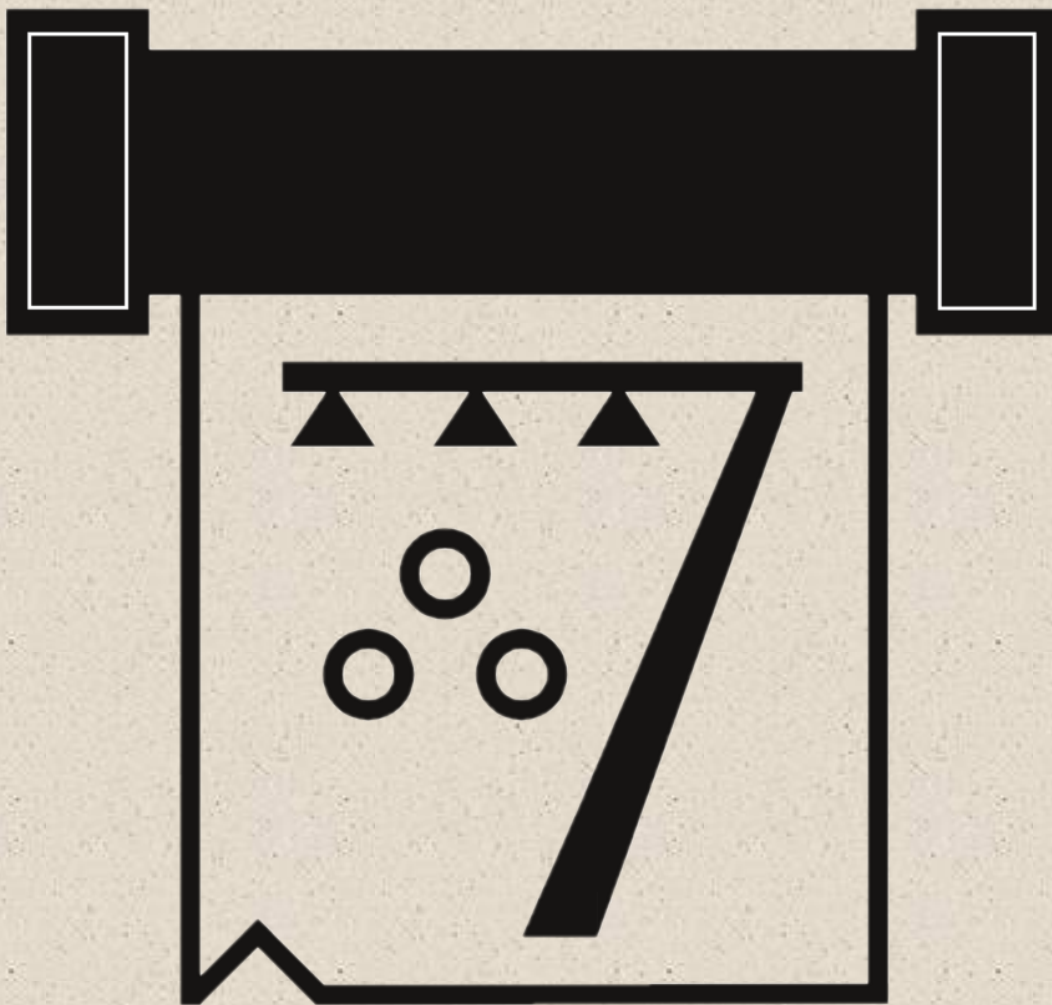


# ARCHAIZE

Jack White



## Contents

Character Creation.....	3
Stats.....	3
Trait.....	3
Speed.....	3
Humors.....	4
Skills.....	4
Starting Knowledge.....	8
Character Creation Checklist.....	8
Checks.....	9
Compounding.....	9
Focus and Luck.....	9
Check Table.....	10
Combat.....	11
Turn Order.....	11
Actions.....	11
Actions & Responses.....	12
Items.....	13
Quality.....	13
Weapons.....	13
Armor.....	15
Durability.....	16
Encumbrance.....	16
Downtime.....	17
Resting.....	17
Magic.....	18
Entity Creation.....	21
Component Creation.....	22
Reference.....	24
Status Effects.....	24

## Character Creation

### Stats

Stats are a representation of all natural ability a creature possesses both mentally and physically. The five ability scores are:

**Strength – STR** - Physical might, fortitude, and ability to resist damage

**Agility – AGI** - Overall speed, dexterity, and balance

**Perception – PER** - Awareness of surroundings, people, and situations

**Intelligence – INT** - Ability to learn, retain, and logically process information.

**Charisma – CHA** - Force of personality, attractiveness, and overall “likeability”

All stats begin at 0, which is considered to be average for the population. When creating your character, you begin with 5 points to increase your ability scores. You may decrease any stat to gain an additional point to apply to another. Stats are also a prerequisite for many skills, so be sure to check the skills section to verify your assignments will allow you to choose the skills you want. Stats can at no point in time go below -2.

### Trait

Select a trait from the list below. A trait is a small boon derived from some physiological aspect of a creature.

**Hearty:** Increase all humors by 1

**Lithe:** Gain FR: Non-Equipment Saves

**Sturdy:** Gain FR: Equipment Saves

**Fair:** Gain LR: Charm 3

**Diminutive:** Gain: LR: Stealth 3

**Hard Featured:** Gain+2 to any one Trade

### Speed

A creature’s speed determines how far it can move during a regular move action, or during a movement check such as athletics, acrobatics, or stealth. For humans, speed is calculated as 5+AGI, but may be reduced by encumbrance.



## Humors

Humors are the set of four bodily fluids which represent a creature’s overall life force: Blood, Phlegm, Black Bile, and Yellow Bile (abbreviated Bl, Ph, BB, and YB). Imbalanced or deficient humors are the root cause of disease, and may cause death if the deficiency is too great. Humors are equal to their corresponding stat, depicted below; however, if a creature’s strength is above 0, its maximum blood humor is 2 times its strength. Intelligence has no corresponding humor as it is an entirely mental attribute.

When damage is taken by a creature, that creature must subtract that amount divided as they choose from any of their 4 humors. Like stats, a humor cannot be decreased below -2. Three things can happen from deficient humors:

- At -2 Blood and -2 Black Bile, a creature is *Helpless*
- At -2 Phlegm and -2 Yellow Bile, a creature is *Unconscious*
- At -2 in all humors, a creature dies

Stats		Humors	
<b>STR:</b>	A	<b>Bl:</b>	A (x2)
<b>AGI:</b>	B	<b>BB:</b>	B
<b>CHA:</b>	C	<b>YB:</b>	C
<b>PER:</b>	D	<b>Ph:</b>	D
<b>INT:</b>	E		

## Skills

Skills are the core of a character’s identity; they define what the character has experience and training doing, and how they will become useful in the world. Choose **5** skills from the list below; you must meet a skills prerequisite to take it, and you may only take a skill once, unless otherwise stated. Descriptions of each skill follow below, and provide an explanation of the benefits of each. (Minimum stat prerequisites are denoted in parenthesis; a slash means “or”, comma is “and”)

Skill	Requirements	Summary
Weapon Proficiency	-	Bonus and FR to weapon type and critical effect
Parry	PER 1, AGI 1	Expose attackers with successful block save
Counter	STR 1, AGI 1	Attack exposed creatures with status effects
Pugilist	STR 2, AGI 0	Apply a status effect with close weapon criticals
Dual Wield	AGI 2	Make a light or close attack with each arm
Quickstep	AGI 3	Add AGI to unarmed saves, moving if successful
Sweep	STR 3	Heavy attack two adjacent creatures at once
Precision	AGI 2, PER 1	Critical hits apply effect even if attack failed
Trained Bonus	Varies	Bonus, FR, and compound chosen area
Spell Proficiency	INT 1	Bonus to spell house and element
Trained School	Varies	Bonus, FR, and compound chosen school
Favored Stance	-	Choose trigger and effect for bonuses

## Weapon Proficiency

Choose a weapon type and critical effect.

Gain +1 to checks made with weapons of the chosen type and a +1 to checks made with weapons of the chosen critical effect.

Gain an FR to checks made with weapons of the chosen type and an FR to checks made with weapons of the chosen critical effect.

Weapon Proficiency may be taken multiple times, but you may not select the same type or critical effect twice.

## Counter

(STR 1, AGI 1)

Upon applying a status effect to an *exposed* creature, you may immediately make an attack against that creature as a free action. This attack must be made before any other roll or action is made.

## Pugilist

(STR 2, AGI 0)

Upon rolling a critical hit with a close weapon, you may apply a status effect to the target as if you had succeeded a grapple check (grapple requirements must be met).

## Dual Wield

(AGI 2)

When wielding two light or close weapons, you may make an attack with each during your turn action.

## Parry

(PER 1, AGI 1)

Succeeding a save using equipment exposes the attacking creature.

## Quickstep

(AGI 3)

When make a save without using a piece of equipment, you may add your AGI in addition to your other bonuses. If you do, move 1 unit without becoming *exposed*.

## Sweep

(STR 3)

When you make an attack with a heavy weapon on your turn, you may target an additional creature that is adjacent to your original target and within your weapon's range.

## Precision

(AGI 2, PER 1)

Upon rolling a critical hit, you may apply your weapon's critical effect even if your attack did not succeed.

## Trained Bonus

Choose one of the areas below. You gain +3 to all checks in that area, may compound checks in that area without penalty to either check, and gain a permanent focus roll to one of the Trained Bonus skills you take. Trained Bonus may be taken multiple times. Each area may only be trained once, with the exception of Trade, Performance, and Field, which may be trained up to three times.

- **Athletics**, (*STR 0*) - Jumping, climbing, swimming, etc.
- **Acrobatics**, (*AGI 0*) – Tumbling, flips, balance, etc.
- **Sleight of Hand**, (*AGI 1*) – Misdirection, pickpocketing, manual dexterity, etc.
- **Stealth**, (*AGI 1*) – Moving quietly, attacking without being seen, camouflage, etc.
- **Healing**, (*PER 0*) – Healing wounds during rest, diagnosis, physiological knowledge, etc.
- **Speech**, (*CHA 1*) – Oration, bluffing, haggling, etc.
- **Investigation**, (*PER 0*) – Tracking, detecting hidden things, deduction, etc.
- **Survival** – Finding food/water, building shelter, navigating wilderness, etc.
- **Charm**, (*CHA 1, PER 1*) – Seduction, reading body language, flirtation, etc.
- **Animal Handling**, (*PER 1, CHA 0*) – Riding, training, commanding animals, etc.
- **Command**, (*CHA 1, INT 1*) – Issuing orders, tactical/strategic knowledge, etc.
- **Trade\*** – Carpentry, blacksmithing, weaving, mining, etc.
- **Perform\*** – Juggling, dancing, singing, acting, etc.
- **Field\***, (*INT 1*) – Botany, geology, architecture, metallurgy, etc.

## Spell Proficiency

(*INT 1*)

Choose a spell house and element.

Gain +1 to checks made with spells of the chosen house and a +1 to checks made with spells of the chosen element.

Gain an FR to rolls made with spells of the chosen house and an FR to rolls made with spells of the chosen element.

Spell Proficiency may be taken multiple times, but you may not select the same house or element twice.



### Trained School

Choose one of the schools of magic below. You gain +3 to all checks in that school, may compound checks in that school without penalty to either check, and gain a permanent focus roll to one of the Trained School skills you take. Trained School may be taken multiple times, but an individual school may only be trained once.

- **Illusion**, (*INT 3, CHA 1*) – Manipulation of creatures’ perceptions and thoughts
- **Divination**, (*PER 2, INT 1*) – Prediction of events and communion with spirits
- **Alchemy**, (*INT 2, PER 1*) – Crafting potions, salves, and other consumables
- **Enchanting**, (*INT 3*) – Crafting charms, wards, and other magical objects
- **Summoning**, (*INT 4*) – Manipulation of physical and ephemeral entities

### Favored Stance

From the table below, choose one trigger and one effect; every time the condition of the chosen trigger is satisfied, apply the chosen effect. The triggered effect lasts until the end of your next turn.

Ref #	Triggers	Ref #	Effects
0	Make a grapple check	0	Gain +1 to Attack checks
1	Apply a status effect	1	Gain +1 to Save checks
2	End your turn without moving	2	Gain +1 to Grapple checks
3	Take damage	3	Gain +1 to Compounded checks
4	Deal damage	4	Increase DR by 1
5	Compound two checks	5	Increase Speed by 1
6	Succeed a save check	6	Increase Critical Range by 1
7	Begin your turn below 1 Blood	7	Increase Blood by 1
8	Move 3 units	8	Increase AP by 1
9	Make an attack as a response action	9	Increase Phlegm by 1

## Starting Knowledge

Upon creation, a character may learn a number of works, spells, or languages whose complexities total to their starting knowledge. Starting knowledge is derived from the Roll Table, taking the character's INT, comparing it to the [Bonus] column, and reading the corresponding [Gradient] value.

## Language

When creating a character, you may select one language that your character is mediocre at speaking for free. Your fluency in that language may be increased by spending starting knowledge equal to the difference of your current [Gradient] quality and that of desired rank. Additional languages may be learned by spending the desired fluency in starting knowledge, or learning them in game as one would study any other work.

## Character Creation Checklist

When creating a character, make sure all items below are accounted for:

1. Assign 5 stat points
2. Choose a trait
3. Choose 5 skills
4. Choose starting knowledge
5. Choose equipment, as needed
6. Calculate:
  - Humors
  - DR
  - Commonly used check bonuses (attacks, saves, etc.)
  - Maximum bulk
  - Speed
7. Fill out all items in your character sheet



## Checks

Checks are used to represent actions taken by creatures, and involve rolling dice to determine the action's outcome. When making a check, you may add any the following as bonuses, if relevant: 1 of your 5 stats, the item bonus of 1 piece of equipment, a skill or proficiency bonus, and any miscellaneous or magical effects. There are two types of checks, which represent different things:

**Standard Checks** – Used to represent a binary pass/fail situation. Roll 3d6, along with an additional d6 for each +1 bonus you have to the check. Select from your rolls 3 dice to sum as your result. Compare your result to either a difficulty set by the GM or an opposed check.

**Gradient Checks** – Used to represent situations with a range of outcomes. Roll 3d6, along with an additional d6 for each +1 bonus you have to the check. Sum all of your rolls as your result. Compare your result to the check table for its relative quality.

## Compounding

During your turn or any time out of combat, when making an action you may choose to compound that action with another non-attack action. You may only select 2 result die as opposed to 3 during compounded checks, unless a skill or effect states otherwise. You choose the order in which the two actions are made. Some uses of compounding may use the result from one check to apply a bonus to another; refer to the check table section for more details.

## Focus and Luck

A check may be improved through the use of focus and luck rolls, gained through skill training, build, magical effects, and various other sources.

**Focus Roll** – Used to represent intense focus during a check. Expend a focus roll before making a check of the noted type to select or roll an extra die to add to your check result. (If you roll 3 or less die in the check, a focus roll does nothing). A check may only be focus rolled once.

**Luck Roll** – Used to represent dumb luck during a check. When making a check of the noted type, if 2 of your chosen result dice match the noted number, you may roll an additional die and add it to your result.

## Check Table

The check table allows for easy application of all skills and stats in all situations. The table is used to interpret difficulty, quality, disposition, or mechanical bonuses from different aspects of play. This table is central to the Archaize system, and should be on every character sheet for quick reference. Rules text referring to columns of this table will use the column name denoted by brackets, i.e. [Quality].

Some examples of table application are below:

- When attempting an unopposed check, the difficulty will be determined by the GM, which would then translate to a [Standard] value that must be met to achieve the desired result.
- When compounding a standard check with another roll, the standard check may provide a bonus to the second roll at the discretion of the GM. The result of the standard check is compared to the [Standard] column below, and the corresponding [Bonus] is applied to the second roll.
- When crafting an item, the result of the crafting gradient check is compared to the [Gradient] column, and the corresponding descriptor in the [Quality] column denotes the quality of the item made, as well as its item bonus in the [Bonus] column.
- When determining the damage

Standard	Gradient	Bonus	Value	Quality
3	18	-2	1	Abysmal - Simple - Impotent
7	25	-1	2	Poor - Easy - Weak
10	30	0	3	Mediocre - Medium - Average
12	40	+1	4	High - Difficult - Potent
15	50	+2	5	Master - Arduous - Powerful
18+	60+	+3	6	Flawless - Herculean - Pinnacle

## Combat

Combat is a mode of play that is entered when one creature takes hostile action against another. Combat can form a large portion of gameplay depending on the tone of the adventure.

### Turn Order

Combat is initiated by hostile action of one creature toward another. All creatures aware of combat initiation are ranked highest to lowest by standard AGI checks. All *unaware* creatures are similarly ranked beneath aware creatures by their passive PER. Any ties are broken via standard AGI checks. One cycle of each creature's turn is considered to be one round.

### Actions

On your turn, you may make one action, typically being a movement, attack, or other standard check. This action may also be a simple act having no chance of failure that can be accomplished in 6-12 seconds. A creature making an action will become *exposed* unless otherwise noted.

### Movement

When making a movement as your action, you may move up to a number of units equal to your speed. One unit equates to around 5ft, and is designated by the letter "u". For the purpose of response actions, a creature *exposed* by movement is considered to be at all positions of its movement except its final position.

### Attacks and Saves

Attacks and saves are checks used to deal and avoid damage, respectively, and are made as follows:

**Attacks** – Make a standard check using STR and 1 weapon. If the result is higher than the opponent's save, they take damage equal to the difference of the two checks.

**Critical Attacks** – If an attack result contains 3 dice with a value of 6, the attack is considered "critical", and the used weapon's critical effect is applied to the target. Effects that increase "critical range" decrease the necessary value of one of these die, i.e. having critical range +2 would mean a results of (6-6-6), (6-6-5), and (6-6-4) would cause a critical hit. Critical range over +5 would be applied to another of the three die (ex. (6-5-1) would be a critical hit), and so on.

**Saves** – Make a standard check using PER and a piece of equipment, if desired. If the result is equal to or higher than the incoming attack, you take no damage. Save checks do not cause you to become exposed.

**DR and AP** – Upon failing a save check, you may subtract your DR (damage reduction) from the incoming damage. Weapons will have an AP value (armor penetration) that indicates the amount of damage that cannot be ignored through DR when attacking with that weapon.



## Grappling

A grapple check is a standard check using STR that may be used to apply a status effect to an adjacent creature. As a response action, a grapple check may be resisted through the use of another relevant check, typically another grapple check. An ongoing grapple may be broken as an action in similar fashion. Upon succeeding, the chosen status effect is applied to the target until the grapple is broken.

## Status Effects

Status effects are temporary troubles that hinder a creature in some way, such as restricting their movement or exposing them to attacks. See a full list of status effects in the “Reference” section.

Status Effect	Requirement
<i>Prone</i>	-
<i>Exposed</i>	-
<i>Staggered</i>	-
<i>Distracted</i>	-
<i>Exposed</i>	-
<i>Immobilized</i>	Free Hand
<i>Stunned</i>	Target <i>Immobilized</i>
<i>Helpless</i>	Target <i>Stunned</i>
<i>Unconscious</i>	Target <i>Helpless</i>

## Actions & Responses

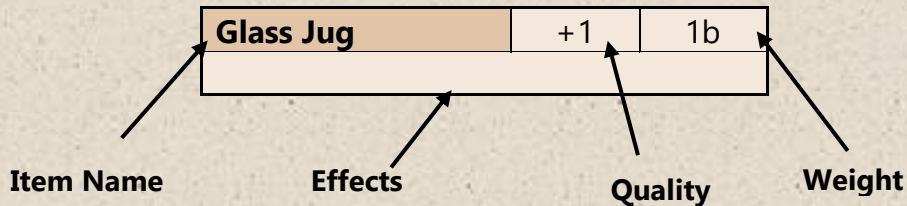
When a creature makes a check targeting another, the targeted creature may make a check in response to refute the aggressing roll. If the check is an attack, the response check must be a save; otherwise, the type of response check is determined as needed.

Additionally, if a creature becomes *exposed*, all creatures in range may make a response action against the *exposed* creature, typically an attack or grapple check. If a creature has two opportunities to make a response action arise at the same time, it must choose a single action and forego the other.

If multiple creatures are responding to the same action, their response actions are rolled in turn order. The aggressing action and all response actions are resolved in order of their result, highest to lowest. Actions with no roll are resolved at result 0, and ties are broken via turn order.

## Items

Items are used in most aspects of play, including combat, magic, and checks. All items will have a stat box, depicted below. This box will contain the item’s name, quality, weight, and extra effects. In different contexts, items may have another line within their stat box to further detail how the item may be applied in that context. For example, an item being used as a weapon will have another line to indicate its type, armor penetration, and critical effect.

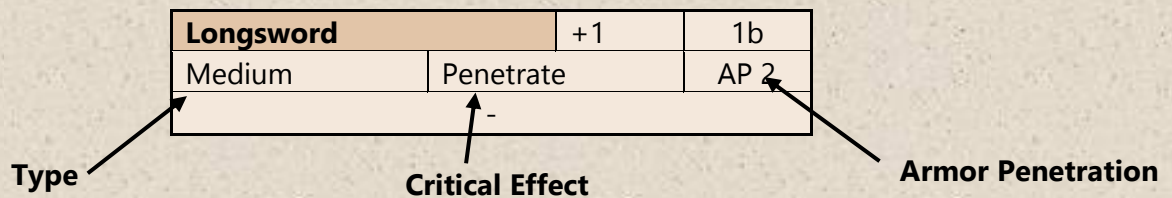


## Quality

All items will have an associated bonus reflecting the quality of the item, ranging between -2 to +3; this bonus is applied to all rolls that use the item in a significant way. In the event a roll uses multiple items, the bonus gained from item quality is equal to the lowest between them. For example, making a navigation check using a +2 map and a +3 sextant, the applicable item bonus from the two combined would be +2.

This method is applied to item crafting as well, regarding both raw materials and tools. Crafting is typically done with a gradient check, the quality of the crafted item being determined by corresponding roll table columns.

## Weapons



In the context of weaponry, all items will have an extra stat line that denotes the weapons characteristics: Type, Critical Effect, and Armor Penetration. These are defined as:

**Critical Effect:** Upon making a critical attack, this effect is applied to the target (see below).

**Armor Penetration:** Indicates the damage from this weapon that cannot be ignored via DR

**Type:** The type of weapon will alter the usability and interplay with skills. Weapon types include:

- Close – Small weapons that include weapons like fists or knuckle dusters (0u weight)
- Light – Small and maneuverable, used in pairs or as a contingency weapon (1u weight)
- Medium – Average sized weapons standard for farmers and soldiers alike (2u weight)
- Heavy – Large weapons, hard to maneuver. **Must** be wielded with two hands (3u weight)

### Weapon Creation

To make a weapon, select a weapon type, and spend the corresponding points on AP, critical effects, and extra effects listed below. Note that you must choose one option from each list of weapon characteristics with the exception of extra effects, of which you may have any number (including 0) so long as points allow. The material used may add or remove as described in the raw material's effect field, but cannot be decreased below 1.

Armor Penetration	
AP	Cost
0	0
1	1
2	2
3	4
4	6
5	7

Crit Effect	
Effect	Cost
Expose	0
Distract	0
Stagger	1
Sunder	1
Penetrate	2
Prone	2
Stun	3

Extra Effects	
Effect	Cost
Agile	1
Thrown	1
Reach	0
Spikey	1
Shatter	0
Missile: Quick	2
Missile: Turn	1
Block +X	X*2
Critical +X	X

Starting Points	
Type	Points
Close	1
Light	3
Medium	5
Heavy	7



Name	Critical Effect
Expose	Applies the Exposed status effect
Stagger	Applies the Staggered status effect
Sunder	Deals a point of material damage to the equipment used to save against attack
Penetrate	Attack damage is equal to the difference of attack and block, unaffected by DR
Stun	Applies the Stunned status effect
Distract	Applies the Distracted status effect
Prone	Applies the Prone status effect, knocking the target off their feet

Name	Miscellaneous Effect
Agile	Apply AGI instead of STR to attacks with this weapon
Missile: Free	Attacks must use a projectile, reloaded freely on your turn, with a range of 100 units
Missile: Action	Attacks must use a projectile, reloaded as a turn action, with a range of 100 units
Block +X	Gain +X to save checks using this weapon
Critical +X	Gain +X to critical range using this weapon
Shatter	Weapon or projectile is destroyed upon impact
Spikey	Add 1 to damage rolls with this weapon
Reach	Extend weapon range by 1 unit. Weapon cannot be used to attack adjacent targets
Thrown	Weapon may be thrown as a projectile to attack a creature up to 10 units away

## Armor

Armor is used to deflect blows and reduce damage, and has a standard item stat block. Mechanically, armor pieces are items that give bonus to DR, listed in the effects line of the item stat block. There is no set rule on what types of armor should have what DR, but a general rule of thumb is for armor to have 2 bulk (“2b”) for every 1 DR it grants. DR is very impactful in a fight, so a GM should be careful of creating or allowing armor items that would result in a player having 5 or more.

<b>Chain Hauberk</b>	+0	4b
+2 DR		

## Durability

An item's durability is represented by its quality bonus, meaning durability damage to a weapon is applied to the item's quality bonus. Using a piece of equipment in a save against a critical attack damages the item's quality by 1. Meaning a +1 sword, after taking durability damage, would become a +0 sword. Durability can be reset through a gradient craft check, using the damaged item as a raw component. An item below -2 quality bonus is considered destroyed, in most cases only usable as raw materials.

## Encumbrance

All weight is tracked in integer units of "bulk" that approximate both the weight and size of the item, designated with "b". Very small items such as some spell reagents or close weapons, will have a weight of 0b. Large bulky items such as a broadsword or hauberk will be upwards of 3b.

Creatures may carry  $10 + 2 * STR$  with no penalty. Each weight unit over this value a creature carries incurs a -1 penalty to AGI checks and speed.





## **Downtime**

Outside combat, there are special checks that creatures can make to restore their health or improve their circumstance.

### **Resting**

When unpressured by circumstance, players may take rests in order to regain health, perform necessary personal maintenance and make non-physically strenuous checks. A rest must be at least 1 hour, and players may sleep if their rest lasts 8 hours or longer.

### **Rest Checks**

A rest check is a gradient check made during a rest using no stat, the result of which is compared to the corresponding [Value] column of the Check Table. Restore humor points and recharge focus rolls equal to the value. You gain a +1 bonus to rest checks for each hour spent resting, up to a maximum of 12 hours.

### **Heal Checks**

During a rest, a gradient heal check using PER can be made targeting a willing creature. Compare the result to the [Value] column of the Check Table and restore that many humor points. A creature may only receive one heal check per rest.

### **Study Checks**

Spells, Languages, and other academic pursuits can be learned through making study checks during a rest lasting 8 or more hours. In order to make a study check, you must have an article of literature in which to study (spell tome, schematic, etc.). To make a study check, roll a gradient INT check, compare your result to the [Value] column of the Roll Table, and add the result to your running total. Once your total equals or exceeds the article's [Value], the article is considered to be learned.



## Magic

In contrast to the brawn and physicality of combat are the pursuits of magic, of which there are five schools: Illusion, Divination, Alchemy, Enchanting, and Summoning. Each school is different in its effects, but their methods are bound by a few unifying principles. All magic is cast by combining 3 different components all of which are represented by a typical item block. Similar to their function in the context of a weapon, items will have a unique stat line for their application to spell checks. From left to right, the stat line will have a type, house, element, and tag. These attributes are used in spell casting to determine effects, duration, and compatibility.

<b>Rose Petals</b>			+1	0b
Reagent	Jupiter	Fire	Charm	
		-		

Type      House      Element      Tag

The four types of magical components are as follows:

**Spells** – A casted effect that is altered by a tool and reagent

**Tools** – Reusable items that dictate the target(s) of a spell

**Reagents** – Consumed items that alter the effect of a spell

A spells effect is derived from a combination of its components' tags. When combining components during a spell check, 3 rules must be followed:

- 1. The houses and elements of a spell's components must not conflict**
  - An empty field is considered non-conflicting
- 2. A target/item cannot be affected by the same spell or magic effect**
  - A higher quality spell will replace those of equal or lower value.
- 3. Only one of each component type may be used during a spell check**

The element of the spell will dictate its duration as follows:

- **Earth / Indefinite** – The spell effect will persist as long as its source remains intact.
- **Water / Time** – The spell effect will persist for Time Spent Casting \* [Value].
- **Air / Channel** – The spell effect will persist while actively maintained by the caster/source.
- **Fire / Instant** – The spell effect occurs instantly and does not persist.

Once components and cast time are determined, a spell may be cast by making a gradient INT check.

Interpreting the effect of a spell may not always be mechanically clear, and in many contexts may require GM arbitration. To aid in determination, all spell checks will be compared to the Roll Table; in this way, a tactful GM may select the column that applies best for the particular spell. Some combinations, such as "Gain [Bonus]" and "Attacks", are straight forward and have little need for interpretation. Another, such as "Induce" and "Anger", will be more qualitative in nature. A few suggestions are below.

- If a [Column] is mentioned in the spell effect, use that column
- If an incremental attribute such as HP or Blood is referred to, use [Value]
- When in doubt, refer to the [Quality] column for a magnitude

## Illusion

Illusion spells deal with altering a creature's thoughts or perceptions, typically to invoke a certain response or behavior. Illusion checks may be opposed using a PER check if the opposing creature has a passive PER above the check value. All illusions involve a target and subject; the target is the creature affected by the illusion (determined via tool component), and the subject is what the target perceives differently (caster's discretion).

## Divination

Divination spells involve the passage of thoughts, prediction of future events, and communion with entities. Divination spells are largely mental or information oriented, and cannot affect the world itself except through granting creatures temporary FR, LR, and immunity to status effects.

## Alchemy

Alchemy spells pertain to the processing of physical components in order to yield a consumable product. The effect created when casting an alchemy spell is stored in the form of a consumable item, and will take effect via the noted application method. Upon application, an alchemical item is considered consumed and cannot be used again. The tool used to cast an alchemy spell **MUST** have the *School: Alchemy* effect.

## Enchanting

Enchanting spells are concerned with the crafting of magical items such as wards, charms, or fetishes. Unlike other schools, the effect created when casting an enchanting spell is applied to the tool component, and will affect the noted target(s) upon activation. Once the duration is reached, the spell effect is removed. Activation method is chosen upon crafting and must be a distinct action or phrase, not specific to an individual.

## Summoning

Summoning presides over the conjuring and manipulation of spirits, creatures, and daemons. All entities will have a set of domains, which are overarching concepts that govern the qualities of the entity. To target this entity for summoning a tool must be used with the *Offering* effect, the tags of which must match the entity's domains. As a result, no reagents are used to affect summoning spells; they must only be used to satisfy the *Offering* effect. The tag of the summoning spell will indicate the mode of summons, which must match what the entity prefers. The types of summons are as follows:

- Conjure – Summons the entity's physical form to the caster
- Haunt – Summons the entity to inhabit a particular area
- Bind – Summons the entity to inhabit a particular item
- Possess – Summons the entity to inhabit a particular creature
- Raise – Summons the entity to inhabit a particular set of remains
- Banish – Sends the entity to whence it came
- Compel – Forces the entity to undertake a specified action



## Entity Creation

To create beasts, daemons, spirits, or other creatures which may be summoned, the chart below may be used to assign stats, skills, and other attributes. First choose domains for the entity, essentially discrete words that are core to the entity's identity. For each domain of the created entity, gain 10 points to spend on various options after selecting a Form. All incremented attributes begin at 0 (humors still being calculated from stats); entities in a host form add their attributes to the host upon summoning.

Form	Description
Trait	Entity gains a Trait, all stats at 0 and all corresponding humors
Spirit	Entity needs a host of the chosen type, using its STR, AGI, and humors

Weapons	Points	Description
Close Weapon	0	Entity gains a close weapon in its physical form
Light Weapon	1	Entity gains a light weapon in its physical form
Medium Weapon	2	Entity gains a medium weapon in its physical form
Heavy Weapon	3	Entity gains a heavy weapon in its physical form

Abilities	Points	Description
Flight	4	Entity can fly up to its speed as a turn action
Aquatic	2	Entity can breathe underwater or hold its breath several hours
Immunity	2	Entity cannot be affected by a particular type of damage or effect
Known Spell	1	Entity knows how to cast a chosen spell
Innate Spell	X	Entity may generate the effect of a chosen spell, tool, and reagent combination as though it had cast that spell at quality X (1-6)
Domain Control	10	Entity may control or conjure the tag of a chosen domain by using relevant checks, the quality of which is limited by summoning quality

Attributes	Points	Description
1 Stat	2	Increase one of the entity's stats by 1
1 Skill	3	Entity gains a Skill
1 DR	1	Entity gains +1 DR in its physical form
1 FR	1	Entity gains 1 FR to a chosen area
1 LR 6	1	Entity gains 1 LR 6 to a chosen area
3 Speed	1	Increase the entity's speed by 3 in its physical form
4 Humor Points	1	Distribute 4 extra points among the entity's humors

## Component Creation

The need to create a custom component will be nearly inevitable when running a game. Component tags that are consistent with their corresponding components may be created following a few simple rules. Note that while these rules may aid in facilitating coherent spell combinations, they in no way guarantee power balance. Power level must be gauged at the GM's discretion, taking into consideration possible combinations/abuses.

## Spells

Spells should be the most rarely created components, as they should be made with an acute awareness of what subsequent tools and reagents they may be combined with. The tag chosen should be semantically and logically compatible with tools and reagents having the same house and element combination.

## Tools

Tools dictate the affected parties of a spell, and can be constructed in a similar manner to weapons. Select an element, and spend points accordingly to add a tag and effects. Tools with the School: Alchemy effect must use a tag from the "Alchemy Tags" list, due to the difference in spell application.

Element	Points
Fire	4
Air	3
Water	2
Earth	1

Effect	Points
School	-1
Drain	-1
Dissipate	0
Alluring	1
Intuitive	1
Entrain	1
Charge	2
Imbue	3
Offering	-X

Tag	Points
Touch	1
Wearer	1
Bearer	1
Area 1u	3
Area 5u	4
Area 10u	5
Target 1u	2
Target 5u	3
Target 10u	4
Viewers	3
Listeners	3
True Name*	X

Alchemy Tags	Points
Additive	5
Inhalant	4
Suppository	2
Unguent	2
Oil	3
Potion	3
Venom	3
Pill	3

\*X is determined by the number of the named entity's domains

Name	Tool Effects
School	Only spells of the chosen school may be cast using this weapon
Drain	Upon casting a spell with this tool, the caster take the spell's [Value] in damage
Dissipate	Upon speaking a chosen phrase, immediately end any spell effect resulting from this tool.
Alluring	Apply CHA instead of INT to spells cast with this tool
Intuitive	Apply PER instead of INT to spells cast with this tool
Entrain	Additives may be consumed to apply their effect to spells cast with this tool
Charge	Spell effects applied to this tool will not disappear upon use so long as a compatible reagent with matching tag is consumed.
Imbue	A reagent is consumed upon creation, allowing spells cast with the tool to use the imbued reagent's stat line in place of a consumable reagent.
Offering	A reagent with each of the specified tags must be consumed to cast spells with this tool, affecting spell quality but do not alter spell effect.

## Reagents

When creating a reagent, determine what house you would like the reagent to be, and select a tag that matches the corresponding type listed in the table below. You may give the reagent an element as well if you wish to restrict its usage further. Note that a tag should generally be in singular form (Bee not Bees). For examples of tag categories, see the spell component tables in the reference section.

House	Tag Category
Jupiter	Roll Types
Sol	Concrete Nouns
Mercury	Attributes
Luna	Abstract Nouns
Saturn	Adjectives
Venus	Entities
Mars	Status Effects



## Reference

### Status Effects

**Exposed:** Upon becoming *exposed*, all creatures in range may make a response action targeting affected creature (attack, grapple, etc.). Affected creature cannot make a response action unless it is a save.

**Stunned:** Affected creature cannot make checks as a turn action.

**Helpless:** Affected creature cannot move, make physical checks, or perform any physical actions.

**Prone:** Affected creature is lying down, *distracted* when making saves, and has a movement speed of 1.

**Immobilized:** Affected creature cannot willingly stand, move, or make checks requiring mobility.

**Distracted:** Affected creature uses one less die when determining the result of their next check

**Staggered:** Affected creature moves 1 unit away from the source. This movement causes the affected creature to become *exposed*.

**Unconscious:** Affected creature is *helpless*, *prone*, cannot make mental checks, and is not aware of their surroundings.