DC Reference Chart

DC 5 – As simple as things get without automatic success.
DC 10 – A basic thing that anyone can do.
DC 15 – Apprentice training is recommended. Few untrained would succeed.
DC 20 – Journeyman training is recommended. Rarely will the untrained succeed.
DC 25 – Expert training recommended. Training required to succeed.
DC 30 – Master training recommended. Even a master isn't guaranteed success.
DC 35 – Difficult even for a master of the skill. The general threshold of skill checks.
DC 40 – Among the highest levels of difficulty, even a master may not pass.
DC 50 – Only luck or perseverance will allow this check to pass.
DC 51+ – Either you're among the greatest and most konwledgeable of this skill in the world, or you're not supposed to pass this check.

Coin Generation and Location Modifiers

Coin Generation Checks – Production (Performance), Labor (Profession), and Thieving (Skulduggery) can all be used to generate coin once per day. Only one coin generation check may be rolled per day, and these checks cannot be used during time skips. After income is determined and talents are applies, all Coin Generation checks are affected by a *Location Modifier*.

Location Modifiers

Small Village – 25% of Final Result
Town – 50% of Final Result
Small City – 75% of Final Result
Capital City – 100% of Final Result

Alchemy

Craft Failure – Lose half materials (rounded down, minimum 0) and waste all time.
Bomb Crafting – Any bomb with "Silver" in it's name may have the silver replaced with a Unique Material. One ingot of a unique material supplements up to 5 Bombs, and doing so increases the Alchemy DC of each bomb by +10. A Lab Explosion from failing to craft a bomb with unique materials is upgrade by 2 steps.

Essence Recovery	Alchemy DC
Recover Essence of Undead	15
Recover Essence of Specter	18
Recover Essence of The Cursed	22
Recover Essence of Polymorph	25
Recover Essence of Wild Beast	30
Recover Essence of Demon Beast	35
Recover Essence of Aetherial Beast	40

Deception

Bartering – Opposed by Willpower. Passing the check, and for every +5 the deceiver exceeds the opponent's Willpower, they gain 1% better buying and selling prices for the remainder of the day. For every -5 by which the deceiver fails the check, they receive 3% worse buying and selling prices for the remainder of the day.

Medicine

Skill Checks	Medicine DC
Stem Bleeding *(Stop all Bleeding)*	15 Allies / 20 Self
Quick Recovery *(Heal 1HP on Target, after recent injury)*	15 Allies / 20 Self
Improvised Antidote *(Stop Poison or Venom)*	[Poison Fort DC + 20]
Limb Reattachment *(Talent, Physician's Kit, and 1 Hour)*	35 Allies / 50 Self

Medicated Recovery – Provide long term care for the target. Must make a Medicated Recovery check every day until you pass the check, at which point you provide care for the designated amount of time. Upon success, immediately healing the target for 2HP, and 2HP per day moving forward.

All necessities and supplies provided in a safe space	Medicine DC 20
Minimal shelter, supplies, and/or comfort	Medicine DC 28
No roof, no supplies, in a high-stress situation	Medicine DC 35

Identify Humanlike HP

Out of Combat (Identify Current and Max) – Medicine DC = 10 + Character Level
In Combat – Medicine DC = 20 + Character Level + Under Pressure Modifier

Conditional Modifiers	Medicine DC
Hastened Stemming *(1 Round Stem Bleeding, often in combat)*	DC +10
Severely Wounded *(Target below 50% health)*	DC +5
Dying *(Target is At the Threshold)*	DC +5
Under Pressure	DC +5

In stressful situations (GM Discretion or Combat), immediately roll a Willpower check at DC 20. If this check fails, incur the Under Pressure penalty.

Performance

Persuade Talents – DC = 10 + Number of Enemies + Highest Enemy Level

Performance

Performance Talents – DC = 10 + Number of Enemies + Highest Enemy Level
Production Checks – Once per day, roll a Performance Check to generate coin. Your result determines your income for the day. Final income is affected by talents, followed by the *Location Modifier*.

Result 15 or Less – No Income
Result 16 to 20 – 3 Coppers
Result 21 to 25 – 7 Coppers
Result 26 to 30 – 14 Coppers
Result 31 to 35 – 21 Coppers
Result 36 to 40 – 28 Coppers
Result 41 to 50 – 42 Coppers
Result 51 or Above – 70 Coppers

Profession

Labor Checks – Once per day, you may roll a Profession check to generate additional coin based on your highest Profession Income. Your result modifies your daily Profession Income, followed by talent modifiers, followed by the *Location Modifier*. You cannot make Labor Checks during time skips, however you may still earn your highest base Profession Income for each passing day spent working at the applicable location.

Result 0 or Less – You owe 10 Coppers *(Do not apply talent or location modifiers)*
Result 1 to 10 – You owe 5 Coppers *(Do not apply talent or location modifiers)*
Result 11 to 20 – Make your Base Income
Result 21 to 25 – Gain Income +1 Copper
Result 26 to 30 – Gain Income +2 Coppers
Result 31 to 35 – Gain Income +3 Coppers
Result 36 to 40 – Gain Income +4 Coppers
Result 41 to 50 – Gain Income +5 Coppers
Result 51 or Above – Gain Income +6 Coppers

Reforging Equipment – With the relevant *Craftsman Talent*, you may reforge equipment to a higher quality step, one step at a time. This process costs 25% of the Final Item's Value in crafting materials, and takes 2 Hours of time per 1 Silver of the Final Item's Value. Failing this check results in wasting half of the materials and half of the time.

Item Is: Silver / Lyserite / Unique *(1 of material required)*	DC +5 / DC +8 / DC +15
Reforge from Damaged to Worn	Profession DC 20
Reforge from Worn to Common	Profession DC 25
Reforge from Common to Pristine	Profession DC 30
Reforge from Pristine to Masterwork	Profession DC 35

Weapon Crafting – The cost of materials is 30% of the Final Item's Value and takes 1 Hour of time per 1 Silver of the Final Item's Value. Failing this check results in wasting half of the materials and half of the time. Masterwork items take x1.5 Crafting Time.

Weapon Is: Silver / Lyserite	DC +5 / DC +8
Craft Damaged Weapon *(Without Craftsman Talent)*	Profession DC 25
Craft Damaged Weapon *(With Craftsman Talent)*	Profession DC 15
Craft Worn Weapon *(Apprenticeship)*	Profession DC 20
Craft Basic Ammo *(Apprenticeship, 1 Ingot = x15 Ammo)*	Profession DC 22
Craft Common Weapon *(Journeymanship)*	Profession DC 25
Craft Special Material Ammo *(Journeymanship)*	Profession DC 28
Craft Pristine Weapon *(Expertship)*	Profession DC 30
Craft Masterwork Weapon *(Masterwork)*	Profession DC 35
Craft Unique Material Weapon *(Masterwork + Certified)*	Profession DC 50

Armor and Equipment Crafting – The cost of materials is 30% of the Final Item's Value and takes 1 Hour of time per 1 Silver of the Final Item's Value. Failing this check result in wasting half of the materials and half of the time. Masterwork armor takes x1.5 Crafting Time. Animal Armor is crafted in half the time.

Armor Is: Silver / Lyserite	DC +5 / DC +8
Craft Damaged Armor *(Without Craftsman Talent)*	Profession DC 25
Craft Damaged Armor *(With Craftsman Talent)*	Profession DC 15
Craft Worn Armor *(Apprenticeship)*	Profession DC 20
Craft Basic Equipment *(Apprenticeship)*	Profession DC 22
Craft Common Armor *(Journeymanship)*	Profession DC 25
Craft Improved Equipment *(Journeymanship)*	Profession DC 28
Craft Pristine Armor *(Expertship)*	Profession DC 30
Craft Greater Equipment *(Expertship)*	Profession DC 33
Craft Masterwork Armor *(Masterwork)*	Profession DC 35
Craft Unique Material Armor *(Masterwork + Certified)*	Profession DC 50

Unique Materials – In order to craft with Unique Materials, 5% of the equipment's Final Item Value is required in supplementary materials. Additionally, raw Unique Materials must first be refined into usable Ingots. The process for refining each Unique Material is different, however the first time you successfully craft a piece of equipment using a new unique material, you gain a permanent +2 to Profession.

Dugarium Refinery (DC 35) / 6 Hours per Ingot / Failed check wastes time
Voidstone Refinery (DC 35) / 4 Hours per Ingot / Failed check wastes time and half of a jar of Void Powder
Elkenwood Refinery (DC 35) / 4 Hours per Plank / Failed check wastes time and ruins the cord of wood entirely.

Sense Motive

Foresight – With the appropriate Talent, you may roll Sense Motive against a creatures Willpower with a Foresight Check. If successful, you will learn the target creature's plans for their next turn if a humanlike, or next three turns if they are a monster. However, this is the creature's plans at the time the check was made, and are subject to change.

Skulduggery

Thieving Checks – Once per day, roll a Skulduggery Check to generate coin. Your result determines your income for the day. Final income is affected by talents, followed by the *Location Modifier*.

Result 10, or Less, or Natural 1 – Arrested
Result 11 to 20 – Make Nothing
Result 21 to 30 – Steal 1d100 Coppers
Result 31 to 40 – Steal 2d100 Coppers
Result 41 to 50 – Steal 3d100 Coppers
Result 51 or Above – Steal 4d100 Coppers

Thieving Penalties and Arrests – For every day you Thieve in the same city, each subsequent Thieving check in that city gains a stacking -3 Penalty. This penalty takes 6 Months to go away. Roll low enough on a Thieving check, and you may be arrested.

1st Arrest – You are released the next day and the total value of Grahts you've stolen in recent months is taken from you as payment. If you don't have the coin on hand, your equipment is taken until you can pay back the debt.

Subsequent Arrests – You are kept imprisoned for 3 Days per Arrest (2nd Arrest would be held for 6 days) You are expected to pay back the Grahts that have been stolen from the area in recent months. If you don't have the coin to pay, your equipment is taken until you can pay back the debt.

Survival

Simple Arrow Crafting – Once per day (or GM Discretion) with the appropriate *Survival Talent*, you may attempt to craft 1d10 Damaged Arrows. These arrows count as non-recoverable, standard-steel arrows, that reduce the damage die of your weapon by one step (1d6 becomes 1d4).

Lush Forest with Plenty of Materials	Survival DC 12
Grassy Plains or Structural Ruins	Survival DC 15
Urban City	Survival DC 20
Barren Environment with no Resources	Survival DC 30

Scavenging – Upon GM approval, it is possible with the appropriate *Survival Talent* to scavenge the area for "Components", a necessary material for bomb crafting. Components weigh 1lb. each and, if desired, may be sold for 3 Coppers each.

Roll 15 – Gain +1 Component. Every additional +3 exceeded over 15 results in another Component.

Scrapping – You may roll a Scrapping check to convert components into usable bomb materials. Failing the check damages the component beyond use.

Bomb Materials (1 Component)	Survival DC 20
Fuse (1 Component)	Survival DC 20
Bomb Shell (2 Components)	Survival DC 20
Caltrop Parts (1 Component)	Survival DC 25
Razor Sharpnel Parts (1 Component)	Survival DC 25
Silver Shards (2 Components)	Survival DC 25
Explosive Powder (1 Component)	Survival DC 30
Silver Razor Shrapnel Parts (2 Components)	Survival DC 30

Knowledge Animals

Identifying Animals – Roll a Knowledge Animals check to identify an Animal-Type creature, their behaviors, strengths, and weaknesses. The GM Holds these DCs.

Meet Half DC (Rounded Down) – Creature Name + Category + Background + Threat Level.

Meet Creature DC – Strengths and Weaknesses + Behaviors + Total HP + Total Defense + Armor + Attacks + Special Abilities.

Exceed DC by 10 – Current HP + Current Defense + Current Awareness of Players + All other requested information, such as Talents and Skill Bonuses.

Knowledge Appraisal

Store Identification – You may have merchants identify items for you, for a price. This per-item fee is equal to: 5 Coppers per Quality + 10 Coppers if Special Material + 20 Coppers if Unique Material.

Identifying Alchemy – Potions, poisons, bombs, and oils can be identified with an Appraisal DC equal to the item's Alchemy DC in crafting.

Identifying Equipment – Unidentified Armor grants no properties to the wearer (such as pristine or masterwork bonuses), and Unidentified Weapons are used as Improvised Weapons. A single Appraisal check to identify an item is rolled, and you gain all information of the DC you met and previous DCs. Only when the highest applicable DC is met is the equipment properly identified. Special materials are identified by exceeding the DC; an identified weapon with an unidentified material may still be used, but the player is unaware of the material bonuses, simply knowing that the weapon is "not steel".

Item is Exotic Weapon	DC +5
Item is Silver	Exceed DC by 5
Item is Lyserite	Exceed DC by 8
Item is Unique Material	Exceed DC by 15
Equipment Category *(i.e. Light Weapon, Heavy Armor)*	Appraisal DC 5
Equipment is Damaged	Appraisal DC 10
Equipment is Worn	Appraisal DC 15
Equipment is Common	Appraisal DC 20
Equipment is Pristine	Appraisal DC 25
Equipment is Masterwork	Appraisal DC 30

Identifying Other Items – Any item not listed above may be identifed at: DC = Value in Silver Pieces (minimum 1).

Knowledge Herbology

Gathering Herbs – Upon GM approval, you may search for herbs to be sold or used later in Alchemy.

Roll 15 – Gain 1 General Herb, +1 additional Herb for every +3DC Exceeded.
Roll 25 – Gain 1 Rare Herb, +1 additional Rare Herb for every +5DC Exceeded.

Knowledge Language

Somatic Component Discovery – Upon GM approval, often while searching ruins or researching ancient artifacts, you may roll an appropriate Language Eternal check to discover new spell components as an Acolyte Profession using Eternal Conjuration Magic. The DC level you reach determines what components you randomly acquire from the check.

Eternal DC 10	Gain +1 Tier 1 Somatic at Random
Eternal DC 20	Gain +1 Tier 1 and Tier 2 Somatic at Random
Eternal DC 30	Gain +1 Tier 1, Tier 2, and Tier 3 Somatic at Random Immediatley gain +1 Path Point
Eteranl DC 40	Gain +1 Tier 1, Tier 2, Tier 3, and Tier 4 Somatic at Random Immediately gain +1 Path Point Unlock a Rare Pathline at Random
Eternal DC 50	Choose 2 New Somatics from any Tier Immediately gain +1 Path Point Unlock a Rare and a Forbidden Pathline at Random

Knowledge Monsters

Identifying Monsters – Roll a Knowledge Monsters check to identify an monstrous creature, their behaviors, strengths, and weaknesses. The GM Holds these DCs.

Meet Half DC (Rounded Down) – Creature Name + Category + Background + Threat Level.

Meet Creature DC – Strengths and Weaknesses + Behaviors + Total HP + Total Defense + Armor + Attacks + Special Abilities.

Exceed DC by 10 – Current HP + Current Defense + Current Awareness of Players + All other requested information, such as Talents and Skill Bonuses.

Knowledge Politics

Identifying Humanlikes– Roll a Knowledge Politics check to identify people, their behaviors, strengths, weaknesses, and history. The GM Holds these DCs.

Meet Half DC (Rounded Down) – Person's Name + Category + Background.

Meet Creature DC – Strengths and Weaknesses + Behaviors + Total HP + Total Defense + Armor + Attacks + Special Abilities.

Exceed DC by 10 – Current HP + Current Defense + Current Awareness of Players + All other requested information, such as Talents, Skill Bonuses, and Equipment.

Situational Modifiers

Light Conditions

Bright Light – No penalty to skills; cannot stealth without appropriate talent.
Normal Light – No penalty to skills; may stealth as normal.
Dim Light – -4 to Perception and Combat Skills; gain +4 to Stealth.
Darkness – Can only perceive 4 tiles around you; -8 to Perception and Combat Skills; gain +8 to Stealth.

Flanking

When two allies are standing on direct opposite sides of an enemy, they each gain a +2 bonus to attack rolls against that enemy.

Damage Dice Steps

1 – *(Improvised Weapon Minimum)*
1d2
1d4
1d6
1d8 – *(Improvised Weapon Max)*
1d10
1d12
2d8 (3d8, 4d8, and So On)

Actions

Primary Actions

1) *Skill Checks* – Anything that requires the use of a skill.
2) *Attacking* – Making an attack against a target with a held weapon.
3) *Spellcasting* – Beginning and/or channeling a spell.
4) *Agility* – Increase your Total Defense by +3 until the beginning of your next turn.
5) *Brace* – You may "Brace" yourself until the beginning of your next turn. When Braced, you may make a single free attack against the first enemy to enter a threatened square. This attack precedes all of the enemy's actions as soon as they trigger the Brace Action.
6) *Cleave* – With a melee weapon, attack up to three targets in a row who stand adjacent to each other. Missing a target cancels the remainder of the Cleave.
7) *Half Swording* – Strike a target with the butt of your weapon. Converting your weapon to Crushing Damage, reduced by 1 Die Step, with no bonus weapon damage (though damage penalties still apply).
8) *Lunge* – You gain +1 Reach make a single attack against any target within Reach. After Lunging, take a -3 Base Defense Penalty until the beginnig of next turn.
9) *Speed Archery* – Restricted to Bows. As an Attack Action, gain an instance of the Double Property on your bow and incur a -15 Attack Roll Penalty to every arrow fired during this action.
10) *Taking Aim* – Gain a +4 bonus to an attack roll made on your next turn. May stack this effect up to a maximum of +12.

Secondary Actions

1) *Movement* – Gain up to your movement speed in tile movement. This movement may be spread across your turn.
2) *Consuming Alchemy Vials* – Drink a potion, apply a poison, or apply an oil.
3) *Drawing from an Accessory Slot*
4) *Draw Move* – Draw from an accessory slot and gain half your movement speed. This movement must be used immediately or is lost.
5) *Rapid Agility* – Just as with the "Agility" action, but you suffer 5 Strain.
6) *Rapid Aim* – Just as with the "Taking Aim" action, but you suffer 5 Strain.
7) *Rapid Brace* – Just as with the "Brace" action, but you suffer 5 Strain.
8) *Standing From Prone or Lying Down*
9) *Swap Places* – If an adjacent ally is willing, swap places with them.

Free Actions

1) *5ft Free Step* – You may step 5ft (1 Square Tile) at no cost or penalty. Additionally, this does not provoke any Attacks of Opportunity; however you may not take the Movement, Draw Move, or Swap Places actions during this turn; and you may not use this action if you've already used another Movement Action.
2) *Briefly Speaking*
3) *Doing Something Simple or Mundane*
4) *Dopping Something in your Hand*
5) *Opening or Closing a Door*

Full Round Actions

1) *Charge* – Gain double your Movement Speed and move in a straight line. At the end of your movement, you may make a single attack against an enemy within range. When making a Charge while mounted, gain a +4 bonus to your Attack Roll and deal +100% Final Damage.
2) *Drawing from a Backpack* – It is considered a Secondary Action to find an item in your backpack, and a Primary Action to draw it out once found.
3) *Executions* – If a target lies unconscious, paralyzed, or otherwise completely unable to act, you may perform an Execution. Automatically make a Critical Strike attack against the target as if they were *Unaware*, you may also perform a *Called Shot* at no penalty. If the damage doesn't kill the target outright, they must roll [Fortitude DC = Damage Taken] or die immediately.
4) *Prepared Actions* – Under a specific and simple condition, you may prepare an action. This action remains prepared until the beginning of your next turn. Once the condition is met, Prepared Actions trigger immediately.

Called Shots

Arm Shot – Penalty -10 / -20 – Induce a -6PSP penalty for 1d4 rounds. A second Arm Shot is more difficult, but the effects of the two Arm Shots stack,
Leg Shot – Penalty -10 / -20 – Reduce target movement speed by half for 1d4 rounds. A second Leg Shot is more difficult, but reduces movement speed to zero.
Beyond Range Band – Penalty -10 / -20 – *For example: A shortbow has a range band of 60ft. Firing at a target between 65ft-120ft is a -10 penalty, firing between 125ft-180ft is a -20 penalty. A weapon cannot fire beyond three-times their range band.*
Hand Shot – Penalty -15 – The target immediately drops whatever is held.
Strain With Lethal – Penalty -15 – Deal half your Final Damage as Strain Damage.
Armor Opening – Penalty -20 – Your attack ignore's the target's armor.
Weapon Shot – Penalty -20 – Reduce quality of target weapon by one step. This effect is further enhanced by the Armor Breaker property.
Head Shot – Penalty -25 – Deal x2 Final Damage (still mitigated by armor).
Eye Shot – Penalty -30 – Deal x1.5 Final Damage, ignoring armor, and *Blinding* the target. If it is the first eye, target is *Blinded* until recovered to Maximum HP; if it is the second eye, the target is now permanently *Blinded*.
Heart Shot – Penalty -30 – Deal x2.5 Final Damage (still mitigated by armor).
Opponent in Stealth – Penalty -20 / -30 – When attacking a tile that is suspected to have a stealthed opponent, it is a -20 Penalty to hit that target with Melee Weapon, and a -30 Penalty to hit that target with a Ranged Weapon.

Debilitations

How it Happens – When you take half of your Total HP or more inside of a single round of combat.
If it Happens – Roll [Fortitude DC = Damage Taken] or lose a limb. (Max DC 50)
When it Happens – GM Rolls 1d4 to determine a randomly lost limb: Right Arm, Left Arm, Right Leg, Left Leg. If the limb was real, the character immediately gains Bleed 1 and +30XP.

At The Threshold

When Happens – [Fortitude DC 5 + Negative HP]When reduced below 0HP, the character is now Dying and At the Threshold. The character immediately gains Bleed 1 and they must roll a Threshold check. This check is rolled again every time the character takes damage. Failing this check results in the immediate death.
After it Happens – Even after the battle is over and the bleeding is stopped, the character must make a new Threshold Check at the beginning of every new day while still below 0HP.

Natural Recovery

Strain Recovery – Rest and recover 1 Strain per 1 Minute.
Natural Healing – After 3 consecutive days without taking damage, restore 1 Current and Total HP per day.

Aftereffects

Ablaze – Target is on fire and takes 1 Burn Damage (ignoring armor) at the beginning of every round for the duration of Ablaze, or until the fire is put out. An Ablaze target who becomes *Wet* has both effects cancelled.
Bleed – Target is bleeding and takes Bleed Damage (ignoring armor) at the beginning of every round until the bleeding is stopped.
Blending – Enemies see the Blended character as an ally and are considered *Unaware* to attacks. Attacking breaks this effect, but only on the target of the attack.
Blinded – Target is unable to see, can only perceive 5ft around themselves, is considered *Unaware* to all attacks, incurs a -10 penalty to Base Defense and -10PSP.
Burning – Target takes Fire Damage that ignores armor.
Chilled – Target is slowed to half movement speed and becomes *Wet*. If the target was already *Wet*, they becomes *Frozen* instead.
Cure – All negative or unwatned aftereffects are removed from the target.
Devitalize – Target's Total HP is reduced by the level of Devitalize.
Electrified – Target takes 1 Void Damage (ignoring armor) at the beginning of every round for the duration of Electrified. If the target is wearing Heavy Armor, take 2 Void Damage instead. If entering a source of water, the entire water source gains your duration of Electrified as well, and affects everyone/everything caught inside.
Exhausted – Reduced to half movement speed and incur a -5PSP and -5 Base Defense penalty until the character is no longer deemed Exhausted.
Fear – Target must run in the opposite direction of their source of Fear.
Frozen – Target is completely unable to move or act for the duration of Frozen and become brittle, increasing all damage done against them by +4. Frozen targets are immune to heat effects such as Fire Damage and *Ablaze*.
Knockback – The character is sent flying a number of tiles backward equal to the Knockback effect and is then set prone.
Paralyze – The target becomes completely unable to move or act for the duration of Paralyze. Paralyzed targets are open to *Executions*.
Sickened – For the duration of Sickened, all Secondary Actions become Primary Actions to the target.
Sleep – Target falls asleep for the duration, blissfully *Unaware* of their surroundings and all attacks. Any actions against this target break the effect.
Slowed – Target's movement speed is reduced to only 5ft and they may no longer take 5ft-Free Steps for the duration of Slowed.
Speed – Target's movement speed is increased by half (rounded down) for the duration of Speed.
Stun – For the duration, target is unable to act and is considered *Unaware* against all attacks.
Unaware – All attacks made against this target are made against their Base Defense. Additionally, they are susceptible to the effects of the *Sneak Attack* talent.
Wet – Target is drenched in liquid until dried. Taking x1.5 Final Damage from all sources of Void Damage (rounded down, minimum +1). Additionally, if affected by the *Chilled* condition, they become *Frozen* instead. A Wet target set *Ablaze* has both effects cancelled.

Examples Combat Maneuvers

Bull Rush – Move the target 5ft opposite of the Bull Rush direction. For every +5 the attacker's Athletics check exceeds the defender's, move the target another 5ft.
Displace – Move the target to a new tile that is within range of the attacker and 5ft away from the target's original position. For every +5 the attacker's Athletics check exceeds the defender's, you may move the target an additional 5ft within range.
Grapple – The target becomes held and is unable to move. It is only a Primary Action to maintain the Grapple, it is an Athletics check for the defender to escape.
Pin – Pin a prone target to the ground. Attackers maintain this every round with an additional Athletics check, while defenders may still roll Athletics to escape on their turn. A Pinned target is considered *Unaware* to all attacks. For every additional person piling on top of the Pin, the defender suffers -5 to escape.
Tackle – Set the target prone, with the attacker on top, opening them to be Pinned.

Spellcasting Checks

Willpower / Athletics Checks – DC = 10 + Caster Level + Total Aether Spent
Spell Interruption and Form Checks – Occurs if the motions of spellcasting are interrupted by attacks or physical actions against the character, provoking a Form check. The Form check is rolled with Athletics and if succeeded, the spell continues casting/channeling; however with each successful form check while the same spell is casting, the caster gains a stacking -2 penalty to their Athletics skill for Form checks. If the spell is interrupted, the caster immediately ceases casting the spell, double the aether cost of the spell is spent (dipping into health if need be), and nothing regarding the spell itself happens.
Combat Maneuvers – The Opposed Athletics is also your Form check.
Attacks against Caster – Athletics DC = Damage Taken + Modifiers (if applicable)
Casting Beyond Magic Tier – If any applied somatic component goes beyond your Caster Level range, it multiplies both your Final Casting Time and Final Aether Cost by the number of steps your Magic Tier range is exceeded; the first step doubling, the second step tripling, and the final step quadrupling (if applicable). *(For Example: A T4 Somatic on a spell with 14 Seconds and 6 Aether cost, with a Caster Level of 12 (Magic Tier 2), will triple the Cast Time and Aether Cost to 42 Seconds and 18 Aether)*
Caster Level and Magic Tiers – For the sake of casting beyond your Magic Tier.
Tier 1 – Caster Levels 1 to 5
Tier 2 – Caster Levels 6 to 13
Tier 3 – Caster Levels 14 to 20
Tier 4 – Caster Levels 21 and Beyond

Example Combat Modifiers

Cover – Gain a -2 penalty to attack enemy, often with a ranged weapon, behind any form of cover.
Flanking – When standing on exact opposite ends of the same enemy (front and back), both attackers gain a +2 Flanking bonus to attack rolls.
High Ground – When attacking an enemy, often with a ranged weapon, who is below you, gain a stacking +2 bonus per 10ft in height difference to the attack roll.
Low Ground – When attacking an enemy, often with a ranged weapon, who is above you, gain a stacking -2 penalty per 10ft in height difference to the attack roll.

Situational Rules

Swarm Rules – For every 6 connecting enemies that a target is swarmed by, they take 1d6 Blunt Damage (non-silver) that cannot be blocked or moved by abilities. Swarm damage occurs either at the end of the swarming-enemy's turn, or the end of the round, to GM Discretion.
Drowning – Characters can safely hold their breath for 12 Rounds + Total Fortitude Bonus. Beyond this point, they take 1d6 Drowning Strain per round. If pulled out of the water in time, Drowning Strain recovers as normal strain. However, if your strain damage meets your Current HP while Drowning, you die.
Fall Damage – When falling, take 1d6 Blunt Damage (non-silver) per every 10ft fallen, after the first 10ft. If falling from a height of 30ft, take 2d6 Blunt Damage. This damage cannot be blocked or moved by abilities.
Lava – Move at one quarter movement speed (rounded down, minimum 5ft) and take 5d6 Burn Damage (ignoring armor) per round exposed.
Rough Terrain – Move at half movement speed, rounded down.
Swimming – Swim at half movement speed as with rough terrain, but additionally incur a -20PSP when underwater. Ranged weapons cannot be shot/thrown, and all spell cast times are doubled.

Equipment Quality

Damaged – *Weapons* are reduced by one damage step and Malfunction on a roll of Natural 1 or Natural 2. *Armor* is reduced by -1 Armor Rating, incurs a -6 PSP, and is destroyed upon the wearer receiving a Debilitation. *Both* are purchased for 50% their Common Value and are sold for 1% of their Common Value.
Worn – *Weapons* Malfunction on a roll of Natural 1. *Armor* incurs a -3 PSP and is destroyed upon the wearer receiving a Debilitation. *Both* are purchased for 75% their Common Value and are sold for 10% of their Common Value.
Common – Weapons and Armor don't get any bonuses or penalties. They are purchased at their listed value and are sold for 50% of their listed value.
Pristine – *Weapons* gain a +2 bonus to all Attack Rolls. *Armor* grants +5ft Movement Speed to the wearer (only applicable once) and reduces the PSP/DEF penalties of the armor by 2. *Both* are purchased for 200% of their Common Value and are sold for 50% of their Total Value.
Masterwork – *Weapons* gain a +4 bonus to all Attack Rolls and a +2 bonus to all Damage Rolls. *Armor* grants +5ft Movement Speed to the wearer (only applicable once), reduces the PSP/DEF penalties of the armor by 2, and grants the armor +1 Armor Rating. *Both* are purchased for 500% of their Common Value and are sold for 50% of their Total Value.

Leveling Up

Rewards – Gain your calculated HP per Level and your Skill Points per Level. Spend the skill points at your GM's Discretion and immediately receive applicable talents.
Advancements – Choose a new Advancement (or Profession) with every 10th level.

The Great XP Chart

Random XP Rewards
Crafting Equipment – Gain +5XP when crafting *(GM Discretion)*
A Good Night's Rest – Gain +5XP for a warm room, soft bed, and private space
Exactly Lethal – Gain +5XP when eliminating an enemy with the exact damage required to do so. *(For Example: Enemy has 3HP and 4 Armor, and you deal 7 damage with an Edged Weapon. This would be an Exactly Lethal.)*

Level	XP Required
2	100XP
3	120XP
4	150XP
5	190XP
6	240XP
7	300XP
8	370XP
9	450XP
10	540XP
11	640XP
12	750XP
13	870XP
14	1,000 XP
15	1,140 XP
16	1,290 XP
17	1,450 XP
18	1,620 XP
19	1,800 XP
20	1,990 XP
21	2,190 XP
22	2,400 XP
23	2,620 XP
24	2,850 XP
25	3,090 XP
26	3,340 XP
27	3,600 XP
28	3,870 XP
29	4,150 XP
30	4,440 XP
31	4,740 XP
32	5,050 XP
33	5,370 XP
34	5,700 XP
35	6,040 XP
36	6,390 XP
37	6,750 XP
38	7,120 XP
39	7,500 XP
40	7,890 XP

Quest Rewards

Rule of Thumb – A monster contract's value is worth 1 Copper per the XP Value of the target; awarded per person and affected by Aptitude values.
For Example: A quest to kill a White Drake (225XP) should award the players 2 Silver and 25 Copper each. A player with an Aptitude Modifier of 50% will get 1 Silver and 12 Copper; whereas a player with a 125% modifier will get 2 Silver and 81 Copper.