

PLAYTEST MATERIAL

Hello, and welcome to the Against the Fall of Night Playtest document! Within this document you will find the bones of a playable system. The core rules and game mechanics are complete. All other elements are a work in progress.

While reading through this document, you may find text [[enclosed in double brackets]]. This text is an Author's Note, note to self, or placeholder text, and indicates my thoughts about the particular thing being talked about; it shouldn't be read as an actual rule or part of the rules. If it looks like it's functional even without the enclosed text, feel free to try to parse it, but be aware it's unfinished at best.

In addition to the obvious gaps, this document has the following todos planned before any final release:

- 1) Finish class capstones.
- 2) More feats, of all categories.
- 3) More spells.
- 4) More combat techniques.
- 5) More rituals, and definitions for existing rituals.
- 6) Define the default setting region.
- 7) More information about Nightmares and a procedural generation system for their creation, as well as guidelines for how GMs can run them.
- 8) More monsters, especially more Night-specific monsters.
- 9) More treasures and magic items.

Thank you for reading! Let me know any feedback you have, especially if you managed to actually play a game with the system.

COVER PAGE

LEGAL JIBBER JABBER, REFERENCES, INSPIRATIONS, AND SO ON

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This product is a work of fiction. Any similarity to actual people, places, events, or organizations is purely coincidental

References and Inspirations: Ragnorak (from Norse myth), The Protomen – Light Up The Night, Iron Maiden – Fear of the Dark, Blind Guardian – Nightfall, Apocalypse. [[List incomplete.]]

Night falls, but heroes rise.

That the fight is impossible makes it no less important.

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Chapter 0: Introduction

Welcome to the Against the Fall of Night Playtest Rules! Within these rules, you will find everything you need to take a rag-tag group of beginning adventurers to face and push back the spreading darkness, and to light up the Night itself.

What is Against the Fall of Night? **Against the Fall of Night (AFN)** is a roleplaying system for fantasy adventures. Inspired by roleplaying games of the past (some very famous, some less so) and powered by its own game system (the Nightfall Engine), AFN seeks to offer characters meaningful choices while paring down unnecessary complexity. Combat in AFN offers multiple interesting decisions to combatants, as they must choose how to portion out their attacks and defenses. Choose quickly, but choose wisely, as letting an attack through your defenses can be devastating! With these choices to be made in combat, AFN moves away from the “I attack, I hit, I deal damage” pattern of other games. Every attack has the potential for serious harm even to skilled combatants, and it is the active skill of the combatant that keeps them safe, not their passive growth of statistics. The design of AFN makes combat into an exciting back-and-forth experience, [[rather than two combatants bashing their heads into each other and seeing who breaks first.]]

Like other roleplaying games, in AFN, one member of the group takes on the role of **Game Anchor (GM)**. [[possibly Game Mooring? Would like to keep GM as abbreviation. World Anchor?]] It is the GM’s part to describe the world, to adjudicate rules, and to control the monsters and other people or creatures found in the world. Each other member of the group assumes the role of a **player character (PC)**, and together the players and their PCs will guide their group through the challenges they face.

And there will be many challenges. The world of AFN is facing a great darkness as Night gathers. There has been Night before, but not for many generations. The old watch-towers have crumbled, the old ways have been forgotten, the ancient swords have rusted. In many places, those who were supposed to be the greatest sources of light found themselves irrevocably changed as the nightfall crept in. Every Night is as unique as its sunset, and in a thousand generations, the world has not faced a sunset this dark. You cannot stop the Night from falling. That the fight is impossible makes it no less important. You fight to protect what you can, to save what can be saved, and to ensure that when the Dawn comes, there are still people there to greet it.

Here and now, the world asks; who will rise? Will you take up the task, to shelter light within darkness? To protect what was built, to save who can be saved? To stand....*Against the Fall of Night!*

Consent and Safety

Against the Fall of Night is a game where bad things happen. There are significant themes of horror in the default setting. Characters may be in danger, uncomfortable, or wish they were somewhere else; but players should never be any of those things. Make sure you talk to your group before you start your campaign about what themes, events, actions, or anything else might make them feel uncomfortable or unsafe. Make sure that you have appropriate safety tools in place to ensure that, if someone does make a mistake, that other group members can communicate that there is a problem quickly and easily.

How to RPG/What is an RPG/Example of Play

[[section incomplete]]

Play example is with [[random names]].

At one point, the thaumaturge doesn't want to cast Ward so the fighter uses Interpose. The attack for 4 damage is reduced to 1 by their 3 Armor.

Chapter 1: Character Stats and Creation

Characters in *Against the Fall of Night* have five core stats; Combat Skill, Magic Skill, Toughness, Quickness, and Mind. Your core stats all start at +0 and can go up to +6. What do these stats mean?

Combat Skill: How good you are with weapons of all kinds, both attacking and defending with them. Your Combat Skill will determine how many Attack Points (AP) and Defense Points (DP) your character has; you have AP and DP each equal to your Combat Skill.

Magic Skill: How good you are with magic. Your Magic Skill will determine how many Magic Points (MP) your character has; you have MP equal to twice your Magic Skill.

Toughness: Your general level of strength, fitness, resilience, and toughness.

Quickness: Your reaction speed, movement speed, dexterity, coordination, and so on.

Mind: Your memory, strength of will, force of personality, and so on.

Your stats will increase as you gain levels and feats; your class and feats will tell you what your stats are. You also have a Vitality score and a Wound score; these reflect your health. Your Wounds are 6, unless you have a feat or class ability that says otherwise. Your Vitality is determined by your class and level.

Your character can also have an Armor stat and an Aura stat. Armor and Aura help you avoid damage in combat. When you take physical damage, you reduce the damage by your Armor. When you take magical damage, you reduce the damage by your Aura. For more on Armor and Aura, see page [[XX]]. Your Armor will usually be based on worn armor or magical spells, while Aura will usually be based on feats, class features, or magical spells. Unless something tells you otherwise, your Armor and Aura are both 0.

Your character will also have a movement rate. Unless you have a feat or class feature that tells you otherwise, your movement rate is Full Movement 30 feet, Half Movement 15 feet.

To create a character, first choose an origin feat. Origin feats are described on page [[XX]]. It's up to you to explain why or how you have the origin feat, and why you have the abilities or modifiers that it gives you. Your character can look basically like whatever you want, as long as your group and GM agree that it's fine. That said, there is one assumed restriction; the game assumes that you're roughly the same general size and shape as a human, and not a disembodied energy cloud or anything like that. If you want to play a disembodied energy cloud, you'll need to make whatever adaptations are necessary yourself. Outside of that, you can have whatever features and variance is appropriate for your setting. We don't see any reason to think that in a fantasy world with magic and monsters, that characters should be restricted to have less variety than real-world humans have.

Once you've picked your origin feat, pick a class. The character classes are described on page [[XX]]. Your class will tell you what your starting stats are, and will tell you whether or not you need to make any more choices. (For example, the Fighter class will tell you to pick some combat techniques that you know. It'll tell you where to look for them.)

After you've picked your class, pick two skills. You have the selected skills at rank 1. You can find a list of skills and their descriptions on page [[XX]].

Once you've picked your origin feat, your class, any choices that your class offers, and your skills, your character's mechanics are done! Pick a name, figure out what they look like, decide who they are, do whatever setting decisions or backstory writing you need to do, fill in any universal or derived stats, and you're ready to play.

Chapter 2: How to Play/General Rules

COMBAT

COMBAT SEQUENCE

Combat proceeds in phases and rounds. Each round, you may act in one **Action Phase** and move in one **Movement Phase**. Each round proceeds between the phases in order. In each phase, PCs act first (in any order they choose), then NPCs.

The phases, in the order they occur, are:

Missile Attacks (Action)

Half Movement (Movement)

Melee Attacks (Action)

Full Movement (Movement)

Spellcasting (Action)

The round begins before the Missile Attack phase, and ends after the Spellcasting phase. If an effect refers to the beginning or the end of a round, it occurs at those times. For the purpose of time elapsing, one round lasts approximately five seconds.

The actions you may perform in each phase are limited. Unless you have an ability that states otherwise, you may only take a Main Action matching the name of the phase. (For example, in the missile attack phase, you may only make missile attacks with your Main Action, and similarly missile attacks made with a Main Action may only be made in the missile attack phase, unless an ability states otherwise.) When you move in the Half Movement phase, you may move up to your Half Movement rate. When you move in the Full Movement phase, you may move up to your full movement rate. Movement in combat can be dangerous. If you move while within the reach of an armed and dangerous opponent, you become Vulnerable, unless you Withdraw (see below). Each round, you can move in one movement phase and take your turn in one action phase.

ACTIONS ON YOUR TURN

When you act in an action phase, you **take your turn**. You may take only one **Main Action** on your turn. Most techniques and spells will require a Main Action to use, but some will require only a Minor Action. You can take any number of Minor Actions on your turn, but can't take the same Minor Action more than once. There is no specific limit to the number of techniques or spells you can use on your turn, as long as only one of them is a Main Action and none of the others are used more than once each. You can only take a Minor Action when you take your turn. Minor Actions don't need to match the phase that you take your turn in; if you want to make a melee attack with your Main Action, and you know a spell that requires a Minor Action to cast, you can take your turn in the Melee Attack phase and also cast your spell as a Minor Action when you take your turn. You can take your actions on your turn in any order that you want.

Characters who wish to move out of melee without becoming Vulnerable may take the Withdraw main action in the Melee Attack phase. After Withdrawing, a character may move their Half Movement rate in the Full Movement phase without becoming Vulnerable.

In most cases, interactions with an object (such as opening a door or drawing a weapon) can be performed without an action on your turn. If you wish to perform enough interactions, or sufficiently complicated interactions, that the GM judges it should require a Main Action, interacting with objects in this way occurs in the Melee Attack phase.

Should a character want to do anything else not listed here, which the GM judges should be involved enough to require a Main Action, the GM should judge what phase it should occur in based on its time required and complexity. Particularly fast actions should occur in the Missile Attack phase, most actions should occur in the Melee Attack phase, and particularly slow actions should occur in the Spellcasting phase.

ESCAPING COMBAT ENTIRELY

The actions on your turn and movement in combat sections cover normal movement within combat. If you wish as a group to escape combat entirely, that is a different challenge. To escape combat, each character escaping must hold their turn until the end of the Spellcasting phase, taking no action to that point. (You can still defend yourself.) When the end of the Spellcasting phase is reached, each escaping character must make a Quickness test, as must each pursuing enemy. Enemies with a Full Movement rate less than half the slowest rate of the escaping party, or enemies who can't take actions or otherwise can't reasonably pursue, may not join the pursuing party. If half or more of the escaping party, but less than half the pursuing party, succeed in their Quickness tests, the party escapes. If less than half the escaping party, but half or more of the pursuing party succeed, the party gets nowhere and cannot attempt to escape again. If half or more of both groups succeed, or less than half of both groups succeed, a running battle occurs; each combatant may move their Full Movement rate this round, then take their turns as normal in subsequent rounds. At the end of each round in a running battle, repeat the Quickness tests for escape. Depending on the terrain and situation, if one or more characters stay behind, it may be possible to prevent any pursuit from happening at all; if there are no pursuers, then the escaping party automatically escapes.

Escaping From Combat: Results Grid		
	Half or more of pursuers succeed	Half or more of pursuers fail
Half or more of escapers succeed	Running battle	Escape
Half or more of escapers fail	No escape possible!	Running battle

ATTACK POINTS AND DEFENSE POINTS

Attack techniques cost **Attack Points (AP)** to use. **Defensive techniques** cost **Defense Points (DP)** to

use. Unless modified by something else (such as dual-wielding or a defensive or brutal weapon), characters have AP and DP each equal to their Combat Skill. (For example, a character with Combat Skill +2 has 2 AP and 2 DP.)

SPENDING AND INVESTING

When a technique or ability has a cost listed, normally, that cost requires you to **spend** the points. Unless noted otherwise, spent AP or DP return at the beginning of each round. Some techniques or abilities may require you to **invest** their cost instead. Invested points do not return until you take a rest.

MAKING TESTS

You will often be asked to make a **test**. Most tests will involve Combat Skill, Magic Skill, Toughness, Quickness, or Mind, and will be phrased as “a Combat test” or “a Mind test”. When making a test, roll 1d20 and add the relevant stat. On a 10 or higher, you succeed. On a roll of a natural 1, you fail, even if circumstances have given you a total modifier of +9 or higher. Similarly, a roll of a natural 20 is always a success, even if you’ve managed to get a modifier of -10 or lower. The results of success or failure will vary based on the reason why you made the test; for example, when you make an attack, you make a Combat test, and on a success, your attack hits. Regardless of the reason you made the test or any implied difficulty, the target number is always 10. Circumstances may offer a bonus or apply a penalty to your test, making it easier or harder to reach 10, but you never need to worry about the target number changing.

ATTACKS

When making a basic attack, make a Combat test. On a success, you hit. You deal damage based off the weapon's base die, plus your Combat Skill. When making a Combat test, if you roll a natural 1 on the die, your attack automatically misses regardless of bonuses or conditions. If you roll a natural 20, your attack is a **critical hit**. On a critical hit, you do not need to roll for damage; instead, you automatically deal maximum damage with that attack (though it can still be defended against and reduced by Armor as normal). When using an attack technique, you will follow the technique’s instructions instead of the default instructions for a basic attack.

When a character is attacked, they will usually want to use a defensive technique. Characters have defensive techniques, and opponents can too. You may use only one defensive technique against a given attack unless otherwise specified, but may use any number per round (up to the limit you can pay for). If you defend against an attack (whether or not the defense, or any roll it may call for, is successful), the attack deals damage first to your **Vitality** and only to **Wounds** when your Vitality is exhausted. If you raise no defense at all, the attack deals damage directly to Wounds! The effect of a defensive technique is always calculated before the effect of armor.

DAMAGE AND INJURY

When you take damage from a physical attack (whether that damage would be Vitality or Wounds), after applying the effect of any defensive technique that you use, reduce the remaining damage by your **Armor**. Armor cannot reduce the damage from an attack to 0 or lower. If it would reduce the damage to 0, you instead lose 1 Vitality. (If an attack would do damage directly to Wounds, and your Armor reduces it to 0, the 1 point of damage is still Vitality. In that case, your armor protected you from any serious injury, but you are still bruised and rattled.) Note that unlike Armor, defensive techniques are capable of reducing the damage of an attack to 0 (but not below, of course).

When you take damage, it is dealt either to your Vitality or to your Wounds. Normally, damage is dealt to your Vitality. If damage dealt to your Vitality would reduce your Vitality below 0, the excess is dealt to Wounds. Some sources of damage might specify that they are dealt directly to Wounds, such as attacks that you didn't defend against.

As long as you have at least 0 Wounds, you are fine. If damage would reduce your Wounds below 0, you are **severely injured**. When you become severely injured, you are knocked unconscious until checked by an ally. You may check an adjacent injured ally at any time on your turn, requiring no action. When a severely injured character is checked, they regain consciousness, but may have lasting injuries. Roll on the Severe Injury Table (page [[XX]]) to discover what harm befell them. If your injuries are severe enough, you might die. If you die, you can choose for your spirit to remain or to move on. If you move on, talk to your GM about making a new character. If you remain, then your party can use a powerful ritual (Walk the Path of Nightmare) to try to retrieve your spirit and bring you back to life. See page [[XX]] for more on ritual magic and the Walk the Path of Nightmare ritual. Remaining is dangerous, though; if your spirit isn't retrieved and returned to life in time, you'll be corrupted by Night and come back as a monster.

ON TIMING

Many techniques, especially defensive techniques, occur as a response to other actions occurring. A character may only Parry when they are attacked, for example. Characters may use techniques at any point during, or in response to, the trigger. For example, a character is attacked by an enemy. They may choose their defensive technique immediately, or may wait to learn how much damage the attack dealt. After learning the attack's damage dealt, they may then choose between different techniques, or choose not to defend if they wish. In general, all timing should always be interpreted as the most favorable possible to the players. Players should be given as much information as possible before being required to make a decision, and should never be allowed to miss their decision point. Some other games require players to decide on a reaction upon an attack roll, and can force them to miss their option once damage was rolled. This can lead to mistakes and frustration as GMs feel they need to get approval to continue with basic combat resolution, or for players who feel that they are being railroaded and not given enough opportunity to use their abilities. Against the Fall of Night prevents either of these from happening by ensuring that players can react as late as they want, right up until it is time to actually apply the damage to their character.

RANGED ATTACKS

Many defensive techniques work only against melee attacks. Fortunately, unlike melee attacks, ranged attacks do not automatically deal damage to Wounds if not defended against. If the attack roll of a ranged attack was a modified 20 or lower, the attack deals damage to Vitality even if not defended against. If the attack roll was a modified 21 or higher, then it deals damage to Wound if not defended against, and to Vitality if defended against.

Making a ranged attack while an enemy is threatening you in melee is a highly disadvantageous circumstance. In addition, doing so makes you Vulnerable.

STEALTH

In general, stealth should be done by eye and what makes sense to the GM and players at the table. If you can look over and see someone, no amount of sneaking around will stop your ability to see them. If someone is carrying a torch into total darkness, it is very easy for whatever may be lurking in the darkness to see that torch. Similarly, if a distracted guard is not paying attention and you come up behind them wearing slippers on stone, they are not going to notice before you have your chance to act; and humans in total darkness are not going to see you no matter what happens. However, in some circumstances, there may be questions about who can observe what, and where stealth may be helpful. In those circumstances, characters may attempt to move stealthily to assist in their chance of not being noticed.

A character who is moving stealthily moves their Half Movement rate in the Full Movement phase, and is less likely to be noticed by anyone trying to find them. Depending on circumstance, a character may be in danger of being heard or in danger of being spotted. If a character is heard, the observer knows

that they heard a noise, but does not know exactly what made it. If a character is spotted, they have been seen. It is up to the GM or player of the observer what action will be taken in response to this, of course. If there is doubt about whether it's possible for a character moving stealthily to avoid being observed, the sneaking character makes a Quickness or Mind test (whichever is more appropriate to the situation. Carefully planning your route between cover would be a Mind test, while quickly darting from shadow to shadow would be a Quickness test.) As with any test, the GM will decide whether circumstances make this advantageous or disadvantageous, and to what degree. On a success, the sneaking character is not observed. On a failure, they are.

Outside of combat, a character being stealthy is covered by a Stealth check; see Skills, page [[XX]].

CIRCUMSTANCES

Circumstantial modifiers come in four kinds.

A slightly advantageous circumstance gives you +2 to the relevant rolls. In combat, if you benefit from a slightly advantageous circumstance, it can have a different effect depending on whether it advantages offense or defense. If the circumstance advantages attacks, this gives you +2 to your Combat Tests for attack techniques. If the circumstance advantages defense, this gives you +2 on combat tests for defensive techniques.

A highly advantageous circumstance doubles your relevant modifier, with a minimum bonus of +2.

Benefiting from a slightly advantageous circumstance is also called **having slight advantage**. Benefiting from a highly advantageous circumstance is also called **having high advantage**.

A slightly disadvantageous circumstance gives -2 to the relevant rolls. As above, in combat, this can affect different rolls depending on whether it affects offense or defense.

A highly disadvantageous circumstance gives -4 to the relevant rolls.

Suffering from a slightly disadvantageous circumstance is also called **having slight disadvantage**. Suffering from a highly disadvantageous circumstance is also called **having high disadvantage**.

JUDGING CIRCUMSTANCES

The exact definition of what constitutes an advantageous or disadvantageous circumstance is left intentionally vague. It should be up to the GM at any given time to interpret the situation and judge what circumstantial modifiers should be applied. Though some are defined (such as the prone condition, below), others are left up to the GM, because in the end human judgment is the best we can offer for making sure that the modifiers match the situation. For example, a character standing behind a three-foot high wall has half of their body covered. Against a human attacker, this is certainly an advantageous circumstance for their defense (they have slight advantage). Against a giant, however, who was never going to attack their legs anyway, it does not affect the circumstance at all.

Some circumstances may reasonably be interpreted to be either disadvantageous for one side or advantageous for another, such as the wall above. A circumstance should be either one or the other, not both. The GM should use their judgment as to which applies better. A good rule of thumb is to think about who can better take action to take advantage of it. In the case of the wall, the defender can duck behind it, while the attacker is limited to attacking wherever the defender is. This is therefore an advantageous circumstance for defense. To put it another way, the character whose die rolls are being modified should be the character who is closer to the situation. Firing a bow in the rain makes it more difficult to hit the target, but it does this by affecting the archer, not by affecting the target, and is therefore a disadvantageous circumstance for the attacker (the attacker has slight disadvantage).

All of this being said, these are just guidelines, and the GM will need to apply their own best judgment in evaluating the specific circumstances. No choice will be wrong so long as you are consistent and fair; each Night is as unique as its sunset.

IMPROVISATIONAL TECHNIQUES

Characters will often want to do things in combat that they do not have a specific technique for, and this should be encouraged. The GM should evaluate the result of the improvised technique in the context of the specific situation. Unless the exact same situation were to arise later, it shouldn't be expected that improvising again should necessarily get the exact same result. (This is particularly true since the character is, by definition, not trained in whatever they are trying to do, and so their result may be inconsistent even in an identical situation!) An improvised technique should always be worse, in some way, than having the trained technique and using it. That may mean a penalty to a Combat Test, a weaker result, reliance on a very specific environmental condition, an increased cost, or whatever else the GM feels is appropriate to the situation. Some examples:

A character who does not know the Grab technique wants to grapple someone. The GM rules that this makes sense and is a thing that an untrained person can try to do, but it will make the character Vulnerable before making the attack.

A character wants to flip a table to get cover from an incoming ranged attack. The GM agrees that the arrow probably can't pierce this particular (well-crafted oak) table, and decides that it is similar to a Dodge technique, and they have slight advantage because of cover. However, it's harder to flip a table than to just move out of the way, so the GM decides that it costs 2 DP instead of 1, as well as relying on having a specific environmental circumstance.

A character wants to aim for the knee and cripple their opponent. The GM decides that this is most similar to the Bonebreaker technique and uses that as a baseline. However, the character does not know what they are doing, so the GM decides that it costs 1 extra AP and they have slight disadvantage on the combat test.

Spells and magical techniques may not be improvised, unless the character has a feat that allows them to do so. In addition, you cannot improvise a technique as a Minor Action. Any improvisational technique will always require the use of your Main Action.

ON ROUNDING

Sometimes in Against the Fall of Night, it will come up that rounding a decimal is required. Whenever this is necessary, round however works out best for the purposes of the character rounding.

For example, if a character uses a technique that causes them to take half damage from an attack, and the attack deals 3 damage, half of 3 is 1.5. Because the character using the technique is rounding, and they would prefer to take less damage, this rounds down, and they take 1 damage.

Another character has a spell that says they can control risen undead equal to half their Magic Skill, and they have +3 Magic Skill. In this case, rounding up is better for them, and so 1.5 rounds up to 2; they can control two undead.

CONDITIONS

In addition to the circumstantial modifiers described above, some spells or techniques can apply specific conditions to characters or monsters. These conditions are described here. A condition is just a specific circumstance. Any effects that the condition has do not stack with other circumstances, and may be modified by the specific case that they occur in. For example, while attacking a prone target is normally a highly advantageous circumstance for melee, a character wielding an enormous awkward scythe-bladed trap as a weapon may find it so awkward to swing downward that it is in fact a disadvantageous circumstance to attack a prone target with it. Like any circumstance, conditions should be evaluated by the GM and effects applied that are appropriate for that particular circumstance or set of circumstances.

Common sense should be applied to all conditions, as it should to all circumstances. The lack of a condition being described here does not mean that such a condition would have no effect on a character. A character whose arms and legs are bound, for example, could not reasonably Parry an attack. (They might be able to Dodge or Roll, though they might have slight disadvantage.) The fact that there is no “Bound” or “Restrained” condition listed here should not stop GMs from making such a ruling.

Prone: Attacking a prone target is a highly advantageous circumstance for melee and a slightly disadvantageous circumstance for ranged. If a prone target is in melee, standing up requires a Combat Test. On a failure, they may still stand up if they choose, but doing so makes them Vulnerable. If they take any damage while standing up, they are knocked back down.

Depleted: The depleted condition lasts until you take a rest. It doesn't do anything on its own, but may interact with other spells or mechanics.

Vulnerable: The Vulnerable condition has no effect on its own, but other mechanics will interact with it. Most notably, Attack of Opportunity, an attack technique known as basic knowledge by all creatures

with combat ability, allows them to potentially make an attack against any creature that becomes Vulnerable. If no duration is listed, you remain vulnerable only for the duration of the current turn.

Grabbed: A grabbed creature cannot move. Depending on the weapon used and target desired, attacking while grabbed may be a disadvantageous circumstance. The creature doing the grabbing has slight advantage when attacking the grabbed creature.

Asleep: A sleeping creature is unconscious, defenseless, and helpless. Any damage taken will awaken them, if they survive it. All Combat Tests made against a sleeping creature are automatically successful (and because they cannot use any defensive techniques, all damage from melee attacks will be dealt directly to their Wounds).

Unconscious: An unconscious creature cannot take actions, move, cast spells, or use defensive techniques. [[Alternate: As Asleep, except damage taken does not awaken them.]]

A condition that states (Quickness ends) or more generally (Stat ends) allows you to make a test with that stat at the end of each of your turns. On a success (10 or higher), the condition ends.

RESTING

Life in the world of AFN is not all excitement, all the time. Even heroes need rest occasionally. Characters who spend appropriate amounts of time resting will find themselves much more capable of taking on repeated challenges.

The first rest you take each day requires one hour. The second rest requires eight hours, at least six of which must be spent sleeping. You may not benefit from more than two rests in a 24-hour period. When you rest, you restore all Vitality, plus 1 Wound. You restore all Invested points and end any conditions that end on a rest.

ALTERNATE RESTING

If desired, the time required and restrictions on resting can be changed to create a different style of game. For a darker game, it requires eight hours of rest for a rest. For a more heroic game, it requires only five minutes for the first rest, an hour for the second and subsequent rests, and no restriction on the number of rests in a day. There are many other options, each of which will lead to its own style of play.

DEATH AND RESURRECTION

As one might expect for heroes facing monsters, characters in Against the Fall of Night may fall in battle. When your character dies, choose whether you accept your death and move on, or if you are still bound to this earth. When a hero dies before their time, their soul will be claimed by Night if they do not accept their death. This is not always a bad thing, because a soul claimed by Night can be recovered and restored to life, while a soul that moves on to What Comes Next cannot be found again by mortal magic.

However, it is dangerous and difficult to recover a soul claimed by Night, and if they are not recovered, then they will return to the world as a monster and blight the world further.

Recovering a soul claimed by Night requires the use of the Walk the Path of Nightmare ritual (page [[XX]]), which allows the players to physically enter a nightmare. The soul of the dead hero will be found chained at the center of the nightmare, guarded by the forces of Night. It is a harrowing journey to get there and will be difficult to free them. But if it can be done, and their soul can be brought back to the world, then they will be restored to life. See the GM section for more about designing and running nightmares.

Inside the nightmare that they are chained in, the soul of the dead hero has the ability to affect things. They have a pool of Environment Points equal to the higher of their Combat Skill or Magic Skill. They can spend these to create effects while their friends and allies try to save them, such as granting an ally additional attack, defense, or magic points, changing the terrain, and other reality-warping shenanigans. Environment Points (EP) are spent and regained like MP; you may spend any number of them as fast as you want, but you recover only one per round. Points granted in this way fade at the end of the current turn. You cannot Invest MP granted in this way. Once your ghost is freed, you simply play your character on the way out. When freed, you have no Vitality, no MP, and one Wound point. (Your MP recovers at the normal rate.) For more details on Environment Points, see the GM section about nightmares. [[This section may be moved.]]

MAGIC

Characters with Magic Skill above +0 can cast spells. Characters have **Magic Points (MP)** equal to twice their Magic Skill. Unlike AP and DP, spent MP is not restored at the beginning of each round. Instead, characters with a Magic Skill of +1 or higher regain 1 MP at the beginning of each round. All invested MP is restored upon taking a rest, as normal.

Damage dealt by spells is magical damage. Additional damage types may be listed in the spell, which have no effect innately, but may interact with other game elements or with common sense. (For example, Burning Orb, which deals fire damage, can be used to light small fires, while Touch of Winter, which deals cold damage, could be used to chill a drink.) Magical damage is not reduced by Armor. It is reduced instead by **Aura**. The effects of Aura on magical damage are identical to the effects of Armor on physical damage. Just like physical attacks, any defensive technique used should be applied first, followed by Aura. Just like Armor, Aura cannot reduce damage to 0; if Aura would reduce the damage of a magical attack to 0, the target loses 1 Vitality instead. Unless the spell specifies otherwise, magical damage is always dealt first to Vitality, and only deals damage to Wound if the target has no Vitality remaining. Like Combat Tests, if casting a spell requires you to make a Magic Test and deals damage on a hit, your spell will automatically miss on a roll of a natural 1 and will critically hit (dealing maximum damage) on a roll of a natural 20.

When casting a spell, normally, you spend MP equal to its cost. If the spell has an **Invest** entry, you may choose instead to invest the cost. These spells have improved effects when the MP is invested, as listed in the spell. Spells with a cost of 0, and certain magical defensive techniques, are referred to as **cantrips**. In addition, some spells can be **amplified**. An amplified spell allows you to spend additional MP, above the cost, to increase its effect. When investing MP, you must invest the amount that you would have spent, not merely the base amount. (This matters for spells which have both Amplify and Invest; if you want to gain the benefit of Invest above the base MP cost, you must Invest the amount of MP you wish to benefit from the effect of.)

In addition to spells, characters with Magic Skill may know one or more **magical defensive techniques**. Using a defensive technique does not require an action, and follows all the same rules as defensive techniques learned from Combat Skill.

Casting a spell that requires a Main Action while an enemy is threatening you in melee makes the caster Vulnerable.

SEVERE INJURY TABLE

Roll 1d100. +10 per point of damage beyond 0 Wounds. +20 for each previous unhealed severe injury
An injury will go from untreated to treated after the listed period, or treated to healed if it was already treated. Injuries may be treated with an action in the Spellcasting phase. You can treat yourself, but the TN is 2 higher.

Minor Injury. Knowledge TN 3 to treat. Period: One rest.

1-10: Just dazed. Injury has no effects.

11-20: Bells rung. -1 AP and -1 MP until injury is treated.

21-25: Breath knocked out of you. -1 DP and -1 MP until injury is treated.

Light Injury. Knowledge TN 5 to treat. Period: Two rests.

26-30: Leg hit. May only move at Half Movement speed in the Full Movement phase until treated.

31-40: Arm hit. -1 Combat Skill and Magic Skill until treated.

41-50: Rib bruised. May not take Main Actions other than Basic Attack or cantrips until treated.

Meaningful Injury. Knowledge TN 7 to treat. Period: One day.

51-60: Slowing injury. Regardless of action taken, character's action is in the Spellcasting phase until treated, and Melee Attack at the earliest until healed.

61-70: Finger lost. You lose a finger on one hand. -1 Combat Skill and Magic Skill until treated, -1 AP/DP and -2 MP until healed.

71-80: Hand stunned. May not use hand or hold items with it until treated. May not dual-wield until healed.

81-90: Foot injured. -1 Quickness and move at Half Movement rate in Full Movement phase until treated. -1 Quickness until healed.

91-100: Genitals injured. Incapacitated with pain for 5 minutes. -1 Toughness and move at Half Movement rate in Full Movement phase until treated. -1 Toughness until healed.

Major Injury. Knowledge TN 9 to treat. Period: Two days.

101-110: Jaw injured. May not speak or cast spells until treated. -2 Magic Skill until healed.

111-120: Arm injured. May not use arm until treated. -1 Combat Skill and Magic Skill until healed.

121-130: Head injured. May not take Main Actions or move until treated. Move at Half Movement in Full Movement phase until healed.

131-140: Eye injured. -6 to Combat Skill and Magic Skill with ranged attacks until treated. -2 to Combat Skill and Magic Skill with ranged attacks until healed.

141-150: Leg injured. Move at half of Half Movement rate in Full Movement phase until treated. Move at Half Movement rate in Full Movement phase until healed.

Critical Injury. Knowledge TN 11 to treat. Period: One week.

151-160: Eye lost. May not make ranged attacks until treated. -6 to Combat Skill and Magic Skill with ranged attacks until healed. -2 to Combat Skill and Magic Skill with ranged attacks permanently.

161-170: Hand lost. May not take Main Actions until treated. May not take Main Actions other than Basic Attack or cantrips until healed. May not dual wield or use two-handed weapons or items permanently.

171-180: Leg lost. May not move until treated. Move at half of Half Movement rate in Full Movement phase until healed. Move at Half Movement rate in Full Movement phase permanently.

181-190: Arm lost. May not take actions or defensive actions until treated. Move at Half Movement rate in Full Movement phase until healed. May not dual wield or use two-handed weapons or items permanently.

191-200: Spine broken. May not take actions, defensive actions, or movement until treated. May not take actions or move, and all defensive actions cost triple, until healed. May not move permanently and -2 to Combat and Magic skill permanently.

201+: Instant death. You are dead. No treatment, no period.

Chapter 3: Character Classes and Skills

Against the Fall of Night includes seven classes separated into two categories; **core classes** and **setting classes**. Core classes are broad and appropriate for any AFN game, no matter what you're doing with the setting. Setting classes fit fine into the default AFN setting, but might not fit into any possible setting; if you're a GM adjusting the setting, consider whether or not these classes fit.

The core classes are:

Fighter
Rogue
Thaumaturge

The setting classes are:

Berserker
Monk [[Possible rename]]
Runesinger
Witchblade

Core Classes

Level	Combat Skill	Toughness	Quickness	Mind	Vitality	Features
1	+1	+1	+0	+0	4	Armor Training, Fighter Training
2	+2	+2	+1	+0	8	Feat
3	+3	+2	+2	+1	12	Combat Feat
4	+4	+3	+2	+2	16	Feat
5	+5	+4	+3	+2	20	Combat Feat
6	+6	+4	+4	+2	24	Feat, Style Flair

Armor Training. Your Combat Skill is treated as 1 higher when calculating your armor proficiency and any related penalties, to a maximum of 6. When your Combat Skill reaches +6, you instead gain 1 additional Armor when you are wearing any armor.

Fighter Training: You know the Basic Attack and Attack of Opportunity techniques. You learn one basic attack technique, one basic defensive technique, and one basic technique that can be either attack or defense. Basic techniques are on page [[XX]]. You are proficient with all weapons.

Feat: You learn any feat that you meet the prerequisites for.

Combat Feat: You learn a combat feat of your choice that you meet the prerequisites for. (You can always take a general feat in place of a specific category feat if you prefer.)

Most fighters will use their feats and combat feats to take Advanced Technique a few times to learn advanced combat techniques, and a few passive feats to go with the techniques they prefer.

Style Flair: Your skill and training gives you a certain flair with all styles of combat. You can change your grip and technique with any weapon to create whatever effect you want. As a Minor Action, you can change your grip on a weapon you wield, causing it to gain or lose the Brutal, Cunning, Armor-Piercing, or Defensive qualities.

If you cause a weapon to lose the Armor-Piercing, Cunning, or Defensive qualities, you deal +1 damage with it for each quality the weapon lost. If you cause a weapon to gain one of these qualities, you deal -1 damage for each quality the weapon gained.

If you cause a weapon to lose the Brutal quality, you deal -1 damage with it while it lacks the quality. If you cause a weapon to gain the Brutal quality, you deal +1 damage with it while it has the quality.

In addition, you suffer no penalty for using improvised weapons.

Provide some examples. In [[setting]], there are these schools of combat. Sample school of combat:

Iron Knight

Iron Knights focus on techniques and feats that can defend themselves and others.

Suggested Advanced Techniques: Guarded Attack, Shield Slam, Interpose

Suggested Feats:

The Rogue						
Level	Combat Skill	Toughness	Quickness	Mind	Vitality	Features
1	+1	+0	+1	+0	3	Rogue Training, Sneak Attack
2	+1	+1	+2	+0	6	Feat, Trickery Feat
3	+2	+1	+3	+1	9	Backstab
4	+2	+1	+4	+2	12	Feat, Trickery Feat
5	+3	+2	+5	+2	15	Assassinate
6	+3	+3	+6	+2	18	Feat, Consistent Prowess

Rogue Training: You know the Basic Attack and Attack of Opportunity techniques. You know two basic attack techniques of your choice and one basic defensive technique of your choice. You are proficient with all ranged weapons and all Cunning weapons.

Feat: You learn any feat that you meet the prerequisites for.

Sneak Attack: You learn the Sneak Attack technique.

Backstab: You learn the Backstab technique.

Assassinate: You learn the Assassinate technique.

Special: Noncombat Rogues: If you choose, you can learn a Trickery Feat in place of each of Sneak Attack, Backstab, and Assassinate. Doing this represents a rogue who does not specialize in combat. Be aware that doing this will significantly reduce your combat power and your impact in combats. You make this choice only once, and replace all three if you so choose; you can't replace Sneak Attack and Backstab, then learn Assassinate.

Trickery Feat: You learn a trickery feat of your choice that you meet the prerequisites for. (You can always take a general feat in place of a specific category feat if you prefer.)

Consistent Prowess: When you make a skill check, instead of rolling 2d6, you roll 3d6 and take the highest two.

Most rogues will use their feats and trickery feats that help them focus on what they want to do; melee combat, ranged combat, stealth, or skills. [[Rogues have access to more feats than any other core class, allowing them to gain a wide variety of abilities.]]

Provide some example rogue builds.

Assassin

Assassins focus on stealth and attacks from the shadows to kill people.

Suggested Attack Techniques: Rearward Strike, Twist the Knife

Suggested Defensive Techniques: Dodge

Suggested Feats: From the Shadows

The Thaumaturge						
Level	Magic Skill	Toughness	Quickness	Mind	Vitality	Features
1	+1	+0	+0	+1	2	Thaumaturge Training, Magical Tradition, Ritual Casting
2	+2	+0	+1	+2	4	Feat
3	+3	+1	+1	+3	6	Magic Feat, Spell
4	+4	+1	+2	+4	8	Feat
5	+5	+2	+2	+5	10	Magic Feat, Spell
6	+6	+2	+2	+6	12	Feat, Font of the Arcane

Thaumaturge Training: You know two cantrips and one apprentice-level spell of your tradition. At least one of the three spells that you know must be a magical defensive technique. You know the Basic Attack technique. You are proficient with clubs, daggers, staves, and slings (but you rarely use weapons).

Magical Tradition: Choose a magical tradition. You can only learn and cast spells of the chosen tradition. Some feats might have a specific tradition as a prerequisite. Magical traditions are described on page [[XX]]; the two included in core are material magic and spiritual magic.

Ritual Casting: You are able to cast ritual magic. Ritual magic is described on page [[XX]]. You know a number of rituals equal to your Magic Skill (at first level, one). When your Magic Skill increases, you learn a new ritual that you meet the prerequisites for.

Feat: You learn any feat that you meet the prerequisites for.

Spell: You learn any spell that you meet the prerequisites for.

Magic Feat: You learn a magic feat of your choice that you meet the prerequisites for. (You can always take a general feat in place of a specific category feat if you prefer.)

Most thaumaturges will use their feats and magic feats to learn new spells and increase the power of their spells.

Font of the Arcane: When you spend your last MP, you can choose to reduce your Magic Skill by half until you rest. If you do, recover all your MP. (Remember that reducing your Magic Skill will reduce your max MP, so you end up with MP equal to your new maximum.)

[[Provide example thaumaturge builds.]]

Wizard

Wizards use their magic to affect the material world, with elemental blasts and wards of force.

Suggested Magical Tradition: Material

Suggested Cantrips: Magic Projectile, Ward, Elemental Absorption

Suggested Spells: Burning Orb, Mage Armor, Shock

Suggested Feats: [[feats]]

Setting Classes

The Berserker						
Level	Combat Skill	Toughness	Quickness	Mind	Vitality	Features
1	+1	+1	+0	+0	5	Berserker Training, Muscles Beat Swords, Rage
2	+2	+2	+1	+0	10	Feat
3	+3	+3	+1	+1	15	Mountain-Shaking Rage
4	+4	+4	+2	+1	20	Feat
5	+5	+5	+2	+2	25	Eon-Quaking Rage
6	+6	+6	+2	+2	30	Feat, I've Survived Worse

Berserker Training: You know the Attack of Opportunity technique. You know the Aggressive Attack attack technique, the Alert defensive technique, and one basic technique of your choice. You are proficient with all Brutal weapons, with all Thrown weapons, and with shields.

Rage: You know the Rage technique.

Rage – 0 AP (Minor Action): You fly into a great rage. You gain +1 Combat Skill (to a maximum of 4). While raging, you cannot spend DP on defensive techniques, and you cannot cast spells or use magical defensive techniques. Your rage lasts until the end of the encounter or until you choose to end it, which you can do at any time. You may only rage once per rest for free. If you have already entered a rage and not yet rested, you may enter a rage by paying 2 Vitality.

Muscles Beat Swords: When not wearing armor, you have Armor equal to your Toughness. For the purpose of armor proficiency, your Combat Skill is always treated as +0.

Feat: You learn any feat that you meet the prerequisites for.

Mountain-Shaking Rage: When you use the Rage technique, you gain +2 Combat Skill instead of +1 (to a maximum of 6). It costs you 4 Vitality, instead of 2, to enter a rage again without having rested.

Eon-Quaking Rage: When you use the Rage technique, you gain +3 Combat Skill instead of +2 (to a maximum of 9). It costs you 8 Vitality, instead of 4, to enter a rage again without having rested.

I've Survived Worse: When you are reduced to 0 Wounds, you can choose to use this ability. If you do, you instantly regain Wound equal to your Toughness. However, your Toughness is then reduced to +0 until you complete a rest. (Note that this will reduce your Armor to 0, thanks to your Muscles Beat Swords feat!)

The Monk						
Level	Combat Skill	Toughness	Quickness	Mind	Vitality	Features
1	+1	+0	+1	+1	3	Monk Training, Fists Like Iron, Iron Mind
2	+2	+1	+2	+1	6	Flurry
3	+3	+1	+3	+2	9	Deflect Arrows
4	+4	+2	+4	+2	12	Feat
5	+5	+3	+5	+3	15	-
6	+6	+3	+6	+4	18	Duality of Form

Monk Training: You know the Attack of Opportunity technique. You know the Lunge attack technique, the Roll defensive technique, and one basic technique of your choice. You are not proficient with any weapons.

Fists Like Iron: Your unarmed attacks count as Cunning weapons with a base damage of 1d6. You are proficient with your unarmed attacks. If you have at least three limbs free, you count as dual-wielding unarmed attacks, giving you +1 AP.

Iron Mind: When not wearing armor, you have Armor equal to your Mind. For the purpose of armor proficiency, your Combat Skill is always treated as +0.

Flurry: You learn the Flurry attack technique.

Flurry - ALL AP: Make two Combat Tests as a Main Action. For each Combat Test that hits, deal unarmed damage of one die size smaller than normal (1d6 becomes 1d4, 1d8 would become 1d6). Add the damage together and consider the Flurry to be a single attack for the purpose of defenses and armor.

Deflect Arrows: You learn the Parry defensive technique. You can Parry ranged attacks from normal ranged weapons, but not from attacks like hurled boulders, catapults, or ballista. If you already knew the Parry technique, learn any basic defensive technique of your choice. (Because your unarmed attacks count as weapons, you can use Parry with your bare hands at no penalty.)

Feat: You learn any feat that you meet the prerequisites for.

Duality of Form: You can restore your body by weakening your mind. As a Minor Action on your turn, you can recover Vitality equal to your Mind. When you do this, your Mind is reduced by 2 until your next rest. You can't use this ability if doing so would reduce your Mind below +0. (Remember to update your Armor when your Mind is reduced.)

The Runesinger							
Level	Magic Skill	Combat Skill	Toughness	Quickness	Mind	Vitality	Features
1	+1	+1	+0	+0	+1	3	Spiritual Magic, Runesinger Training
2	+2	+1	+0	+1	+2	6	Feat
3	+3	+2	+1	+1	+2	9	[[Feature]], Spell
4	+4	+2	+1	+2	+3	12	Feat

5	+5	+3	+1	+2	+4	15	[[Feature]], Spell
6	+6	+3	+2	+2	+4	18	Feat, [[Capstone]]

Spiritual Magic: Your magic tradition is Spiritual. You can learn only Spiritual spells and hybrid techniques.

Runesinger Training: You know the Basic Attack and Attack of Opportunity techniques. You also know two additional spells or techniques. These additional techniques can be any of the following: cantrips, magical defensive techniques, basic attack techniques, or basic defensive techniques. You must choose at least one basic defensive technique or magical defensive technique with these choices. You also know the Runesong cantrip. You are proficient with all melee weapons that are **not** Brutal and with Small ranged weapons. See page [[XX]] for more on hybrid techniques.

Runesong - Cost 1+ MP (Main Action) – *Spiritual Cantrip*

Choose a willing target who can hear your song. They gain +1 to damage with weapon attacks until the end of the next round.

Amplify - You may spend additional MP when casting this spell. For each odd MP spent, the target gains +1 damage to weapon attacks until the end of the next round (this is the base effect, at 1 MP). For each even MP spent, the target gains +1 to tests required by defensive techniques. (For example, if 3 MP are spent, the target would get +2 to damage with weapon attacks and +1 to tests required by defensive techniques.)

[[Unnamed Support Technique] – Cost 1+ AP, 0+ MP – Initiate Spiritual Hybrid Technique

Use when an ally attacks an enemy within reach of your weapon. Make a Combat Test. On a success, your ally gains a +1 bonus to their Combat Test for their attack. For each additional AP you spend, your ally gains an additional +1 bonus to their Combat Test.

Amplify – For each 2 MP you spend when using this technique, your ally also gains a +1 bonus to damage on their attack.

[[Engrave Rune – Rename - Capstone]] – You learn how to engrave your spells into runes. You can engrave a spell you know as a rune on an item you touch as a process requiring 1 minute. You can only have one rune engraved in this way at a time. The bearer of an item with an engraved rune can activate the spell as a Minor Action. When activated, the spell takes effect at its base effect, targeting the bearer of the item. If you can see the bearer at the time it is activated, you can choose to *Amplify* or *Invest* the spell as normal by spending or investing MP.

Feat: You learn any feat that you meet the prerequisites for.

Spell: You learn any spell or hybrid technique that you meet the prerequisites for.

The Witchblade							
Level	Combat Skill	Magic Skill	Toughness	Quickness	Mind	Vitality	Features
1	+1	+1	+1	+0	+0	3	Material Magic, Witchblade Training
2	+2	+1	+2	+1	+1	6	Feat
3	+3	+2	+2	+1	+1	9	Eldritch Strike
4	+4	+2	+3	+2	+2	12	Feat
5	+5	+3	+4	+2	+2	15	Phase Strike, Spell
6	+6	+3	+4	+2	+2	18	Feat, Witchblade's Hex

Material Magic: Your magic tradition is Material. You can learn only Material spells and hybrid techniques.

Witchblade Training: You know the Basic Attack and Attack of Opportunity techniques. You also know two additional spells or techniques. These additional techniques can be any of the following: cantrips, magical defensive techniques, basic attack techniques, or basic defensive techniques. You must choose at least one basic defensive technique or magical defensive technique with these choices. You also know the Bolstered Strike hybrid technique. You are proficient with all Brutal melee weapons, with all two-handed melee weapons, and with shields.

Bolstered Strike - Cost 1 AP, 0+ MP (Main Action) – *Apprentice Material Hybrid Technique*

Make a basic attack against a target.

Amplify – You may spend 1 or more MP when using this technique. If you do, the attack deals 2 additional physical damage per MP spent.

Feat: You learn any feat that you meet the prerequisites for.

Eldritch Strike: You learn the Eldritch Strike hybrid technique.

Eldritch Strike - Cost 3 AP, 2 MP (Main Action) – *Apprentice Material Hybrid Technique.*

Make a Combat Test. On a hit, roll damage of one die size smaller than your weapon (1d8 becomes 1d6, etc), and add only half your Combat Skill. This attack deals magical damage instead of physical.

Spell: You learn any spell or hybrid technique that you meet the prerequisites for.

Phase Strike: When you make an attack with a hybrid technique, you can pay an additional 2 MP. If you do, you phase out of reality before or after making the attack (your choice). You can move up to your Half Movement rate while phased out. You do not become Vulnerable, and you can move through creatures and objects. You can't end your movement inside a creature or object.

Witchblade's Hex: When you hit a creature with a hybrid technique, you can choose to mark them. You can have only one creature marked with this ability at a time. Whenever the marked creature takes

damage, you can spend 1 or more MP to cause the mark to flare. If you do, the marked creature takes 1 + MP spent additional damage. This damage is part of the attack that damaged them.

SKILLS

In addition to their stats that may be tested, characters have **Skills** as well. Skills use a different system from tests. To make a skill check, roll 2d6 and add your Skill ranks. (For example, a character with Athletics 1 would roll 2d6+1). The GM will judge the difficulty of what you attempted to do to determine what **target number** (TN) is required for success. In the case of a check opposing an enemy (such as attempting to hide from a target who is searching for you), the difficulty should include the difficulty of opposition. For example, it is easier to hide from a blind man than it is to hide from a bloodhound, and the TN of the check should reflect this.

Simple – 3

Easy – 5

Average – 7

Challenging – 9

Nearly Impossible – 11

Mythical – 13+

You begin at character creation with rank 1 in two different skills of your choice. You can gain more skill ranks as you level up, in the same skills or different skills; [[your class chart will tell you when you gain skills]]. You can't have more than half your level in ranks in a single skill.

Skills are intentionally broad in *Against the Fall of Night*. When in doubt whether or not a character's skill should apply to a skill check, it probably should. All skill checks may also be made untrained, though not all tasks should call for a skill check, even a Simple one. A task should call for a skill check only if the outcome is in doubt and there are consequences for failure. Climbing, for example, is a task associated with Athletics. Even a character untrained in Athletics can climb a rope without a check being necessary. If, however, they are being chased up the rope, then the question of "do they climb faster than their pursuer" is in doubt, and there are consequences for failure. In such a case, a skill check would be appropriate.

The skills included here are:

Athletics – Feats of athleticism, such as climbing, jumping, swimming, or rolling.

Endurance – Ability to endure harsh conditions, lack of sleep, inclement weather, any resistance to tiredness or pain.

Knowledge – Academic knowledge of all nonmagical subjects.

Lore – Knowledge of all magical subjects.

Outdoorsmanship – Knowledge of and ability to perform tasks related to the wilderness, such as building a fire, finding shelter, following tracks, and so on.

Stealth – Ability to move quietly, hide in shadows, palm objects, and otherwise avoid notice.

Thievery – Ability to pick locks, climb walls, open windows from the outside, find and disarm traps, and other thief-related skills.

You can pick other skills if you want and your GM approves. A custom skill should be comparably broad to the existing skills; it shouldn't cover everything you could possibly want to do, but it should cover a lot. It shouldn't cover a list of unrelated things, but should have a single theme that it does just about everything within that theme.

When should you make a Skill check, and when should you Test a stat? Skill checks are better for things that have gradients of success, instead of simple pass/fail. Skills better reflect things that require specialized training. Skill checks should be used whenever something takes a meaningful amount of time. Even if a Test seems like it would be appropriate, Tests should only be used for things that are near-instantaneous. For example, a character dives into icy water. Keeping their muscles from locking up immediately would be a Toughness test. After they swim for a little bit and get out, staying healthy and not having any long-term effects would be an Endurance skill check. This all said, sometimes there'll be some confusion and some question about which is better. In such a situation, the GM should just pick one and run with it. If you really don't have a preference, let the character use whichever one is better.

LEVELING UP

When you gain five experience points, you level up. Guidelines on awarding experience points are in the GMing chapter, page [[XX]]. You can reset your current XP to zero or just track total XP as you level up, it doesn't really matter, whichever way you prefer to count it.

When you level up, as may be obvious, your level increases by one. Your class chart will tell you how your stats change when you level up. Your class chart will also tell you if you need to make any choices when you level up, such as picking a new feat or combat technique, and will tell you about any feats or class features that you gain.

This remains true until you reach level 6. Once you reach level 6, you don't gain levels anymore. Instead, every time you gain 5 experience points after level 6, you gain a feat of your choice. (You still need to meet the prerequisites for the chosen feat.)

OPTIONAL: PIECEMEAL LEVELING

Instead of gaining a level all at once when you gain 5 XP, you can instead gain one part of a level each time you gain one XP. Most of the time, a class gains five elements at each level. An element is either +1 to a stat, your level-based Vitality increase, or a class feature. When using piecemeal leveling, each time you gain 1 XP, pick one element of the next level of your class. (For example, if you're 2nd level, then for each XP you gain, you can gain one element from the 3rd-level line of your class chart). Once you've gained all five XP, your level goes up, you get any associated skill increases, and you can start buying elements from the next level down. Sometimes an element might contain more than one presented element on the class table, making it appear that your class has more than five elements.

When your Magic Skill reaches +1, you automatically gain the Magical Tradition feature. When your Magic Skill reaches +3, you automatically learn a spell, and again when your Magic Skill reaches +5. These elements are built into Magic Skill (because you don't add your Magic Skill to spell damage innately like you do with Combat Skill and weapon damage, and learning extra things for free helps balance that out). Similarly, some traits of the monk and berserker classes are free, and do not count as an element; [[list these traits]] because they include tradeoffs that pay for them.

Chapter 4: Money and Equipment

The economy in *Against the Fall of Night* is based on the silver standard. In addition to silver coins, characters will encounter copper pieces, gold pieces, and fractional copper pieces. Different areas have different solutions to the 'fractional copper pieces' problem, which are generically referred to as 'scraps' or sc. In some areas, this might literally be pieces of copper; in others, they may be small iron, tin, or wood coins. Regardless of the solution taken, 10 scraps = 1 copper piece, 10 copper pieces = 1 silver piece, and 10 silver pieces = 1 gold piece. Prices are listed in silver as the largest coin and most items will cost less than one gold piece. Items may be sold by players for half of their listed value.

WEAPONS NOT ON THE TABLE

There are, of course, many more weapons in history and fantasy than are described on this table. If a weapon not described here comes up, simply pick a weapon that the GM feels it is most similar to or that it should have similar qualities to, and use the stats for the described weapon.

For example, a character wishes to wield a battle axe, which is not described on the table. A battle axe is a one-handed weapon that can be wielded in two hands, so it should have the Versatile quality. It is a heavy chopping weapon, so it should be Brutal. The GM decides that a battle axe should use the same statistics (cost, damage, qualities, etc) as a bastard sword. Alternately, a player or GM should feel free to select a weapon from the table for the mechanical elements, and describe it as any weapon that makes sense to share those qualities.

WEAPON QUALITIES

Small – A small weapon deals reduced damage (already accounted for in their damage die), and is easier than normal to conceal.

Cunning – A cunning weapon can be dual-wielded. Specific combat techniques may require a cunning weapon.

Thrown – A weapon with the thrown quality can be used to make ranged attacks. See the ranged weapon range table to find their range.

Versatile – A versatile weapon may be wielded in one or two hands. Two damage dice are given for a versatile weapon; the first, smaller die is if it is wielded one-handed, the second die if it is wielded two-handed.

Brutal – A brutal weapon deals additional damage (already included in their damage die). However, while wielding a brutal weapon, you have -1 DP.

Armor-Piercing – When hitting a target with Armor 3 or higher, an armor-piercing weapon deals +2 damage.

Defensive – While wielding a defensive weapon, you gain +1 DP. However, a defensive weapon deals less damage (already accounted for in their damage die).

Reach – A reach weapon may make melee attacks against targets up to 10' distant.

Reload – A weapon with the Reload quality must be reloaded after each attack before it can make another attack. It requires the wielder's movement in the Full Movement phase to reload.

Armor-Penetrating – When an armor-penetrating weapon deals damage to a target, the damage is not

reduced by the target's Armor.

Large – A large weapon deals additional damage (already accounted for in their damage die) and cannot be concealed effectively. It always requires two hands to wield, reload, or anything else the weapon may require. Being in a cramped area counts as a disadvantageous circumstance for attacks with a Large weapon. All two-handed melee weapons are Large.

ONE-HANDED MELEE WEAPONS

WEAPON	PRICE	DAMAGE	QUALITIES
Dagger	5 sp	1d4	Cunning, thrown, small
Short sword	10 sp	1d6	Cunning
Longsword	10 sp	1d6/1d8	Versatile
Spear	10 sp	1d6	Thrown
War hammer	10 sp	1d8	Brutal
Bastard sword	15 sp	1d8/1d10	Brutal, versatile
War pick	15 sp	1d6	Armor-piercing
Shield	10 sp	1d4	Defensive

TWO-HANDED MELEE WEAPONS

Greataxe	20 sp	1d10	Brutal
Longspear	20 sp	1d8	Reach
Halberd	25 sp	1d10	Brutal, reach
Greatsword	25 sp	1d8	Armor-piercing
War maul	30 sp	1d10	Brutal, armor-piercing
Quarterstaff	15 sp	1d8	-

RANGED WEAPONS

Sling	5 sp	1d4	Small, one-handed
Shortbow	10 sp	1d6	Small
Longbow	20 sp	1d8	Large
Light crossbow	20 sp	1d8	Armor-piercing, reload
Heavy crossbow	40 sp	1d10	Large, armor-piercing*, reload

(All ranged weapons are two-handed unless otherwise noted.)

AMMUNITION

Sling stones (20)	1 cp
Arrows (20)	1 sp
Bolts (20)	1 sp

**(a heavy crossbow is armor-penetrating at short range and armor-piercing at medium or long range)*

Not all characters are proficient with all weapons. When using a weapon with which a character is not proficient, their Combat Skill is -2 instead of its normal value. (For example, a rogue, who normally has Combat Skill +1, picks up a halberd. They do not know how to use this weapon. Instead of rolling 1d20+1 for their Combat Tests with the weapon, they roll 1d20 - 2.)

DUAL-WIELDING

While dual-wielding weapons, you gain +1 AP. When you make an attack, you may choose which weapon to make the attack with. You may only dual-wield with cunning weapons. Even if you found a weapon with both the defensive and cunning qualities, you may not simultaneously gain the +1 AP from

dual wield and the +1 DP from defensive. In that case, you would be able to choose at the beginning of each round whether you wanted the offensive or defensive ability.

WEAPON RANGES

Thrown weapons use the range for Thrown, regardless of their damage die. Dedicated ranged weapons have a range determined by their damage die; find the damage die for your weapon on the table, then read across to find your ranges.

Attacking at long range is a disadvantageous circumstance in all cases, usually highly disadvantageous. Attacking at medium range on a clear plain is not, but is at least a slightly disadvantageous circumstance if there is a great deal of visual noise or obstacles (such as in a forest) even if the target does not have direct cover or concealment.

WEAPON	SHORT	MEDIUM	LONG
Thrown	15'	30'	45'
Ranged (1d4)	30'	45'	60'
Ranged (1d6)	30'	90'	120'
Ranged (1d8)	30'	120'	150'
Ranged (1d10)	30'	120'	180'

ARMOR

ARMOR		
ARMOR TYPE	PRICE	ARMOR VALUE
<u>LIGHT ARMORS</u>		
Soft Leather	5 sp	1
Hard Leather	10 sp	2
<u>MEDIUM ARMORS</u>		
Brigandine	30 sp	3
Chain Mail	40 sp	4
<u>HEAVY ARMORS</u>		
Plate and Mail	100 sp	5
Full Plate	120 sp	6

Armor types listed here are examples only; of course, many variants and types of armor exist. For armor types not listed, the GM should judge what existing armor type its protective value is most comparable to. (For example, a breastplate would offer better protection than a brigandine jack, but worse than plate and mail. The GM decides that a breastplate is medium armor offering Armor 4 and worth 40 sp.)

Characters are proficient with armor of an Armor value less than or equal to their Combat Skill. Some characters may have features or traits that grant them greater or lesser armor proficiency. If a character wears armor in excess of their armor proficiency, the excess is applied as a penalty to all tests.

(For example: A character with Combat Skill +3 puts on a suit of full plate armor. Full plate has an Armor of 6. Taking the Armor 6 and subtracting the character's Combat Skill of +3 gives a result of 3.

This character suffers a -3 penalty to all tests while wearing the armor. If the character had the fighter's Armor Training feature, their armor proficiency would be equal to their Combat Skill +1, or 4, giving them only a -2 penalty to all tests.)

EQUIPMENT

ADVENTURING EQUIPMENT		FOOD AND LODGING	
ITEM	PRICE	ITEM	PRICE
Backpack	2 sp	Ale (mug)	2 sc
Barrel, small	2 sp	Bread (loaf)	3 sc
Bedroll	3 cp	Cheese (slab)	3 sc
Bell	1 sp	Eggs (half dozen)	1 cp
Belt pouch	7 cp	Fresh vegetables	1 cp
Blanket	5 cp	Inn, Average (per night)	2 cp
Candle	1 sc	Inn, Cheap (per night)	4 sc
Chalk	1 sc	Inn, Fancy (per night)	2 sp
Fishhook	1 cp	Meals, Average (1 day)	3 cp
Flint and steel	5 cp	Meals, Cheap (1 day)	1 cp
Grappling hook	8 cp	Meals, Fancy (1 day)	3 sp
Lantern	8 sp	Meat, Cheap (1 meal worth)	1 cp
Magnifying glass	50 sp	Meat, Expensive (1 meal)	1 sp
Map case	8 cp	Stabling (1 day)	3 cp
Mirror, small metal	10 sp	Wine, Common (glass)	1 cp
Oil (flask)	6 sc	Wine, Fancy (glass)	1 sp
Parchment (sheet)	1 sp		
Piton	3 sc	ANIMALS	
Quiver	8 cp	Chicken	2 sc
Rations (1 week)	3 sp	Donkey/Mule	8 sp
Rope (50 ft)	1 sp	Goat	1 sp
Sack	2 cp	Goose	5 sc
Signet ring	5 sp	Horse, Riding	40 sp
Spyglass	150 sp	Horse, War	300 sp
Tent	5 sp	Ox	15 sp
Torch	1 sc	Pig	5 sp
Water/Wineskin	8 cp	Sheep	2 sp

As with armor and weapons, equipment and similar items listed here are not a completely exhaustive list of all items available for purchase. If a player wishes to purchase an item not listed here, the GM should judge its availability and price based off its similarity to existing items.

ADVENTURER'S PACK

An adventurer's pack is a backpack full of commonly-purchased adventuring equipment. An adventurer's pack is a backpack containing six torches, 50' of rope, a week worth of rations, a waterskin, flint and steel, and a bedroll. Characters may purchase an adventurer's pack for 7 sp plus 5 cp.

Chapter 5: Feats and Combat Techniques

Feats are separated into categories. A feat can be an Origin feat, a General feat, a Combat feat, a Magic feat, a Fortitude feat, a Trickery feat, or a Sagacity feat. It's a lot of categories, but the distinction is pretty simple.

Origin feats can only be taken at character creation. Every character gets one.

General feats have no prerequisites. Any time any element says that you can take a feat, even if it lists a specific kind of feat (like if it says a Combat feat), you can take a General feat instead.

Combat feats all require at least Combat Skill of +1. Magic feats all require at least Magic Skill of +1. Fortitude feats all require at least Toughness of +1, Trickery feats all require at least Quickness of +1, and Sagacity feats all require at least Mind of +1.

Origin Feats

Tough – You gain +2 Wounds.

Magical Talent/Training – You have Magic Skill +1. You learn one cantrip of your choice.

Combat Talent/Training – You have Combat Skill +1. You learn one basic technique of your choice.

Poison Resistant – Whenever you make a test to resist poison, you have slight advantage. Whenever anyone makes an attack against you with poison, they have slight disadvantage.

General Training – Gain a general feat of your choice that you meet the prerequisites for.

Winged – You have wings. They're not strong enough to support your actual weight, and you can't do much with them, but you're immune to falling damage. If you have the Winged origin feat, when you would gain a general feat, you can choose to give it up to instead improve this feat. If you give up one general feat, you can glide a controlled distance horizontally up to the distance you fell. If you give up two general feats, you can also fly at your normal movement rate three times between rests. If you give up three general feats, you can fly at your normal movement rate.

Dragon Breath – You can breathe fire like a dragon. You can breathe fire as a Main Action in the Spellcasting phase. Your breath weapon is either a 15' cone or a 30' line, selected when you select this feat. Your breath weapon deals 1d6 fire damage. Creatures in the area can make a Quickness test to take no damage.

Innate Magic – You have an innate mastery of a specific magical ability. You learn an Apprentice spell of your choice. You have two MP that you can spend only on this spell, and you can't spend any MP on this spell other than these two.

Innate Technique – Due to a natural talent or body feature, you can perform a combat technique. You learn a combat technique of your choice (basic or advanced). If it's an attack technique, you have two Attack Points you can spend on it. If it's a defense technique, you have two Defense Points you can

spend on it. You can't spend the attack or defense points from this feat on any other technique, and you can't spend attack or defense points from any other source on this technique.

Lucky – You're extremely lucky. Once per rest, you can reroll any die that you just rolled. (Yes, any die, for any reason.)

Eidetic Memory – You have a perfect memory, or at least, close enough. You remember everything important that happens to you and can always ask the GM to refresh your memory. (If the GM doesn't remember or care enough to look it up, then it probably wasn't important and you forgot.)

Magic Resistant – If you take this origin feat, your Magic Skill can never be higher than +3. You can't be a member of a class whose Magic Skill would go above +3 by 6th level. You have Aura 1 and have slight advantage on all tests to resist spells. When you reach 4th level, your Aura increases to 2.

Weapon Training – Growing up, you were trained in a class of weapons. Choose one of the following categories; you gain proficiency with weapons of that category. All Cunning weapons; all Brutal weapons; all one-handed weapons; all two-handed weapons; all ranged weapons.

Natural Weapons – You have natural weapons. Choose one; your natural weaponry deals 1d6 damage and counts as a Cunning weapon, or your natural weaponry deals 1d8 damage.

Power Sensitive – You always know when anyone spends MP within 60' of you. If you can see the caster, you know who it was; if you can't see the caster, you can tell whether or not it was a familiar caster, but can't be sure who exactly it was unless you're extremely familiar with the caster (such as a party member). If you spend a few minutes handling or examining an item, you can tell whether or not it's magical. You learn and can cast the [[Detect Magic]] ritual, even if you don't have the required Magic Skill.

[[non-origin feat ideas]]

Improved Fists Of Iron: Requires Fists of Iron, Combat Skill +6. Your unarmed attacks count as magical weapons, and their base damage is increased to 1d8.

Some sort of Style/Flow feat: When you use a particular technique/spell on your turn, you get a discount or improvement on the first use of a particular defensive technique before the start of your next turn.

[[Should this just be a general rule? When you gain a new feat, if you have any feats that required you to make a choice, you can change that choice if you like.]]

[[Your Combat Tests are unaffected by a slightly disadvantageous circumstance. (You're still affected by highly disadvantageous circumstances). You never have slight disadvantage on Combat Tests (you can still have high disadvantage if the circumstances warrant). You suffer no penalty for using improvised weapons.]]

[[TBD: Feats Lists, Descriptions, Tables, Etc]]

General Feats

Broad Training: The lowest of your Toughness, Quickness, and Mind increases by 1, to a maximum of your level. (If two or more of these are tied for lowest, choose one to increase.)

Versatile Combatant: The lower of your Combat Skill or Magic Skill increases by 1, to a maximum of +3. If your Combat Skill and Magic Skill are tied, you cannot take this feat until one of them is lower.

Special: If this increases your Magic Skill from +0 to +1, you learn one cantrip and one Apprentice spell of your choice. If this increases your Magic Skill from +2 to +3, you learn one Initiate spell of your choice. If this increases your Combat Skill from +0 to +1, you learn one basic combat technique of your choice.

Vitality: You gain +1 Vitality per level, to a maximum of 36.

Skill Training: Choose one; increase one of your skills by one, to a maximum of half your level, or learn a new skill at rank 1.

Weapon Training: Possibly the same as the origin feat, possibly different in some way, but there should be a way to become proficient in more weapons.

Combat Feats

Unless noted otherwise, all Combat Feats require Combat Skill +1 or higher.

Staff Fighter: You treat a quarterstaff as a Cunning weapon. When wielding a quarterstaff in two hands, you count as dual-wielding.

Signature Technique: Choose a combat technique that you know. It costs one less Attack or Defense point to use, to a minimum of 1 point.

Special: When you gain a new feat, you can change your choice of signature technique to any technique that you know.

Basic Training: You learn three basic combat techniques of your choice.

Advanced Training: You learn an advanced combat technique of your choice.

Spell Parry: Requires Magic Skill +1, must know the Parry technique. You can use the Parry technique to reduce magical damage from effects that target you directly. (You can't parry area of effect magical damage.)

Shield Cover – When you are within the area of effect of a damaging effect (whether physical or magical), you can use the Block technique to reduce the damage you take.

Artful Dodger – When you attempt to Dodge an attack, and get hit by it anyway, you can use a second defensive technique against the attack. (You can't try to Dodge it a second time.)

Long Roller – When you use the Roll technique to reduce damage from an attack, you can spend one or more additional Defense Points to improve the effect. For each odd Defense Point you spend, you reduce the damage by 1. For each even Defense Point you spend, you can move another 5', up to a maximum of your Full Movement rate. (For example, if you spend two additional defense points, that's one odd and one even; you would reduce the damage by an additional 1 and be able to move an additional 5'.)

Weapon Master: Requires Combat Skill +4. Choose a type of weapon (such as longsword, war hammer, or greataxe). While you are wielding a weapon of the chosen type, you gain +1 Attack Point and +1 Defense Point.

Special: You can refer to this feat as Weapon Mistress or Weapon Genius if it better fits your character. You can also refer to it by the specific weapon you chose, such as Sword Master, Axe Mistress, or Mace Genius.

Brutal Warrior: When you roll damage with a Brutal weapon, and roll the maximum result, add 2 to your damage.

Cunning Warrior: When you make an attack roll with a Cunning weapon, and roll a 1, reroll. You keep the second roll even if it's another 1.

Practiced Skill: Requires Combat Skill +4. When you roll damage for a weapon attack, and roll a number less than half your Combat Skill, treat the result as if you had rolled equal to half your Combat Skill.

Dig Deep: You can Invest your Attack or Defense points, instead of spending them, when you use a combat technique. If you do, you automatically succeed on any required Combat Test for the technique. If you have to compare your check result to anything, treat it as if you had rolled a 15. You must Invest at least one point to benefit from this effect, even if the technique doesn't cost anything. Invested points return when you take a rest.

Improved Shield Slam (Requires Shield Slam known): Your Shield Slam technique rolls 1d6 instead of 1d4 for its shield bash damage value, and if the result is greater than their vitality, you may choose to knock the target either back 5 feet or prone.

[[Improved Interpose]] – When you use Interpose, the attacker becomes Vulnerable to you.

[[Shielded Movement]] – While wielding a shield, you can Withdraw as a Minor Action by spending 1 Defense Point.

Magic Feats

Unless noted otherwise, all Magic Feats require Magic Skill +1 or higher.

Signature Spell: Choose a spell that you know. It costs one less MP to use, to a minimum of 1 point.

Special: When you gain a new feat, you can change your choice of signature spell to any spell that you know.

Elementalist: When you learn this feat, choose an element (fire, cold, lightning, etc). You can Invest one or more MP into this feat at any time. When you cast a spell that deals damage of the chosen element, you deal bonus damage equal to the MP you have invested in this feat.

Special: When you gain a new feat, you can change your choice of element to any other element.

Expanded Knowledge: You learn any spell that you meet the prerequisites for. (It requires Magic Skill +1 to learn a cantrip or an Apprentice spell, Magic Skill +3 to learn an Initiate spell, or Magic Skill +5 to learn an Adept spell).

Special: If you have the Ritual Caster feat, instead of learning a spell, you can choose to learn two rituals that you meet the prerequisites for.

Ritual Casting: You are able to cast ritual magic. Ritual magic is described on page [[XX]]. You know a number of rituals equal to your Magic Skill. When your Magic Skill increases, you learn a new ritual that you meet the prerequisites for.

Body Fuel: You can spend 1 Wound or 2 Vitality in place of 2 MP. (You can't Invest MP in this way.)

Drain Essence: Requires Spiritual magic, Magic Skill +4. When you deal magical damage to a creature, you can mark them. You can only have one creature marked at a time. The mark lasts until the end of the next round. When a creature marked by this feat dies, you recover 2 spent MP.

[[Name Undefined – Fusilade? Barrage?]] – Requires Material magic, Magic Skill +4. When you deal magical damage to a creature, you can mark them. You can only have one creature marked at a time. The mark lasts until the end of the next round. When you cast a spell that deals magical damage to a marked creature, you [[gain bonus – extra damage? Recover MP? Something.]]

Improvisational Magic: You can improvise magical effects that you don't know the particular spell for. If your Magic Skill is +1, you can improvise cantrips. If your Magic Skill is +3, you can improvise Apprentice spells, and if your Magic Skill is +5, you can improvise Initiate spells. You still can only create effects of your tradition. When you improvise a spell, it costs twice as much MP (minimum 1).

Magical Savant: You can perform small magical tricks. These tricks do not cost any MP, and must be appropriate for your tradition. If you want to use them in combat, it takes a Main Action in the Spellcasting phase. A material spellcaster might heat, clean or soil an object, lift a small object (a few pounds in weight), light a pipe, shuffle cards, or other minor effects. A spiritual spellcaster might flavor a food, grant willing creatures a sense of peace, make a seat more comfortable, or otherwise affect a willing creature's experience in minor ways.

[[Cantrip feats – Provide a feat that enhances a specific cantrip, so you can upgrade your existing one or learn a new one.]]

War Mage: Requires Ward known. When you reduce an attack's damage to 0 with your Ward, you [[gain a useful benefit. Possibly MP recovery.]]

Arrow Warder: Requires Arcane Deflection known. When you use Arcane Deflection against an ordinary projectile attack with a projectile no larger than an arrow or crossbow bolt, you instead reduce the attack roll by 2, plus an additional 2 per amplified MP spent.

Fortitude Feats

Unless noted otherwise, all Fortitude Feats require Toughness +1 or higher.

Vital Furnace: When you roll on the Severe Injury table, you may subtract ten times your Toughness from the roll.

Bloodrage: When you take wound damage, you enter a bloodrage state. While you are in a bloodrage, you deal bonus damage with weapon attacks. [[Damage taken? Half your Toughness? Flat bonus?]] The bloodrage lasts until the end of the fight. (If you took wound damage outside of a fight, it ends immediately, unless you start a fight as a result.)

Tough It Out: You can make a Toughness test in place of a Quickness test. Once you do this, you can't do it again until after your next rest.

Walk It Off: If you are suffering from a condition that a Test can end, you can expend your movement in the Half Movement phase to end that condition.

Second Wind: You can concentrate to recover Vitality. As a Main Action in the Spellcasting phase, you can regain Vitality equal to three times your Toughness. Once you do this, you can't do it again until your next rest.

Arms like Tree Trunks: [[idk. I'm just stealing the name.]]

[[Fast Healer]]: When you complete a rest, instead of regaining 1 Wound, you regain Wound equal to your Toughness.

Trickery Feats

Unless noted otherwise, all Trickery Feats require Quickness +1 or higher.

From the Shadows: If all enemies are unaware of your presence, you may move your full movement and act in the Missile Attack phase in the first round of combat (regardless of your chosen action).

Hidden Sniper: When you make a ranged attack while enemies are unaware of your presence, if you miss, they do not become aware of your presence. (They may become aware that they are being fired upon, but they do not become aware of you, specifically.)

Keen Eye: Attacking at medium or long range alone is never enough for your attack to be a disadvantageous circumstance. (You can still have a disadvantaged attack due to cover, concealment, high wind, or other such situations, but not from distance alone.)

Quick-Witted: You can make a Quickness test in place of a Mind test. After you do this, you can't do it again until after your next rest.

Mobility: Your movement speed increases. Your Full Movement speed increases by 10 feet and your Half Movement speed increases by 5 feet. In addition, when you take the Withdraw action, you can make a Quickness test. On a success, the Withdraw action doesn't require your main action.

Hide in Shadows – When you are moving stealthily and would be spotted, you may attempt to Hide in Shadows if you have any cover or concealment. Make a Quickness test. Cover and concealment is never an advantageous circumstance for this test, though having poor cover or concealment, or extremely perceptive enemies, may be disadvantageous. On a success, you are not spotted, and will not be unless something changes with the situation (a light is brought over, you move, someone moves in to take a closer look, and so on.)

Move Silently – When you are moving stealthily and would be heard, you may attempt to avoid causing the noise instead. Make a Quickness test. Extremely loud ambient noise may be an advantageous circumstance for this test, while difficulty of remaining silent (covered in bells, moving through dried leaves, and so on) would be examples of disadvantageous circumstances. On a success, you are not heard.

Sagacity Feats

Unless noted otherwise, all Sagacity Feats require Mind +1 or higher.

Polymath: You can trade one of your skills for another skill by practicing during a rest.

Skill Specialist: Choose a skill that you have at least one rank in. When you use that skill, you can roll 3d6 and drop the lowest die, instead of rolling 2d6.

Analyze Weakness: You can analyze an enemy's weakness as a Main Action in the Spellcasting phase. When you analyze an enemy's weakness, choose an enemy and an ally. The chosen ally has slight advantage on their first attack against the chosen enemy in the next round. You can only have one target analyzed at a time.

Iron Will: You can make a Mind test in place of a Toughness test. After you do this, you can't do it again until after your next rest.

Analyze Attack Pattern: You can analyze an opponent's attack pattern as a Main Action in the Spellcasting phase. When you use a defensive technique or magical defensive technique against an attack made by the target you analyzed, treat it as if you had spent 1 additional DP or MP. You can only have one target analyzed at a time.

Analyze Defense Pattern: You can analyze an opponent's defense pattern as a Main Action in the Spellcasting phase. When you make a Combat test or Magic test to attack the target you analyzed, you have slight advantage. You can only have one target analyzed at a time.

Counterstrike: You learn the Counterstrike technique.

Counterstrike – 0 AP (Main Action): You carefully watch your target and wait for them to leave an opening by attacking you. Choose a target. You count as having defended against the first attack that target makes against you this round. (You can still use a defensive technique separately if you want.) In addition, the first time the target attacks you this round, make a Mind test. If the result of your Mind test is higher than their Combat test, make a basic attack against them, which they have slight disadvantage to defend against.

Provoke Weakness: You can bait an enemy into becoming Vulnerable. As a Main Action in the Spellcasting phase, you can attempt to provoke an enemy. Make a Mind test, and your target makes a Combat test. If the result of your Mind test is greater than or equal to their Combat test, they become Vulnerable.

Combat Techniques

Combat techniques can be Basic Techniques or Advanced Techniques. Basic techniques are easier to learn. They work the same once you learn them. In addition, combat techniques can be attack techniques or defensive techniques. Combat techniques can be both of these at once; so you can have a basic attack technique or an advanced attack technique. As described on page [[XX]] in How to Play, attack techniques cost attack points to use and defensive techniques cost defense points to use. Attack techniques are used to make attacks, while defensive techniques are used to defend yourself against attacks.

Some combat techniques have prerequisites to learn. Most don't, but you might not be able to use them effectively without the stats for it. When picking techniques to learn, keep in mind that you normally only have Attack Points and Defense Points each equal to your Combat Skill. If you only have Combat Skill +2, a technique that costs 4 AP to use isn't extremely useful to you. You might be able to get up to 4 AP with magic buffs or dual-wielding or other such effects, so it's not explicitly forbidden for you to take the technique if you think you can get some use out of it – but make sure you're paying attention to the costs when you learn techniques. It's usually not a good idea to learn techniques that cost more than your normal attack or defense point values.

Different combat techniques require different kinds of actions to use. A combat technique can require a Main Action or a Minor Action to use; these work like any other main action or minor action. Or a combat technique can be a defensive technique, which can be used when it says it can be used (see

Defensive Techniques page [[XX]] for more about this). Finally, it can require no action at all, and modify an attack that you're making. Combat techniques that require no action don't do anything on their own, but are a great way to spend extra attack points and make an attack your own style by modifying it.

[[TBD: List of attack and defensive techniques.]]

[[How many should there be? You can learn three basics with a feat, so there should probably be five or ten of each kind of basic. You can learn one advanced with a feat, so about ten of each kind is another reasonable goal to start with, but advanced are more character-defining so twenty would be nice for customization reasons if I can manage it.]]

Attack of Opportunity and Basic Attack – All characters actually know these techniques. It's called out specifically in the class entries for characters who have a Combat Skill of +1 or higher, but they learned them for free and everyone knows them.

Basic Attack Techniques

Aggressive Attack - 1+ AP and DP (Main Action): Make a basic attack as part of this technique. Your attack is extremely aggressive, gaining a bonus to hit and damage in exchange for AP and DP. Each AP and DP spent gives you +1 to hit and damage. (For example, to gain +1 to hit and damage, it costs 1 AP and 1 DP.)

Precise Attack - 1+ AP (No Action): Gain a +1 bonus to hit for each AP spent. You may use Precise Attack after making your Combat test.

Lunge – 2 AP (Main Action): You move up to 10 feet without becoming Vulnerable, then make a basic attack.

Twist the Knife (Melee Only) - 1+ AP (No Action): After making a successful melee attack, you may spend 1 or more AP to increase the damage dealt by the AP spent.

Rearward Strike - 1 AP (Main Action): When you have either slight advantage or high advantage on your attack, you may make a Rearward Strike. Make a basic attack; the attack is treated as armor-piercing. If it was already armor-piercing, it is treated as armor-penetrating. Requires a Cunning weapon.

Aimed Attack (Ranged Only) - 1+ AP (Main Action): When making an aimed attack, you attack in the Melee Attack phase instead of the Missile Attack phase. Your attack gains a +1 bonus to hit and to damage for each AP spent.

Shot on the Run - 1+ AP (Main Action): Move 5' for each AP spent, then make a basic attack with a ranged weapon.

Basic Defensive Techniques

Alert - 0 DP: This technique modifies your melee attacks. When you make a melee attack on your turn, you are considered to have defended against the first melee attack the target makes against you before

the start of your next turn. (This does not reduce the damage, but it means the damage is dealt to Vitality instead of to Wounds.)

Parry - 1+ DP: When struck by a melee attack, you can attempt to Parry it. Make a Combat test. On a success, reduce the attack's damage by 1d3 + the DP spent. You may choose how much DP to spend after making the Combat test, but it always costs at least 1 DP.

Block (Requires Shield) - 2 DP: When struck by a physical attack, you can attempt to Block it. Make a Combat test. On a success, the attack deals half damage. Roll 1d6; if your roll is less than the damage blocked, your shield is damaged, and you may no longer use this technique until you take a few minutes to repair it.

Dodge - 1 DP: When struck by a melee attack, you can attempt to Dodge it. Make a Quickness test. If your result is higher than the original attack roll, you take no damage.

Roll - 1 DP – When struck by a physical attack, you can attempt to Roll. Make a Quickness Test. On a success, reduce the attack's damage by 1, and you may immediately move up to 10' without becoming Vulnerable.

Advanced Attack Techniques

Bonebreaker - 2 AP (Main Action): Make a basic attack. If your attack deals wound damage, you inflict a severe injury in addition to the attack's normal effects. Requires a Brutal weapon.

Brutal Smash – 1+ AP (No Action): After making a successful melee attack with a Brutal weapon, you can convert accuracy into power. For each AP spent, subtract 2 from your Combat Test and add 2 to the damage dealt. (This technique can turn a hit into a miss if you give yourself too much of a penalty!)

Guarded Attack – 1+ AP (Main Action): For each AP spent, you take a -1 penalty to your attack rolls and gain 1 DP until the end of the round. Then make a basic attack (with the chosen penalty for this technique applied).

Shield Slam (Requires Shield) – 2 AP (Minor Action): Make a Combat Test. On a hit, you deal no damage. Instead, roll your shield bash damage value (normally 1d4 + Combat Skill) and reduce the result by any defensive technique used (but not Armor) as if it were damage. If the result after their defense is greater than their remaining vitality, the target is knocked back 5 feet.

Knockdown - 2 AP (Minor Action): Make a Combat Test. On a hit, you deal no damage. Instead, roll your unarmed damage value as normal and reduce the result by any defensive technique used (but not Armor) as if it were damage. If the result after their defense is greater than their remaining Vitality, the target is knocked prone.

Feint – 2 AP (Minor Action): Make a Combat test. On a success, if the target defends against this attack, they lose 1 extra DP. Enemies who are not supernaturally perceptive will believe that the Feint is a Basic

Attack when choosing whether or not to defend (if necessary, roll damage as if for a basic attack).
Requires a Cunning weapon.

Feint Alternate – 2 AP (Minor Action): Make a Combat Test. On a success, the target makes a Combat Test. If they fail, they lose 2 DP. Whether they succeed or fail, they then become immune to the Feint technique until the start of the next round.

Sneak Attack – 2 AP (No Action): When you have slight advantage or high advantage on your attack, you may make it a Sneak Attack. If you do, add an additional +2 to your attack and damage roll. Requires a Cunning weapon.

Batter Through – 1+ AP (No Action): When the defender makes a Combat Test as part of a defensive technique to defend against your attack, you can spend AP to batter through. For each AP you spend, the target takes a -1 penalty to their Combat Test, possibly causing it to fail. Requires a Brutal weapon.

Extra Attack – 4 AP (Minor Action): Make a basic attack.

Reposition – 2 AP: Move your opponent around.

Outflank – 2 AP: Move around your opponent.

Disarm – 3 AP: Disarm your opponent.

Sunder – 3 AP: Damage or destroy your opponent's weapon, shield, or armor.

Coup de Grace – 3 AP: If the target does not defend against this attack, it deals triple damage. If they do defend, it has no effect. (Note: This is distinct from the 'stab a helpless target out of combat' rule. This attack refers specifically to a brutal but easily defendable attack made in combat, like really winding up a greataxe with a baseball-bat swing. Probably should name something else. It's just All Too Easy. Probably has some small effect if they do defend.)

Cleave – 1 AP (No Action): After killing a target, you may make an additional attack.

Pierce Armor – 3 AP: Your weapon is considered armor-piercing for this attack. If you were already wielding an armor-piercing weapon, this technique costs 1 less AP.

Controlled Attack – 2 AP: Your attack deals average damage (rounded up), instead of rolling damage.

Disengage – 2 AP: Make an attack roll. If you hit, you deal no damage, but the target hit may not take actions against you as a result of your movement this round. (Whether that's a basic AoO or a special Stealth Rock-type triggered action.) (Phrasing noted from above: "If you hit, your movement does not make you vulnerable to the target this round.") (Note: Needs to be better than Withdraw. Withdraw lets you just take a main action in the Melee Attack phase to move half speed without provoking.)

Guarding Stance – 2 AP – The first time each round an enemy makes themselves vulnerable, you may make an attack against them (at no cost).

Shank – 2+ AP: Requires a cunning weapon in your off-hand. When you hit with a main-hand attack, you may also shank your opponent, dealing 1 point of damage per 2 AP spent. The shank is considered armor-penetrating, and deals damage directly to wound if the initial attack was not defended against.

Snap Shot – Fire from the hip without aiming even a normal amount. Inflicts a penalty to hit, but suffers no extra penalties for being in melee, or maybe gives an extra attack or something.

Plunging Shot – Use gravity to make an indirect shot, bypassing cover.

Rapid Reload – Spend AP to reload a weapon that normally requires an action to reload.

Quick Attack – Attack in Ranged Attack phase. Significantly reduced damage, but you can buy the damage back by spending more AP? Or just significantly reduced damage no matter what.

Some sort of repeat attack – Make a basic attack. If this attack deals wound damage, make another basic attack.

Dazzling Strike – 1+ AP – You can pay AP to drain MP from a target you hit. Your attack must deal damage to them for you to use this technique. For each AP you pay, the target loses 1 MP.

Bring in an extra unarmed strike for a status effect – Shove, Knockdown/Trip, Off-Balance, etc.

Whirlwind Attack – Make one basic attack against multiple enemies you can reach. Swipe for a smaller version of this; make one attack against exactly two enemies that you can reach.

Sliding Attack – Slide some distance and attack one or more enemies that you can reach along your path.

Advanced Defensive Techniques

Interpose (Requires Shield) – 1 DP: Use when an ally within 5 feet of you is targeted by a physical attack. The attack hits you instead. Use of Interpose does not count as defending against the attack, but you may use another defensive technique against the attack if desired.

Absorb – 2 DP: When struck by a physical attack, you can attempt to Absorb it. Make a Combat test. On a success, your Armor is doubled against this attack. Your Armor is then reduced by 1 until you can take a few minutes to adjust and repair it.

Vanish – 2 DP: You must have cover or concealment of some kind to use Vanish. When struck by a ranged attack, make a Quickness test. If you succeed, reduce the damage by your Quickness, and you can make a Stealth check to hide. (The GM will judge the difficulty based on the situation, as normal.)

Interdict – 3 DP: Prevent an opponent from moving.

Riposte – 4 DP: Make a counterattack. You gain no specific defensive benefit against the triggering attack, but it does deal vitality damage to you instead of wound.

Reactive Disarm/Trip/Other Status/Etc – React to attack by trying to inflict status.

Unnamed Defensive Technique – Cost Invest 2 DP – You take only 1 Vitality from the attack, no matter how much damage it would have dealt.

Idea: The attack deals double damage, but armor has double effect.

Chapter 6: Magic and Spells

The core rules for magic are described on page [[XX]] in the How to Play chapter. But there's a lot more going on with magic than the basic core.

Magical Traditions

Any character with a Magic Skill of +1 or higher needs to choose their **magical tradition**. The two magical traditions described in this book are **material magic** and **spiritual magic**. Material magic uses magic to affect the material world, usually with things like wards of force, blasts of fire, and similar effects. Spiritual magic uses magic to affect the spiritual world, able to affect emotions, spirits, and affect magic itself directly. It's not a direct mapping, but players of other fantasy RPGs might find material magic to be similar to arcane magic or traditional wizards and spiritual magic to be similar to divine magic or traditional clerics.

You can only learn spells and magical techniques that are part of your magical tradition. Some spells and magical techniques might be so universal that they belong to all traditions [[[but I don't think any such spells or techniques exist right now.]]]

Spells and hybrid techniques are separated into three levels; Apprentice, Initiate, and Adept. You must have at least Magic Skill +1 to learn an Apprentice spell, Magic Skill +3 to learn an Initiate spell, and Magic Skill +5 to learn an Adept spell.

[[TBD: Spells]]

Note: Spell names get less workmanlike and more fantastic as you go up the tiers. Firebolt at Apprentice, Ball of Fire at Initiate, Explosive Blast of Flame at Adept.

Burning Orb - Cost 1 MP (Main Action) - *Apprentice Material Spell*

Choose a target within 120' and make a Magic Test. On a success, you deal 1d6 fire damage to the target.

Invest – You automatically hit. In addition, the target is on fire, and suffers fire damage equal to your Magic Skill at the start of each round until the fire is extinguished (Quickness ends).

Magic Projectile - Cost 0+ MP (Main Action) – *Material Cantrip*

Choose a target within 120'. A magical projectile hits them for 1 damage.

Amplify - You may spend 1 or more MP when casting this spell. If you do, you fire one additional projectile, at the same target or different targets, for each MP spent. If multiple projectiles are fired at the same target, combine the damage before applying Aura or a defensive technique.

(Spells marked with a * are a Main Action. You may take only one Main Action on each of your turns.)

Ward - Cost 1+ MP (Defensive Technique) – *Material Cantrip*

When struck by a physical attack, you may attempt to ward yourself against it. Make a Magic Test. On a success, reduce the damage by 1d3.

Amplify - After making the Magic Test, you may choose to spend additional MP. Reduce the damage by an additional two points for each additional MP spent.

Arcane Deflection – Cost 1+ MP (Defensive Technique) – *Material Cantrip*

When struck by a physical attack, you may attempt to deflect it. Make a Magic Test. On a success, reduce the attacker's attack roll by 1; if you reduce their attack roll to 9 or lower, their attack misses.

Amplify - After making the Magic Test, you may choose to spend additional MP. Reduce the attack roll by an additional one for each additional MP spent.

Elemental Absorption – Cost 1+ MP (Defensive Technique) – *Material Cantrip*

When you take elemental damage (any magical damage with a specified type), you can attempt to absorb it. Make a Magic Test. On a success, reduce the damage by 2.

Amplify – Reduce the damage by an additional two points for each additional MP spent.

Invest – If you reduce the damage to 0, you regain Vitality equal to the damage prevented.

[[Protection from Normal Missiles/Weapons: For a duration of some kind (probably 1 round, or Invest for 10 minutes or something), all attacks made against the target of the specified type are automatically defended against with a Ward of MP equal to the MP spent on this spell. So if you do a 3 MP Protection from Normal Missiles, all normal missile attacks are protected against with a 3 MP Ward. Might be half the MP spent or something. Attacks made with magical weapons ignore this protection. The Ward functions as if you had cast it, using your Magic Skill and benefiting from any feats, magic items, or other effects you have that affect the Ward technique.]]

Mage Armor - Cost 1 MP (Main Action) – *Apprentice Material Spell*

If your Armor is less than half your Magic Skill, your Armor becomes equal to half your Magic Skill until the end of the next round.

Invest – The effect lasts until you rest instead.

Shock – Cost 2+ MP (Minor Action) – *Apprentice Material Spell*

Choose a target within 30' and make a Magic Test. On a hit, the target suffers 1d3 lightning damage.

Amplify – For each two additional MP spent, the target suffers 1 additional damage.

Knit Flesh - Cost 1+ MP (Main Action) – *Apprentice Material Spell*

Touch a creature who is not depleted. The target recovers 1d3 Wounds, and becomes depleted.

Amplify - For each additional MP spent, the target recovers 1 additional Wound.

Invest - You may target a depleted creature and the target does not become depleted. (If they were already depleted, they remain depleted.)

Frostbolt – Cost 1 MP (Main Action) – *Apprentice Material Spell*

Choose a target within 60' and make a Magic Test. On a hit, the target suffers 1d6 cold damage.

Invest – You automatically hit. In addition, the target is chilled, and cannot move faster than their Half Movement rate (Toughness ends), though they can move at that rate in either movement phase.

Slow - Cost 3 MP (Main Action) – *Initiate Material Spell*

Choose a target within 120'. The target must make a Quickness test. On a failure, the target is slowed (Quickness ends). While slowed, the target cannot move in the Half Movement phase. They may move at their Half Movement rate in the Full Movement phase. In addition, any action they take occurs one Action Phase slower than normal (they make missile attacks in the Melee Attack phase, melee attacks in the Spellcasting phase, and cast spells at the end of the Spellcasting phase after all other Spellcasting actions have occurred).

Invest – The target's initial Quickness test automatically fails.

[[Haste]] – Cost 3 MP (Main Action) – *Initiate Material Spell*

Choose a target within 120'. Until the end of the next round, the target can move their Full Movement rate in the Half Movement phase. In addition, they gain +1 AP and +1 DP.

Invest – The effect lasts for 1 minute.

Touch of Winter – Cost 3 MP (Main Action) – *Initiate Material Spell*

You summon a sphere of winter cold, 10' in radius, centered on a point you can see within 120'. All creatures within the sphere suffer 2d6 points of cold damage.

[[AoE Shield Bubble]] – Cost 3 MP (Main Action) – *Initiate Material Spell*

You are surrounded by a sphere of blue warding light, 15' in radius. All allies within the sphere have Armor equal to your Magic Skill (unless they already have Armor greater than your Magic Skill). In addition, all attacks made against allies in the sphere are slightly disadvantaged. The sphere lasts until the end of the next round.

Invest – The sphere lasts for 1 minute instead.

Devouring Wave of Flame – Cost 5 MP (Main Action) – *Adept Material Spell*

You create a wall of fire, 10' tall and 30' long, centered anywhere within 60' of you. The wall then travels an additional 60' in a straight line in a direction that you choose. Anything that the wall passes through takes 3d6 fire damage, or half damage if they succeed in a Quickness test.

Invest – You instead create a persistent wall of flame. It doesn't move from where you create it. Any creature that passes through it takes 3d6 fire damage. The wall of fire lasts for 1 minute.

[[Some sort of shield that gives temporary HP. Arcane points, shield points, ward points, whatever. When you take damage, damage is dealt first to these points whether or not you defend against the attack. If you run out of points, the damage goes to wherever it would have gone (vit or wound) as normal.]]

Spirit Tap – Cost 0+ MP (Main Action) – *Spiritual Cantrip*

Choose a target within 60'. Make a Magic Test; on a hit, the target takes 1d3 [[spirit?]] damage.

Amplify – For each odd point of MP you spend, if you hit, an ally of your choice within 60’ recovers 1 vitality. For each even point of MP you spend, Spirit Tap deals 1 additional damage. (For example, if you spend 2 MP on this spell, 1 is odd while 2 is even. On a hit, the target would take 1d3+1 damage and an ally would recover 1 vitality.)

Awaken Vitality - Cost 1+ MP (Main Action) - *Apprentice Spiritual Spell*

Touch a creature who is not depleted. The target recovers 1d4 + 1 Vitality, and becomes depleted.

Amplify - For each additional MP spent, the target recovers 1 additional Vitality.

Invest - You may target a depleted creature and the target does not become depleted. (If they were already depleted, they remain depleted.)

Harmonize - Cost 1 MP (Defensive Technique) - *Spiritual Cantrip*

When struck by a physical attack, make a Mind test. If the result of your Mind test is greater than the original attack roll, you take no damage.

Mana Ward – Cost 1+ MP (Defensive Technique) - *Spiritual Cantrip*

When you or an ally within 5’ suffers magical damage, you may use this technique. Make a Magic test.

On a success, reduce the damage by 1.

Amplify – For each additional MP spent, reduce the damage by two additional points.

Sleep – Cost 1 MP (Main Action) – *Apprentice Spiritual Spell*

Choose a target within 60’ and roll 1d8. If the target has less current Vitality than your roll, they must make a Mind Test; on a failure, they fall asleep (Mind ends). A sleeping creature may be awakened by anyone who spends an action to do so.

Invest – Choose one; the spell targets all creatures in a ten-foot radius (roll a single d8 and apply it to all targets), or a single creature targeted automatically fails their initial Mind Test.

Mind Blast - Cost 1 MP (Main Action) – *Apprentice Spiritual Spell*

Choose a target within 60’. Make a Magic Test; on a hit, the target takes 1d6 damage.

Invest – You automatically hit. In addition, the target is distracted by phantoms, suffering a -2 penalty to all Combat and Magic tests (Mind ends).

Arise Wrath – Cost 1+ MP (Main Action) – *Apprentice Spiritual Spell*

Touch a willing target. The target gains +1 AP, but -1 DP. These effects last until the end of the next round, plus 1d3 rounds after. This spell cannot be cast if it would reduce a target’s DP below 0.

Amplify – The amount of AP increased and DP lost increases by 1 for each additional MP spent. (It still cannot be cast if it would reduce a target’s DP below 0.)

Sphere of Protection – Cost 3 MP (Main Action) - *Initiate Spiritual Spell*

You are surrounded by a sphere of silver light, 15’ in radius. All allies within the sphere have Aura equal to your Magic Skill (unless they already have Aura greater than your Magic Skill). In addition, all attacks made against allies in the sphere are slightly disadvantaged. The sphere lasts until the end of the next

round.

Invest – The sphere lasts for 1 minute instead.

Drain Soul - Cost 3+ MP (Main Action) – *Initiate Spiritual Spell*

Choose a target within 60'. Make a Magic Test; on a hit, they take 2d6 damage, and you regain Vitality equal to half the damage dealt.

Amplify – For each additional MP spent, increase the damage by 2.

[[Wild Shape]] – Adept Material Spell – 1 MP

Until the start of your next turn, you assume a new form. The new form is the same size as your normal form. It can look like whatever you want, but you only actually gain any abilities if you pay for them. For example, your new form can have wings if you like; but you can't fly unless you Amplify this spell to gain flight.

While in your new form, your unarmed attacks deal 1d6 damage.

Amplify (1 MP) – You can use your Magic Skill in place of your Combat Skill when making Combat Tests with unarmed attacks.

Amplify (1 MP) – You can add your Magic Skill instead of your Combat Skill to damage dealt with your unarmed attacks.

Amplify (2 MP) – Choose one; you can either swim or fly at your normal movement speed. If you choose to swim, you can also breathe and see in water. Your assumed form must reflect the ability you gain.

Amplify (1+ MP) – For each 1 MP you spend on this effect, you gain 1 current and maximum Vitality. When the effect ends, you keep the same amount of damage you've taken, applied to your new Vitality. (For example, if you raise your Vitality to 18 and take six points of damage, then your Vitality is reduced to 12 when the effect ends, you have 6/12 Vitality because you've taken six points of damage.)

Invest – The effect lasts until your next rest, or until you choose to end it.

Death Spell/Finger of Death/Something – Roll some amount of dice. If the roll is greater than the target's remaining Wounds, the target dies. Alternately: Roll the dice. If the amount rolled is greater than their current Vitality, they take the roll as Wound damage. Actual version:

Rend the Life-Spirit – Adept Spiritual Spell – 5 MP. Choose a target within range and roll 1d6. If the roll is greater than the target's remaining Vitality, they die. If not, they take damage equal to one-half the roll.

Amplify – For each 2 MP you spend, add 1 to the d6 roll.

Special – Targets with larger Wound values are resistant to this spell. Targets with 12 or more Wound

can make a Toughness test; on a success, they are unaffected. Targets with 24 or more Wound are entirely immune.

Shattering the Blade of X

[[TBD: Hybrid Techniques]]

All hybrid techniques require you to have at least Combat Skill +1 and Magic Skill +1.

[[TBD: Ritual Magic]]

[[Quick thought; should Ritual Magic be based on your Lore skill in some way, as well as your Magic Skill? I think probably not tbh.]]

Ritual magic is where noncombat spells go. They normally take a long time to cast, but a sufficiently high-level character can short-cast it by Investing the cost. Cheap rituals cost 10 MP. Normally, a ritual takes minutes to cast equal to its MP cost. This is probably easier to present just with a casting time, and say that if you Invest MP equal to the casting time in minutes, you can instant-cast it. So a cheap ritual has a casting time of 10 minutes. 10 minutes – Apprentice, 1 hour – Initiate, 8 hours – Adept. Given these times, let's not even bother with anything about the minutes conversion; just say that you can instant-cast an Apprentice ritual by Investing 10 MP.

[[Remember to include the resurrection ritual, which more generally is an Open Night Road kind of thing, where it sends you directly into a Pit of Night/Nightmare and can remove the shadow from a location. Resurrection is just one specific way to use it.]]

Apprentice Rituals

Apprentice rituals take 10 minutes to cast and require that you have a Magic Skill of +1 or higher to learn.

Seal Object

Open Object

Endure Weather

Water Breathing

Locate Object

Secure Shelter

Predict Weather

Detect Magic/Night

Initiate Rituals

Initiate rituals take 1 hour to cast and require that you have a Magic Skill of +3 or higher to learn.

Seal Creature

Uproot Anchor

Walk the Path of Nightmare – Initiate Ritual

With this ritual, you create a portal into the heart of a Nightmare. You must be close enough to the Nightmare to be able to see its effects for the entire casting time. The portal will be created within a few feet of you in the real world, and in a fixed location inside the Nightmare.

This ritual is most often used to recover a dead hero whose soul has become trapped in a Nightmare, but can also be used to directly cleanse a Nightmare without needing to defeat its Anchor in reality. For more on Nightmares, see Chapters 7 and 8 [[page xx]].

Locate Nightmare

Adept Rituals

Adept rituals take 8 hours to cast and require that you have a Magic Skill of +5 or higher to learn.

Control Weather

Scrying

Divination

Lightbearer – provides protection against Night.

Create Nightmare

Enchant Object – When you cast this ritual, choose an object and a spell you know. Invest as much MP as you want into this object. The object has a pool of MP equal to twice the amount you invest, and can be used to cast the spell using its own pool of MP. The MP remains invested until one of the following things happens: you choose to recover it from the object during a rest in which you have possession of the object, or the object is destroyed. (If the object is destroyed, the MP changes from invested to spent, so you don't recover it all immediately but you will recover it over time.)

Contact Other Sphere – Pierce the Veil of Night. The metaphysical idea is that Night wraps the world in a shroud and is trying to isolate it from the other worlds; this ritual lets you pierce it and contact someone in another world, which can let you gain knowledge or hope or something.

Expand Space – Lets you make a space larger on the inside than it is on the outside. The space must be clearly defined and must have clearly defined, limited entrances, and the inside must not be visible from

the outside. The size of the space is limited by the amount of MP you Invest. The amount of MP you Invest can also increase the size of the space somehow; it might cost 1 MP to make a coin pouch double in volume or 5 MP to make a barracks triple in size. Who knows. Anything that's going to make it inside the space still has to fit through the entrance.

Chapter 7: The Lands of Night [[Name TBD]]

Setting chapter. Setting is a Points of Light setting. Default assumption is that it is set at Nightfall; some areas are fully within Night, some are still within Daylight. The game can also be played during Daylight or Midnight. In Daylight, it's a generic fantasy RPG with none of the Night stuff. In Midnight, basically every area is Night, with characters metaphorically hiding in tiny safe spots and coming out to fight it. Note that this doesn't mean that there are no cities or anything; Midnight is just very dystopian, it's fantasy cyberpunk, just without the cyber. Night isn't always monsters and slaughter, it's also corruption, tyranny, and other forms of human misery.

[[Use work from Bogorok Miju and from Haven Islands to repurpose into default setting region. It's an archipelago. There is an eye of dark water in the middle of the islands, and that eye extends tendrils/watch onto the islands that are becoming most corrupted. An entire island might be a Nightmare, or more than one depending on when you set your setting, but in the default setting it's just one entire island that's a Nightmare and to free it you need to cleanse the dreams of the island itself.]]

What's on the mainland? That's up to the group. Since it's a PoL setting, you can easily drop in regions from anywhere else and just separate them from each other with Nightmares. Travel between them may be easy, difficult, or impossible. Stitch together your own mainland with resources from all over the TTRPG world, or just don't bother and stay within the default region, it's all up to you.

Alternately, the mainland has had a new king rise, and its sub-countries are in trouble. Separated by the weight of ocean, it's not something that you need to deal with unless you want to, and the islands have their own problems.

Important to clarify and call out that the people tainted by Night are not just monsters, but also, people can be evil without Night being involved. A greedy capitalist who is forcing people to continue working at the same wage despite changing circumstances making that less and less survivable might be the influence of Night; but also, they might just be a bad person. Night hides, and the best way to fight it isn't just to kill everyone you disagree with, but to defend and help people and be a light in the darkness yourself.

Maybe just provide a big old map, with labels, and incredibly limited explanations for each label. A sentence for some, a paragraph for the biggest, and then most of the labels are not explained at all.

Chapter 8: GMing Information

[[Experience and Progression]]

EXPERIENCE AND PROGRESSION

Characters require 5 experience points to increase in level. For example, when a level 1 character has gained 5 XP, they become 2nd level. When they gain 5 more XP (a total of 10), they become 3rd level. Each new level always requires 5 additional XP. (This can be tracked either as a total, gaining a level each time a multiple of 5 is reached, or can be tracked by resetting to 0 each time a level is gained and gaining a new level upon reaching 5.)

For a **slow** rate of progression, grant characters 1 XP for each session in which they completed at least one of the categories below (a maximum of 1 XP per session). For an **average** rate of progression, grant characters 1 XP for each unique category they completed in the session. For a **fast** rate of progression, grant characters 1 XP each time they complete any task from any category in a session, to a maximum of 5 XP. On average, the expectation is that a slow rate will get you 1 XP per session; an average rate will get you 2-3 XP per session; and a fast rate will get 4-5 XP per session.

XP CATEGORIES

Overcame a meaningful challenge

Accomplished a character's significant personal goal

Found a large amount of loot

Hit a big score through business, cleverness, or other non-violent means

Pushed back Night's reach

GM's judgment – Did something worthy of experience not listed here

Some campaigns may include party members of different levels. If this is the case, lower-level characters should gain in experience faster, as they face relatively greater challenges. The GM should select a level (the median party level, the highest level of a character in the party, and the average party level are all good choices). Characters below the chosen level should gain in experience as if they were using an experience progression one progression faster than the norm. For example, if the campaign is normally using the average rate of progression, under-leveled characters would use the fast experience progression until they catch up. If the campaign already uses the fast rate of progression, under-leveled characters should automatically gain a level each session until they catch up.

[[What is a Nightmare]]

[[General gameplay and definitions of a Nightmare.

Anchor is the thing that it formed around. An Anchor can be anything. A table suggesting randomly generated Anchors is available in the Nightmare Generation section. The Anchor will always have an

instantiation at the metaphorical center of the Nightmare (the Heart of the Nightmare), which may or may not be the literal center. In order to cleanse the Nightmare, the Anchor will need to be defeated, cleansed, or removed. The exact details of what need to be done will vary by Anchor. One example that is quickly relevant to most players is that when a Nightmare forms due to a character death and the character refusing to move on, the Anchor is always the soul of the dead character. To cleanse the Nightmare, the soul must be freed and taken out of the Nightmare. In a case where the Anchor is a twisted monster, the monster may need to be slain. If the Anchor is an unfinished painting, it may need to be finished. If the Anchor is the concept of fire, there may be an eternal flame that needs to be extinguished. The players will always need to figure out what the Anchor is and what to do with it for each individual Nightmare separately.]]

[[Nightmare Generation Stuff]]

Challenge of a Nightmare

Nightmares have a level, just like players, which determines the general level of challenge of the nightmare. Unlike players, the level of a nightmare can exceed six. The nightmare's level will be used when generating encounters and challenges within the nightmare. An average randomly-selected monster within the nightmare will be the same level as the nightmare, though some monsters will be lower level and some will be higher level, and the Anchor will usually be at least one level higher. Note that in the case of a nightmare anchored by the spirit of a dead character and accessed through the Walk the Path of Nightmare ritual, the nightmare will always be the same level as the character.

You can randomly generate a nightmare's level, or select a level appropriate to challenge your group, depending on the style of game you are running and what you need at the time.

Environment Points – the Anchor of Night has access to Environment Points. [[They have a pool of Environment Points equal to the higher – maybe double higher - of their Combat Skill or Magic Skill. They can spend these to create effects, such as granting a target additional attack, defense, or magic points, changing the terrain, and other reality-warping shenanigans. Environment Points (EP) are spent and regained like MP; you may spend any number of them as fast as you want, but you recover only one per round. Points granted in this way fade at the end of the current turn. You cannot Invest MP granted in this way. For more details on Environment Points, see the GM section about nightmares.]] You can spend Environment Points at any time. If an action results because of your EP spend, it can still occur at any time, regardless of the phase. (For example, if you summon a creature in the Ranged Attack phase, its one action can be a spell. It still casts its spell in the Ranged Attack phase.)

1 EP – Target gains 1 additional attack, defense, or magic point this round.

2 EP – Create an environmental circumstance that confers slight advantage or slight disadvantage in a limited way.

4 EP – Create an environmental circumstance that confers slight advantage or slight disadvantage, to everything, can't be gotten around.

4 EP – Create an environmental circumstance that confers high advantage or high disadvantage in a limited way.

6 EP – Create an environmental circumstance that confers high advantage or high disadvantage, to everything, can't be gotten around.

2 EP – Apply a +1 bonus or -1 penalty to a Test made, can be applied after the roll, can be used repeatedly.

[[2X]] EP – Summon a creature of level X, which can take one action before it disappears.

[[2]] EP – Make an attack with the environment. Make an Environment Test using 1d20 + the higher of your Combat or Magic Skill. On a success, your chosen target takes 1d6 magical damage (they can defend against this as if it were a spell). This damage may or may not have a type, depending on the form the attack takes; for example, a blast of ice would deal cold damage and stretching a flame would deal fire damage.

Random Nightmare Level Table	
Roll (2d6)	Nightmare Level
Up to 5	1
6-7	2
8-9	3
10	4
11	5
12	6
13+	Roll again with no modifiers. Add 6 to the level rolled.

Example modifiers:

-2: Close to civilization.

-2: Recently formed.

+2: In total wilderness

+2: Old nightmare

+4: Ancient nightmare

A modifier may also be applied based on campaign style; +0 at Nightfall, +2 (or more) at Midnight, and -2 (or more) at Daylight.

Random Monster Level – By Nightmare Level – Table

Roll (2d6)	Monster Level	Number Appearing
2-3	Nightmare Level -2	2x PCs
4-5	Nightmare Level -1	1.5x PCs
6-8	Nightmare Level	= PCs
9-10	Nightmare Level +1	0.5x PCs
11-12	Nightmare Level +2	0.25x PCs

Once you have generated the level of a monster found in a nightmare, you can either randomly generate the number appearing, or choose the number appearing to make it an appropriate challenge for your group. See [[Balancing Encounters]], below, for guidelines on how dangerous an encounter of a given level is likely to be for your party. The randomly generated Number Appearing table will, on average, generate a Challenging encounter for a party of PCs who are the same level as the nightmare. Depending how much randomness you want, you can roll once for both level and number appearing (which will get you a Challenging encounter), or roll separately for each.

More tables

What is the Anchor? (a creature, an object, a place, a time – subtables)

Roll (1d8)	Anchor
1	A creature
1	A human
2	A humanoid
3	An animal
4	A magical beast
5	An elemental
6	A construct
7	An undead
8	A shapechanger
2	An object
1	A weapon
2	A suit of armor or shield
3	A piece of furniture
4	A rug, hanging, or similar woven object
5	A piece of jewelry
6	An article of clothing
7	A painting or similar art object
8	A book
3	A place
1	A field
2	A hilltop
3	A mountain
4	A cave
5	A forest
6	A river
7	An ocean
8	A volcano
4	A time
1	A season
2	A date
3	A time of day

	4	An astronomical event
	5	An unlikely occurrence
	6	A specific moment
	7	Yesterday
	8	Tomorrow
5		A structure
	1	A house
	2	A temple
	3	A castle
	4	A smithy
	5	A shop
	6	A shed
	7	An inn or tavern
	8	A tannery or other refining building
6		A plant
	1	An herb
	2	A medicinal plant
	3	A spice
	4	A tree
	5	A grass
	6	A fruit
	7	A shrubbery
	8	A flower
7		A magical element
	1	Earth
	2	Fire
	3	Water
	4	Air
	5	Wood
	7	Death
	7	Life
	8	Order
8		An abstract concept
	1	Love
	2	Friendship
	3	Geometry
	4	Truth
	5	Envy
	6	Trust
	7	Weakness
	8	Talent

Some Anchors may be uncomfortable or worse for some groups. An Anchor is always a corrupted, damaged version of its original form. If love is the Anchor of this Nightmare, for example, it will be a toxic, poisonous form of love, and that's the kind of thing that some players might have personal

experience with and not want to see in a game. If you generate a result that would not be fun for your group to experience, simply reroll or just do something else. These tables are here for inspiration, not to limit you, and you can always overrule them for any reason.

Whose Nightmare was it? (a child, a working person, a politician, etc; a terrain feature (mountain, river, swamp, forest, etc) (a person, a terrain feature, a particular time, an astronomical feature; subtables)

Creepy Stuff where reality is broken – scenes that waver and replay, sounds with no source, etc

Is it just these, or are there more tables that could be useful to randomly generate a Nightmare?

Monster appearance theme – the monsters are all spiky, or all scaly, or something. (monsters in a nightmare are always night-warped, but they might be night-warped versions of normal monsters or they might be night-unique creatures like gremlins. A night-warped normal monsters has the same stats, it's just appearance difference.)

Additional theming/placement tables – like Hazard, Trick, Trap, Complication, etc, from Godeaters. Challenge, Trick, Shape (which may not always match the shape as seen from the outside), Modifier, Complication.

[[Running a Nightmare]]

[[Advice on how to have the Anchor spend Environment Points. Advice on how to put together encounters. Advice on how to frame and theme the Anchor, and advice on how to decide what 'defeat' means for non-creature Anchors. Even a non-creature Anchor will still have an instantiation, a specific place or object that is the Heart of the Nightmare. If the Anchor is Fire, for example, there may be an eternal flame burning that must be extinguished.]]

[[Balancing Encounters]]

A general difficulty guideline can be estimated based on the relative levels of the players and of the monsters. Assuming an equal number of monsters as players, the encounter difficulty will be roughly:

Level -1: Easy (a few PCs might take some wound damage)

Same level: Challenging (PCs are likely to take some wound damage but win)

Level +1: Dangerous (PCs may suffer one or more severe injuries)

Level +2: Deadly (multiple PCs likely to suffer severe injuries or lose fight entirely)

For each 50% PCs shift in group size, adjust the difficulty by one level. For example, take a group of 4 PCs. 50% of the PC group size is 2, so each 2 monsters more or less than the PCs is one difficulty level. Six monsters of the same level as the PCs would be a Dangerous encounter, while 2 monsters who are 1 level higher than the PCs would be a Challenging encounter. Larger creatures are more dangerous, and should be considered as multiple monsters, with ogre-sized creatures counting as two and giant-sized

creatures counting as four. These are guidelines to help the GM expect the difficulty of the fight, not requirements or rules. Additionally, they are only guidelines, and specific situations will have differing difficulties.

Monsters Relative to PCs	Difficulty Adjustment
2x PCs	+2 steps
1.5x PCs	+1 step
= PCs	No change
0.5x PCs	-1 step
0.25x PCs	-2 steps

Outside of these ranges, you're on your own.

[[Other GMing Tools]]

Starting At Higher Levels

Level 1 characters aren't fresh off the turnip truck, they've had some training, but they have little experience.

Level 2 characters are seasoned by experience.

Level 3-4 characters are elite members of their profession.

Level 5-6 characters are legendary hero-types.

Chapter 9: Bestiary

Some monsters, such as undead and constructs, do not have Vitality. If a monster with no maximum Vitality is targeted by an effect based on its Vitality, compare the effect to its current Wounds instead. A monster with no maximum Vitality is immune to damage that would be dealt specifically to Vitality, and unaffected by anything that occurs specifically on dealing Wound damage.

A spell or attack technique marked with a * indicates that it requires a Main Action. Like characters, monsters may only perform one Main Action on their turn. Even if a technique does not require a Main Action, monsters, like characters, may use that specific technique only once on each of their turns.

All monsters with a Combat Skill of +1 or higher know the Attack of Opportunity technique. For reasons of redundancy, it is not included in every single stat block.

ATTACK OF OPPORTUNITY – ATTACK TECHNIQUE

1 AP

When a creature you can reach with your melee attack becomes Vulnerable, you may use this technique to make a basic attack against them (whether or not you know the Basic Attack technique).

BANDIT (LEVEL 1)

Wounds 6, Vitality 4

Armor 1

Combat Skill +1, Magic Skill +0

Toughness +0, Quickness +1, Mind +0

Attack Techniques (1 AP total):

Basic Attack* (Short sword) (0 AP): 1d20+1 to hit, 1d6+1 damage, melee attack.

Basic Attack* (Shortbow) (0 AP): 1d20+1 to hit, 1d6+1 damage, ranged attack.

Defense Techniques (1 DP total):

Parry (1 DP): Combat Test (1d20+1) when attacked by a melee attack; on a success, reduce the attack's damage by 2.

Equipment: Soft leather armor, shortbow (10 arrows), short sword

BEAR (LEVEL 2)

Wounds 12, Vitality 8

Armor 2

Combat Skill +2, Magic Skill +0

Toughness +2, Quickness +1, Mind +0

Attack Techniques (3 AP total):

Maul* (2 AP): The bear makes two separate attacks. 1d20 + 3 to hit, 1d6 + 2 damage each. Each attack must be defended against separately.

Defense Techniques (2 DP total):

Thick Fur (1 DP): The bear's thick fur and hide deflects damage, reducing the damage by 1d4.

DRAGON (LEVEL 10)

Wounds 24, Vitality 40

Armor 10, Aura 5

Combat Skill +10, Magic Skill +10

Toughness +10, Quickness +4, Mind +10

Spells and Attack Techniques (10 AP, 20 MP total):

Fire Breath* (6 AP and 6 MP): The dragon breathes a cone of fire 60' wide and 90' long. The cone deals 5d6 fire damage. Creatures in the cone may make a Quickness test; on a success, they take only half damage.

Bite* (4 AP): The dragon attacks with their bite. 1d20+10 to hit, 2d6+10 damage.

Claws (4 AP): The dragon strikes out with their claws. Make two attacks; 1d20+10 to hit, 1d6+5 damage each.

Tail (4 AP): The dragon strikes with their tail. 1d20+10 to hit, 1d6+5 damage, and if the damage dealt is greater than the target's remaining Vitality (after the damage), the target is knocked prone.

Defensive Techniques (10 DP, 20 MP total):

Absorb (2 DP): The dragon's Armor is doubled against the attack. Because of Hardened Scales, the dragon's Armor is not reduced afterward.

Draconic Ward (1+ MP): When the dragon suffers magical damage, they may ward it off. The damage is reduced by 3 per MP spent.

Passive Trait

Hardened Scales: A dragon's Armor cannot be reduced. Normal weapons deal only half damage; armor-piercing weapons deal normal damage; and armor-penetrating weapons are treated as armor-piercing. In addition, dragons are immune to fire damage.

GOBLIN (LEVEL 0)

Wounds 4, Vitality 2

Armor 1

Combat Skill +0, Magic Skill +0

Toughness +0, Quickness +1, Mind +0

Attack Techniques (0 AP total):

Flail* (0 AP): The goblin flails around with its improvised weapon. +0 to hit, 1d4 damage.

Defense Techniques (1 DP total):

Scurry (1 DP): The goblin attempts to scurry under the blow; make a Quickness test, reducing damage taken by 1 on a success.

Equipment: Improvised small weapon, improvised shield

KNIGHT (LEVEL 4)

Wounds 6, Vitality 16

Armor 4

Combat Skill +4, Magic Skill +0

Toughness +3, Quickness +2, Mind +1

Attack Techniques (4 AP total):

Basic Attack* (0 AP): 1d20+4 to hit, 1d6+4 damage.

Shield Slam (2 AP): Make a Combat Test (1d20+4). On a success, the target takes no damage. Roll 1d6+4; if the result of the roll minus any defensive technique they used (but not Armor) is more than their remaining Vitality, the knight either knocks them back 5 feet or knocks them prone.

Defense Techniques (5 DP total):

Block (2 DP): When attacked by a physical attack, make a Combat Test (1d20+4). On a success, the attack deals half damage, and roll 1d6; if the d6 roll is less than the damage blocked, the knight may not use this technique for the rest of combat.

Parry (1 DP): Make a Combat Test when attacked by a melee attack (1d20+4); on a success, reduce the damage by 3.

Equipment: Longsword, shield, chain mail

MAGIC INITIATE (LEVEL 1)

Wounds 6, Vitality 4

Armor 0, Aura 1

Combat Skill +0, Magic Skill +1

Toughness +0, Quickness +0, Mind +1

Spells Known (2 MP total):

Magic Projectile* (0 MP): Choose a target within 120'. A magical projectile hits them, dealing 1 damage.

Burning Orb* (1 MP): Choose a target within 120' and make a Magic Test (1d20+1). On a success, the target takes 1d6 fire damage.

Defensive Techniques Known (2 MP total):

Ward (1 MP): When struck by a physical attack, make a Magic Test (1d20+1). On a success, reduce the damage by 2.

NECROMANCER (LEVEL 4)

Wounds 6, Vitality 16

Armor 2, Aura 2

Combat Skill +0, Magic Skill +4

Toughness +2, Quickness +1, Mind +4

Spells Known (8 MP total):

Shadow Strike* (0 MP): Choose a target within 90' and make a Magic Test (1d20+4). On a success, the target takes 1d6 damage.

Raise Skeleton* (5 MP): Raise a touched corpse as a skeleton. The necromancer may control no more risen undead than half their Magic Skill (two undead for this necromancer).

Defensive Techniques Known (8 MP total):

Backlash (2 MP): The attack's damage is reduced by 1d4, and the attacker takes damage equal to the reduction.

OGRE (LEVEL 3)

Wounds 12, Vitality 12

Armor 3

Combat Skill +3, Magic Skill +0

Toughness +3, Quickness +1, Mind +0

Attack Techniques (3 AP total):

Club Club* (2 AP): The ogre smashes about with their club. Make two attacks, 1d20+4 to hit and 1d10+4 damage each.

Defense Techniques (3 DP total):

Thick Skull (1 DP): The ogre doesn't realize they are injured, and the attack's damage is reduced by 1d4.

ORC (LEVEL 1)

Wounds 6, Vitality 4

Armor 1

Combat Skill +1, Magic Skill +0

Toughness +1, Quickness +0, Mind +0

Attack Techniques (1 AP total):

Basic Attack* (0 AP): The orc attempts to hit a target with their hitta. 1d20+1 to hit, 1d8+1 damage.

Defensive Techniques (1 DP total):

Forceful Parry (1 DP): Make a Combat Test with a -2 penalty (1d20-1); on a success, reduce the damage by 3.

Equipment: Hitta, soft animal hide

SKELETON (LEVEL 2)

Wounds 8, Vitality -

Armor 4, Aura 2

Combat Skill +2, Magic Skill +0

Toughness +2, Quickness +1, Mind +0

Attack Techniques (2 AP total):

Chop* (1 AP): 1d20+2 to hit, 1d8+3 damage.

Defense Techniques (2 DP total):

Resist (1 DP): Tough bones resist harm, reducing the damage from the attack by 2.

Passive Trait

Brittle: All blunt weapons are treated as armor-piercing against a skeleton.

Equipment: Old sword

SOLDIER (LEVEL 2)

Wounds 6, Vitality 8

Armor 2

Combat Skill +2, Magic Skill +0

Toughness +2, Quickness +1, Mind +0

Attack Techniques (2 AP total):

Strike* (1 AP): 1d20+2 to hit, 1d6+3 damage.

Defense Techniques (3 DP total):

Shield Parry (2 DP): Make a Combat Test when hit by a physical attack (1d20+2). On a success, the attack deals half damage, and roll 1d6; if your d6 roll is less than the damage dealt, for the rest of combat, this technique only reduces the damage by 2 on a success instead of halving the damage.

TOFU BLOCK (LEVEL X)

Wounds 6, Vitality 4X

Armor X

Combat Skill +X, Magic Skill +0

Toughness, Quickness, Mind: One at +X, one at +(X-1), one at +0

Attack Techniques (X AP total):

Attack* (X-1 AP): 1d20+X to hit, 1d6+X damage. Add (X-1) in any combination to attack and damage.

Defense Techniques (X DP total):

Defend (1 DP): Make a Combat Test. On a success, reduce damage by X.

ZOMBIE (LEVEL 3)

Wounds 12, Vitality -

Armor 6, Aura 3

Combat Skill +3, Magic Skill +0

Toughness +3, Quickness +0, Mind +2

Attack Techniques (3 AP total):

Slam* (3 AP): Attacks in the Spellcasting phase. 1d20+6 to hit, 1d8 + 6 damage.

Defense Techniques (2 DP total):

Absorb (2 DP): The zombie's Armor is doubled against the attack. After the attack, the zombie's Armor is reduced by 1.

GREMLIN (LEVEL 1)

Wounds 4, Vitality 4

Armor 1

Combat Skill +1, Magic Skill +1

Toughness +0, Quickness +1, Mind +0

Attack Techniques and Spells (1 AP, 2 MP total):

Basic Attack* (0 AP): The gremlin slashes with claws. 1d20+1 to hit, 1d4+1 damage.

Darken* (2 MP): The gremlin attempts to extinguish a torch, lantern, or similar light source that it can see. If a creature is holding the light source, that creature may make a Quickness test; on a failure, the light source is extinguished. If the light source is unattended, it is automatically extinguished.

Defense Techniques (1 DP total):

Dodge (1 DP): Make a Quickness test; if the result is greater than the original attack roll, the attack deals no damage.

Passive: Home in the Dark: In total darkness, the gremlin gains +2 Armor and +2 DP. The gremlin never considers darkness a disadvantageous circumstance.

ANIMATE SHADOW (LEVEL 2)

Wounds 8, Vitality -

Armor 4, Aura 2

Combat Skill +2, Magic Skill +0

Toughness +0, Quickness +2, Mind +1

Attack Techniques (2 AP total):

Draining Touch* (0 AP): The shadow reaches out with its touch. 1d20+2 to hit, 1d6+2 damage.

Grab (2 AP): The shadow attempts to grab its target. 1d20+2 to hit; on a hit, do not deal damage. Roll 1d6+2, and if the result minus the effect of any defensive technique used (but do not subtract Armor) is greater than the target's remaining Vitality, they are grabbed. Shadows never interfere with each other; it is always an advantageous circumstance for a shadow to attack a target grabbed by a shadow.

Defense Techniques (2 DP total):

Dodge (1 DP): When attacked by a physical attack, make a Quickness test (1d20+2). If the result is greater than the original attack roll, the attack has no effect.

Passive: Light Vulnerability: An animate shadow has -2 Armor and -2 Aura in bright light. The penalty increases to -4 Armor, -2 Aura, and -2 to all tests in bright natural sunlight.

EPHIALTE, NIGHT'S ANCHOR (LEVEL 3)

Wounds 8, Vitality 12

Armor 3, Aura 1

Combat Skill +3, Magic Skill +2

Toughness +3, Quickness +1, Mind +1

Attack Techniques and Spells (3 AP, 4 MP total):

Night Claws* (AP 2): Ephialte slashes out with their claws of night. Make two attacks. 1d20+3 to hit, 1d6+3 damage each.

Amplify (2 MP) – After hitting a target with Night Claws, Ephialte may spend 2 MP. If they do so, the target must make a Toughness test or be blinded (Toughness ends).

Sudden Darken (2 MP): Ephialte attempts to extinguish a torch, lantern, or similar light source that they can see. If a creature is holding the light source, that creature may make a Quickness test; on a failure, the light source is extinguished. If the light source is unattended, it is automatically extinguished.

Defense Techniques (3 DP and 4 MP total):

Shadow Thorns (1 DP): Ephialte protects themselves with thorns of shadow. Make a Combat Test; on a success, the attack's damage is reduced by 1d4, and the attacker takes physical damage equal to the damage reduced. (Armor can reduce the damage from the thorns, but cannot reduce it to 0 or lower, as normal.)

Amplify (1 MP): When using Shadow Thorns, Ephialte can spend 1 MP. If they do, the damage dealt to the attacker is magical damage instead of physical.

Passive: Home in the Dark: In total darkness, Ephialte gains +2 Armor, +1 Aura, and +2 DP, and regains an additional 1 MP each round. Ephialte never considers darkness a disadvantageous circumstance.

[[Hypothetical monster ability]] – Replace Feint-type attacks.

Cancel Attack – X points – Spend the point cost to undo an attack that you made. You regain the AP spent on the canceled attack. The target does not regain any points that they may have spent defending themselves.

Monster – The Eye that Blinds (more generally, possibly, the Noun that Opposed Noun)

The Nightfallen Template

To create an ordinary monster that has been warped by Night, apply the following changes.

Reduce their maximum Wounds by 2.

If their Magic Skill is less than +1, increase it to +1.

They gain the Darken ability and the Home in the Dark passive.

Darken* (2 MP): The monster attempts to extinguish a torch, lantern, or similar light source that it can see. If a creature is holding the light source, that creature may make a Quickness test; on a failure, the light source is extinguished. If the light source is unattended, it is automatically extinguished.

Passive: Home in the Dark: In total darkness, the monster gains +2 Armor and +2 DP. If the monster has Aura above 0, it gains +1 Aura. The monster never considers darkness a disadvantageous circumstance.

If the monster is ogre-sized or larger, reduce their Wounds by 4 instead of 2. They gain the Sudden Darken ability instead of Darken. (It's the same as Darken, but does not require a Main Action). In addition, add the following to their Home in the Dark passive: "The monster regains an additional 1 MP each round in total darkness."

Chapter 10: Treasure

Generally, you can expect to find about 10 sp times the party level, per party member, in the amount of adventuring that it takes to gain 5 XP (which, if you're not already level 6, gets you to gain a level). You should also find gear or equipment worth the same value, per party member; so a level 1 character, over the course of gaining 5 xp, should find about 10 sp + 10 sp worth of usable gear. The gear can be used or sold. The amount of gear found should be valued based on its sell price, so our first level character could liquidate the gear and walk home with 20 sp of cash. If the party is four characters, and they sold all the gear they found, you'd be looking at a total cash value of about 80 sp. The gear might be usable, though; a level 5 character who finds a usable suit of plate and mail (purchase price 100 sp, could be sold for 50 sp) has found an appropriate amount of usable gear loot, which might be useful to them and would have been expensive to purchase.

+X items do not exist as a class. Some items might add to stats in some way, but the whole 'all magic weapons have a plus' kind of thing isn't there.

Separate magic items by rarity/power: Minor Magic Items, Major Magic Items, Great Magic Items.

Magic item cost by category. Minor approximately 250 sp, major approximately 500 sp, great approximately 1,000 sp or higher, if you can buy them at all. Can be sold for about half as much as you could buy them, as normal.

Dragonslicer – When you attack a dragon or dragon-kin with Dragonslicer, you have high advantage. In addition, Dragonslicer is an armor-penetrating weapon (maybe only against dragons, maybe always).

Invulnerable Coat – This mail coat (Armor 4) does not have its Armor reduced when you use the Absorb defensive technique. In addition, the first time each round you do not defend against an attack, you use Absorb for free. (More generally: The Invulnerable Coat cannot have its armor reduced and no weapons are treated as armor-piercing or armor-penetrating against it. Or even more general: You gain Hardened Armor while wearing the Invulnerable Coat.)

Bonesmasha – This two-handed mace is unwieldy, difficult to use, and feels almost like it fights its wielder. All Combat Tests made with Bonesmasha have a -2 penalty. However, it is devastating when it hits, dealing a base damage of 2d10.

Black Arrow – This arrow is an armor-penetrating weapon, even against enemies with Hardened Armor. It always deals wound damage. [[It probably doesn't always deal wound damage. It's just that Absorb doesn't do anything against it.]] The Black Arrow's magic ensures that it can always be recovered after battle.

[[Otataral]] Armor/Weapon – The character with this item has a magic-deadening effect. Whenever a spell would affect them, calculate the effect of the spell as if X fewer MP were spent casting it. If this reduction brings the effective MP spent on the spell below its cost, the spell has no effect. (A caster may spend additional MP on a spell to overcome this effect even if the spell does not normally benefit from amplification.) [[This item is drawn from a specific creature who has this effect as an aura.]]

A Magic Sword – The wielder has Aura 2 and the Spell Parry feat. The sword can be used to weave a defensive pattern as a Minor Action on the wielder's turn. If this is done, the wielder has Aura equal to their Combat Skill for 1 round. Once this defensive pattern is used, it can't be used again until the wielder completes a rest.

Weapon of Some Kind – Gives wielder a flat combat skill. Is always wielded at Combat Skill +4, which might be a benefit or might be a drawback. (Need)

Ghostblade – Legendary – All damage dealt by this weapon is magical damage.

Dragonshield – Legendary – Is a shield. You have Aura 12 against magical damage dealt by dragons and dragon-kin.

Wands – A wand contains a single spell, but no MP. The wielder must use their own MP to power it. A wand can be used only by a character with Magic Skill +1 or greater who casts spells in the same tradition as the wand. There can be sword-wands too, which require Combat Skill +1 or greater and contain a combat technique.

Staves – A staff contains one or more spells, and a pool of MP. The staff's MP can be used to cast the spells contained in the staff. Once the staff is out of MP, the wielder can use their own MP to power them. A staff can be used only by a character with Magic Skill +1 or greater who casts spells in the same tradition as the staff.

Fleshreaper

Backslash

Autumnrazor

Hawksharvest

Icepuncher

Clawplach

Clawclok

Identifying Items

After finding magic items, characters will understandably want to identify them. Any character with Combat Skill +1 or greater may attempt to identify any weapon or armor. Any character with Magic Skill +1 or greater may attempt to identify any magic item. A character may attempt to identify only one item per rest.

To identify an item, a character must make a test with the appropriate skill over the course of their rest (they may make this test in addition to gaining the normal effects of a rest). On a success, they identify the item. On a failure, they do not yet know what it does.

If there is no time pressure on a character, they can identify any items that they qualify to test for over the course of a day or two.

[[Should there be a more involved identification system? Perhaps something related to the rarity of the item?]]