	14	7	3	CON	12	2
Preception	12	6	3		12	
Resist Effect	12	6	3		12	
WATER						
Evaluate	8	4	2	INT	8	
History	9	4	2		8	1
Medicine	8	4	2		8	
DARKNESS						
Arcane	11	5	2	INS	11	
Perform	11	5	2		11	
Sway	11	5	2		11	

Weapons	Die
Long sword	d6
Short bow	d6
20 arrows	
Armor	HP
Chain	8
Shield	HP
Small Shield	3

	Level
	1
Max Hit Points (HP)	22
Casting Points (CP)	1
Magic Points (MP)	2
Training Points	

Abilities	
Thrust	Cost: 1 AP
You plant your feet and deliver a devastating strike. If your attack hits, roll your damage die twice. You cannot move during the round in which you use this Ability.	
Rooted	Cost: 1 AP
This Ability replaces your movement. As long as you remain in your space, any damage you deal heals you for the same amount. The effect lasts until you move from your space, willingly or unwillingly.	



Character Name			
Class	Herbalist	Path 1	Healer HP 3
		Path 2	Woodsmen HP 3
Race	Human	Temperment	
Homeland	Rius	Vocation	Physician

Faith (FTH)	Light	14
Strength (STR)	Fire	12
Dexterity (DEX)	Wind	9
Constitution (CON)	Earth	12
Intelligence (INT)	Water	6
Insight (INS)	Darkness	10

Weapons	Total	HARD	STR	STR	CON	PROF	OTHER
Large bladed	36	18	12	12	12		
Small bladed	24	12	9	9	6		
Bludgeoning	51	26	12	12	12	15	
Staves	21	11	6	6	9		
Bows	30	15	9	9	12		
Offensive Magic	22	11	6	6	10		
Healing Magic	53	27	14	14	10	15	

Skills	Total	Hard	Ext.	Hist	Train
LIGHT					
Leadership	14	7	3	14	
Nature	14	7	3	14	
Religion	14	7	3	14	
FIRE					
Climb	12	6	3	12	
Lift	12	6	3	12	
Swim	12	6	3	12	
WIND					
Escape	9	4	2	9	
Skullduggery	8	4	2	9	-1
Stealth	9	4	2	9	
EARTH					
Discipline	13	6	3	12	1
Preception	12	6	3	12	
Resist Effect	12	6	3	12	
WATER					
Evaluate	6	3	1	6	
History	7	3	1	6	1
Medicine	7	3	1	6	1
DARKNESS					
Arcane	10	5	2	10	
Perform	10	5	2	10	
Sway	10	5	2	10	

Weapons	Die
Mace	d6
Short Bow	d6
20 arrows	
Armor	HP
Leather	4
Shield	HP
Small shield	3

	Level	
	1	
Max Hit Points (HP)		18
Casting Points (CP)		1
Magic Points (MP)		2
Training Points		

Abilities	
Protect	Cost: 1 AP
Using an action, you conjure a shield of healing magic around yourself or an ally. The shield has (your level × 3) HP and must be destroyed before the target can take damage. If an attack breaks the shield, any excess damage from that attack is ignored. The protected target takes no harm from the attack that destroys the shield.	
Rooted	Cost: 1 AP
This Ability replaces your movement. As long as you remain in your space, any damage you deal heals you for the same amount. The effect lasts until you move from your space, willingly or unwillingly.	



Character Name			
Class	<u>Necromancer</u>	Path 1	<u>Magic-user</u> HP <u>1</u>
		Path 2	<u>Enchanter</u> HP <u>2</u>
Race	<u>Half-Elf</u>	Temperment	
Homeland	<u>Rius</u>	Vocation	<u>Scholar</u>

Faith (FTH)	Light	9
Strength (STR)	Fire	7
Dexterity (DEX)	Wind	11
Constitution (CON)	Earth	10
Intelligence (INT)	Water	14
Insight (INS)	Darkness	12

Weapons	Total	HARD	STR	STR	CON	PROF	OTHER
		Large bladed	24	12	7	7	10
Small bladed	46		DEX	DEX	INT	10	
Bludgeoning	27	14	10	10	7		
Staves	39		INT	INT	DEX		
Bows	32	16	11	11	10		
Offensive Magic	60	30	14	14	12	20	
Healing Magic	30	15	FTH	FTH	INS		

Skills	Total	Hard	Ext.		Hist	Train
LIGHT						
				FTH		
Leadership	9	4	2	9		
Nature	9	4	2	9		
Religion	9	4	2	9		
FIRE						
				STR		
Climb	7	3	1	7		
Lift	7	3	1	7		
Swim	7	3	1	7		
WIND						
				DEX		
Escape	11	5	2	11		
Skulduggery	11	5	2	11		
Stealth	11	5	2	11		
EARTH						
				CON		
Discipline	10	5	2	10		
Preception	10	5	2	10		
Resist Effect	10	5	2	10		
WATER						
				INT		
Evaluate	14	7	3	14		
History	14	7	3	14		
Medicine	14	7	3	14		
DARKNESS						
				INS		
Arcane	12	6	3	12		
Perform	12	6	3	12		
Sway	12	6	3	12		

Weapons	Die
Dagger	d6
_____	_____
_____	_____
_____	_____
Armor	HP
Leather	4
_____	_____
_____	_____
Shield	HP
_____	_____

	Level	1
Max Hit Points (HP)		12
Casting Points (CP)		1
Magic Points (MP)		2
Training Points		

Abilities	
Blowback	Cost: 1 AP
Using wind magic as your action, you create a powerful gust that prevents enemies from advancing toward your allies or making ranged attacks against them for one round. Enemies may move away or remain in place. This Ability must be declared at the beginning of the round.	
Distract	Cost: 1 AP
Using an action, you confound your enemies with performance and illusion. Against minions, the GM's d4 roll suffers a -1 penalty for three rounds. Against a major opponent using full attack rolls, that enemy suffers a -20 penalty to hit for two rounds.	



Character Name

Class	<u>Thief</u>	Path 1	<u>Rogue</u>	HP	<u>2</u>
		Path 2	<u>Woodsmen</u>	HP	<u>3</u>
Race	<u>Halfling</u>	Temperment			
Homeland	<u>Rius</u>	Vocation	<u>Merhcant</u>		

Faith (FTH)	Light	7
Strength (STR)	Fire	9
Dexterity (DEX)	Wind	15
Constitution (CON)	Earth	10
Intelligence (INT)	Water	10
Insight (INS)	Darkness	12

<u>Weapons</u>	Total	HARD	STR	STR	CON	PROF	OTHER
Large bladed	28	14	9	9	10		
Small bladed	60	30	15	15	10	20	
Bludgeoning	29	15	10	10	9		
Staves	35	18	10	10	15		
Bows	50	25	15	15	10	10	
Offensive Magic	32	16	10	10	12		
Healing Magic	26	13	7	7	12		

<u>Skills</u>	Total	Hard	Ext.	Hist	Train
LIGHT				FTH	
Leadership	6	3	1	7	-1
Nature	7	3	1	7	
Religion	7	3	1	7	
FIRE				STR	
Climb	10	5	2	9	1
Lift	9	4	2	9	
Swim	9	4	2	9	
WIND				DEX	
Escape	15	7	3	15	
Skullduggery	15	7	3	15	
Stealth	16	8	4	15	1
EARTH				CON	
Discipline	10	5	2	10	
Preception	10	5	2	10	
Resist Effect	10	5	2	10	
WATER				INT	
Evaluate	10	5	2	10	
History	10	5	2	10	
Medicine	10	5	2	10	
DARKNESS				INS	
Arcane	12	6	3	12	
Perform	13	6	3	12	1
Sway	12	6	3	12	

<u>Weapons</u>	Die
Dagger	d6
Short bow	d6
20 Arrows	
Armor	HP
Leather	4
Shield	HP

	Level	1
Max Hit Points (HP)		14
Casting Points (CP)		1
Magic Points (MP)		2
Training Points		

<u>Abilities</u>	
Blowback	Cost: 1 AP
Using wind magic as your action, you create a powerful gust that prevents enemies from advancing toward your allies or making ranged attacks against them for one round. Enemies may move away or remain in place. This Ability must be declared at the beginning of the round.	
Quick stab	Cost: 1 AP
At the beginning of the round — before any character moves or takes an action — you may make one attack. You still retain your normal action during that round.	

COMBAT REFERENCE

ROUND STRUCTURE

Each round = **4 Beats**

Each character may:

- **Move once (1 Beat)**
- **Act once (1 or 2 Beats)**

At the start of each round:

1. All players declare **movement, action, and in which order**
2. GM determines enemy actions
3. GM and all players roll

PLAYER ROLLS (Roll Together)

1. Initiative (d20 vs DEX)

- Equal to or under DEX = action resolves in normal time, either on first or second Beat
- Over DEX = action delayed 1 Beat

2. To Hit (d100 vs Weapon Score)

- Equal to or under = Hit
- 1-5 = Critical Hit

Critical Hit:

- Max damage
- May push target 5 ft OR prevent target movement (same size or smaller)

3. Damage

Roll weapon/spell damage die.

(Some abilities modify damage.)

MOVEMENT

- 15 ft per round (unless modified)
- Grid:
 - 3 squares orthogonal
 - 2 squares diagonal
 - Max 3 squares total movement
- If player and opponent moving toward each other, meet in the middle

DEFEND (Action)

- Reduce damage by 2 per player level for remainder of round
- Minimum damage taken is 1
- Does NOT protect on Beat of action, but after that Beat

RESOLVING BEATS

Resolve one Beat at a time:

1. Actions first
2. Movement second

All events on a Beat happen simultaneously.

If a creature dies on Beat 1 but hit on Beat 1, the hit still lands.

TURNING AN ATTACK

If your target dies or moves before your attack resolves:

- You may turn your attack up to 5 ft for melee, 15 ft for ranged.
- If no valid target, you may Defend instead.

GM MONSTER RULES (Standard Enemies)

GM rolls **1d4** for the entire group.

Count monsters consistently (left → right).

If you rolled...	...then these will hit.			
4			3	
3		2		4
2	1	2		4
1	1	2	3	4

Monsters:

- Have fixed damage
- Do NOT roll initiative

If:

- Move then attack → Move Beat 1, Attack Beat 3
- Attack then move → Attack Beat 2, Move Beat 3

MAJOR ENEMIES

Use full player system:

- Roll Initiative
- Roll To Hit
- Roll Damage

QUICK REMINDERS

- Declare first.
- Roll together.
- Resolve Beat by Beat.
- Actions before movement.
- Combat is simultaneous.

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