

The Fantasy Adventure Operating System

Version 3.1
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What is FAOS?

The *Fantasy Adventure Operating System (or FAOS, pronounced "Fey Oss")* is a **FREE** Tabletop Roleplaying Game (TTRPG) system created by Gord Sauer based around a “roll over” *Difficulty Class (DC) Skill Check* dice system using 2d12 dice. The World of Faos is a fantasy world which uses the *FAOS* game system. In the *FAOS* game system, every living (and sometimes undead) thing is a *Creature*. *Creatures* controlled by the *Players* are called *Heroes*. All other *Creatures* are controlled by the *Game Master (GM)*.

All *Creatures* can perform *Actions*. The success or failure of these *Actions* is determined by *Skill Checks* done by the *Players*. The skill check must meet or beat the Difficulty Class (DC).

Sometimes *Creatures* controlled by the *GM* will perform an *Action* (for example; an *Attack*) on a *Hero* or vice-versa. **The *GM* does not roll any dice** (I know, it’s a little crazy). The *Player* rolls a *Skill Check* to determine if their *Hero’s* action was successful to defend against the opposing *Creature’s Attack*.

In summary, everything you do in FAOS requires a *Skill Check* that must overcome a DC. You want to roll high to succeed. *Skill Checks* will allow your *Hero* to defeat monsters and find the treasure. As your *Hero* grows more experienced, it will become easier for your *Hero* to succeed.

Why Another TTRPG?

There really is no need for another TTRPG. But I like creating stuff like this and if someone else can take some of these game mechanics and move the TTRPG industry forward, that would be worth the effort. I’m an engineer and I’ve always liked creating and refining systems in my work. I have played several TTRPG systems and I’ve always wondered what it would be like if some of these game mechanics from different systems were combined or worked in a different way. FAOS is that vision by trying to reduce the workload of the GM by moving all rolls to the players. This has the added benefit of keeping the players engaged and active even when it’s not their turn. It also tries to streamline combat while still adding just enough crunchy strategic options for the players. Why use 2d12? It takes some of the big “swinginess” out of using a d20 (at least mathematically).

About Me

My name is Gord Sauer (GoGo DM) and I've been playing D&D weekly since 2016 here in Canada. Perhaps it was the logical/process part of me as an electrical engineer that drove me to create a TTRPG ruleset like FAOS. Perhaps it was just the joy of creation. Whatever the reason, it was a very fun and worthwhile endeavour. Enjoy your adventures in FAOS.

Acknowledgments

I would like to acknowledge some of the game systems that inspired me for FAOS:

D&D5e TTRPG by *Wizards of the Coast*
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Balance testing was simulated hundreds of millions of times using Gemini A.I. to achieve a 67% average success rate for Heroes during combat. This puts FAOS closer to a gritty TTRPG's (we're all commoners holding a sword for the first time) 65% average combat success versus a heroic fantasy TTRPG's (we're all super heroes) 80% average combat success.

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Images

As a free TTRPG, FAOS was created as inexpensively as possible with a lot of love and long hours. All the artwork was created using either artificial intelligence image generators or a combination of many other images.

Front Cover

Phenola the Druid watches the broken moon Ula drift across the sky with mysterious explosions in the debris field.

Downloads

Download the latest FAOS documents at www.faos.ca

Checkout some FAOS and other TTRPG adventures at www.perilouspursuits.ca



Praxis the Thief

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Definitions

Skill Checks — Every *Action* you do requires a *Skill Check.* Performing a *Skill Check* means rolling 2d12 and adding that Skill's Modifiers. If that total meets or beats DC14, you succeed on that *Action*.

Actions — Things your *Hero* can do such as *Attacking* a *Creature*, *Persuading* a *Creature* or many other types of *Actions*.

Action Tokens — Players spend Action Tokens to perform an Action.

Attacks — An Attack by one Creature to another could be a Melee Attack, a Ranged Attack, a Spell Attack, a Psionic Attack, or a Maneuver that causes Damage or an Effect on another Creature or Creatures.

Creatures — Any living (or undead) *Creature* that may or may not have sentience. This includes the *Player's Heroes*.

DC — *Difficulty Class (DC)* is the value you have meet or beat on your 2d12 dice roll *Skill Check* to succeed on an *Action*. The FAOS DC is always 14 + Opposing Creature Tier # and usually expressed as DC#.

FAOS — *Fantasy Operating System (FAOS)*. Also used in the world setting of *Faos*.

FAOS Cards — *FAOS Cards* are the game cards of *FAOS*. They could be *Action Cards*, *Special Item Cards* or *Maneuver Cards*. Keep any *FAOS Cards* you collect with your *Hero Sheet* as they are important to your *Hero*. Instructions on how to use a *FAOS Card* are listed on the card.

GM — *Game Master (GM)*. The person who operates the story and the world the other *Player's Heroes* live in.

Heroes — *Heroes* are the characters created by their *Player* owners that live in the *GM's* world of adventure.

Hero Sheet — A sheet the Players have that describes their *Hero's Skills* and *Items*.

Players — The *Players* are the people playing *FAOS* who control their *Heroes*.

Starting a Character

Create a name for your Hero and think what it will look like and what it's backstory or history will be.

Your Hero can be 1' tall or 8' tall, it could be 10lbs in weight or 500lbs. The Hero can be any species or look you can imagine. Please ensure your choices respect your fellow players and GM. Your Hero's description will be flavour only and will not affect the mechanics of gameplay until level 7 when your character *Awakens*. The GM may take your height and weight into consideration in certain situations. All Heroes have a 30 foot walking movement speed.

Have fun building your Hero by building a history and backstory. Maybe you have a lifelong enemy from your history or some other drama that might surface during your adventures. Draw a picture of your Hero, find an image online or use an A.I. image generator to create an image of your Hero and bring it to life.

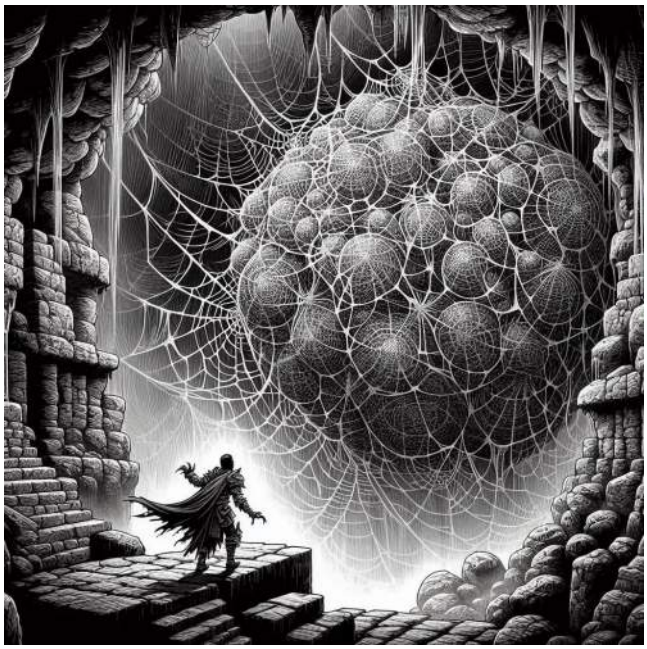
Skill Modifiers

How well your Hero does things is based on their Skill Modifiers. To determine your Skill Modifiers, you must do the following steps:

1. On the back of your Hero Sheet, write the numbers 1 to 18 vertically. Roll 4d6 and drop the lowest d6. Total the remaining 3 dice. Do this a total of 18 times and write the total beside each number 1 to 18.

2. Beside each of the 18 roll totals, write down the Skill Modifier from the table below:

Roll Total	Skill Modifier
3	-4
4 to 5	-3
6 to 7	-2
8 to 9	-1
10 to 11	+0
12 to 13	+1
14 to 15	+2
16 to 17	+3
18	+4



Coromir the Psion discovers a Widowlok nest

3. After you have written down all your Skill Modifiers, you can ignore your 4d6 dice rolls as we don't need them anymore.

4. Now you will assign each of the 18 base Skill Modifiers you wrote down to each of the 18 Skills listed in your Hero Sheet. For Skills you want to be good in, you want a high Skill Modifier as this will be added onto your 2d12 dice roll when you make a Skill Check.
5.

6. Below are the various Skills shown on your Hero Sheet:

1. Melee Attack	Your ability for Melee Attacks.
2. Ranged Attack	Your ability for Ranged Attacks.
3. Arcane Spell	Your ability to cast Arcane Spells learned from the study of arcane magic.
4. Divine Spell	Your ability to cast Divine Spells from your connection to your patron deity.
5. Primal Spell	Your ability to cast Primal Spells from tapping into the powers of nature.
6. Psionics	Your ability to use Psionics through the power of your mind to bend reality and physics.
7. Parry	Your ability to use your melee weapon, fists or feet to Parry an incoming ***Melee Attack*** against you or an adjacent ally. Does not work on magical spell attacks.
8. Dodge	Your ability and keen sense of danger to Dodge a ***Ranged Attack*** or ***Ranged Spell***.
9. Armour	Your ability to use your Armour to strategically block any attack on yourself without damaging the armour. Does not work on magical spell attacks unless the armour being hit is magical or has a shield spell applied.
10. Strength	Your ability to perform feats of Strength such as grapples, shoving, arm-wrestling, climbing, lifting, breaking or moving things.
11. Dexterity	Your ability to perform Dexterity based checks such as acrobatics, parkour, jumping, climbing down, balancing, escaping grapples.
12. Focus	Your ability to Focus on something to successfully learn something or discover something.
13. Insight	Your ability to understand situations, avoid surprises or read body language.
14. Willpower	Your ability to resist conditions, maintain a spell, or intimidate Creatures.
15. Charisma	Your ability to perform for, persuade or deceive another Creature.
16. Survival	Your ability to track another Creature, to take advantage of the environment around you, or stabilize a Creature suffering damage from Bleeding wounds.
17. Stealth	Your ability to stay hidden and quiet.
18. Handywork	Your ability to utilize equipment, build stuff, pick pockets or skillfully use your hands or other appendages.

7. Your starting Hero at level 1 has certain hit points for various body parts and upgrades to your Skill Modifiers. Refer to the Levelling Up table and apply these changes to your level 1 Hero Sheet.

8. Add your First Round Free Movement to the Hero Sheet. See also the *Combat Initiative Section* in this document for more details on this. The calculation for this is also shown right on your Hero Sheet.

9. Starting equipment for all Heroes is clothing of their choice, a water skin, a bedroll and a backpack.

10. Each Hero starts with 50GP and can buy armour, weapons and equipment at the start.

11. After shopping for some weapons, armour, equipment and potentially magic items, your Hero is then ready to play. Go have some fun & adventure with your GM.

Levelling Up

When the GM decides that the party has reached a certain milestone of adventuring experience, the GM will notify them that they can level up their Hero to the next level. The table below shows the benefits of levelling up which are gained only after the next successful Rest.

Level	Tier	Head Max HP	Torso Max HP	Arm Max HP	Leg Max HP	~ Gold Gained	Grit or Mana Points	Skill Modifiers	Maneuvers
1	1 Simple	1	2	1	1	50	Starting 15 points to distribute to Grit and/or Mana Points	+7 to Skill Modifiers (Max +3 to any one Skill Modifier)	Select Starting 3 Maneuvers
2		1	2	2	2	+40	+1		+1
3		1	3	3	3	+50	+1	+1	
4	2 Adept	2	4	4	4	+60	+1		+1
5		2	5	5	5	+75	+1	+1	
6		2	6	5	6	+100	+1		+1
7	3 Experienced	2	8	5	6	+125	+1	+1	
8		2	8	5	6	+150	+1		+1
9		2	9	5	6	+175	+1	+1	
10	4 Master	2	10	5	6	+200	+1		+1
11		2	11	5	6	+225	+1	+1	
12		2	12	5	6	+250	+1		+1
13	5 Legend	3	13	6	7	+275	+1	+2	
14		3	14	6	7	+300	+1		+2
15		3	15	6	7	+325	+1	+2	
16	6 Divine	4	16	7	8	+350	+1	+3	+3

Skill Checks

Use 2d12 for all Skill Checks + your Skill Modifier.
The ***DC is 13 + the Opposing Creature's Tier #***.
The list below will let you know how well your roll did.

Meet or beat DC:	Success.
Meet DC -1:	Your attack just misses but distracts the Creature enough that the next attack against that Creature by an ally is done with an Advantage.
Meet or beat DC +7:	Extraordinary success with a boon.
Natural roll of 24:	Critical success. Player chooses the boon and they gain an Action Token.
Less than DC:	Failure.
Less than DC -7:	Catastrophic failure with a bane.
Natural roll of 2:	Critical failure. GM chooses the bane and the player loses an Action Token immediately or on the next Round if they are out of Action Tokens.
Matching Dice:	You regain all of your spent Grit or Mana points.

The same 2d12 Skill Check roll without modifiers will be used for the boon/bane tables.

Advantage
Can be given by the Game Master (GM) or another player in certain circumstances such as casting Inspiration. For your next Skill Check roll, add an additional 1d12 to your dice pool for every Advantage you have received and keep the highest two rolls. Advantage can stack so you could have several d12 dice on your roll. One Disadvantage will cancel one Advantage on a Skill Check. Considered a Major Boon.

Disadvantage
Can be given by the GM or another player in certain circumstances such as casting Distract. For your next Skill Check roll, add an additional 1d12 to your dice pool for every Disadvantage you have received and keep the lowest two rolls. Disadvantage can stack so you could have several d12 dice on your roll. One Advantage will cancel one Disadvantage on a Skill Check. Considered a Major Bane.

Declare Before Rolling
You must declare any Maneuvers, Grit or Mana points or any other upgrades you will be spending prior to rolling the dice.

Hero Versus Hero
When Hero's are performing Skill Checks against each other, the highest Skill Check succeeds. On a tied Skill Check, the success goes to the defending Hero.

Combat



Solomil the Dwarf escapes a Goblin and Forest Ogre ambush

Initiative
If the enemy Creatures surprise the Heroes, the enemy Creatures go first in the initiative. In all other cases, the Heroes go first in the initiative. Initiative is then handled in zipper initiative where you alternate between the Heroes and enemy Creatures each turn. The Heroes can decide their order in the zipper initiative and the GM decides the enemy Creatures order in the zipper initiative. The Heroes and the GM can change the order in the zipper initiative each round.

First Round Free Movement
In the first round of combat, each creature gets free movement equal to 7' + Dexterity Skill Modifier rounded down to the nearest 5'. For example, if your Dexterity Skill Modifier is +4, your first round free movement is 7' + 4 = 11' rounded down to 10 feet of free movement in the first round only.

Action Tokens
Action Tokens (black in colour) are used when you want to do an Action with your Hero during combat. Each player has 3 Action Tokens to spend during a combat round. You can only perform an Action or Reaction if you have an Available Action Token. With the FAOS logo turned up, an Action Token is available to spend. With the Perilous Pursuits logo turned up, an Action Token is already spent.



Available *Spent*

When your Hero performs an Action or a Reaction, you flip over an Available Action Token to show it has been Spent on that Action. The *Player* can continue to play any remaining *Action Tokens* at any time during the *Party's Initiative Turn* or save one or more *Action Tokens* for a *Reaction* during the *Enemy's Initiative Turn*.

At the ***Start*** of a Creature's Turn, all *Action Tokens* for that Creature are flipped to the Available side.

Spending an Action Token allows you to do the following:

- A melee or ranged attack
- Dash an additional 30'
- Grapple, shove, or trip
- Getting up from prone (this also takes half of a Hero's total movement speed if they decide to move)
- Cast a spell
- Putting away one weapon, shield or hand-held item and equipping another
- Some Actions in combat like Persuasion, Intimidation, Focus, or similar checks may require time to do while in combat. The GM has final say on what Actions or Checks require an Action Token.
- A *Reaction* or *Held Action* when it's not the *Hero's* turn but they have an unused Action Token they can use to react to when something happens.
- Interacting with an object (examples; pick a lock, activating an item, open a door, feeding another Creature food or a potion, lighting a torch)
- Removing or donning arm armour
- Removing or donning leg armour (2 Action Tokens)
- Removing or donning torso armour (3 Action Tokens)
- Help an ally to give an Advantage on their Skill Check (convince the GM how you plan to help)

Legendary Tokens
The GM may grant a Legendary Token from excellent roleplay, doing something cool, or doing something absolutely batshit crazy. A Legendary Token is also received when rolling 2d12 dice roll during combat and both dice are 12. The Player receives a Legendary Token (blue in colour) which can be spent during the player's turn, after any other Creature's turn, or as a Reaction to another Creature's Action. A Player can only have one Legendary Token at one time. Legendary Tokens are returned to the GM after using. With the FAOS logo turned up, a Legendary Token is available to spend. With the Perilous Pursuits logo turned up, a Legendary Token is already spent.



Available *Spent*

Do I Really Need These Fancy Tokens?
No. You can use coins or anything else that has two different sides. Or you can just track your tokens by marking and erasing them on paper with a pencil (it will eventually destroy your Hero Sheet with all that erasing though). But…there's something special about the GM handing you that blue-ringed Legendary Token with the FAOS logo on it that gives you a massive dopamine hit.

Reactions
Heroes can spend an *Action Token* not on their turn as a *Reaction* to do the following:

- ***Parry*** - Use your melee weapon, fists or feet to parry the incoming melee attack on themselves or an adjacent ally. Does not work on magical attacks.
- ***Dodge*** - Use your dexterity to dodge a magical or ranged attack or to push an adjacent ally out of harms way. If pushing an ally, they end up Prone.
- ***On a failed Parry or Dodge***, the target takes HP damage or can spend Armour Points to absorb the damage. Does not work on magical attacks unless the armour being hit is magical. A defender with a shield can choose to use their shield Armour Points instead of their worn Armour Points.
- ***Opportunity Attack***. When an adjacent *Creature* attempts to move out of your melee threat range, you can spend an *Action Token* to make an *Opportunity Melee Attack*.
- ***Some Maneuvers, Spells, or Psionics*** allow you to spend an *Action Point* to perform a specific *Reaction*.



Balto the Fighter sizes up a Dragon

Armour Skill Check
If a Reaction is not used to defend against an attack, the hero does an Armour Skill Check as a Free Action where they use their armour or shield strategically to block the attack. Armour Skill Checks do not require spending an Action Token. A successful Armour Skill Check blocks the attack but the Armour still takes 1 point of damage. On a failed Armour Skill Check, the Creature being damaged takes full HP damage or they can spend Armour Points on that body part to absorb some or all of the damage. Does not work on magical attacks unless the armour being hit is magical. A defender with a shield can choose to use their shield Armour Points instead of their worn Armour Points.

Held Actions
A Hero can spend an Action Token for a Held Action. The token is spent but the player gets to declare the triggering conditions for when their Held Action happens and what they plan to do when that trigger happens. If the trigger doesn't happen before the Hero takes another Action, that Held Action and any resources such as Mana or Grit points used for that Held Action are lost.

Free Actions
A Hero can perform one Free Action that does not require an Action Token. Examples of Free Actions are:

Move up to their movement speed (30'). This can be broken up between or after their other actions. Some items might give additional movement speed.
- Speaking. This does not apply to activating an item (such a spell scroll with an action word) as this would require an Action Token. Unlimited Speaking Free Actions per Round. Persuasion or Intimidation talking require an Action Token.
- Disengaging a Maneuver.
- Going Prone or taking Cover.
- Drop a weapon, shield or hand-held item.
- Removing or donning a helm armour
- Equipping a weapon, shield or hand-held item from inventory into a free hand.
- Stealthing
- Eating something or drinking a potion for yourself
- GMs discretion

Distance for Target Range
- Adjacent (within 5')
- Close (within 15')
- Near (within 30')
- Far (within 60')
- Away (beyond 60')

An attack against an unseen Creature which may be Invisible or within a Fog Cloud or similar environment is done with a Disadvantage. An attack against an unseen Hero has the Hero doing a Defense Check with an Advantage. These Advantages and Disadvantages do not apply to AOE attacks or effects.

Prone & Cover
- A *Melee Attack* on a *Prone Adjacent Creature* is done with an *Advantage* (*Hero's* roll *Defense Checks* with a *Disadvantage*).
- A *Ranged Attack* on a *Prone*, *Adjacent, or Creature* behind *Cover* is done with a *Disadvantage* (*Hero's* roll *Defense Checks* with an *Advantage*).
- A *Prone Creature* behind low *Cover* or a *Creature* behind full *Cover* cannot be hit with a *Ranged Attack*. A *Creature* that is behind *Cover* cannot see what is going on beyond the *Cover*. This could have an effect on spells or other effects that require line of sight.
- *Area of Effect (AOE) Attacks, Spells, Psionics or Maneuvers* may be able to go around *Cover* to hit a *Creature*. Refer to the *AOE* description.
- *AOE Attacks, Spells, Psionics or Maneuvers* ignore if a *Creature* is *Prone*.

Damage
A *Hero* is automatically hit by an *Attack, Spell, Psionic* or *Effect* unless they perform a *Defensive Reaction*. Refer to the *Weapon*, *Spell*, *Psionic* or *Effect's* description for the damage amount.

The default body target of a hit is the *Creature's Torso* but certain *Boons* or *Banes* from the *Attack* may allow hits to other body parts. Below are the effects of doing damage to body parts.

- A head at 0 HP causes the Creature to go unconscious and prone. Further damage to the head causes the Creature to have the Death's Door Condition.
- Arms at 0 HP are unusable. Further damage to the arms causes dismemberment and the "Bleeding Condition" where the torso loses 3HP per round until healed or a successful Survival Check is done to stop the bleeding.
- Legs at 0 HP are unusable and causes the Hero to go prone. Further damage to the legs causes dismemberment and the "Bleeding Condition" where the torso loses 3HP per round until healed or a successful Survival Check is done to stop the bleeding.
- Torso at 0 HP causes the Hero to go unconscious and prone. Further damage to the torso causes the Creature to have the Death's Door Condition.
- If a Creature doesn't have legs and that target area is rolled, the arms can be chosen as the target. Similarly, if a Creature doesn't have legs or arms and one of those target areas is rolled, the head can be chosen at the target.

At the time a Creature takes damage, it can optionally choose to spend Grit Points or Mana Points to absorb the same amount of damage it takes. For example spending 5 Grit Points absorbs 5 of the damage received.

High Risk High Reward
A *Hero* who has the *Bloody Condition* has the option to spend *Armour Points* to give you the following benefits during a combat before or after another *Creature's Turn* but not during.

Spend # *Armour Points*	Gain a Mana or Grit Point (up to your maximum) for each spent Armour Point.
Spend # *Armour Points*	Gain a +1 for your next Skill Check for each spent Armour Point.
Spend 5 *Armour Points*	You can Disengage or Dash as an extra Action.
Spend 8 *Armour Points*	On your next Melee, Ranged, Spell, or Psionic Attack, if you hit, you deal double the Damage.
Spend 10 *Armour Points*	Receive a Legendary Token.

Armour Points spent in this manner are recovered after a *Rest*. Mark these spent *Armour Points* with an "X" which is different than your damaged Armour Points so you know how many you will recover after a Rest.



Tripod the Barbarian doing barbarian stuff

Spells and Psionics

Spells and Psionics require Mana Points to cast. There are four schools of magic Arcana, Divine, Primal and Psionics (although Psionics isn't really considered magic). Different Spells and Psionics have different Mana Point costs. You can also use Mana Points to select the type of Delivery for the Spell or Psionic as per the table below. A Spell's or Psionic's starting point is always at the center of the caster.

Gestures and Verbal Incantations
Some spells, psionics, or magical items require performing gestures or saying verbal incantations. If you cannot do these requirements, you cannot cast that spell or psionic. The spells and psionic Gesture and Verbal Incantation requirements are listed in the Spell List as "G" for Gestures and "V" for Verbal incantations for each school of magic. Gestures require at least one free hand to perform.

Subtlety
You can cast a spell or psionic with subtlety without performing gestures or incantations by spending +2 Mana Points.

Duration
A Spell or Psionic and their effects last as per the description. You can spend Mana Points to alter a Spell's or Psionic's duration on a Creature by keeping it maintained with your Willpower. If a spell or psionic's Duration is noted as Continual, it lasts until dismissed as a Free Action or Dispelled. You can only keep one spell or psionic maintained at a time with your Willpower.

Armour and Magic
If wearing non-magical metal armour, the Magic Skill Check subtracts the armour's Tier # unless the spell is cast on Self.

If the Caster takes Damage, they must roll an immediate Willpower Check at Disadvantage.

Delivery	Additional Mana Point Cost	Description
Aura	+2	For every additional 2 Mana Points spent, increase radius by 5 feet
Cone	+2	For every additional 2 Mana Points spent, increase cone length by 5 feet
Cube	+1	For every additional 1 Mana Point spent, add one additional 5 foot cube
Glyph	+2	Leave a glyph that will cast the spell when certain conditions are met
Remote	+1	For every additional 1 Mana Point spent, add 10 feet to the starting point away from the caster
Self	-	Yourself
Touch	-	A Creature you can touch

Maneuvers

You can only select a Maneuver once and some Maneuvers increase in power as your Hero levels up.

Action Surge - Once per Round as a Free Action, you can spend 3 Grit Points or 3 Mana Points to gather your inner fortitude to immediately recover a spent Action token and have it immediately available to spend it.

Awakening (at Level 7) - Your Hero has awakened one special Skill based on its species or description. This could be natural armour, extra limbs, a prehensile tail, special movement (such as flying, burrowing, swimming or climbing), resistances while in certain extreme environments, underwater breathing, natural camouflage, night vision, fangs and claws for unarmed strikes, or any other special Skill your species might be capable of doing. This special Skill must be discussed with and approved by your GM when your Hero reaches level 6 before you gain the Maneuver at Level 7.

Backstab - While successfully stealthed, you can spend 3 Grit Points immediately prior to a Melee Attack on a Creature that an active ally or allies is Flanking. Perform the Attack Check with an Advantage (due to Flanking) and another Advantage (due to Stealth) and any damage you deal is doubled for the stealthy backstab.

Berserker - Your Max Torso HP goes up by 5 while you have this Condition. Spend 2 Grit Points and one Action Point to go into Berserker mode for two Rounds where your Melee Attacks are done with an Advantage but any Dodge or Parry Skill Checks you do is done with a Disadvantage. While in Berserker mode, you have an Advantage on your Strength Skill Checks.

Bull Rush - Once per round, spend 2 Grit Points prior to attacking a Creature with a Melee attack and at least 15 feet of straight movement towards the Creature. If you hit the Creature, it is shoved 15' directly away from you and knocked Prone. If the Creature is up against a structure that prevents the movement, it takes an additional 1 damage but is not knocked Prone.

Camouflage - You can spend 3 Mana or Grit Points to have an Advantage on Stealth Skill Checks until the end of your next turn.

Chemist - Your tinkering skills have allowed you to create potions. You can spend your Max Grit and your Max Mana points to create one potion with by purchasing the potion materials that can be found at any medium sized city or larger. First declare the potion you are making then roll a Handywork Check to see how much GP of potion materials (rounded down) it takes to create the potion in the table below:

2-6	Spend the full gold
7-16	Spend half the gold (rounded down)
17+	Spend 1/4 the gold (rounded down)
Natural 24	Find the ingredients for free in the wild

If you don't have enough gold, the potion fails.



Terrashin the Monk fights some River Lizards

Cleave - Once per Round when you Melee attack with any swinging sharp bladed weapon, you can spend 3 Grit Points prior to your attack to try to hit two Creatures you choose within Melee range. On a hit, you do the same damage to both Creatures.

Commander - Once per Round, you can spend 2 Action Points to give another ally that can see or hear you 1 Action Point. You have an Advantage on Insight Skill Checks.

Distract - You have perfected the art of distracting your enemies. Once per Round, spend Action Tokens on an enemy Creature that can see or hear you. For every Two Action Tokens you spend, you reduce the enemy Creature's Action Tokens by one.



Silel the Thief raiding a lost tomb

Druidic Circle - You can spend 2 or more Mana Points to draw a 5 foot radius Druidic Circle that glows with Primal Magic. All Heroes within the Druidic Circle have Advantage on Primal Spell Skill Checks. The circle lasts a number of rounds equal to the Mana Points spent beyond 2. For example spending 3 Mana Points allows the Druidic Circle to last 1 round. Spending 5 Mana Points allows the Druidic Circle to last 3 rounds.

Dualist - Once per Round while wielding a Melee weapon, prior to your attack you can spend 3 Action Tokens and 5 Grit Points to try to disarm your opponent of their weapon (unless part of their body). On a successful Melee attack rolled with Disadvantage, you don't deal damage but you disarm the target of their weapon and as a free action, you can step forward and stand on their fallen weapon. They may spend an Action Token to try to regain their weapon in which you will need to do a Strength Skill Check. On a success, the enemy can't get their weapon from under your foot. On a fail, the enemy can spend another Action Token to pickup their weapon.

Dual Weapon - You can wield two one-handed melee weapons at once. Once per round, you can spend 2 Grit Points to do two Melee weapon attacks (one with each weapon in each hand) which will only cost 1 Action Token.

Eagle Eye - The distance of your ranged attacks, ranged spells or ranged psionics are doubled. You can spend 2 Grit Points (for weapon attacks) or 2 Mana Points (for spell or psionic attacks) prior to the ranged attack to get an Advantage on the one Attack Action but your next Dodge or Parry Skill Check is done with a Disadvantage.

Engineer - You have an Advantage on Focus Skill Checks where you are trying to learn or discover something.

Fists of Fury - While not wearing metal armour, once per round you can spend 1 Grit Point to perform two unarmed Melee Attacks on a Creature which will only cost 1 Action Token.

Gymnast - While not wearing metal armour, you have an Advantage on Dexterity Skill Checks and your Climbing Speed is the same as your Movement Speed.

Impale - Once per Round when you Melee attack with any piercing weapon such as a spear, trident or similar weapon, you can spend 3 Grit Points prior to your attack to try to pin the Creature to the structure directly behind and adjacent to it. On a hit, the Creature is considered Grappled in place for two rounds before it escapes.

Inspire - Once per round, spend 2 Action Tokens to give yourself or an ally who can see or hear you an Advantage on their next Skill Check.

Luck - Once per round as a Free Action, you can spend 5 Grit Points or 5 Mana Points to re-roll one of your D12 dice that you just rolled.

Master Craftsman - Your tinkering skills have allowed you to follow specialized recipes to create items. The time it takes to create the item and the cost of materials depends on its complexity and rarity of materials. Recipes can be purchased, discovered or stolen. If you have an idea for a recipe to create your own unique item, discuss it with your GM.

Medic - Once per round, spend 3 Action Tokens to tend to the wounds of one body area of an adjacent ally or yourself. You heal that body part by 3 HP up to it's Max HP.

Mentalist - You can spend 3 Mana Points to have an Advantage on Psionic Skill Checks until the end of your next turn.

Mind Fortress - You can spend 3 Mana or Grit Points to have an Advantage on Willpower Skill Checks until the end of your next turn.

Parkour - While not wearing metal armour, once per round you can spend 1 Grit Point to ignore difficult terrain and you can run on walls and ceilings up to your movement speed on a successful Dexterity Check. If you stop while on walls or ceilings after your movement is done without gripping a secure hold, you will fall and take 1 point of damage for every 10' of height you fall. A successful Focus Skill Check will let you find a secure hold while on a wall or ceiling.

Performer - You can spend 3 Mana or Grit Points to have an Advantage on Charisma Skill Checks until the end of your next turn.



A Golem waiting for the gift of life from its creator

Pierce - Once per Round when you make a Ranged Attack with any piercing weapon such as an arrow, bolt or spear (hilted weapons are excluded), you can spend 3 Grit Points prior to your attack to try to hit two Creatures that are lined up in a row with you and within the weapons range. On a hit, you do the same damage to both Creatures.

Prayers - You can spend 3 Mana Points to have an Advantage on Divine Spell Skill Checks until the end of your next turn.



Yoseph the Cleric healing his friend Balto after battle

Pyromancy - Your tinkering skills have allowed you to create bombs. You can spend your Max Grit and your Max Mana points to create one bomb with 5 GP of purchased bomb materials that can be found at any medium sized city or larger. Roll a Handywork Check to see what type of bomb you create per the table below.

Handywork Check	Bomb Type
2	Bomb explodes while you work on it. Any Creature within a 10' radius takes 1 point of damage and is Stunned
3-5	Small bomb does 1 point of damage in a 10' radius and Creatures in the blast radius are Stunned
6-10	Smoke bomb does no damage but does create a 20' sphere of smoke to obscure vision and gives Advantage on Stealth to Creatures obscured by the smoke. Attack Checks on obscured Creatures are done at Disadvantage. Defense Checks on obscured Heroes are done with Advantage
11-15	Big bomb does 2 points of damage in a 20' radius and Creatures in the blast radius are knocked Prone, Stunned and Burning. Any structures or trees within the blast radius take some minor structural and burn damage
16-20	Ice bomb does 2 points of damage in a 20' radius. The bomb leaves an icy patch of difficult terrain in the blast radius that lasts until the battle is over or melted by other means. Any Creatures in the blast radius are Stunned and knocked Prone. Any structures within the blast are coated with ice and opening doors, windows or chests in these areas require a Strength Check at Disadvantage until the area melts.
21-23	Select any of the above bomb types
24	MOAB (Mother of All Bombs) does 3 points of damage in a 40' radius. The bomb leaves the entire blast radius area as a burning inferno. All Creatures in the blast radius are knocked Prone, Stunned and Burning. Any structures or trees within the blast radius take major structural damage. Each round, the flames and embers have a 50% chance of lighting nearby structures or trees on fire

Bombs detonate upon sudden impact. You can spend your Max Grit and Max Mana points to create any of the following specialized trigger mechanisms for bombs you have already created:

Remote	You can detonate the bomb remotely as long as you can see it
Programmed	You can program the bomb to detonate based on preset conditions that you define (within limits…talk to your GM)



A Pyromancer tests his new bomb

Rapid Fire - Once per round, with a burst of fast reloading, you can spend 2 Grit Points to do two ranged weapon attacks with the same weapon which will only cost 1 Action Token.

Ricochet - Spend 3 Grit Points to allow a ranged attack, ranged spell, or ranged psionic attack to ricochet off a structure to go around corners and hit a Creature you have previously seen. The range distance of the attack is the total lengths it travels and is restricted to the attack's range restrictions.

Sculpt - Spend 1 Mana Point and change the Area of Effect (AOE) of a spell or Psionic to a controlled line by the caster that can turn and weave horizontally and vertically through a battle field hitting multiple targets. A 30' cone AOE spell now becomes a 30' x 5' wide line. A rectangular or cube spell has the sum of two sides added together for the line's range (example; a 10'x10' cube becomes a 20' x 5' line). The diameter of a sphere becomes the length of the line's range (example; a 20' sphere becomes a 20' x 5' line). The caster's line can turn and weave but the total length of the line cannot exceed the range distance. If a target is not visible to the caster (example behind full cover), there is a 50/50 chance the controlled line will miss the target (Hero rolls 1d12; 1-6 miss, 7-12 hit).

Sentinel - If you hit a Creature with a Melee Attack while it tries to move out of range of your Melee Attack. It's Movement is zero for that Round.

Stunning Strike - While not wearing metal armour, spend 3 Grit Points prior to your weapon or unarmed Attack. On a hit, the Creature takes the damage and is stunned for one Round. On success by 5, the Creature is stunned for two Rounds. On a Critical Success, the Creature is stunned for three Rounds.

Tinkerer - You can spend 3 Mana or Grit Points to have an Advantage on Handywork Skill Checks until the end of your next turn.

Tracker - You can spend 3 Mana or Grit Points to have an Advantage on Survival Skill Checks until the end of your next turn. You ignore difficult terrain produced by nature such as heavy snow, still water such as swamps, rocky terrain, sand dunes, or heavy underbrush.

Trap - Once per round, you can spend 2 Grit or Mana Points and 2 Action Tokens to build an improvised trap for a Creature to spring. Use your Handywork Skill Check to see if it works. A success has the Creature take 1 damage. A success by 5 has the Creature take 1 damage and is Grappled for one Round in the trap. A success by 10 has the Creature take 2 damage and is Grappled for one Round in the trap. A Critical Success has the Creature take 2 damage and is Grappled for two Rounds.

Turtle - Spend 2 Grit Points and one Action Token to go into Turtle mode for two Rounds where your Attack, Spells, or Psionics are done with a Disadvantage but any Dodge or Parry Skill Checks you do is done with an Advantage.

Vanguard - While holding a shield, you can add the Tier # of your shield to any Strength Skill Checks where a Creature is trying to Shove, Grapple or Trip you. As a Reaction, you can spend 1 Grit Point and an Action Token to use your Armour Defense Skill Check on an adjacent ally who is being attacked. As a Reaction, you can spend 2 Grit Points and an Action Point to swap positions with any willing adjacent ally. If you are equipped with a Vanguard shield, you can roll with an Advantage for these Strength Skill Checks or for any Armour Defence Skill Checks.

Miscellaneous

Non-Combat Checks
The players tell the GM if they roll a successful check to do something or not. The GM is not required to suggest players roll a check. For example, if there is a hidden door within a room, the players can say they are investigating the room for secret doors and proceed to roll a DC14 Focus Check. If they meet or beat DC14, they can tell the GM they succeeded on their Focus Check and the GM can say there is a secret door or they didn't find a secret door if there are none. The players cannot spam checks to try and get a good roll and should respect the GMs ruling on this.

Persuasion
Roll a DC14 Charisma check against to try to convince another Creature such as reducing the price of an item. If you fail, the price will be high. If you succeed, the price will be lower. The GM will decide on the price based on how good or bad the Charisma check roll was. Successive Persuasion checks after a fail adds an additional Disadvantage.



The Sunken Temple

FAOS Cards
FAOS Cards are the game cards of *FAOS*. They could be *Special Item Cards* or *Maneuver Cards*. Keep any *FAOS Cards* you collect with your *Hero Sheet* as they are important to your *Hero*. Instructions on how to use a *FAOS Card* are on the card. Condition FAOS cards should be placed in front of the Player whose Hero has that condition so everyone can see it. Below are the types of *FAOS Cards* you can gather:

 Torso Armour

 Arm Armour

 Leg Armour

 Head Armour

 Weapon

 Maneuver

 Tinkerer Recipe

 Condition

 Unique or Magical Item

Mana Points
Used for casting spells or psionics or to perform certain Maneuvers.

Grit Points
Used to perform certain Maneuvers. As an option, the player can use Grit Points to reduce damage by the same amount.

Resting
A **Rest** is when a Hero successfully gets at least 6 hours of uninterrupted rest and has eaten and drank fluids (not just alcohol) that day. During a Rest, a Hero could be relaxing at a tavern, shopping, studying in a library, working on a non-physical effort project, sleeping, short walks, travelling on a cart/boat/horse. Repairing armour is not considered resting time as physical effort is used. A Rest is usually taken at night when the Hero sleeps but it could be during the day while they are awake. It's possible to take multiple rests in a 24 hour day.

A **Sleep** is when a Hero successfully sleeps for at least 6 uninterrupted hours. A Sleep is still valid if it is split up during a watch with 3 hours Sleep, 3 hours watch, and another 3 hours Sleep. As long as the watch is uneventful.



The Heroes try to sneak past a sleeping Medusa

A Hero can regain Hit Points when they complete a Sleep. They can roll a #d12 dice where # is their current Tier. The dice total rolled is the HP that they can allocate back to various body areas of their Hero up to their HP Max.

A Hero regains all their Mana and Grit points up to their Max points when they successfully complete a Rest or Sleep. Some Conditions a Hero may have are removed after a Rest.

A Hero who hasn't had a Sleep within 18 hours cannot gain the benefits of a Rest.

Sometimes a Rest or a Sleep can be interrupted by physical effort such as a long walk, running, Combat or Armour Repair. When this happens, the Rest period will need to start over.

Flanking
If you have an active ally or allies that are 180 degrees on the opposite side of an enemy Creature, that Creature has the Flanked Condition. A Flanked creature is distracted and all Melee and Ranged attacks against it are rolled with Advantage.

Pack Tactics
Creatures with this ability get Advantage on Melee Attacks if they have an active ally or allies that are within 5 feet of the target.

I Have the High Ground
If a Hero is 5 feet or higher than the Creature it is attacking, the Hero's Attacks are done with Advantage.
If a Hero is 5 feet or lower than the Creature that is attacking it, the Hero's Defense Checks are done with Disadvantage.

Lodging, Food & Drink
The players can obtain food, drink and lodging in towns with the following costs:

2 GP	Basic lodging, basic food, water and ale for the day
3 GP	Nicer lodging, nicer food, water, ale, whiskey for the day
5 GP	Fancy lodging, any food, any drinks for the day

Water is free from filling up your water skin from wells and streams.

Armour

Armour is purchased, stolen or earned in victory. When you take damage, you can spend Armour Points on the body area you have been hit instead of taking damage to your Hit Points (HP). When your Armour Points reach 0, your armour is destroyed beyond repair. Tier 4 to 6 armour magically shrinks or enlarges to fit the wearer.

Mithril armour is not considered metal armour and is made out of different mysterious substance.

A shield requires one free hand to wield.

Torso Armour

Tier	Torso Armour	Max Armour Points	Cost (GP)
0	None	0	0
1	Padded	1	3
	Leather	2	5
	Studded Leather	3	7
	Wooden Shield	+1 AP to Torso	3
2	Hide	4	10
	Chain Shirt	5	12
	Scale Mail	6	15
	Metal Shield	+2 AP to Torso	10
3	Ring Mail	7	20
	Breast Plate	8	30
	Mithril Shirt	9	50
	Plate Armour	10	100
	Vanguard Shield	+1 AP to All Body Parts	50
4	Magical Tier 1 Armour	11	300
	Magical Tier 2 Armour	12	500
	Magical Tier 3 Armour	13	700
	Magical Shield	+4 AP to Torso	100
5	Renowned Armour	14	1000
	Artifact Armour	15	1500
	Legendary Armour	16	2000
	Legendary Shield	5	500
6	Divine Armour	17	5000
	Divine Shield	+6 AP to Torso	1000









Arm Armour

Tier	Arm Armour	Max Armour Points	Cost (GP)
0	None	0	0
1	Leather Bracers	1	5
2	Metal Bracers	2	20
3	Mithril Sleeves	3	50
4	Magical Bracers	4	100
5	Legendary Bracers	5	300
6	Divine Bracers	6	750



Leg Armour

Tier	Leg Armour	Max Armour Points	Cost (GP)
0	None	0	0
1	Leather Shin Guards	1	5
2	Metal Shin Guards	2	20
3	Mithril Shin Guards	3	50
4	Magical Shin Guards	4	100
5	Legendary Shin Guards	5	300
6	Divine Shin Guards	6	750



Head Armour

Tier	Head Armour	Max Armour Points	Cost (GP)
0	None	0	0
1	Leather Cap	1	5
2	Metal Helm	2	10
3	Mithril Helm	3	50
4	Magical Helm	4	100
5	Legendary Helm	5	200
6	Divine Helm	6	500



Armour Repair

Armour can be repaired by someone with blacksmith or leather working tools and access to repair materials. You can repair the same amount of Armour Points as your Handywork Skill Check above 14. For example, if your Hero roll an 18 Handywork Skill Check, you repair 4 armour points (18 - 14) on any of your armour. If you roll a 17, you repair 3 armour points on any of your armour. An armour repair Handywork check takes 1 hour of uninterrupted game time and 5GP of material for each armour point. A blacksmith or leather-maker NPC will charge you approximately 10GP to repair each armour point but will supply all the materials and labour. Armour can only be repaired up to its Max Armour Points.

Weapons

Weapons are purchased, stolen or earned in victory. Different weapons have different pros and cons. Choose the best weapon that works for your Hero.

Weapon	Cost	Description
Punch/Kick/ Headbutt	0	Melee only. You punch, kick or headbutt a target doing 1 point of damage. On a Melee Attack Skill Check of 6 or below, you do 1 point of damage to your attacking limb.
Brass Knuckles	3 GP	Melee only. You punch a target doing 1 point of damage. Can wear a brass knuckles in one free hand.
Shuriken	3 GP each	Ranged only (30'). You throw this sharp pointed throwing star at a target doing 1 point of damage. Can wield a shuriken in one free hand.
Club	3 GP	Melee only. You hit a target doing 1 point of damage. Can wield a club in one free hand. You do 2 damage to skeletal creatures.
Dagger	5 GP	Melee or Ranged (30'). You throw or stab a target doing 1 point of damage. Can wield a dagger in each free hand.
Mace	10 GP	Melee only. You hit a target doing 2 points of damage. Can wield one mace in one free hand. You do 4 damage to skeletal creatures.
Short Sword	10 GP	Melee only. You hit a target doing 2 points of damage. Can wield a short sword within each free hand.
Long Sword	15 GP	Melee only. You hit a target doing 2 points of damage. Can wield one long sword in one free hand. You get +1 to your Parry Defense Checks.
Great Sword	25 GP	Melee only. You hit a target doing 3 points of damage. Can wield one great sword in two free hands. Enemies that are hit lose 1 Mana or 1 Grit Point.
Hand Axe	10 GP	Melee or Ranged (30'). You throw or slash at a target doing 2 points of damage. Can wield a hand axe in each free hand.
Battle Axe	25 GP	Melee only. You hit a target doing 3 points of damage. Can wield one battle axe in two free hands. Can be used to cut wooden objects such as doors, chests or cutting down trees.
War Hammer	25 GP	Melee only. You hit a target doing 3 points of damage. Can wield one war hammer in two free hands. Can be used to smash objects such as doors, chests or break through stone. You do 6 damage to skeletal creatures.
Hand Crossbow & Quiver	10 GP 20 bolts is 5 GP	Ranged (30'). You shoot bolts at a target doing 1 point of damage. Can wield a hand crossbow in each free hand. Takes a Free Action to load one hand crossbow on your turn. Takes an Action Token to load two hand crossbows on your turn.
Bow & Quiver	20 GP 20 arrows is 5 GP	Ranged (60'). You shoot arrows at a target doing 2 points of damage. Can wield one bow in two hands. Spend one Action to steady your aim and get an Advantage on your Attack Check.
Heavy Crossbow & Quiver	25 GP 20 bolts is 5 GP	Ranged (60'). You shoot bolts at a target doing 3 points of damage. Can wield one heavy crossbow in two hands. Takes an Action Token to load one heavy crossbow on your turn. Spend one Action to steady your aim and get an Advantage on your Attack Check.
Rope Net	5 GP	Ranged (15'). You throw a rope net on a target using two free hands. On a hit, the target is grappled. The Grappled target can do a Strength Check with a Disadvantage to escape the net or optionally spend three Action Tokens to cut the net and escape the net. A cut net is destroyed.

Weapon	Cost	Description
Wire Net	10 GP	Ranged (10’). You throw a wire net on a target using two free hands. On a hit, the target has the Grappled Condition. The Grappled target can spend two Action Tokens to do a Strength Check with Disadvantage to escape the net.
Barbed Wire Net	15 GP	Ranged (10'). You throw a barbed wire net on a target using two free hands. On a hit, the target has the Grappled Condition. A target starting their turn in the barbed wire net takes 1 point of damage from the barbed wire. The Grappled target can spend two Action Tokens to do a Strength Check with Disadvantage to escape the net.
Spear	5 GP	Melee or Ranged (30'). You throw or puncture a target doing 1 point of damage. Can wield one spear in two hands or throw with one. Your reach extends to 10’.
Staff	3GP	Melee. You hit a target doing 1 point of damage. You wield the staff in one or two hands. Your reach extends to 10’. With two hands on the staff, you can spend 3 Mana or Grit Points prior to the attack to also trip the Target upon a hit.
Trident	15 GP	Melee or Ranged (30'). You throw or puncture a target doing 1 point of damage. Can wield one trident in two hands or throw with one. Your reach extends to 10’. A hit to a target pins them to the surface they are on and gives them the Grappled Condition.
Small Bladed Shield	20 GP	+1 to Arm AP, +1 to Torso Ap, The shields edges are sharpened and can be used as a Melee weapon. You hit a target doing 1 point of damage.

Items

Items are purchased, stolen or earned in victory. Some items are mundane and others have special abilities.

Item	Cost	Description
5 days of Rations	1 GP	It may taste like crap, but it will keep your energy up.
5 Torches & Flint	1 GP	Torches last 1 hour in real-time. The GM will set a timer when lit.
Crampons	3 GP	Metal attachments to the feet with claws to give stability walking or climbing ice.
50’ Rope	2 GP	A well made rope useful for not falling down crevices.
Backpack	2 GP	Holds your stuff.
Ball Bearings	1 GP	Makes a 5’ square flat area difficult terrain.
Bedroll	1 GP	Stay warm at night when you sleep.
Book, Quill & Ink	1 GP	Write down your thoughts or draw a map
Glass Bottle with Stopper	1 GP	Hold some liquids
Crowbar	1 GP	Pry stuff open
Grappling Hook	2 GP	Attach to the rope and let it fly
Hooded Lantern	5 GP	Light the way. Lower the hood to hide the light.
5 Pack of Lantern Oil	1GP	1 Pack of Lantern Oil lasts 2 hours in real-time. The GM will set a timer when lit.
Chest	5 GP	Stores your stuff.
Padlock and Key	5 GP	Keep your stuff secure.
Thieves Tools	5 GP	I think I really want to open that locked door.
Waterproof Case	5 GP	Keep those important scrolls and documents dry.
10 Pitons with Hammer	5 GP	Climb those vertical heights.
Musical Instrument	10 GP	Play that FAOS music Elf boy.
Healer’s Kit	5 GP	Bandages and wraps to stop the bleeding.
Hunting Trap	5 GP	Don’t step on that pressure plate. Strength Skill Check at Disadvantage to break free.
Manacles and Key	7 GP	I won’t judge you if they are fuzzy. Strength Ability Check at Disadvantage to break free.
Mirror	5 GP	You lookin goooooood.
Poison Kit	100 GP	No you can’t sing “Every Rose has its Thorn” with this Poison Kit. But it does Provide 10 poison applications to weapons that cause piercing or slashing types of damage. The potency remains on the weapon for 1 minute then dissipates. A successful hit with a poisoned weapon give the Creature the Poisoned Condition.
Quiver	1 GP	Holds some pointy things so they don’t poke you.

Item	Cost	Description
Spyglass	200 GP	All I wanna do is zooma-zoom-zoom-zoom and a boom boom…with 10x magnification
Winter Outfit	5 GP	Stay warm and stylish with these clothes and boots

Attack Boon/Bane Table

Roll	Boon	Bane
2	-	Critical Failure. GM chooses the Bane (or makes up a new one) and you lose an additional Action Token. If all tokens are spent, you lose a token on your next turn. The targeted Creature regains a Fate Dice.
3	-	The next attack hit against you can target your head, arms, legs or torso
4	-	The next attack hit against you can target your arms, legs or torso
5	-	The next attack hit against you can target your legs or torso
6	-	You lose an additional Action Token. If all tokens are spent, you lose a token on your next turn
7	-	You give a random ally or yourself (roll a dice to determine) Disadvantage on their next Skill Check
8	-	You gain Disadvantage for yourself for your next Skill Check
9	-	An enemy can immediately spend an Action Token to move without provoking an Opportunity Attack from any Creatures
10	-	The enemy kicks up some dust in your eyes causing you to have the Blind Condition until the end of your next turn
11	-	Your low performance causes you to lose 5 Mana or Grit Points
12	Your heroics inspires you or an ally of your choice that can see you to perform their next *Parry*, *Dodge* or *Armour* check with *Advantage*	Your low performance causes you or a random ally (roll a dice to determine) to not trust you in battle. Their next Parry, Dodge or Armour roll is at Disadvantage
13	Your heroics causes the enemy *to lose 5 Mana or Grit Points*	-
14	You kick up some dust or other particles that get in an adjacent enemy's eyes causing them to have the *Blind Condition* until the end of their next *Turn*	-
15	You can immediately spend an *Action Token* to move without provoking an *Opportunity Attack* from any Creatures	-
16	You or an ally you can see can immediately spend an Action Token to move without provoking an Opportunity Attack from any Creatures	-
17	You gain Advantage for yourself for your next Skill Check	-
18	You gain Advantage that you can give to yourself or an ally that you can see for yours or their next Skill Check	-
19	You cause the targeted Creature to lose an Action Token. If all the Creature's tokens are spent, they lose a token on their next turn	-
20	You can target the Creature's legs or torso	-
21	You can target the Creature's arms, legs or torso	-
22	You can target the Creature's head, arms, legs or torso	-
23	You do double damage to the Creature's torso	-
24	Critical Success. Player chooses a Boon, you gain a Legendary Token, and you regain 5 Mana or Grit Points up to your max	-

Defense Boon/Bane Table

Roll	Boon	Bane
2	-	Critical Failure. GM chooses the Bane (or makes up a new one) and you lose an additional Action Token. If all tokens are spent, you lose a token on your next turn. The attacking Creature regains a Fate Dice.
3	-	The attack hit against you can target your head, arms, legs or torso
4	-	The attack hit against you can target your arms, legs or torso
5	-	The attack hit against you can target your legs or torso
6	-	You lose an additional Action Token. If all tokens are spent, you lose a token on your next turn
7	-	You give a random ally or yourself (roll a dice to determine) Disadvantage on their next Skill Check
8	-	You gain Disadvantage for yourself for your next Skill Check
9	-	An enemy can immediately spend an Action Token to move without provoking an Opportunity Attack from any Creatures
10	-	The enemy kicks up some dust in your eyes causing you to have the Blind Condition until the end of your next turn
11	-	Your low performance causes you to lose 5 Mana or Grit Points
12	Your heroics inspires you or an ally of your choice that can see you to perform their next *Parry*, *Dodge* or *Armour* check with *Advantage*	Your low performance causes you or a random ally (roll a dice to determine) to not trust you in battle. Their next Parry, Dodge or Armour roll is at Disadvantage
13	Your heroics causes the enemy *to lose 5 Mana or Grit Points*	-
14	You kick up some dust or other particles that get in an adjacent enemy's eyes causing them to have the *Blind Condition* until the end of their next *Turn*	-
15	You can immediately spend an *Action Token* to move without provoking an *Opportunity Attack* from any Creatures	-
16	You or an ally you can see can immediately spend an Action Token to move without provoking an Opportunity Attack from any Creatures	-
17	You gain Advantage for yourself for your next Skill Check	-
18	You gain Advantage that you can give to yourself or an ally that you can see for yours or their next Skill Check	-
19	You cause the targeted Creature to lose an Action Token. If all the Creature's tokens are spent, they lose a token on their next turn	-
20	You regain 5 Mana or Grit Points up to your max	-
21	You trip a magical glyph and immediately regain 5 HP	-
22	You damage the Creature's Attack. All other Heroes get Advantage on all Defense Attacks against that particular attack from this particular Creature	-
23	You can perform an immediate attack on the Creature that attacked you as a Free Action	-
24	Critical Success. Player chooses a Boon, you gain a Legendary Token, and you regain 5 Mana or Grit Points up to your max	-

Non-Combat Boon/Bane Table

Roll	Boon	Bane
2	-	Critical Failure. GM chooses the Bane (or makes up a new one) and you lose all your Mana and Grit points.
3	-	The person you are interacting with considers you their arch enemy
4	-	You are not paying attention to your purse. Someone steals 25% of your gold without you noticing
5	-	Your bartering skills are not good. Add 25% to the price
6	-	You feel like you are in a fog. Lose half of your Mana and Grit points
7	-	You give a random ally or yourself (roll a dice to determine) Disadvantage on their next Skill Check
8	-	The person you are interacting with really dislikes you
9	-	You are not paying attention to your purse. Someone steals 10% of your gold without you noticing
10	-	Your bartering skills are not good. Add 10% to the price
11	-	You are oblivious to the situation at hand
12	Your heroic words inspires you or an ally of your choice that can see you to perform their next *social* check with *Advantage*	Your lousy attitude causes you or a random ally (roll a dice to determine) to not trust you in social settings. Their *social* check is at *Disadvantage*
13	You are able to read the other person's tells. Do an *Insight* check with *Advantage*	-
14	Your bartering skills are really good. Take 10% off the price	-
15	You see someone not paying attention to their purse. You steal 10% of their gold without them noticing	-
16	The person you are interacting with wants to be your friend	-
17	You gain Advantage for yourself for your next Skill Check	-
18	You gain Advantage that you can give to yourself or an ally that you can see for yours or their next Skill Check	-
19	Your bartering skills are really good. Take 25% off the price	-
20	Your party feels like you are the right person to lead them for the next 15 minutes. They will follow your leadership	-
21	You persuade someone to do something they normally wouldn't want to do	-
22	You see someone not paying attention to their purse. You steal 25% of their gold or one item without them noticing	-
23	The person you are interacting with is falling in love with you	-
24	Critical Success. Player chooses a Boon, you gain a Legendary Token.	-

Spells & Psionics Table

Spells or Psionic Skill Check Requirements	Mana Point Cost	Effects	For Affected Creatures	For Affected Heroes
Acid Slime Arcane (GV) Primal (G)	2	Creates a 5 foot square area of acidic slime. All Creatures have the Slowed Condition while in the affected area. Target Area: 5' square Target Range: 30 feet you can see or touch Duration: Willpower Check at the start of your next turn # Targets in the affected area: All Creatures	On a successful Spell Check by the Hero, all Creatures in the affected area take 1 point of damage and have the Slowed Condition. On a Critical Success by the Hero on the Spell Check, all Creatures in the affected area also have the Grappled Condition. An adjacent allied Creature can spend 1 Action Token to try to help release a stuck Creature causing the Hero's Willpower Check to be done with Disadvantage. A stuck Creature can spend 3 Action Tokens to remove itself from the stickiness. A Creature starting their Turn in or moving through the acid slime has the Slowed Condition and takes 1 point of damage.	On a failed Dodge Check by the Hero, the Hero takes 1 point of damage and has the Slowed Condition. On a Critical Fail Defense Check by the Hero, the Hero also has the Grappled Condition. A stuck Hero can spend 1 Action Token to try to release itself from the stickiness by rolling a Strength Check. An adjacent ally can spend 1 Action Token to try to help and gives an Advantage to the Hero's Strength Check. A Hero can spend 3 Action Tokens to remove itself from the stickiness. A Hero starting their Turn in or moving through the acid slime has the Slowed Condition and takes 1 point of damage.
Amplify Arcane (GV) Divine (V) Psionic	1	Creates a 5 foot cube of invisible magic you control. Any sound the Targeted Creatures within the affected area make are amplified tenfold. The Amplified Target cannot Stealth. Successful sonic attacks from the affected Creature within the affected area do double damage. Target Area: 5' cube Target Range: 30 feet you can see or touch Duration: 5 minutes # Targets in the affected area: 1 (+1 Creature for each additional +1 Mana Point spent)		

Spells or Psionic Skill Check Requirements	Mana Point Cost	Effects	For Affected Creatures	For Affected Heroes
Animate Arcane (GV) Psionic	2	You animate Items that have a total weight equal to your Level in pounds for the Duration. Refer to the Item List for its HP and Armour. The Items obey your commands. You can only Animate one weapon and it can make attacks as if you were holding the weapon using your Skill Checks. Target Range: Touch Duration: Willpower Check at the start of your next turn. A Critical Success Willpower Check adds an additional free round.		
Bane Divine (V) Psionic	2	Creates a 5 foot cube of invisible magic you control. Targeted Creatures within the affected area have been Baned by the caster for the Duration. Target Area: 5’ cube Target Range: 30 feet you can see or touch Duration: Willpower Check at the start of your next turn. A Critical Success Willpower Check adds an additional free round. # Targets in the affected area: 1 (+1 Creature for each additional +2 Mana Point spent)	On a successful Spell Check by the Hero, any Targeted Creatures in the affected area have the Baned Condition. On a Critical Success by the Hero on the Spell Check, the next Willpower Check to maintain the spell automatically succeeds.	On a failed Willpower Check by the Hero, the Hero has the Baned Condition. On a Critical Fail Willpower Check by the Hero, the next Willpower Check to overcome the spell automatically fails.
Bless Divine (V)	2	Creates a 5 foot cube of invisible magic you control. The Targeted Creatures within the affected area have been Blessed by the caster for the Duration. Target Area: 5’ cube Target Range: 30 feet you can see or touch Duration: Willpower Check at the start of your next turn. A Critical Success Willpower Check adds an additional free round. # Targets in the affected area: 1 (+1 Creature for each additional +2 Mana Point spent)	Any Targeted Creatures in the affected area have the Blessed Condition.	On a successful Spell Check by the Hero, any Creatures in the Targeted area have the Blessed Condition. On a Critical Success by the Hero on the Spell Check, the next Willpower Check to maintain the spell automatically succeeds.

Spells or Psionic Skill Check Requirements	Mana Point Cost	Effects	For Affected Creatures	For Affected Heroes
Blink Arcane (GV) Divine (V) Primal (G) Psionic	2	Creates a 5 foot cube of invisible magic you control. The Targeted Creatures within the affected area can teleport to an empty space they can see of their choice within 30 feet of their starting point. Target Area: 5' cube Target Range: 30 feet you can see or touch Duration: Instantaneous # Targets in the affected area: 1 (+1 Creature for each additional +2 Mana Point spent)		
Charm Arcane (GV) Divine (V) Primal (G) Psionic	3	Creates a 5 foot cube of invisible magic you control. The Targeted Creatures within the affected area have been Charmed by the caster for the Duration. Charmed Creatures are unaware they have been Charmed when the spell ends. Target Area: 5' cube Target Range: 30 feet you can see or touch Duration: Willpower Check at the start of your next turn. A Critical Success Willpower Check adds an additional free round. # Targets in the affected area: 1 (+1 Creature for each additional +2 Mana Point spent)	On a successful Spell Check by the Hero, any Targeted Creatures in the affected area have the Charmed Condition. On a Critical Success by the Hero on the Spell Check (or Willpower Check), all Targeted Creatures in the affected area will obey the caster's commands as long as they do not put them in harm's way.	On a failed Willpower Check by the Hero, the Hero has the Charmed Condition. On a Critical Fail Willpower Check by the Hero, the Hero will obey the caster's commands as long as they do not put them in harm's way.
Command Arcane (GV) Divine (V) Primal (G) Psionic	5	Creates a 5 foot cube of invisible magic you control. The Targeted Creatures within the affected area have been Commanded to perform a one word Action by the caster for the Duration. Target Area: 5' cube Target Range: 30 feet you can see or touch Duration: 1 round # Targets in the affected area: 1 (+1 Creature for each additional +2 Mana Point spent)	On a successful Spell Check by the Hero, any Targeted Creatures in the affected area are given 1 Command word by the caster and the Creature must immediately use all its Action Tokens to perform the Command. If the Creature has no Action Tokens, it uses all its Action Tokens on it's next turn. On a Critical Success by the Hero on the Spell Check, the caster gets to use 2 command words on the targets.	On a failed Willpower Check by the Hero, the Hero is given 1 Command word by the caster and the Hero must immediately use all its Action Tokens to perform the Command. If the Hero has no Action Tokens, it uses all its Action Tokens on it's next turn. On a Critical Fail Willpower Check by the Hero, the caster gets to use 2 command words on the Hero.

Spells or Psionic Skill Check Requirements	Mana Point Cost	Effects	For Affected Creatures	For Affected Heroes
Communicate Arcane (GV) Divine (V) Primal (G) Psionic	3	Creates a 5 foot cube of invisible magic you control. Any Targeted sentient Creatures within the affected area can understand and be understood only by the caster through a mental connection. Target Area: 5’ cube Target Range: 30 feet you can see or touch Duration: Willpower Check at the start of your next turn. A Critical Success Willpower Check adds an additional free round. # Targets in the affected area: 1 (+1 Creature for each additional +1 Mana Point spent)		
Communicate with Beasts or Plants Primal (G) Psionic	5	Creates a 5 foot cube of invisible magic you control. Any Targeted Beast or Plant Creatures within the affected area can understand and be understood only by the caster through a mental connection. Their Skill to form sentences and communicate their thoughts will be much more difficult than communicating with sentient Creatures. Target Area: 5’ cube Target Range: 30 feet you can see or touch Duration: Willpower Check at the start of your next turn. A Critical Success Willpower Check adds an additional free round. # Targets in the affected area: 1 (+1 Creature for each additional +1 Mana Point spent)		
Create Item Arcane (GV) Divine (V) Primal (G)	3	You magically create one item made of metal, glass, stone, coal, wood or paper with a maximum weight in pounds and maximum GP value equal to twice your Level. It disappears after the Duration. Target Range: Touch Duration: 5 minutes		

Spells or Psionic Skill Check Requirements	Mana Point Cost	Effects	For Affected Creatures	For Affected Heroes
Create Trinket (Verbal, Gestures) Arcane (GV) Divine (V) Primal (G)	1	You magically create one item made of metal, glass, stone, coal, wood or paper with a maximum weight of 1 pound and a maximum value of 1 GP. It disappears after you cast the spell again. Target Range: Touch Duration: Lasts until the spell is cast again		
Darkness Arcane (GV) Primal (G) Psionic	2	Creates a magical darkness in a 5 foot cube. All Creatures within the darkness except the caster have the Blind Condition. All non-magical lights within the darkness are snuffed out. Any magical lights within or adjacent to the Darkness will show as a faint glow providing some directional reference. Target Area: 5’ cube Target Range: 30 feet you can see or touch Duration: Willpower Check at the start of your next turn. A Critical Success Willpower Check adds an additional free round. # Targets in the affected area: All Creatures		
Destiny (Verbal, Gestures) Arcane (GV) Divine (V) Primal (G) Psionic	8	As an Action or Reaction, you dispel the ability for a Creature to utilize their Tier modification for Skill Checks for the Duration. On a Critical Success Arcane, Divine or Primal Skill Check, Hero Skill Checks against that Creature are done with Advantage. Target Range: 30 feet you can see or touch Duration: Willpower Check at the start of your next turn. A Critical Success Willpower Check adds an additional free round.		

Spells or Psionic Skill Check Requirements	Mana Point Cost	Effects	For Affected Creatures	For Affected Heroes
Detect (Verbal, Gestures) Arcane (GV) Divine (V) Primal (G) Psionic	3	The castor can say one word (or spend 1 Mana for each additional word) to describe one Item or Creature and the spell will make that item or its container glow only visible to the caster. Target Range: 30 feet you can see or touch Duration: Willpower Check at the start of your next turn. A Critical Success Willpower Check adds an additional free round. # Targets in the affected area: 1		
Disintegrate Arcane (GV) Divine (V) Primal (G) Psionic	3	One non-magical, non-metal targeted Item is destroyed. Spend additional Mana to alternatively target either a Creature's Armour or Body. Default target Torso +1 Mana to target Legs +2 Mana to target Arms +3 Mana to target Head Target Range: 10 feet you can see or touch Duration: Instantaneous	On a successful Spell Check by the Hero, any targeted non-magical and non-metal Item is destroyed or you do 1 point of Damage to a Creature's Armour or Body. On a Critical Success by the Hero on the Spell Check, the Creature takes 2 Damage.	On a failed Dodge Check by the Hero, the Hero has one targeted non-magical and non-metal item destroyed or takes 1 point of Damage to the Hero's Armour or Body. On a Critical Fail Dodge Check by the Hero, the Hero takes double Damage.
Dispel Arcane (GV) Divine (V) Primal (G)	5	As an Action or Reaction, you dispel a single magical effect for the Duration. On a Critical Success Arcane, Divine or Primal Skill Check, the magical effect is permanently cancelled. Target Range: 30 feet you can see or touch Duration: Willpower Check at the start of your next turn. A Critical Success Willpower Check adds an additional free round.		
Enchant Arcane (GV) Divine (V)	3	You enchant a single weapon to +1 magical for the Duration. For every additional 3 Mana Points spent, the magical enchantment increases by +1. Target Range: 30 feet you can see or touch Duration: Willpower Check at the start of your next turn. A Critical Success Willpower Check adds an additional free round.		

Spells or Psionic Skill Check Requirements	Mana Point Cost	Effects	For Affected Creatures	For Affected Heroes
Fireball Arcane (GV) Primal (G)	5	A small red mote streaks out from the caster towards the Target and ignites an explosive fireball in a 5 foot cube. Target Area: 5’ cube Target Range: 30 feet you can see or touch Duration: Instantaneous	On a successful Spell Check by the Hero, all Creatures in the affected area take 3 points of damage and have the Burning and Prone Conditions. On a Critical Success by the Hero on the Spell Check, all Creatures in the Targeted area also have the Stunned Condition. Any Creatures in the affected area and immersed in at least half their height in water take 1 damage. A Creature starting their Turn in or moving through the flaming area has the Burning Condition.	On a failed Dodge Check by the Hero, the Hero takes 3 points of damage and has the Burning and Prone Conditions. On a Critical Fail Dodge Check by the Hero, the Hero also has the Stunned Condition. A Hero in the affected area and immersed in at least half their height in water takes 1 damage. A Hero starting their Turn in or moving through the flaming area has the Burning Condition.
Flames Arcane (GV) Primal (G)	1	Creates a 5 foot square area of flame. Target Area: 5’ square Target Range: 30 feet you can see or touch Duration: Continual until put out	On a successful Spell Check by the Hero, any Targeted Creatures in the affected area have the Burning Condition. On a Critical Success by the Hero on the Spell Check, all Creatures in the Targeted area also have the Stunned Condition. Any Creatures immersed in at least half their height in water take no damage. A Creature starting their Turn in or moving through the flaming area has the Burning Condition.	On a failed Dodge Check by the Hero, the Hero has the Burning Condition. On a Critical Fail Dodge Check by the Hero, the Hero also has the Stunned Condition. A Hero immersed in at least half their height in water takes no damage. A Hero starting their Turn in or moving through the flaming area has the Burning Condition.

Spells or Psionic Skill Check Requirements	Mana Point Cost	Effects	For Affected Creatures	For Affected Heroes
Float Arcane (GV) Primal (G) Psionic	2	As an Action or Reaction, you cast a spell to create a 5 foot cube of invisible magic you control. The Targeted Creatures within the affected area can mentally decide to float directly down at their current altitude or safely descend at 50 feet per round. Wind or other effects may cause the Targeted Creatures to move horizontally while they float or descend. Target Area: 5' cube Target Range: 30 feet you can see or touch Duration: Willpower Check at the start of your next turn. A Critical Success Willpower Check adds an additional free round. # Targets in the affected area: 1 (+1 Creature for each additional +1 Mana Point spent)	Any Targeted Creatures in the affected area can mentally decide to float at their current altitude or safely descend directly down at 50 feet per round.	On a successful Spell Check by the Hero, any Targeted Creatures in the affected area can mentally decide to float at their current altitude or safely descend directly down at 50 feet per round. On a Critical Success by the Hero on the Spell Check or Willpower Check, the next Willpower Check to maintain the spell automatically succeeds. On a Critical Fail by the Hero on the Spell Check or Willpower Check, the floating Creatures fall uncontrollably and the Hero's next Check is done at Disadvantage.
Fly Arcane (GV) Primal (G) Psionic	8	Creates a 5 foot cube of invisible magic you control. The Targeted Creatures within the affected area have a fly speed of 30 feet for the Duration. Target Area: 5' cube Target Range: 30 feet you can see or touch Duration: Willpower Check at the start of your next turn. A Critical Success Willpower Check adds an additional free round. # Targets in the affected area: 1 (+1 Creature for each additional +2 Mana Point spent)	Any Targeted Creatures in the affected area have a fly speed of 30 feet.	On a successful Spell Check by the Hero, any Targeted Creatures in the affected area have a fly speed of 30 feet. On a Critical Success by the Hero on the Spell Check, the next Willpower Check to maintain the spell automatically succeeds.

Spells or Psionic Skill Check Requirements	Mana Point Cost	Effects	For Affected Creatures	For Affected Heroes
Fog Cloud Arcane (GV) Divine (V) Primal (G) Psionic	1	Creates a magical fog cloud in a 5 foot cube. All Creatures within the cloud except the caster have the Blind and Obscured Condition. Any lights within or adjacent to the cloud will show as a faint glow providing some directional reference. Target Area: 5' cube Target Range: 30 feet you can see or touch Duration: Willpower Check at the start of your next turn. A Critical Success Willpower Check adds an additional free round.		
Freeze Arcane (GV) Divine (V) Primal (G) Psionic	1	Creates a 5 foot square area of frozen ground. All Creatures have the Slowed Condition while in the frozen area. Target Area: 5' square Target Range: 30 feet you can see or touch Duration: Continual until melted	On a successful Spell Check by the Hero, any Creatures in the Targeted area have the Slowed Condition. On a Critical Success casting the spell, all Creatures in the Targeted area fall down and also have the Prone Condition. Any Creatures in the Targeted area and immersed in at least half their height in water are frozen in water and have the Grappled Condition. A Creature can spend 1 Action Token to try to release itself from the frozen water by having the Hero roll a Willpower check. An adjacent allied Creature can spend 1 Action Token to try to help release a frozen in water Creature causing the Hero's Willpower Check to be done with a Disadvantage. A stuck Creature can spend 3 Action Tokens to remove itself from the frozen water. A standing Creature not frozen in place and starting their Turn in or moving through the frozen area falls and has the Prone Condition on a successful Hero's Willpower Check.	On a failed Dodge Check by the Hero, the Hero has the Slowed Condition. On a Critical Fail Dodge Check by the Hero, the Hero falls down and also has the Prone Condition. A Hero in the Targeted area and immersed in at least half their height in water are frozen in water and have the Grappled Condition. A Hero can spend 1 Action Token to try to release itself from the frozen water by rolling a Strength Check. An adjacent ally can spend 1 Action Token to try to help and gives an Advantage to the Hero's Strength Check. A stuck Hero can spend 3 Action Tokens to remove itself from the frozen water. A Hero not frozen in place and starting their Turn in or moving through the frozen area have the Prone Condition if they fail a Dexterity Check.

Spells or Psionic Skill Check Requirements	Mana Point Cost	Effects	For Affected Creatures	For Affected Heroes
Haste Arcane (GV) Divine (V) Primal (G) Psionic	5	Creates a 5 foot cube of invisible magic you control. Targeted Creatures in the affected area have the Hasted Condition for the Duration. Target Area: 5’ cube Target Range: 30 feet you can see or touch Duration: Willpower Check at the start of your next turn. A Critical Success Willpower Check adds an additional free round. # Targets in the affected area: 1 (+1 Creature for each additional +5 Mana Point spent)		
Heal Divine (V) Primal (G)	1	Creates a 5 foot cube of invisible magic you control. The Targeted Creatures within the affected area are healed. The caster builds a healing pool of one HP of healing for every Mana Point spent then divides the healing pool between all the Creatures within the Target area evenly rounded down. The Target can decide which body part the healing goes to. Target Area: 5’ cube Target Range: 30 feet you can see or touch Duration: Instantaneous		
Identify Arcane (GV) Divine (V) Primal (G)	5	You can discern the abilities of an object including how it works and its magical abilities. A DC21 Magical Skill Check will tell you if it is cursed. A DC26 Magical Skill Check will describe the curse. Target Range: Touch Duration: Instantaneous		

Spells or Psionic Skill Check Requirements	Mana Point Cost	Effects	For Affected Creatures	For Affected Heroes
Light Arcane (GV) Divine (V) Primal (G) Psionic	1	Creates a 5 foot cube of invisible magic you control. The Targeted Creatures or Items within the affected area shed light equal to a Torch for the Duration. On a Critical Success, a floating magically orb appears that produces the light, can optionally be focused in a direction up to 60 feet, can be turned on or off, and has a flying speed of 30 feet during the Duration. The caster controls the orb on their turn as a Free Action. Target Area: 5' cube Target Range: Touch Duration: 5 minutes # Targets in the affected area: 1		
Lightning Arcane (GV) Primal (G)	5	Lightning streaks out from the caster towards the Targeted Creatures within the affected area and hits within a 5 foot cube. Target Area: 5' cube Target Range: 30 feet you can see or touch Duration: Instantaneous	On a successful Spell Check by the Hero, any Targeted Creatures in the affected area take 2 points of damage and have the Stunned Condition. On a Critical Success by the Hero on the Spell Check, all Targeted Creatures in the affected area take double Damage. Any Targeted Creatures in the affected area and standing or immersed in water take double damage.	On a failed Dodge Check by the Hero, the Hero takes 2 points of damage and has the Stunned Condition. On a Critical Fail Dodge Check by the Hero, the Hero takes double Damage. A Hero in the affected area and standing or immersed in water takes double damage.
Locate Item Arcane (GV) Divine (V) Primal (G) Psionic	5	The caster thinks of an Item it is familiar with. On a successful Spell Check, the caster is given the compass direction and distance in feet at that point in time to where the Item is located. On a Critical Success on the Spell Check, the Target Range is doubled and the caster is given the direction and speed of the Item if it is moving. The Duration increases to 1 minute. Target Range: 100 feet + 1 additional Mana Point for every additional 100 feet. Duration: Instantaneous		

Spells or Psionic Skill Check Requirements	Mana Point Cost	Effects	For Affected Creatures	For Affected Heroes
Lock Arcane (GV) Psionic	3	Magically closes and locks barred or lockable chests, doors or gates. On a Critical Success by the Hero on the Spell Check, the lock is considered magical and can only be unlocked via the Unlock spell. Target Range: Touch Duration: Instantaneous		
Madness Psionic	5	Creates a 5 foot cube of invisible magic you control. The Targeted Creatures within the affected area have gone Mad for the Duration. Target Area: 5' cube Target Range: 30 feet you can see or touch Duration: Willpower Check at the start of your next turn. A Critical Success Willpower Check adds an additional free round. # Targets in the affected area: 1 (+1 Creature for each additional +5 Mana Point spent)	On a successful Spell Check (or Willpower Check) by the Hero, any Targeted Creatures in the affected area have the Madness Condition. On a Critical Success by the Hero on the Spell Check (or Willpower Check), all Targeted Creatures in the affected area will only attack their allies.	On a failed Willpower Check by the Hero, the Hero has the Madness Condition. On a Critical Fail Willpower Check by the Hero, the Hero will only attack their allies.
Paralyze Arcane (GV) Divine (V) Primal (G) Psionic	3	Creates a 5 foot cube of invisible magic you control. The Targeted Creatures within the affected area have the Incapacitated Condition for the Duration. Target Area: 5' cube Target Range: 30 feet you can see or touch Duration: Willpower Check at the start of your next turn. A Critical Success Willpower Check adds an additional free round. # Targets in the affected area: 1 (+1 Creature for each additional +5 Mana Points spent)	On a successful Spell Check (or Willpower Check) by the Hero, any Creatures in the affected area have the Incapacitated Condition. On a Critical Success by the Hero on the Spell Check (or Willpower Check), the Duration increases to 1 minute and Willpower Checks are no longer needed. The spell ends at the end of the 1 minute.	On a failed Willpower Check by the Hero, the Hero has the Incapacitated Condition. On a Critical Fail Willpower Check by the Hero, the Duration increases to 1 minute.

Spells or Psionic Skill Check Requirements	Mana Point Cost	Effects	For Affected Creatures	For Affected Heroes
Pathway Primal (G) Psionic	5	The caster thinks of a Creature or Item it is familiar with. On a successful Spell Check, the caster is given the compass direction at that point in time to where the Creature or Item is located. On a Critical Success on the Spell Check, the Target Range is doubled and the caster is given the directions to where the Creature or Item is currently located on a map shown in the casters mind with potentially multiple paths that considers and shows the roads, trails, mountain passes, tunnels and bridges along each path with an understanding of the map scale. The Duration increases to 1 minute. Target Range: 1 additional Mana Point for every kilometre Duration: 1 round	On a successful Spell Check by the Hero, any Targeted Creatures in the affected area take 1 point of damage and have the Slowed Condition. On a Critical Success by the Hero on the Spell Check, all Targeted Creatures in the affected area also have the Grappled Condition. An adjacent allied Creature can spend 1 Action Token to try to help release a stuck Creature causing the Hero's Willpower Check to be done with Disadvantage. A stuck Creature can spend 3 Action Tokens to remove itself from the stickiness. A Creature starting their Turn in or moving through the acid slime has the Slowed Condition and takes 1 point of damage.	On a failed Defense Check by the Hero, the Hero takes 1 point of damage and has the Slowed Condition. On a Critical Fail Defense Check by the Hero, the Hero also has the Grappled Condition. A stuck Hero can spend 1 Action Token to try to release itself from the stickiness by rolling a Strength Check. An adjacent ally can spend 1 Action Token to try to help and gives an Advantage to the Hero's Strength Check. A Hero can spend 3 Action Tokens to remove itself from the stickiness. A Hero starting their Turn in or moving through the acid slime has the Slowed Condition and takes 1 point of damage.
Poison Gas Cloud Arcane (GV) Primal (G)	5	Creates a magical poisonous gas cloud in a 5 foot cube. All Creatures within the poison gas cloud except the caster have the Blind and Obscured Condition. Any lights within or adjacent to the poison gas cloud will show as a faint glow providing some directional reference. Target Area: 5' cube Target Range: 30 feet you can see or touch Duration: Willpower Check at the start of your next turn. A Critical Success Willpower Check adds an additional free round.	On a successful Spell Check (or Willpower Check) by the Hero, all Targeted Creatures in the affected area have the Poisoned Condition. On a Critical Success by the Hero on the Spell Check (or Willpower Check), all Targeted Creatures in the affected area also have the Stunned Condition. A Creature starting their Turn in or moving through the poison gas cloud has the Poisoned Condition.	On a failed Dodge Check by the Hero, the Hero has the Poisoned Condition. On a Critical Fail Dodge Check by the Hero, the Hero also has the Stunned Condition. A Hero starting their Turn in or moving through the poison gas cloud has the Poisoned Condition.

Spells or Psionic Skill Check Requirements	**Mana Point Cost**	**Effects**	**For Affected Creatures**	**For Affected Heroes**
Polymorph Primal (G)	10	One Target is polymorphed into a Beast of the caster's choice up to their Level. The Target inherits the Beast's physical Skills but retain their mental Skills except they cannot speak. If the Target takes any Damage, the spell ends. Target Range: Touch Duration: 1 minute (+5 minutes for each additional +5 Mana Points spent). A Critical Success adds an additional 5 minutes. # Targets: 1 (+1 Creature for each additional +10 Mana Points spent)	On a successful Spell Check by the Hero, one Creature in the Targeted area is polymorphed into a Beast but cannot speak. On a Critical Success by the Hero on the Spell Check, the Creature can also speak.	On a failed Willpower Check by the Hero, the Hero is polymorphed into a Beast or can accept to be polymorphed but cannot speak. On a Critical Success Willpower Check by the Hero, the Hero can either refuse to be polymorphed or can accept to be polymorphed with the Skill to speak.
Portal Gateway Arcane (GV) Divine (V) Primal (G)	20	You spend 10 minutes creating the runes that you know (if not already existing) and casting the spell for a portal gateway on a clear, flat, 5 foot square ground. After 10 minutes of preparation, the portal gateway opens and connects to another portal gateway that has the same runes in the same world. All Creatures that touch the portal gateway are instantly teleported to the other matching portal gateway. The portal gateway can take a maximum of 10 Creatures before it closes. Target Range: Touch Duration: Portal Gateway stays open for 10 seconds		
Psychic Lance Psionic	3	Creates a 5 foot cube of invisible psychic power you control. The Targeted Creatures within the affected area have been Baned by the caster for the Duration and take psychic Damage. Target Area: 5' cube Target Range: 30 feet you can see or touch Duration: Willpower Check at the start of your next turn. A Critical Success Willpower Check adds an additional free round.	On a successful Spell Check (or Willpower Check) by the Hero, any Targeted Creatures in the affected area have the Baned Condition and take 1 HP of psychic Damage. On a Critical Success by the Hero on the Spell Check (or Willpower Check), the Damage is doubled.	On a failed Willpower Check by the Hero, the Hero has the Baned Condition and takes 1 HP of psychic Damage. On a Critical Fail Willpower Check by the Hero, the Damage is doubled.

Spells or Psionic Skill Check Requirements	Mana Point Cost	Effects	For Affected Creatures	For Affected Heroes
Puppeteer Psionic	8	Creates a 5 foot cube of invisible magic you control. You control all the verbal sounds and volume of the Targeted Creatures within the affected area for the Duration. Target Area: 5' cube Target Range: 30 feet you can see or touch Duration: Willpower Check at the start of your next turn. A Critical Success Willpower Check adds an additional free round.	On a successful Spell Check (or Willpower Check) by the Hero, any Targeted Creatures in the affected area have their verbal sounds and volume controlled by the caster as Free Actions. On a Critical Success by the Hero on the Spell Check (or Willpower Check), all Creatures in the Targeted area also have their gestures controlled by the caster as Free Actions and the caster can spend one of the Creature's Action Tokens for a Movement of the caster's choice as long Damage is not caused from the Movement.	On a failed Willpower Check by the Hero, the Hero has their verbal sounds and volume controlled by the caster as Free Actions. On a Critical Fail Willpower Check by the Hero, the Hero also has their gestures controlled by the caster as Free Actions and the caster can spend one of the Hero's Action Tokens for a Movement of the caster's choice as long as Damage is not caused from the Movement.
Remove Curse Divine (V)	8	The caster removes any Curse a Creature or Object may have. Target Range: Touch Duration: Instantaneous		
Restore Divine (V)	10	The caster removes any Conditions a Creature may have except for Death's Door, Grappled, Obscured, Prone and Restrained. Target Range: Touch Duration: Instantaneous		

Spells or Psionic Skill Check Requirements	Mana Point Cost	Effects	For Affected Creatures	For Affected Heroes
Revive Divine (V)	15	A caster must first heal 1 HP to each body part (head, arms, legs, torso) of the Creature with the Death's Door Condition so the body parts are reconnected, healed and ready to receive it's spirit back. The caster who will perform the Revive spell ritual then calls upon it's deity to Revive a Creature that has the Death's Door Condition. The caster must perform the Revive spell ritual where it does 3 successful Divine Spell Skill Checks of the Revive spell to bring the spirit back to the body before it leaves to the next life. Any Damage to the body during this ritual requires another 1 HP healing to each body part before the next Revive spell can be cast. A second Divine caster can help give Advantage to the prime caster by spending an equal amount of Mana Points during each casting of the Revive Spell and/or can help with any necessary healing. See also the Death's Door Condition for more details. The caster and it's helping caster have the Exhausted Condition at the end of the ritual. If successful, the Creature with the Death's Door Condition now only has the Incapacitated Condition. Target Range: Touch Duration: Instantaneous		
Shield Arcane (GV) Divine (V) Psionic	5	As an Action or Reaction, you cast a magical shield in a 5 foot cube. All the Targeted Creatures within the affected area have a magical shield that surrounds them. Target Area: 5' cube Target Range: 30 feet you can see or touch Duration: 1 round	Heroes targeting Creatures that are Shielded by the spell have a -5 to their Attack Checks.	All Heroes that are Shielded by the spell get +5 to their Armour Checks. On a Critical Success, all Heroes that are Shielded by the spell get +10 to their Armour Checks.

Spells or Psionic Skill Check Requirements	Mana Point Cost	Effects	For Affected Creatures	For Affected Heroes
Silence Arcane (GV) Divine (V) Psionic	5	Creates a 5 foot cube of invisible magic you control. Any Targeted Creatures within the affected area have the Silenced Condition for the Duration. Target Area: 5' cube Target Range: 30 feet you can see or touch Duration: Willpower Check at the start of your next turn. A Critical Success Willpower Check adds an additional free round.	On a successful Spell Check (or Willpower Check) by the Hero, all Targeted Creatures in the affected area have the Silenced Condition. On a Critical Success by the Hero on the Spell Check (or Willpower Check), the Duration increases to 1 minute and Willpower Checks are no longer needed. The spell ends at the end of the 1 minute.	On a failed Willpower Check by the Hero, the Hero has the Silenced Condition. On a Critical Fail Willpower Check by the Hero, the Hero has the Silenced Condition for 1 minute.
Sleep Arcane (GV) Divine (V) Primal (G) Psionic	5	Creates a 5 foot cube of invisible magic you control. Any Targeted Creatures within the affected area fall asleep for the Duration and have the Prone Condition. Sleeping Creatures awaken if they take damage or are purposely woken. Target Area: 5' cube Target Range: 30 feet you can see or touch Duration: Willpower Check at the start of your next turn. A Critical Success Willpower Check adds an additional free round.	On a successful Spell Check by the Hero all Targeted Creatures whose total Head HP is less than the Hero's Tier Level fall asleep and have the Prone and Incapacitated Conditions. On a Critical Success by the Hero on the Spell Check (or Willpower Check), the Duration increases to 1 minute and Willpower Checks are no longer needed. The spell ends at the end of the 1 minute.	If the total Head HP of the Hero in the Targeted area is less than the caster's Tier Level, the Hero must succeed on a Willpower Check or fall asleep and have the Prone and Incapacitated Conditions. On a Critical Fail Willpower Check by the Hero, the Hero is asleep for 1 minute.
Sonic Blast Arcane (GV) Divine (V) Primal (G) Psionic	5	Sonic waves streak out from the caster towards the Target and hits within a 5 foot cube. Target Area: 5' cube Target Range: 30 feet you can see or touch Duration: 1 round	On a successful Spell Check by the Hero, any Targeted Creatures in the affected area take 2 points of damage and have the Deafened Condition. On a Critical Success by the Hero on the Spell Check, all Targeted Creatures in the affected area also have the Stunned Condition.	On a failed Dodge Check by the Hero, the Hero takes 2 points of damage and has the Deafened Condition. On a Critical Fail Dodge Check by any Hero, the Hero also has the Stunned Condition.

Spells or Psionic Skill Check Requirements	Mana Point Cost	Effects	For Affected Creatures	For Affected Heroes
Sticky Slime Arcane (GV) Divine (V) Primal (G)	1	Creates a 5 foot square area of sticky slime. All Creatures have the Slowed Condition while in or moving through the sticky slime area. Target Area: 5' square Target Range: 30 feet you can see or touch Duration: Willpower Check at the start of your next turn. A Critical Success Willpower Check adds an additional free round. # Targets in the affected area: All Creatures	On a successful Spell Check by the Hero, all Creatures in the affected area have the Slowed Condition. On a Critical Success by the Hero on the Spell Check, all Creatures in the affected area also have the Grappled Condition. An adjacent allied Creature can spend 1 Action Token to try to help release a stuck Creature causing the Hero's Focus Check to be done with Disadvantage. A failed Hero's Focus Check causes the Creature to become unstuck cancelling the Grappled Condition. A stuck Creature can spend 3 Action Tokens to remove itself from the stickiness. A Creature starting their Turn in or moving through the sticky slime has the Slowed Condition.	On a failed Dodge Check by the Hero, the Hero has the Slowed Condition. On a Critical Fail Dodge Check by the Hero, the Hero also has the Grappled Condition. A stuck Hero can spend 1 Action Token to try to release itself from the stickiness by rolling a Strength Check. An adjacent ally can spend 1 Action Token to try to help and gives an Advantage to the Hero's Strength Check. A stuck Hero can spend 3 Action Tokens to remove itself from the stickiness. A Hero starting their Turn in or moving through the sticky slime has the Slowed Condition.
Teleport Arcane (GV) Divine (V) Primal (G) Psionic	3	Creates a 5 foot cube of invisible magic you control. Any Targeted Creatures within the affected area are teleported up to 30 feet (each can be in difference directions). Each additional Mana Point spent adds 5 feet to the teleport distance. Target Area: 5' cube Target Range: Touch Duration: Instantaneous	On a successful Spell Check by the Hero, all willing Creatures in the Targeted area are teleported 30 feet to an empty space of the caster's choice. On a Success by 10 or more by the Hero on the Spell Check, all unwilling Creatures in the Targeted area are teleported up 30 feet to an empty space of the caster's choice.	On a failed Willpower Check by 10 or more by the Hero, the Hero is teleported up to 30 feet to an empty space of the caster's choice.
Truth Divine (V) Psionic	10	The Target cannot lie. Target Range: Touch Duration: 1 round # Targets: 1 (+1 Creature for each additional +5 Mana Points spent)	On a successful Spell Check by the Hero, all Targeted Creatures cannot lie. On a Critical Success by the Hero on the Spell Check, all Targeted Creatures are compelled to answer a number of questions truthfully equal to the caster's Tier Level.	On a failed Willpower Check by the Hero, the Hero cannot lie. On a Critical Fail Willpower Check by the Hero, the Hero is compelled to answer a number of questions truthfully equal to the caster's Tier Level.

Spells or Psionic Skill Check Requirements	Mana Point Cost	Effects	For Affected Creatures	For Affected Heroes
Turn Undead Divine (V)	3	Creates a 5 foot cube of invisible magic you control. Any Targeted Undead Creatures within the affected area become Frightened or Turn to dust. Target Area: 5’ cube Target Range: 30 feet you can see or touch Duration: Willpower Check at the start of your next turn. A Critical Success Willpower Check adds an additional free round.	On a successful Spell Check (or Willpower Check) by the Hero, any Undead Creatures in the Targeted area take 1 point of Damage per Round and have the Frightened Condition for the Duration. On a Critical Success by the Hero on the Spell Check (or Willpower Check), all Undead Creatures in the Targeted area take 4 points of Damage per Round and have the Frightened Condition for the Duration. A Frightened Undead Creature cannot possess another Creature.	Not applicable.
Unlock Arcane (GV) Psionic	3	On a successful Spell Check, you magically open barred, locked, or stuck chests, doors or gates roughly and loudly. On a Critical Success by the Hero on the Spell Check, you open barred, locked, or stuck chests, doors or gates gently and silently. Spell Checks are done at Disadvantage against locks that are magical. Target Range: Touch Duration: Instantaneous		

Spells or Psionic Skill Check Requirements	Mana Point Cost	Effects	For Affected Creatures	For Affected Heroes
Vines Primal (G)	2	Creates a 5 foot square area filled with wriggling vines. All Creatures have the Slowed Condition while in or moving through the vines area. Target Area: 5' square Target Range: 30 feet you can see or touch Duration: Willpower Check at the start of your next turn. A Critical Success Willpower Check adds an additional free round.	On a successful Spell Check (or Willpower Check) by the Hero, any Creatures fully within the affected area have the Grappled Condition. On a Critical Success by the Hero on the Spell Check (or Willpower Check), all Creatures fully within the affected area have the Restrained Condition. An adjacent allied Creature can spend 1 Action Token to try to help release a Creature caught in the vines causing the Hero's Focus Check to be done with Disadvantage. A failed Hero's Focus Check causes the Creature to break free of the vines cancelling the Grappled or Restrained Condition. A Grappled Creature can spend 3 Action Tokens to remove itself from the vines. A Restrained Creature will require 3 Action Tokens and a help Action Token from an ally as described above to escape the vines. A Creature starting their Turn in or moving through the vines has the Grappled Condition on a successful Hero's Focus Check. A Critical Success Focus Check by the Hero will give the Creature the Restrained Condition.	On a failed Dodge Check by the Hero, the Hero has the Grappled Condition. On a Critical Fail Dodge Check by the Hero, the Hero also has the Restrained Condition. A Grappled Hero can spend 1 Action Token to try to release itself from the vines by rolling a Strength Check. An adjacent ally can spend 1 Action Token to try to help and gives an Advantage to the Hero's Strength Check. A Grappled Hero can spend 3 Action Tokens to remove itself from the vines. A Restrained Hero will require 3 Action Tokens and a help Action Token from an ally as described above to escape the vines. A Hero starting their Turn in or moving through the vines has the Grappled Condition if they fail a Strength Check. A Critical Fail Strength Check by the Hero will give the Hero the Restrained Condition.

Spells or Psionic Skill Check Requirements	**Mana Point Cost**	**Effects**	**For Affected Creatures**	**For Affected Heroes**
Water (Verbal, Gestures) Primal (G)	1	You create or remove water in a 5 foot cube. The created water moves any fully enveloped Creatures by the amount of 5 foot cube water summoned. Any flames enveloped by the created water are snuffed out. The following round, the water will spread out and drain to the lowest areas and disappears after the Duration. Any removed water will return after the Duration. Target Area: 5' cube Target Range: 30 feet you can see or touch Duration: Willpower Check at the start of your next turn. A Critical Success Willpower Check adds an additional free round. # Targets in the affected area: All Creatures	On a successful Spell Check (or Willpower Check) by the Hero, all fully enveloped Creatures in the affected area are moved by the torrent of water. On a Critical Success Spell Check (or Willpower Check) by the Hero, all fully enveloped Creatures in the affected area are moved double the distance by the torrent of water in the direction of the caster's choice.	On a failed Strength Check by the Hero, the Hero is moved by the torrent of water. On a Critical Failure of the Strength Check by the Hero, the Hero is moved double the distance by the torrent of water in the direction of the GM's choice.

Conditions Table

Condition	Effects	For Affected Creatures	For Affected Heroes
Baned	A Baned Creature has been mentally distracted by the caster's deity or the psionic's mental interruptions.	A Hero has an Advantage on Skill Checks against a Baned Creature.	A Baned Hero has a Disadvantage on Skill Checks.
Blinded	A Blinded Creature can't see, has no sense of direction, and automatically fails any Skill Checks that requires sight. A Blinded Creature regains its sight after a Rest.	A Hero's Attacks or Defensive Checks against a Blinded Creature is done with an Advantage.	A Blinded Hero's Attack or Defensive Checks are done with a Disadvantage.
Bleeding	A Bleeding Creature has an open wound and takes 1 point of damage at the start of their turn.		
Blessed	A Blessed Creature has been enhanced by a caster's deity.	A Hero has a Disadvantage on Skill Checks against a Blessed Creature.	A Blessed Hero has an Advantage on Skill Checks.
Bloody	When any of a Creature's body part HP is half or less of its Max HP.		
Brittle	When an item has the Brittle condition, it's older than you realized and you feel the brittleness within it. There could be a chip or a crack in it. If the item takes any more damage, it is destroyed. When a piece of Armour has 1 Armour Point, it has the Brittle condition.		
Burning	A Creature on fire is Burning and takes 1 point of damage at the start of their turn. A Creature can spend 1 Action Token to snuff out the fire on themselves or another Creature. A Creature immersed in at least half their height in water can snuff out the fire as part of their Movement.		
Charmed	A Charmed Creature can't target the charmer with attacks or use harmful magical effects and considers the charmer a friend. A Charmed Creature is no longer Charmed after a Rest.	A Charmed Creature gives the caster an Advantage on social Skill Checks with it.	A Charmed Hero's social Skill Checks are done with a Disadvantage.
Death's Door	A Creature on Death's Door is Incapacitated. It's spirit has left the body but has not yet left for the spirit world. The body doesn't take any further Damage. The body and spirit can be reunited and Revived if all the body parts are recovered. After 48 hours at Death's Door, the Creature is permanently dead as it's spirit moves on to the next life.		

Condition	Effects	For Affected Creatures	For Affected Heroes
Deafened	A Deafened Creature can't hear and automatically fails any Skill Checks that require hearing. A Deafened Creature takes no damage from a sonic attack. A Deafened Creature regains its hearing after a Rest.		
Drained	A Drained Creature cannot think properly and all mental Skill Checks are done with Disadvantage. A Mentally Drained Creature is no longer Mentally Drained after a Rest.	A Hero has an Advantage on all Magical Attacks, Defensive Checks against Magical Attacks and social interactions with a Drained Creature.	A Drained Hero has a Disadvantage on all Magical Attacks, Defensive Checks against Magical Attacks, and social interactions.
Exhausted	An Exhausted Creature is winded and physical activity is hard and has the Slowed Condition. An Exhausted Creature is no longer Exhausted after a Rest.	A Hero has an Advantage on all Attack, Defensive, and Physical Skill Checks against an Exhausted Creature.	An Exhausted Hero has a Disadvantage on all Attack, Defensive, and Physical Skill Checks.
Flanked	A Flanked Creature has two active enemy combatants around it 180 degrees from each other.	A Hero has Advantage on all Melee Attacks against a Flanked Creature.	A Flanked Hero does Defense Checks with a Disadvantage agains Melee Attacks.
Frightened	A Frightened Creature can't willingly move closer to the source of its fear. A Frightened Creature is no longer Frightened after a Rest.	A Hero has an Advantage on all Skill Checks against a Creature that is Frightened of it.	A Frightened Hero has a Disadvantage on Skill Checks against a Creature it is Frightened of.
Grappled	A Grappled Creature's Movement is 0.	On the Grappled Creature's turn, it must spend an Action Token to force the Hero to succeed on the Skill Check that made the Creature Grappled to keep it Grappled.	A Grappled Hero must spend an Action Token and succeed on a Strength or Dexterity Skill Check to escape a Grapple.
Hasted	A Hasted Creature gets an Additional Action Token each Round. A Creature who has the Hasted Condition for a number of Rounds equal to their Tier Level loses the Haste Condition and gains the Exhausted Condition.		
Incapacitated	An Incapacitated Creature cannot spend any Action Tokens and cannot move or speak. Any successful Melee Attacks against an Incapacitated Creature is automatically a Critical Success. An Incapacitated Creature is no longer Incapacitated after a Rest.		
Invisible	An Invisible Creature can't be seen without the aid of magic or other special Skills.	A Hero rolling Attack or Defensive Checks against an Invisible Creature is done with a Disadvantage. A Hero trying to find an Invisible Creature does a Focus Check with two Disadvantage.	An Invisible Hero rolling Attack or Defensive Checks is done with an Advantage. An Invisible Hero's Stealth Checks are done with two Advantage.

Condition	Effects	For Affected Creatures	For Affected Heroes
Madness	A Creature with the Madness Condition feels it is under attack by all Creatures around it. It cannot be reasoned with and will attack and defend against any Creature (GMs choice) it can see using intelligent and strategic reasoning for its attacks.		
Obscured	An Obscured Creature has an environmental effect causing them from being seen. Once they leave the environmental effect, the Obscured Condition is removed.	A Hero rolling Attack Checks against an Obscured Creature is done with a Disadvantage.	An Obscured Hero rolling Defensive Checks is done with an Advantage.
Petrified	A Petrified Creature is Incapacitated and transformed, along with all of its belongings into a solid stone substance. The Petrified Creature's weight increases by a factor of 10 and it ceases aging as it survives in a magical suspended animation. A Petrified Creature's has a combined 30 Armour Points. Any successful Attack Checks against a Petrified Creature reduces its combined Armour Points. When the combined Armour Points are reduced to 0, the Creature disintegrates into a cloud of dust and stone pieces and is killed. A Petrified Creature can only be restored to normal with a Restore Spell.	A Hero's Attack Checks against a Paralyzed Creature are done with an Advantage.	A Petrified Hero does Defensive Checks with a Disadvantage.
Poisoned	A Poisoned Creatures takes 1 HP of poison damage at the start of their turn to the Torso until it is cured of the poison. Armour Points cannot be used to reduce poison damage. A Poisoned Creature is no longer Poisoned after a Rest.	A Hero's Defensive Checks against a Poisoned Creature is done with an Advantage.	A Poisoned Hero does Attack Checks with a Disadvantage.
Prone	A Creature in the Prone position is laying on the ground or floor. It takes a Creature half its maximum movement to stand up from the Prone position.	A Hero's Melee Attack Checks or Ranged Attack Checks against an Adjacent or Close Prone Creature is done with an Advantage. A Hero's Ranged Attack Checks against a Prone Creature that is further away than Close is done with a Disadvantage.	A Prone Hero has a Disadvantage when rolling Defense Checks against Melee Attack Checks. A Prone Hero has a Disadvantage when rolling Defense Checks against Ranged Attack Checks that are Adjacent or Close. A Prone Hero has an Advantage when rolling Defense Checks against Ranged Attacks further away than Close. A Prone Hero has a Disadvantage when rolling Melee Attack Checks.

Condition	Effects	For Affected Creatures	For Affected Heroes
Restrained	A Restrained Creature's Movement becomes 0, they cannot make attacks, and they cannot cast spells that have a Gesture requirement.	A Hero can spend two Action Tokens and do a successful Strength Check to Restrain a Grappled Creature. A Hero's Attack and Defensive Checks against a Restrained Creature is done with an Advantage. On the Restrained Creature's turn, a Hero must spend two Action Tokens and succeed on the Skill Check that made the Creature Restrained to keep it Restrained.	A Creature can Restrain a Grappled Hero on the Creature's turn if the Hero fails a Strength Check. A Restrained Hero does Physical Attack Checks and Defensive Checks with a Disadvantage. A Creature must spend two Action Tokens and the hero must fail on a Strength Check to keep the Restrained Condition.
Silenced	A Silenced Creature cannot make any sounds and also has the Deafened Condition. Silenced casters cannot cast spells that have a Verbal requirement.	A Hero trying to find a Silenced Creature by sound alone does a Focus Check with a Disadvantage.	A Silenced Hero's Stealth Checks are done with an Advantage.
Slowed	A Slowed Creature can only move up to half its maximum movement. A Slowed Creature is no longer Slowed after a Rest. A Slowed Creature must make any Dodge or Dexterity Skill Checks with a Disadvantage.		
Stealthed	A Stealthed Creature cannot be seen or heard.	A Hero rolling Defensive Checks against a Stealthed Creature is done with a Disadvantage.	An Stealthed Hero rolling Attack Checks is done with an Advantage.
Stunned	A Stunned Creature loses any remaining Action Tokens for the current Round or next Round if all Action Tokens are spent in the current Round. The Stunned Condition then ends.	A Hero's Attack Checks against a Stunned Creature is done with an Advantage.	A Stunned Hero cannot spend Action Tokens.