

The cover art for SagaBorn features a dark, stormy sky with a large, glowing blue moon in the upper right. A jagged, metallic-looking banner at the top contains the title 'SAGABORN' in large, golden, serif letters, with 'ROLEPLAYING GAME' in smaller letters below it. A lightning bolt strikes a dark, multi-towered castle on a cliffside to the left. In the lower right, a small village with glowing windows is nestled in a valley. The overall mood is mysterious and epic.

SAGABORN

ROLEPLAYING GAME

CORE RULEBOOK 1.5

BETA

SAGABORN ROLEPLAYING SYSTEM

Core Rulebook, V 1.5

BETA

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THE SAGABORN ROLEPLAYING SYSTEM WAS CREATED AS A SIMPLIFIED D20 SYSTEM FOR THE DARK RETURN SETTING. ITS GOAL IS TO PRESENT A SYSTEM THAT IS SIMPLE, STREAMLINED AND EFFICIENT. IT IS MEANT TO ENCOURAGE MORE STORYTELLING AND EPIC ACTION, RATHER THAN BROWSING THROUGH RULEBOOKS AND ARGUING OVER WHAT IS “ALLOWED.”

Thanks to the Wanderers

Introduction

Quick intro to 1.5 by mike and Sam,

SagaBorn

The elves have a tale about the Saaga Ute, translated to common as SagaBorn, a mythical hero who is born to save the world. They believe that Dalimar Gorfiriand was the last SagaBorn the world has seen. The elves have a long history fraught with wars, heroes, and villains. With their core view of themselves in the universe, if one is to believe their assertion that there are many inhabited planets throughout the stars, a Saag Ute must be indeed powerful.

This is not my humble view. I see the people, races, and creatures of the world as all having a hand in the future of our existence, and therefore many could be SagaBorn. The SagaBorn are those who do not stand by and watch the river of time pass by. They are the ones who make the river change course, slow down, or speed up. They do things large and small that add up to change our world and our being.

Our world is changing with or without us, and I see many who have risen up to try and make the change for the better. More than just a single hero, but that does not diminish the tales and legends that one can create. This is what we need, what the world needs. We need more to rise up and become SagaBorn.

- Aledyn
Druid

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Character Creation

Steps to creating a character:

- Choose race
- Choose class
- Assign abilities
- Assign skill points
- Choose talents
- Choose languages (optional)
- Purchase equipment
- Choose legacy item
- Create backstory
- Choose spells (if applicable)

Choose Race

Human: +1 to any skill (Misc. Mod.)

Lifespan: 60 Average Height: 5' 8" Average Weight: 180 lb. Speed: 30

Humans are the most diverse and prolific race. Their average lifespan is 60 years, though it is said those of the Aradan kingdom lived longer, their magic and advanced medicine responsible for fewer diseases and debilitating injuries. They spread over Atheles more quickly than any race. The average human family has 4-7 children—though many die of disease—causing their population to thrive and cover the lands. The human population was decimated after the war 700 years ago, but has now begun to grow again, repopulating the cities and lands of the past.

Dwarf: low light vision 60', +1 to Endurance (Misc. Mod.), +2 to knowledge checks on one of the following: stonework, woodwork, or metalwork

Lifespan: 150 Average Height: 4'5" Average Weight: 195 lb. Speed: 20

The dwarves were the first sentient race on Atheles, but were put into a long magical sleep by the gods, awakening just 4,000 years ago. The dwarves of Atheles are a very industrious race, believing the only time a person's hands should be still is when he has passed from this world. While several dwarven cultures exist, the one that is best known in Atheles is the dwarves of Greyhelm. They live in a grouping of cities at the base of the Swordspyne Mountains in the East.

Dwarves stand just over four feet tall and are almost as wide. They have large eyes, though in the daylight their heavy lids often give the impression they are squinting. Since they work throughout their lives, often reaching a venerable age of 180, they are typically muscular and deft of hand. They have a great mechanical aptitude, and can figure out most mechanical devices with deductive reasoning.

Half-Dwarf: +1 to a skill, low light vision 30'

Lifespan: 85 Average Height: 5' 3" Average Weight: 225 lb. Speed: 25

Very rarely, a human and dwarf sire a child together. These half-dwarves stand close to 5' tall and are broader and more muscular than most humans. Often shunned by both humans and dwarves in these hard times, still they manage excel at nearly any given task, imbued with the best of both of their heritages. Half-dwarves are rare, and an adventurer might only come across one or two in all their travels.

Elf: Talent - dazeless, cannot use cold iron, steel causes discomfort, low light vision 60', immune to magical sleep, require very little food or water, only need 4 hours of sleep

Lifespan: 250 Average Height: 6' 6" Average Weight: 195 lb. Speed: 30

Elves are slender, averaging 6'5" in height. They have many different skin and hair colors, with pointed ears, with features far more angular and lithe than humans and dwarves. They live an average of 250 years.

The elves vary greatly in culture, but they share some similarities that players should keep in mind. In the current Age, they have not been seen in Atheles for 700 years. When they arrive in most human-populated areas, they are often looked upon with shock and fright. They have an aura that seems alien and strange to humans. This effect fades with time, but wherever they travel, their appearance might cause problems with those not used to seeing them.

During the *Disappearance*, all elves were pulled into the limbo between worlds. Time moved much slower there, with only 350 years having passed for the elves during the 700 years that elapsed in Atheles. During their in-between existence, they could see events in Atheles flash by, but were unable to interact with them. The elves who now return to Atheles enter a world unfamiliar to them—the home of their ancestors, which they know only from stories passed down by their elders. They find humans strange, and Atheles, which is much more “solid” than the limbo in which they were born, is often overwhelming to them.

When playing an elf, it should be kept in mind that they have spent their lives in a strange, dreamlike place, and are now confronted with a new world with unfamiliar physics. Although the elves are powerful, they should not be used as super characters. In fact, there are many great roleplaying opportunities. For example, elves with low Wisdom might have a hard time understanding the world outside their own culture. They might readily accept magic as normal, even mundane, but using it casually in a human tavern could cause the locals to rise up against the “demons” and their “wicked ways.”

Due to their fey blood, elves can not use iron without hurting themselves. If an elf wears or uses iron, they take 1d4 damage per hour. Steel causes a discomfort such as itching or soreness, but no real damage.

Elfling: cold iron causes discomfort, low light vision 60', fearless (immune to fear)

Lifespan: 130 Average Height: 3' Average Weight: 65 lb. Speed: 20

Every elfling is different, but most have several things in common. Elfling adventurers are usually away from home because their are on their *Calling*. An elfling's Calling lasts from their early adulthood until late in their lives, during which time they have a difficult time staying in one place for very long, driven to wander constantly by an insatiable need to explore the world. A campaign based out of one location could give the elfling player many roleplaying opportunities to encourage the group to move, explore, or do anything other than stay in one place. If the campaign is located in a massive city like Seahaven, the elfling will be content enough to explore all the crevices and alleys of the city before wanting to move on.

Despite their size and tendency toward merriment, elflings should never be used as mere comic relief. They see themselves as integral players in the game of living on Atheles, and are rarely petty or trifling. Even when acting as a thief, an elfling would not be motivated by selfishness, but rather would see himself or herself as an agent of the chaos of Creation. Often an elfling might steal from one place only to move it somewhere else where the victim might find it—just to observe the resulting confusion. This is serious business to an elfling.

On the other side of the coin, they do have a great appreciation for jokes, gags, and laughter. This can sometimes annoy other party members, but their Charisma usually helps keep them wanted within a group environment. Their selflessness is also a boon for a party. They do not hesitate to risking themselves for others, but not for heroics or morality: they do so to test the mechanics of the Universe, about which an elfling has endless curiosity.

If elflings travel with companions for a prolonged period of time, they will form a bond with them, seeing the group as their nomadic family: those whom the Universe chose to share in their Calling. This can lead the elfling to whatever they can to

protect and help those with whom they have bonded. While this is endearing for companions, their propensity to get themselves in trouble can often swing the balance in the other direction. Having a poor understanding of—or distaste for—human laws of ownership and control, they often run afoul of constables and nobles.

Due to their fey blood, iron causes discomfort in Elflings. They can still use and wear it, but it may cause soreness, itching, or a skin irritation. Their connection with Atheles allows them less pain than other fey.

Feral Elfling: cannot use cold iron, low light vision 60', fearless (immune to fear)

Lifespan: 90 Average Height: 3' Average Weight: 65 lb. Speed: 20

A feral elfling belongs to a group that was caught between the worlds during the *Disappearance*. They lived in a harsh dream-like world, fighting for their lives against both the environment and the demons that dwelt there. Unlike their cousins, feral elflings have little problem with violence, forced to extreme lengths to survive during *The Exile*, as they call it. They are not adjusting well to the world since their return, finding its inhabitants soft and weak. They do not get along with others, though some tribes have slowly begun to tolerate contact from the outside.

Physically, they are nearly identical to their normal elfling cousins, but with a wild look in their eyes, a paler skin tone, and often have sharpened teeth and tribal scarification.

Due to their fey blood, feral elflings can not use iron without hurting themselves. If a feral elfling wears or uses iron, they take 1d4 damage per hour. Steel causes a discomfort such as itching or soreness, but no real damage. Unlike their western cousins, the time spent in the Between caused Elflings to develop an aversion to iron again.

Faun: low light vision 30', +2 to saves vs charm, can use the spell Calm Animal as a standard action

Lifespan: 100 Average Height: 5' 6" Average Weight: 155 lb. Speed: 30

Fauns are a reclusive race found in the Eastlands, living in small communities deep in the forests, where they trade among themselves or with human settlements, if the need arises.

They stand about six feet tall and resemble humans. They have more body hair than most other races, pointed ears, and small horns. Their feet end in two large, flat toes, although they can still wear standard boots and shoes. They live an average of 100 years, though the loss of their habitat and disease has shortened their lifespans in the recent centuries.

As a culture, they revere nature-based magic and Talents.

Choose Class

A player chooses a class and path for a character. A character can multiclass, but can not choose another path within the same class. So you can have a Warrior: Fighter / Mage: Wylder characters, but not a Warrior: Fighter/ Warrior: Barbarian.

- Warrior Class
 - Fighter: The world is filled with those who choose to face problems with a sharp edge. The fighter is the guardian of the group, the one who cuts a path through the enemy.
 - Berserker: The berserker is guided by intense emotions, and often does not think about who or what gets in their way.
 - Archeon: Archeons are the watchers of the mages. Some are witch hunters, while others serve as their bodyguards. An example of an archeon could be a knight of the church, possessed of a strong will and the power to root out evil magic and spellcasters.
- Mage Class
 - Wylder: Self-taught and undisciplined, the wylders are the wild mages of Atheles.
 - Luminar: A luminar is a formally trained spellcaster. They have typically received their education from one of the magical institutions in Atheles, like the Wizard Tower, the Druid Council, or one of the many

established churches. Though their base stats might be shared, their spell choices and Talents should reflect their specific path of learning.

- Bard: Bards can use their performing expertise to harness magical energy and bend it to their will.
- Scout Class
 - Ranger: A ranger might be a scout for a city guard, keeping the outer lands protected for their people. Or they might be a loner who finds peace in the seclusion of the rugged, wild lands. No matter their story, a ranger has certain skills specific to someone who spends much of their time in the wilderness.
 - Rogue: The rogue has mastered the art of using wit and agility to overcome adversity in order to obtain what is needed or desired. They might be someone of slight build who has learned clever ways to come out on top in a fight. They might be the thief in the night sneaking past guards to steal a bag of gold, or spending their time in shady taverns making under-the-table deals to pawn the valuables they pilfer. The rogue uses whatever tools are at their disposal, often in cunning and novel ways. A master of traps and stealth, silent and nimble, they are prepared for anything.

Base Character Progression Chart

This is what characters gain each level, no matter their class. Classes grant additional abilities at certain levels.

Level	Base Attack Bonus (BAB)	Level Bonus*
1st	+1	1st Legacy Item, 10 Skill Points, 2 Talent Points
2nd	+2	+1 HP, +1 Skill
3rd	+3	+1 Skill, 1 Talent
4th	+4	2nd Legacy Item, +1 Ability, +1 Skill
5th	+5	+1 Skill
6th	+6	+1 Skill, 1 Talent Point
7th	+7	+1 Skill, 3rd Legacy
8th	+8	+1 Skill, 1 Talent Point, +1 Ability

*Level dependent, not class dependent. These skills are completely independent of Class Feature.

Warrior Class

Path: Fighter

Hit Die: d10

Class Abilities: STR, CON

The world is filled with those who choose to face problems with a sharp edge. The fighter is the guardian of the group, the one who cuts a path through the enemy.

Level	Base	Class Bonus	Level Bonus*
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	Attack Bonus (BAB)		
1st	+1	Heroic Surge	1st Legacy Item, 10 Skill Points, 2 Talent Points
2nd	+2	1 Talent Point, +2 HP	+1 HD, +1 HP, +1 Skill
3rd	+3	Quick Recovery	+1 HD, +1 Skill, 1 Talent
4th	+4	1 Talent Point, +2 HP, Endurance +2	+1 HD, 2nd Legacy Item, +1 Ability, +1 Skill
5th	+5	Extra Attack, 1 Talent Point	+1 HD, +1 Skill
6th	+6	Good Position, +2 HP	+1 HD, +1 Skill, 1 Talent Point
7th	+7	1 Talent Point	+1 HD, +1 Skill, 3rd Legacy Item
8th	+8	Bonus Attack, +4 HP	+1 HD, +1 Skill, 1 Talent Point, +1 Ability

*Level dependent, not class dependent. These skills are completely independent of Class Feature.

**All warrior classes get a total of +3 HP at level 2.

Level 1

Heroic Surge: Once per encounter the fighter may take a bonus Heroic Combat or Move action.

Level 3

Quick Recovery: Heal 1d10 +CON+Level 1/day, Free Action.

Level 5

Extra attack: A fighter gets two attacks at their full bonus for one standard action.

Level 6

Good Position: As a Free Action, when a Fighter is flanked the fighter gets a free move of 5ft that does not provoke attacks of opportunity after the enemies have finished their movement, but before they roll attacks.

Level 8

Bonus Attack: A Fighter may take an additional attack as a Free Action. This is in addition to the Extra Attack gained at level 5, and attacks gained from any other source.

Path: Berserker

Hit Die: d10

Class Abilities: STR, CON

Some berserkers find the word used to describe them as insulting and dismissive of their rich culture, while others proudly embrace it. The berserker is guided by intense emotions, and often does not think about who or what gets in their way.

Level	Base Attack Bonus (BAB)	Class Bonus	Level Bonus*
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1st	+1	Rage	1st Legacy Item, 10 Skill Points, 2 Talent Points
2nd	+2	1 Talent Point, +2 HP	+1 HD, +1 HP, +1 Skill
3rd	+3	Fast Movement	+1 HD, +1 Skill, 1 Talent
4th	+4	1 Talent Point, +2 HP, Endurance +2	+1 HD, 2nd Legacy Item, +1 Ability, +1 Skill
5th	+5	Extra Attack, 1 Talent Point	+1 HD, +1 Skill
6th	+6	Rage Mind, +2 HP	+1 HD, +1 Skill, 1 Talent Point
7th	+7	1 Talent Point	+1 HD, +1 Skill, 3rd Legacy Item
8th	+8	Focused Rage, +4 HP	+1 HD, +1 Skill, 1 Talent Point, +1 Ability

*Level dependent, not class dependent. These skills are completely independent of Class Feature.

**All warrior classes get a total of +3 HP at level 2.

Level 1

Rage: As a free action, a berserker gains +2 DMG to Strength Attacks, DR 1, Can't Cast Spells or maintain spell concentration. Lasts 1 min as long as attacking a hostile target or moving to attack. Once per encounter. No Heavy Armor.

Level 3

Fast Movement: A berserker adds 10' to their base movement speed. They can not gain this bonus if wearing Heavy armor.

Level 4

Extra Attack: You gain an additional attack each round.

Level 6

Rage Mind: While raging. immune to Charm and Fear effects.

Focused Rage: A berserker gains +4 DMG, DR 3, Can't Cast Spells or maintain spell concentration. Lasts 1 min as long as attacking a hostile target or moving to attack. Once per encounter. No Heavy Armor.

Path: Archeon

I was fifteen when the world changed. I learned at that young age that I was different.

*I was a farmer's son, just like most who grew up in the lands around Kowal. I was the same as many, string thin, but taut as a whip from working the fields. I spent my days with my father, learning the trade. My mother and sister had dinner ready for us when we got home. We owned one book, *The Tales of Aradan*. My father would read to us each night. That was my only glimpse into a larger world. A book that told of a time of great kingdoms, noble men, and wicked sorcerers.*

Then at fifteen it all changed.

He was another boy, a few years older than me. He was always a little bit different. He didn't talk to the rest of us. He hated the work in the fields. He burned easily under the sun and his dark hair framed a face that often looked as if he had tasted something sour. And that was the look on his face when I saw him that night. The buildings in the village were on fire. It was Mordreen and all were gathered for the festivities when we first

smelled the smoke. It started at the tavern, the place where Isdril's father spent most of his time. I am sure that is what the townsfolk pointed to as the cause of Isdril's break. Maybe it was. But after that night, I was not around to hear the gossip and the blame throwing.

I was wearing a mask to make me look like a dragon when I saw the flickering light from the center of town. I felt drawn to it, though at the time I did not know why. I dropped my bag of sweet cakes and ran.

I found him there, his eyes seeming to glow in the bright fire from the buildings surrounding him. I saw his father's body, as well as a couple others, littered about him. They looked like skeletons, but I would recognize his father's unkempt beard anywhere in the village. He turned to me, his eyes empty of recognition and he raised his hands. I am not sure what happened next. I saw flames arc out from his hands towards me, but lifting my arms, somehow they did not touch me. I rushed him, my only thought to make the fire stop and I grabbed him on either side of his head. I felt something flow through me, it burned my blood and made my heart feel as if it would explode. Then it stopped. Isdril fell limp from my hands, and those who had approached looked at me in fear and shock. I turned and ran. I left my family, my home, and friends behind. Was I touched by the Fey as well?

I spent months wandering the roads, hiding in the dirt and brambles until I heard of Eredar. A place of magic, but it seemed to call to me. But not the wizards. It was the Archeons, those who stopped magic. Those who made sure that people like Isdril could not hurt others. I found my way there, and I was taken to the Tower of the Guardian.

My small village may sit there unaware, but I am aware, I am the watcher. I am the one who stops those who broke the world.

Aldulf Toorchek, Archeon and Witch Hunter

Hit Die: d10

Class Abilities: STR, WIS

Archeons are the watchers of the mages. Some are witch hunters, while others serve as their bodyguards. An example of an archeon could be a knight of the church, possessed of a strong will and the power to root out evil magic and spellcasters.

Level	Base Attack Bonus (BAB)	Class Bonus	Level Bonus*
1st	+1	Magic Sense, Mage Bane	1st Legacy Item, 10 Skill Points, 2 Talent Points
2nd	+2	1 Talent Point, +2 HP	+1 HD, +1 HP, +1 Skill
3rd	+3	Resist Magic	+1 HD, +1 Skill, 1 Talent
4th	+4	1 Talent Point, +2 HP, Endurance +2	+1 HD, 2nd Legacy Item, +1 Ability, +1 Skill
5th	+5	Extra Attack, 1 Talent Point	+1 HD, +1 Skill
6th	+6	Spell Shield, +2 HP	+1 HD, +1 Skill, 1 Talent Point
7th	+7	1 Talent Point	+1 HD, +1 Skill, 3rd Legacy Item

8th	+8	Disruption, +4 HP	+1 HD, +1 Skill, 1 Talent Point, +1 Ability
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*Level dependent, not class dependent. These skills are completely independent of Class Feature.

**All warrior classes get a total of +3 HP at level 2.

Level 1

Magic Sense: When an archeon spends time in a place, or with a person or creature, they can detect if magic has been used, and can also sense if it was ravaging magic. They must spend half an hour in the area or with a person to detect this automatically. If an archeon witnesses the use of magic, they can tell if it is ravaging magic with a DC (Difficulty Class) 15 Awareness check. If an archeon spends an hour with a person and succeeds at a DC16 Awareness check, they can tell if they have used ravaging magic (if the character has any raven points, the archeon can tell).

Magebane: An archeon can use their Magebane ability once per round against any creature or person using magic. They can roll two d20s during an attack and choose the highest roll. They can also use it during Heroic Actions.

Level 3

Resist Magic: An archeon gets to roll 2d20 and choose the highest roll on Spell Saves to throw off or resist a persistent magical effect.

Level 5

Extra Attack: You gain an additional attack each round.

Level 6

Spell Shield: Once per encounter as a move action an Archeon may create a shield that blocks magical energy. The shield extends behind the Archeon up to 10 ft. This negates any magical spell damage, including Area of Effect. This does not stop the spell, targets outside of the Archeon's Shield will take damage as normal. An Archeon can maintain a shield for 4 rounds.

Level 8

Disruption: Once per encounter, as a move action, an Archeon can disrupt a Mage's ability to cast magic or cancel a spell already in effect. The target must be within 40'.

Each round a Mage must make a Heroic Action (Spell Ability vs Archeon's Choice) in order to cast spells or spend mana. An Archeon can maintain disruption on a mage by spending a free action each round.

Spells of any mana cost are automatically canceled for as long as the Archeon maintains concentration. The cost of concentration varies per spell. 3 Mana or lower (Free Action), 5 Mana (Move Action), 7 Mana (Combat Action). When an Archeon stops concentrating or is knocked unconscious the spell becomes active again, unless the spells duration is complete.

Mage Classes

Mages are wielders of magic and forces unknown. They pull this energy from the lands around them, themselves, or the other plane called the Navirim.

Path: Wylder

Hit Die: d6

Class Abilities: INT

Untrained and undisciplined, the wylders are the wild mages of Atheles.

Starting Spells known at level 1	
Spells	4

Mana Pool Table 1: Base Mana per Day

Caster Level	Mana per Day
1st	2
2nd	4
3rd	7
4th	11
5th	16
6th	24
7th	33
8th	44

Mana Pool Table 2: Mana Bonus (Based on INT Score vs. Spellcaster Level)

INT Score	Level of Spellcaster			
	1-2	3-4	5-6	7-8
+1	1	1	1	1
+2	1	4	4	4
+3	1	4	9	9
+4	1	4	9	16
+5	2	5	10	17
+6	2	8	13	20

For more on Mana and Magic, please see the chapter on Magic.

Level	Base Attack Bonus (BAB)	Class Bonus	Level Bonus*
1st	+1	Elemental Type, Elemental Focus, Spell Memory, Spell Sight, Starting Spells, Wild Magic	1st Legacy Item, 10 Skill Points, 2 Talent Points
2nd	+2	+1 to Touch AC vs Spells, Mage Lore	+1 HD, +1 HP, +1 Skill
3rd	+3	1 Talent Point	+1 HD, +1 Skill, 1 Talent

4th	+4	+1 to Touch AC vs Spells, Awareness +2, Discordian Shield	+1 HD, 2nd Legacy Item, +1 Ability, +1 Skill
5th	+5	1 Talent Point	+1 HD, +1 Skill
6th	+6	+1 to Touch AC vs Spells, Chaos Wave	+1 HD, +1 Skill, 1 Talent Point
7th	+7	1 Talent Point	+1 HD, +1 Skill, 3rd Legacy Item
8th	+8	+1 to Touch AC vs Spells, Focused Wild Magic, Magical Attack	+1 HD, +1 Skill, 1 Talent Point, +1 Ability

*Level dependent, not class dependent. These skills are completely independent of Class Feature.

Level 1

Elemental Type: A wylder can use any type of energy which they can infuse into elemental spells. They choose from: Fire, Water, Earth, Air, Ice, Electricity. The Wylder gains one elemental type at level 1, and another at level 3. They can only have 2 Max elemental foci. These can not be changed.

Elemental Focus: Elemental focus is a magical ability that targets an object to become a bonded focus between the spellcaster and the element. It takes a free action to cast and the target must be an object touched. Element focus counts as a spell for detection, dispels, and other abilities; but does not count against a bard or wylder's spell memory.

The spellcaster pulls energy from themselves to create a focus for elemental magic. While natural elements may be available, elemental focuses allow for a spellcaster to bond with the element and allow for it to be shaped into spells. Effects to the body due to creating the foci have no detriment to the spellcasters, instead just describing how it feels to create them. A spellcaster can only have 1 focus active per 2 spellcaster levels.

Fire

Focus: a burnable item or a piece of metal

The spellcasters body cools as they transfer heat into the focus item, their body dropping a few degrees for 10 minutes. Flammable items burst into flame while metal becomes hot for the duration of the spell. Flammable objects burn the standard amount of time and metal stays hot for 1 hour per spellcaster level.

Water

Focus: A jar or small container

The spellcaster fills a vessel with spit, sweat, or blood to create a focus causing them to feel dehydrated for 10 minutes. The water focus lasts for 1 hour per caster level.

Water (Ice)

Focus A metal bar

The spellcaster's body warms as they transfer heat from the focus item, their body rising a few degrees for 10 minutes. The ice focus lasts 1 hour per level.

Air

Focus: A jar or container

The spellcaster exhales air into a vessel as a focus. This causes them to be short of breath for 10 minutes. The air focus lasts for 1 hour per caster level.

Electricity

Focus: A copper wire bound upon itself creating a twisted loop

The spellcaster imbues the wire with electricity from their body causing their heart to skip beats for the next 10 minutes. The electrical focus lasts 1 hour per caster level.

Earth

Focus: A jar or container filled with soil, or a rock, stone, or gem.

The spellcaster imbues the earth with part of themselves, which may be saliva, breath, blood, or spirit. The spellcaster feels numb for 10 minutes after imbuing the focus. The earth focus lasts 1 hour per spellcaster level.

Spell Memory: Unable to record spells in a spellbook, wylders are limited to a number of spells they can know at a given time. This is based on class, level, and ability score. A wylder can commit a number of spells to memory equal to their *Spell Memory Allotment* for a given spell level plus their primary ability score modifier.

Spell Memory Allotment

Spellcaster Level	Allowed Spells in Memory
1	6
2	7
3	8
4	9
5	12
6	14
7	17
8	19

Spell Sight: A wylder can use Spell Sight to memorize a spell that they witness being cast. This ability is detailed further in the chapter on Magic.

Starting Spells: A wylder gets started spells according to the Starting Spell Chart.

Wild Magic: A burst of energy explodes from the wylder's hands toward a target. On a successful magic attack, the wylder inflicts 1d4+1 points of damage, gaining 1d4 in power every 2 levels. It is a force effect. Range 60'.

Alternatively a Wylder may charge their weapon with this ability as a free action. With a successful hit, this adds the wild magic damage to the melee weapon's damage.

Level 2

Mage Lore: Roll 2d20 when making a Knowledge or Spellcraft check to know about magical history, lore, or effects.

Level 4

Discordian Shield: A swirling vortex of chaos energy gives the wylder a +2 shield bonus to their AC and DR 1. This can be cast as a standard or move action and lasts as long as the wylder wishes.

Level 6

Chaos Wave: A wave of chaotic energy bursts from the wylder in all directions, doing 4d6+3 damage to all in a 10' radius. A wylder can do this 2 times per day.

Level 8

Focused Wild Magic: At level 8, a wylder has learned to control the wild magics that flow through them. Their wild magic ability allows them to cast a burst of wild force doing 4d4+4 points of damage. Now that they can focus this energy, they can change the energy type to any elemental focus they have. Range 120'.

Alternatively a Wylder may charge their weapon with this ability as a free action. With a successful hit, this adds the wild magic damage to the melee weapon's damage.

Magical Attack: If a wylder casts a spell that costs mana, they may, as a free action, make one melee attack with a weapon.

Path: Luminar

Hit Die: d6

Class Abilities: INT

A luminar is a formally trained spellcaster. They have typically received their education from one of the magical institutions in Atheles, like the Wizard Tower, the Druid Council, or one of the many established churches. Though their base stats might be shared, their spell choices and Talents should reflect their specific path of learning.

Starting Spells known at level 1	
Spells	6+1/2 INT

Mana Pool Table 1: Base Mana per Day

Caster Level	Mana per Day
1st	2
2nd	4
3rd	7
4th	11
5th	16
6th	24
7th	33
8th	44

Mana Pool Table 2: Mana Bonus (Based on INT Score vs. Spellcaster Level)

INT Score	Level of Spellcaster
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	1-2	3-4	5-6	7-8
+1	1	1	1	1
+2	1	4	4	4
+3	1	4	9	9
+4	1	4	9	16
+5	2	5	10	17
+6	2	8	13	20

For more on Mana and Magic, please see the chapter on Magic.

Level	Base Attack Bonus (BAB)	Class Bonus	Level Bonus*
1st	+1	Elemental Type, Elemental Focus, Energy Burst, Spell Book, Starting Spells, Spell Sight	1st Legacy Item, 10 Skill Points, 2 Talent Points
2nd	+2	+1 to Touch AC vs Spells, Mage Lore	+1 HD, +1 HP, +1 Skill
3rd	+3	1 Talent Point	+1 HD, +1 Skill, 1 Talent
4th	+4	+1 to Touch AC vs Spells, Awareness +2, Energy Blast	+1 HD, 2nd Legacy Item, +1 Ability, +1 Skill
5th	+5	1 Talent Point	+1 HD, +1 Skill
6th	+6	+1 to Touch AC vs Spells, Energy Wall	+1 HD, +1 Skill, 1 Talent Point
7th	+7	1 Talent Point	+1 HD, +1 Skill, 3rd Legacy Item
8th	+8	+1 to Touch AC vs Spells, Call of the Elements	+1 HD, +1 Skill, 1 Talent Point, +1 Ability

*Level dependent, not class dependent. These skills are completely independent of Class Feature.

Level 1

Elemental Type: A luminar chooses the types of energy that they can infuse into elemental spells. They choose from: Fire, Water, Earth, Air, Ice, Electricity. They gain 2 elemental types at level one and gain another at 2nd, 4th, 6th, and 8th levels.

Elemental Focus: Elemental focus is a magical ability that targets an object to become a bonded focus between the spellcaster and the element. It takes free action to cast, and the target must be an object touched. Element focus counts as a spell for detection, dispels, and other abilities; but does not count against a bard or wylder's spell memory.

The spellcaster pulls energy from themselves to create a focus for elemental magic. While natural elements may be available, elemental focuses allow for a spellcaster to bond with the element and allow for it to be shaped into spells. Effects to the body due to creating the foci have no detriment to the spellcasters, instead just describing how it feels to create them. A spellcaster can only have 1 focus active per 2 spellcaster levels.

Fire

Focus: a burnable item or a piece of metal

The spellcasters body cools as they transfer heat into the focus item, their body dropping a few degrees for 10 minutes. Flammable items burst into flame while metal becomes hot for the duration of the spell. Flammable objects burn the standard amount of time and metal stays hot for 1 hour per spellcaster level.

Water

Focus: A jar or small container

The spellcaster fills a vessel with spit, sweat, or blood to create a focus causing them to feel dehydrated for 10 minutes. The water focus lasts for 1 hour per caster level.

Water (Ice)

Focus A metal bar

The spellcaster's body warms as they transfer heat from the focus item, their body rising a few degrees for 10 minutes. The ice focus lasts 1 hour per level.

Air

Focus: A jar or container

The spellcaster exhales air into a vessel as a focus. This causes them to be short of breath for 10 minutes. The air focus lasts for 1 hour per caster level.

Electricity

Focus: A copper wire bound upon itself creating a twisted loop

The spellcaster imbues the wire with electricity from their body causing their heart to skip beats for the next 10 minutes. The electrical focus lasts 1 hour per caster level.

Earth

Focus: A jar or container filled with soil, or a rock, stone, or gem.

The spellcaster imbues the earth with part of themselves, which may be saliva, breath, blood, or spirit. The spellcaster feels numb for 10 minutes after imbuing the focus. The earth focus lasts 1 hour per spellcaster level.

Energy Burst: The luminar fires a small orb of energy (caster's focus) at the target. They must succeed on a magic attack to hit the target. The orb deals 1d4 +1 points of chosen energy damage (Fire, Water, Earth, Air, Ice, Electricity - requires active elemental focus). This ability gains in power and adds 1d4 +1 damage per 2 caster levels. Range 40 ft.

Spell Book: A luminar uses a "spell book" to keep track of their spells. This doesn't have to be an actual book—it could be a staff inscribed with runes, detailed tattoos, or even pieces of leather inscribed with small text.

Spell Sight: A luminar can use Spell Sight to memorize a spell that they witness being cast. This ability is detailed further in the chapter on Magic.

Starting Spells: A luminar gets starting spells according to the Starting Spell Chart.

Level 2

Mage Lore: Roll 2d20 when making a Knowledge or Spellcraft check to know about magical history, lore, or effects.

Level 4

Energy Blast: Up to three times per day, the luminar can cast a small orb that explodes in a chosen energy (Fire, Water, Earth, Air, Ice, Electricity - requires active elemental focus) up to 40' away from the caster, doing 4d4 damage to all within a 15' radius. The luminar can also cause the energy blast to instead heal 4d4 hit points to all within a 15' radius.

Level 6

Energy Wall: Once per day, a luminar can summon a 15'x 15' x 2' wall of energy that does 6d4 damage of chosen energy damage (Fire, Water, Earth, Air, Ice, Electricity - requires active elemental focus) to any who cross through it. The effect lasts for 2d4 rounds. 60' range.

Level 8

Call of the Elements: Once per day, a luminar can summon a raging storm of chosen energy (fire, ice, acid, stone or air) to do 8d6+8 damage to a 40' radius of creatures. Range 80'. DC (Difficulty Class) 18, Reflex save for half damage. The luminar can also use this ability to instead Stun all creatures in a 40' radius. A DC 18 Will save to negate.

Path: Bard

Hit Die: d6

Class Abilities: INT, CHA

For some individuals with the talent, music and song become powerful and innately magical. These spellcasters can affect minds, summon "spirits," and in special places, even pierce the veil between Atheles and the Navirim. Their songs can put both the performer and an audience into a magical state of mind.

Bards do not have to carry around spellbooks or memorize spells like luminar mages do. In Atheles, it is said the world was sung into existence: music is creation, and creation is music. A bard simply taps into this process of creation on a smaller scale.

Bards are particularly potent at hypnotic sorts of magic—the sorts of things that work on the perceptions of others. Skilled bards spend a lifetime studying the audience and intuitively learning the various psychologies of people. Most bards begin as minstrels, finding it easiest to tap into their magic while playing an instrument and singing. As their power grows, some have been known to cast magic over a crowd with just a story, a whistled tune, a dance, or even by performing a role. It is said that in times of old, with years of experience and practice, some great bards could even put themselves into a magical, creative, state of mind without actually performing out loud.

Starting Spells known at level 1	
Spells	2

Bard Level	Mana per Day
1st	0
2nd	0
3rd	1

4th	2
5th	6
6th	9
7th	11
8th	14

Mana Pool Table 2: Mana Bonus (Based on INT vs. Spellcaster Level)

INT Score	Level of Spellcaster			
	1-2	3-4	5-6	7-8
+1	1	1	1	1
+2	1	4	4	4
+3	1	4	9	9
+4	1	4	9	16
+5	2	5	10	17
+6	2	8	13	20

For more on Mana and Magic, please see the chapter on Magic.

Level	Base Attack Bonus (BAB)	Class Bonus	Level Bonus*
1st	+1	Bardic Knowledge, Elemental Type, Elemental Focus, Perform Talent, Spell Memory, Spell Sight, Starting Spells	1st Legacy Item, 10 Skill Points, 2 Talent Points
2nd	+2	++1 to Touch AC vs Spells, Mage Lore	+1 HD, +1 HP, +1 Skill
3rd	+3	1 Talent Point	+1 HD, +1 Skill, 1 Talent
4th	+4	+1 to Touch AC vs Spells, Awareness +2, Soothing Song	+1 HD, 2nd Legacy Item, +1 Ability, +1 Skill
5th	+5	1 Talent Point	+1 HD, +1 Skill
6th	+6	+1 to Touch AC vs Spells, Hymn of Horror	+1 HD, +1 Skill, 1 Talent Point
7th	+7	1 Talent Point	+1 HD, +1 Skill, 3rd Legacy Item
8th	+8	+1 to Touch AC vs Spells, Inspire Greatness	+1 HD, +1 Skill, 1 Talent Point, +1 Ability

*Level dependent, not class dependent. These skills are completely independent of Class Feature.

Level 1

Bardic Knowledge: A Bard adds their Bard Class Level to all Knowledge checks.

Elemental Type: A bard chooses one type of energy that they can infuse into elemental spells. They choose from: Fire, Water, Earth, Air, Ice, Electricity

Elemental Focus: Elemental focus is a magical ability that targets an object to become a bonded focus between the spellcaster and the element. It takes a free action to cast and the target must be an object touched. Elemental focus counts as a spell for detection, dispels, and other abilities; but does not count against a bard or wylder's spell memory.

The spellcaster pulls energy from themselves to create a focus for elemental magic. While natural elements may be available, elemental focuses allow for a spellcaster to bond with the element and allow for it to be shaped into spells. Effects to the body due to creating the foci have no detriment to the spellcasters, instead just describing how it feels to create them. A spellcaster can only have 1 focus active per 2 spellcaster levels.

Fire

Focus: a burnable item or a piece of metal

The spellcaster's body cools as they transfer heat into the focus item, their body dropping a few degrees for 10 minutes. Flammable items burst into flame while metal becomes hot for the duration of the spell. Flammable objects burn the standard amount of time and metal stays hot for 1 hour per spellcaster level.

Water

Focus: A jar or small container

The spellcaster fills a vessel with spit, sweat, or blood to create a focus causing them to feel dehydrated for 10 minutes. The water focus lasts for 1 hour per caster level.

Water (Ice)

Focus: A metal bar

The spellcaster's body warms as they transfer heat from the focus item, their body rising a few degrees for 10 minutes. The ice focus lasts 1 hour per level.

Air

Focus: A jar or container

The spellcaster exhales air into a vessel as a focus. This causes them to be short of breath for 10 minutes. The air focus lasts for 1 hour per caster level.

Electricity

Focus: A copper wire bound upon itself creating a twisted loop

The spellcaster imbues the wire with electricity from their body causing their heart to skip beats for the next 10 minutes. The electrical focus lasts 1 hour per caster level.

Earth

Focus: A jar or container filled with soil, or a rock, stone, or gem.

The spellcaster imbues the earth with part of themselves, which may be saliva, breath, blood, or spirit. The spellcaster feels numb for 10 minutes after imbuing the focus. The earth focus lasts 1 hour per spellcaster level.

Perform Talent: The Bard is skilled in poetry and song, history and verse, and can play at least one musical instrument. The Bard can use the Persuasion skill to distract, encourage, or enchant others. Each round the Bard may use a Heroic Action (if resisted Persuasion vs Awareness) to grant a +2 or -2 to one d20 roll of an affected creature.

Spell Memory: Unable to record spells in a spellbook, wylders are limited to a number of spells they can know at a given time. This is based on class, level, and ability score. A wylder can commit a number of spells to memory equal to their *Spell Memory Allotment* for a given spell level plus their primary ability score modifier.

Spell Memory Allotment

Bard Level	Allowed Spells in Memory
1	4
2	6
3	8
4	10
5	12
6	13
7	16
8	17

Spell Sight: A bard can use Spell Sight to memorize a spell that they hear or witness being cast. It is detailed further in the chapter on Magic.

Starting Spells: A bard gets started spells according to the Starting Spell Chart.

Level 4

Soothing Song: A bard can heal all those who hear their performance, for 1d8+4 HP, by performing for one uninterrupted hour. If interrupted, the spellsong fails, but the bard can continue to attempt the spellsong until successful.

Level 6

Hymn of Horror: Bards can use their performance to foster a sense of growing dread in their enemies, causing them to become Shaken. To be affected, an enemy must be within 30' and able to see and hear the bard's performance. The effect persists for as long as the enemy is within 30' and the bard continues their performance. This performance cannot cause a creature to become Frightened or Panicked, even if the targets are already Shaken from another effect. Hymn of Horror is a mind-affecting fear effect, and it relies on audible and visual components.

Level 8

Inspire Greatness: Bard inspires greatness in a single target (self or other) within 30'. Move action to start, free action each round to maintain. Effect lasts 5 rounds after Bard stops singing. Target gains 2d20 on Attack Rolls and +1d8 Damage on a successful hit.

Scout Classes

Path: Ranger

Hit Die: d8

Class Abilities: DEX, WIS

A ranger might be a scout for a city guard, keeping the outer lands protected for their people. Or they might be a lone who finds peace in the seclusion of the rugged, wild lands. No matter their story, a ranger has certain skills specific to someone who spends much of their time in the wilderness.

Level	Base Attack Bonus (BAB)	Class Bonus	Level Bonus*
1st	+1	Sneak Attack (+1d6), Expert Tracker, Track	1st Legacy Item, 10 Skill Points, 2 Talent Points
2nd	+2	+1 Skill, Evasion, Artful Dodger	+1 HD, +1 HP, +1 Skill
3rd	+3	Sneak Attack (+2d6), +1 Skill, Favored Enemy, Favored Terrain	+1 HD, +1 Skill, 1 Talent
4th	+4	+1 Skill, 1 Talent Point, Acrobatics +2	+1 HD, 2nd Legacy Item, +1 Ability, +1 Skill
5th	+5	Advanced Skills, Sneak Attack (+3d6), +1 Skill, Improved Evasion	+1 HD, +1 Skill
6th	+6	+1 Skill, 2nd Favored Enemy, 2nd Favored Terrain	+1 HD, +1 Skill, 1 Talent Point
7th	+7	Extra Attack, +1 Skill, Sneak Attack (+4d6)	+1 HD, +1 Skill, 3rd Legacy Item
8th	+8	+1 Skill, Crippling Strike, Woodland Stride, Swift Tracker	+1 HD, +1 Skill, 1 Talent Point, +1 Ability

*Level dependent, not class dependent. These skills are completely independent of Class Feature.

Level 1

Sneak Attack: Once per round on a successful hit you can deal extra damage to a target who is Flanked, has lost DEX bonus to AC, or is unaware of your presence. The weapon used must be a Light or Medium Melee Weapon, or a Ranged Weapon.

Expert Tracker: Roll 2d20 when using Awareness or Survival to hunt a target.

Track: To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.

You move at half your normal speed (or at your normal speed with a -5 penalty on the check, or at up to twice your normal speed with a -20 penalty on the check). The DC depends on the surface and the prevailing conditions, as given on Table: Track DC.

Track DC

Surface	Survival DC
Very soft ground	5
Soft ground	10
Firm ground	15

Hard ground	20
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Very Soft Ground

Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft Ground

Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints.

Firm Ground

Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors). The creature might leave some traces (broken branches or tufts of hair), but it leaves only occasional or partial footprints.

Hard Ground

Any surface that doesn't hold footprints at all, such as bare rock or an indoor floor. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks or displaced pebbles).

If you fail a Survival check, you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Level 2

Artful Dodger: Once per round use a free action as a move action. Useful to get into position or hide!

Evasion: If a ranger makes a successful Reflex save against an attack that deals half damage if successful, the rogue takes no damage.

Level 3

Favored Enemy: Always add Sneak Attack dice to damage, every time you hit an enemy target, no limit per round. They can also make skill checks to identify these creatures.

Ranger Favored Enemies:

Type (subtype)	Type (subtype)
Animal	Humanoid (goblinoid)
Construct	Humanoid (Elfling)
Draconian	Humanoid (Human)
Elemental	Humanoid (Other)
Fey (Athelesian)	Plant
Fey (Navirite, Aberration)*	Undead
Humanoid (Dwarf)	Vermin
Humanoid (Elf)	
Humanoid (Giant)	

*Encompasses creatures from the Navirim and Aberrations.

Favored Terrain: In favored terrain, a ranger leaves no tracks, ignores difficult ground, and gains +2 to Initiative.

Favored Terrains

Cold (ice, glaciers, snow, and tundra)
Desert (sand and wastelands)
Forest (coniferous and deciduous)
Jungle
Mountain (including hills)
Plains
Swamp
Underground (caves and dungeons)
Urban (buildings, streets, and sewers)
Water (above and below the surface)

Level 5

Advanced Skills: The Scout may select two Skills that can advance beyond rank 5 up to rank 9. Both of those Skills gain 1 additional rank.

Improved Evasion: If a ranger fails a save, they only take ½ damage.

Level 7

Extra Attack: You gain an additional attack each round.

Level 8

Crippling Strike: If a Scout does Sneak Attack damage to a target, the target must make an Acrobatics Save DC 16, on a success the target moves at ½ speed for 1 round, on a failure the target may not take move actions for 1 round.

Woodland Stride: A ranger ignores all difficult ground magical or otherwise.

Swift Tracker: A ranger can continue to Track as a Free Action each round at maximum speed.

Path: Rogue

Hit Die: d8

Class Abilities: DEX, CHA

The rogue has mastered the art of using wit and agility to overcome adversity in order to obtain what is needed or desired. They might be someone of slight build who has learned clever ways to come out on top in a fight. They might be the thief in the night sneaking past guards to steal a bag of gold, or spending their time in shady taverns making under-the-table deals to pawn the valuables they pilfer. The rogue uses whatever tools are at their disposal, often in cunning and novel ways. A master of traps and stealth, silent and nimble, they are prepared for anything.

Level	Base Attack	Class Bonus	Level Bonus*
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	Bonus (BAB)		
1st	+1	Sneak Attack (+1d6), Trapfinding	1st Legacy Item, 10 Skill Points, 2 Talent Points
2nd	+2	+1 Skill, Evasion, Artful Dodger	+1 HD, +1 HP, +1 Skill
3rd	+3	Sneak Attack (+2d6), +1 Skill, Incredible Dodge	+1 HD, +1 Skill, 1 Talent
4th	+4	+1 Skill, 1 Talent Point, Acrobatics +2	+1 HD, 2nd Legacy Item, +1 Ability, +1 Skill
5th	+5	Advanced Skills, Sneak Attack (+3d6), +1 Skill, Improved Evasion	+1 HD, +1 Skill
6th	+6	+1 Skill, Gut Feeling, Trap Mastery	+1 HD, +1 Skill, 1 Talent Point
7th	+7	Extra Attack, +1 Skill, Sneak Attack (+4d6)	+1 HD, +1 Skill, 3rd Legacy Item
8th	+8	+1 Skill, Crippling Strike, Expert Mobility	+1 HD, +1 Skill, 1 Talent Point, +1 Ability

*Level dependent, not class dependent. These skills are completely independent of Class Feature.

Level 1

Sneak Attack: Once per round on a successful hit you can deal extra damage to a target who is Flanked, has lost DEX bonus to AC, or is unaware of your presence. The weapon used must be a Light or Medium Melee Weapon, or a Ranged Weapon.

Trapfinding: A rogue can search and disarm traps when the DC is over 20. A rogue can use Awareness or Thievery skills for detecting traps. They must use Thievery to disarm a trap.

Level 2

Artful Dodger: Once per round use a free action as a move action. Useful to get into position or hide!

Evasion: If a rogue makes a successful Acrobatics save against an attack that deals half damage if successful, the rogue takes no damage.

Level 3

Incredible Dodge: A rogue never loses their DEX bonus to AC. They can not be considered Flat-footed or Flanked.

Level 5

Advanced Skills: The Scout may select two Skills that can advance beyond rank 5 up to rank 9. Both of those Skills gain 1 additional rank.

Improved Evasion: If the rogue fails a save, they only take ½ damage.

Level 6

Gut Feeling: A Rogue senses the presence of any traps when entering an area. They must still find the traps with Awareness or Thievery, but at the very least they know something dangerous is nearby.

Trap Mastery: Once per round as a free action a Rogue may search for traps, disarm traps, or open a lock.

Level 7

Extra Attack: You gain an additional attack each round.

Level 8

Crippling Strike: If a Scout does Sneak Attack damage to a target, the target must make an Acrobatics Save DC 16, on a success the target moves at ½ speed for 1 round, on a failure the target may not take move actions for 1 round.

Expert Mobility: A rogue never provokes an Attack of Opportunity for moving.

Assign Ability Scores

There are two methods for assigning ability scores, a point buy system or a random dice roll system. The play group should decide which way is best for their game.

Point Buy

Each character receives 19 points to spend on increasing their basic attributes. In this method, all attributes start at a base of -2. A character can increase an individual score by spending some of their points. No score can be reduced below -2 or raised above +4 at level 1.

Random Dice Roll

A player rolls 8d6 and removes the two lowest rolls. They assign one die to each stat and that is added to the base -2 to get the final ability score.

Abilities

- **Strength (STR)** - This determines the amount of weight you can carry or lift, and how hard you can hit.
- **Dexterity (DEX)** - Your agility, quickness, and reflexes, e.g., how swiftly you can dodge a missile.
- **Constitution (CON)** - Your toughness, stamina, and general health, e.g., resistance to becoming sick.
- **Intelligence (INT)** - A measure of your overall worldly intellect, knowledge, and learning aptitude.
- **Wisdom (WIS)** - A measure of your perception, judgment, and ability to discern risks and rewards.
- **Charisma (CHA)** - This is your general social skill, determining the outcome of personal and group interactions.

Legacy Ability	Ability Score	Description
7	-2	Significantly Below Average
8-9	-1	Below Average
10-11	0	Average
12-13	+1	Above Average
14-15	+2	Significantly Above Average

16-17	+3	Exceptional
18-19	+4	Extraordinary
20-21	+5	Incredible

Assign Skill Points

Skills are things anyone can learn to a lesser or greater extent if they study or train hard, especially if they train under a tutor or master. In game terms, skills are measured by ranks. Skill ranks run from 0 (unskilled) to 5 (world class). A player has 10 skill points to spend on their character's skill ranks during character creation at first level. Skill ranks cannot be higher than your current player level plus one (to a max of 5). You receive one skill point per level after first level.

A *skill roll* is $d20 + \text{Ability Modifier} + \text{Skill Rank}$.

The skill names in the following chart cover a broad range of actions a character can do. This is, of course, an incomplete list, and it is between the player and GM to decide what skill an action would fall under.

Skill Name	Ability	Actions
Acrobatics	DEX	Balance, Escape Artist, Juggle, Tumble
Athletics	STR	Climb, Jump, Swim
Awareness	WIS	Investigate, Listen, Search, Spot, Sense Motive, etc.
Endurance	CON	Run, Swim, Hold Breath, Row, Endure Pain/Torture, Endure Heat or Cold Better, etc.
Knowledge	INT	Appraise, Knowledge (history, legends, herbology, monster lore, etc.), Detect Poison, etc.
Persuasion	CHA	Bluff, Diplomacy, Gather Information, Intimidate, etc.
Spellcraft	Spellcaster Primary Ability*	Spell Sight, Focusing, Ravaging, etc.
Survival	WIS	Track, Forage, Hunt, Start Fire, Fletch, Skin, Set Snares, Fish, Identify Edible Foods & Herbs, Locate Potable Water, Detect Poison, etc.
Thievery	DEX	Sneak, Hide, Pick Locks, Find/Set/Disarm Traps, etc.

*The Spellcaster Primary Ability Bonus is the ability bonus listed in Ability Bonus chart. The spellcaster chooses their Spellcaster Primary Ability (INT, WIS, or CHA) when they choose a spellcaster class.

Determine Derived Stats

- Armor Class (AC) = Base 10 + DEX + Armor bonus + Magic Bonus + Size Bonus + Natural Armor
- Spell Armor Class = Base 10 + Level Bonus + Talents + Misc
- Hit Points = Max class hit die + CON modifier at 1st level. Roll class hit die + CON modifier each level thereafter.

Savings Throws

Savings Throws are based on Skills. Acrobatics for reflex type saves (dodging a fireball), Survival for mind affecting saves (being under a Charm Creature Spell), and Endurance for fortitude type saves (saving vs disease).

Difficulty Class

Some checks are made against a Difficulty Class (DC). The DC is a number you must roll equal to or higher on a d20 in order to succeed on your skill check. The DC is set by the GM using the skill rules as a guideline.

Difficulty Class (DC) Examples

Easy	0	Climb a knotted rope (Athletics)
Average	5	Hear an approaching creature (Awareness)
Tough	10	Set up a snare trap (Thievery or Survival)
Challenging	15	Swim through stormy water (Endurance)
Formidable	20	Open an average lock (Thievery)
Heroic	25	Leap across a 30' chasm (Athletics)
Nearly Impossible	30	Track creatures across hard ground after a rain. (Survival)

Saves

Generally, when you are subject to an unusual or magical attack, you get a saving throw to avoid or reduce the effect. Like an attack roll, a saving throw is a d20 roll plus a bonus based on your class, level, and an ability score. Your saving throw modifier is:

Base save bonus + ability modifier

Base Save Bonus

A saving throw modifier derived from character class and level. Base save bonuses increase at different rates for different character classes. Base save bonuses gained from different classes, such as when a character is a multiclass character, stack.

Saving Throw Types

The three different kinds of saving throws are Fortitude, Reflex, and Will:

Fortitude

These saves measure your ability to stand up to physical punishment or attacks against your vitality and health. Fortitude is equal to your Endurance Skill.

Reflex

These saves test your ability to dodge area attacks. Reflex is equal to your Acrobatics Skill.

Will

These saves reflect your resistance to mental influence as well as many magical effects. Will is equal to your Survival Skill..

Saving Throw Difficulty Class

The DC for a save is determined by the attack itself.

Automatic Failures and Successes

A natural 1 (the d20 roll is actually a 1 on the die) on a saving throw is always a failure (and might cause damage to exposed items; see Items Surviving after a Saving Throw). A natural 20 (the d20 is actually a 20 on the die) is always a success.

Choose Talents

Talents are special abilities a character might be born with or gain through training. Unlike “abilities,” talents are not ranked; either a character has a specific talent or they do not. A player has 2 points to spend on initial talents when creating their character. The cost for each talent is shown in parentheses beside each description. As characters go up in level, they gain one or two additional talent points every few levels, depending upon their class (see leveling tables under each class description for specifics). These points can be spent right away or saved up and spent on a higher-cost talent later on.

1. **Advanced Animal Companion (2)** - A character can take a stronger animal as a companion (up to the player and the GM for choices). If the character already has Animal Companion, this talent costs 1 less. Suggested Advanced Animal Companions - Ank, Dire animals, Fey Fox, Gorgalug, Griffon, and Sarap.
2. **Agile (1)** - You get a +2 bonus to all Acrobatic, Thievery, and DEX based Heroic Actions.
3. **Alertness (1)** - You get a +2 bonus to all Awareness checks.
4. **Animal Affinity (1)** - You get a +2 bonus to all Persuasion checks with animals.
5. **Animal Companion (1)** - The character has an animal follower that is loyal and understands the character's commands. The animal is typical of its species but can improve as the character gains experience.
6. **Blind Fight (1)** - In melee, any time you miss because of blindness you can reroll your miss chance percentile roll one time to see if you actually hit. An Invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being Invisible. The Invisible attacker's bonuses do still apply for ranged attacks, however.
7. **Brawler (1)** Unarmed attacks do 1d6 lethal damage.
8. **Charge (1)** - You may charge during your move action which will allow you to move an additional 10' and attempt a non damaging Heroic Action during a single move action per round.
9. **Cleave (2)** - If you deal a creature enough damage to make it Disabled (typically by dropping it to below zero hit points or killing it), you get an immediate, extra melee attack against another creature within reach. You cannot take a 5' step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability once per round.
10. **Dazeless (1)** - You can not be dazed by magic and gains +2 to all saves vs mind affecting magic.
11. **Deceitful (1)** - You get a +2 bonus to all Persuasion checks concerning disguise, forgery, or lying.
12. **Deflect Arrows (2)** - You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit by a ranged weapon, you can deflect it so that you take no damage. You must be aware of the attack and not Flat-footed. It is handled like a Heroic Action, but attempting to deflect a ranged weapon doesn't count as an action. Unusually large ranged weapons and ranged attacks generated by spell effects can't be deflected.

13. **Disperse Magic (2)** - Once per round when you would normally be affected by magic you can negate it so that you take no damage. You must be aware of the attack and not Flat-footed. It is handled like a Heroic Action. Attempting to Disperse Magic doesn't count as an action.
14. **Dodge (1)** - You receive a +1 bonus to your AC.
15. **Dual Wield (2)** - You can fight with two medium or light weapons with a penalty of -2 to hit on both attacks.
16. **Empower Spell (1)** - You spend one mana to add a 1d6 to your spell's dice roll. You can only empower a spell once per round. The additional die only affects one of the rolled effects of a spell, but the caster chooses which.
17. **Enlarge Spell (1)** - You can double the range of spells by doubling the mana.
18. **Expanded Critical (1)** - Add one to your potential critical range for all weapons.
19. **Extend Spell (1)** - You can double the duration of your spell by doubling the mana.
20. **Far Shot (1)** - When you use a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1.5). When you use a thrown weapon, its range increment is doubled.
21. **Fast Healing (1)** - You gain back double the normal hit points at rest and heal an additional +3 HP to all magical healing.
22. **Feint (1)** - You attempt to confuse an adjacent opponent. With a successful Heroic Action, your opponent loses their DEX bonus for 1 round.
23. **Focused Ravaging (1)** - A ravaging spellcaster can focus where their energy comes from, dealing the spell's mana cost in damage to the target. Range 30'. The caster must succeed at a Heroic Action vs the target (Spellcraft skill vs Will save), otherwise the energy comes from the spellcaster.
24. **Focus spell (1)** - You add +1 to the spell save DC per additional two mana spent. You can spend up to 8 mana for +4 on a single spell casting.
25. **Grappler (1)** - You get to roll two 20s whenever you are engaged in a task that involves grappling, tripping, or feats of strength against another.
26. **Great Fortitude (1)** - You can add +2 bonus to all Endurance checks and CON based Heroic Actions.
27. **Healing (1)** - During combat you may spend your Combat Action to bind an injury. By binding, the target stabilizes and gains hit points until they reach 1 HP. During rest a healer can use their abilities to allow other characters gain back double the normal hit points.
28. **Hidden Spell (1)** - You can cast a spell with just your mind. It costs 1 extra mana to cast a hidden spell. An opposing creature must succeed at a DC20 Awareness to even know that they are casting a spell and this adds +10 to the DC of Spell Sight.
29. **Investigator (1)** - You get a +2 bonus to all Awareness and WIS based Heroic Actions.
30. **Improved Initiative (1)** - You get a +2 bonus to your initiative.
31. **Knock Down (1)** - You gain +3 in any attempts to knock over a foe.
32. **Linguist (1)** - Learn 3 languages of your choice. Gain a +2 to Knowledge and Thievery checks to create or decipher secret codes.
33. **Magical Aptitude (1)** - You get a +2 bonus to Spellcraft checks.
34. **Maximize Spell (2)** - You can triple the mana for a spell and all numeric effects of that spell are maximized.
35. **Multi-Shot (2)** - As a standard action, you can fire two arrows at the same time in a single shot at a single opponent within 60'. Both arrows use the same attack roll (with a -2 penalty) to determine success and deal damage normally.
36. **Mythic Heroic Action (2)** - You get a +2 bonus to any Heroic Action.
37. **Negotiator (1)** - You get a +2 bonus to Persuasion and CHA based Heroic Actions..
38. **Nimble (1)** - Once per round, when leaving a threatened area of an opponent, you do not provoke an attack of opportunity.
39. **Opportunistic (1)** - Your attacks of opportunity per round are equal to your DEX.

40. **Over-Extended Attack (1)** - You add an additional 1d6 damage to a successful melee hit, but you also receive the same damage as you strain your body in the attack.
41. **Parry (2)** - Once per round, if you would normally be hit with a melee weapon you can parry it so that you take no damage. You must be aware of the attack and not flat-footed. It is handled like a Heroic Action, but attempting to parry a melee weapon doesn't count as an action.
42. **Perform (1)** - The adventurer is skilled in poetry and song, history and verse, and can play at least one musical instrument. They can use the Persuasion skill to distract, encourage, or enchant others. Each round they may use a Heroic Action (if resisted Persuasion vs Awareness) to grant a +2 or -2 to one d20 roll of an affected creature.
43. **Point Blank Shot (1)** - You do not suffer any negatives for firing in melee.
44. **Power Attack (1)** - On your action, before making attack rolls for a round, you may choose to take a -2 from all melee attack rolls and add a +2 to all melee damage rolls. The penalty on attacks and bonus on damage apply until your next turn.
45. **Powerful (1)** - You get a +2 bonus to all Athletics and STR based Heroic Actions.
46. **Rapid shot (2)** - You gain one more attack with a ranged weapon. Both of your ranged attacks suffer a -2 to hit.
47. **Run (1)** - Three times per combat, as a single Move Action per round, you can move double your normal speed with no disadvantage. While running, you retain your Dexterity bonus to AC.
48. **Shield Bash (1)** - As a Move Action, or as part of a Move Action, you can attempt to knock prone an adjacent opponent with a Heroic Action. If successful, it also does 1d4 damage.
49. **Sidestep (1)** - If your opponent misses you with an attack, you can move 5' afterwards.
50. **Skilled (1)** - You receive two extra skill points.
51. **Spell Mastery (2)** - You get a +3 bonus to all Spellcraft checks.
52. **Spell Endurance (1)** - You get a +1 to your Spell Armor Class.
53. **Spell Penetration (1)** - You gain +2 to rolls against a creature's spell resistance.
54. **Spell Potency (1)** - You gain a +1 to all your Spell Save DCs.
55. **Stealthy (1)** - You get a +2 bonus to all DEX checks, which include hiding and/or moving silently.
56. **Studious (1)** - You get a +2 bonus to all Knowledge and INT based Heroic Actions..
57. **Stunning Strike (1)** - You take a -5 to attack, but if your attack hits your opponent is Stunned for one round.
58. **Survivalist (1)** - You get a +2 bonus to all Survival and WIS based Heroic Actions..
59. **Take a Hit (1)** - You can take a hit and suffer less damage. Damage Reduction (DR) -1.
60. **Toughness (1)** - You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).
61. **Unbreakable Will (1)** - You get a +2 bonus to all Survival saving throws.
62. **Weapon Dexterity (1)** - You can use your DEX bonus on small and medium melee weapons as your *To Hit* bonus.
63. **Weapon Specialty (1)** - You can choose a weapon with which you are specialized, gaining a +1 bonus to all attack and damage rolls made using that weapon. Weapon choice cannot be changed.
64. **Whirlwind Attack (2)** - Once per round, you can attack all of those within reach with your full base attack bonus. Dice are rolled for each target attacked, and each target after the first gets an additional -1 to the attack roll.
65. **Wild Empathy (1)** - You can improve the attitude of an animal. During combat, With a successful Persuasion Heroic Action, you may stop a hostile animal from attacking or viewing you as a threat for 1 round. Out of combat you may persuade an animal to follow your directions or leave you alone at GM discretion.

Choose Languages

All adventurers know the Common tongue and their racial language. There are many languages in Atheles, and the adventurer can know 1 extra language per INT bonus.

Languages:

Common, Dwarven, Elven, Fey, Goblin, Ishian, Navirite, Northern, Tirian, Uthgardian

Common is spoken by almost all within the lands of Atheles. It is based on the original tongues of the first men and has borrowed heavily from Elven.

Dwarven is not connected to the other languages of Atheles. It was brought back into the world when the dwarves awoke, and they claim it is the closest to the speech of the gods. It is a deep and harmonic language.

Elven is the language of the elves, a language as old as the stars they claim. As the elves resembled the eldar, the elven language resembles the ancient eldar language as well. It is a melodic and calming language.

Fey is the language of the earth, or so the fauns claim. It is soft and whispering.

Goblin is a corruption of the fey language, filled with growls and whines. While some goblinoid creatures can speak common, they prefer their own language.

Ishian is the language of the southern Empire of Ish. It shares some of the basics of common, but was developed with a lack of influence from the elves, deviating from Common.

Navirite is the speech of the Navirim, the other universe and plane of existence. Some call it the language of demons, others note that it shares some of the same basics as Elven.

Northern is the language of Vanadhus, a north Western Island culture that grew in isolation until their shipbuilding became a common trade.

Tirian is the language of the far east and the kingdom of Tyr. It was heavily influenced by traders and invaders from the far Eastern lands of Tuya.

Uthgardian is the language of the North East. It was the language of Pardalor and has been mostly unused in the 700 years since the original Kingdom of Uthgard fell. Many artifacts, books, and monuments in the North still bear Uthgardian. The new Uthgardian Kingdom has reinstated the language as a sign of wealth and power, with the royalty and nobility using it once again.

Purchase Equipment

The coins of Atheles are gold pieces (gp), silver pieces (sp), and copper pieces (cp). The exchange rates are 10sp=1gp, and 10cp=1sp.

Each player gets $3d4 \times 10 + 20$ gp at character creation.

Goods	Cost	Weight
Adventurer's Clothing	1 gp	2 lb.
Animal Glue	5 sp	1/5 lb.
Astrolab	1,000 gp	6 lb.
Backpack (empty)	2 gp	2 lb.
Backpack, Masterwork	40 gp	4 lb.
Barrel	2 gp	30 lb.
Bedroll	1 sp	5 lb.
Blanket, winter	5 sp	3 lb.
Belt Pouch	1 gp	1/5 lb.
Bottle	2 gp	1 lb.
Caltrops	5 sp	1 lb.
Candle	1 cp	—
Canvas (sq. yard)	1 sp	1 lb.
Case, map or scroll	1 gp	1/2 lb.
Cauldron	1 gp	5 lb.
Chain (10')	30 gp	2 lb.
Chalk	1 cp	—
Chest, Small	2 gp	25 lb.
Cheat, Large	10 gp	100 lb.
Cloak	2 gp	2 lb.
Cooking Kit	3 gp	16 lb.
Crowbar	2 gp	5 lb.
Fishing Kit	5 sp	3 lb.
Flint and steel	1 gp	—
Grappling hook	1 gp	4 lb.
Hammer	5 sp	2 lb.
Hammock	1 sp	3 lb.
Ink and Quill	8 gp	—
Iron Spike	5 cp	1 lb.
Journal	10 gp	1 lb.
Ladder	2 sp	20 lb.
Lamp	5 sp	1 lb.
Lantern, bullseye	12 gp	3 lb.
Lantern, hooded	7 gp	2 lb.
Lock (very simple)	20 gp	1 lb.
Lock (average)	40 gp	1 lb.
Lock (good)	80 gp	1 lb.

Lock (amazing)	150 gp	1 lb.
Lock Box 10"x6"x4"	15 gp	1 lb.
Magnifying glass	100 gp	—
Manacles	15 gp	2 lb.
Mirror, small steel	10 gp	½ lb.
Mug	2 cp	1 lb.
Oil (1 pint)	5 sp	1 lb.
Paper	4 sp	—
Piton	1 sp	1/2 lb.
Pot	8 sp	4 lb.
Pouch, belt (empty)	1 gp	½ lb.
Rations, trail (per day)	5 sp	1 lb.
Rope, hemp (50')	1 gp	10 lb.
Rope, silk (50')	10 gp	5 lb.
Sack (empty)	1 sp	½ lb. ¹
Salt (1lb)	5 gp	1 lb.
Saw	4 cp	2 lb.
Scroll Case	1 gp	1/2 lb.
Sewing Needle	5 sp	—
Signet ring	5 gp	—
Shovel	2 gp	8 lb.
Soap (per lb.)	5 sp	1 lb.
Sledge	1 gp	10 lbs.
Spyglass	1,000 gp	1 lb.
Tent, small	10 gp	20 lb.
Tent, medium	15 gp	30 lb.
Tent, large	30 gp	40 lb.
Tent, pavilion	100 gp	50 lb.
Tent, Leather	+20%	+20%
Torch	1 cp	1 lb.
Twine (50 ft.)	1 cp	—
Waterskin	1 gp	4 lb.
Whetstone	2 cp	1 lb.

Tools and Kits		
Alchemist's lab	240 gp	400 lb.
Alchemist's lab (masterwork)	960 gp	400 lb.
Climber's kit	80 gp	5 lb.
Climber's kit (masterwork)	320 gp	5 lb.
Healer's kit	50 gp	1 lb.
Healer's kit (masterwork)	100 gp	1 lb.
Magnifying glass	100 gp	-
Musical instrument	5 gp	varies
Musical instrument (masterwork)	100 gp	varies
Thieves' tools	30 gp	1 lb.
Thieves' tools (masterwork)	100 gp	2 lb.

Goods or Services	Cost	Weight	Goods or Services	Cost	Weight
Ale			Meals (per day)		
Gallon	2 sp	8 lb.	Good	5 sp	—
Mug	4 cp	1 lb.	Common	3 sp	—
Bread, per loaf	2 cp	½ lb.	Poor	1 sp	—
Cheese, hunk of	1 sp	½ lb.	Meat, chunk of	3 sp	½ lb.
Inn stay (per day)			Wine		
Good	2 gp	—	Common (pitcher)	2 sp	6 lb.
Common	4 sp	—	Fine (bottle)	10 gp	1½ lb.
Poor	1 sp	—			

Weapons

Type of weapons is P for piercing, S for Slashing, B for Bludgeoning, and 2H for Two-Handed.

Weapon	Damage	Weight	Cost	Type	Range
Unarmed	1d3	-		Non-lethal/subdual	
<i>Light Weapons</i>					
Dagger	1d4	1 lb.	2 gp	P	20'
Stiletto	1d4	1 lb.	4 gp	P	-
Whip	1d4	2 lb.	2 gp	S	
<i>Medium Weapons</i>					
Club	1d6	4 lb.	5 sp	B	
Handaxe	1d6	3 lb.	6 gp	S	

Mace	1d6	5 lb.	9 gp	B	
Quarterstaff	1d6	4 lb.	-	B / 2H	
Rapier	1d6	2 lb.	20 gp	P	
Scimitar	1d6	4 lb.	15 gp	S	
Short Spear	1d6	3 lb.	1 gp	P	40'
Short Sword	1d6	2 lb.	10 gp	P	
<i>Large Weapons</i>					
Battleaxe	1d8	6 lb.	10 gp	S	
Longsword	1d8	4 lb.	15 gp	S	
Falchion	1d8	8 lb.	20 gp	S / 2H	
Morningstar	1d8	6 lb.	8 gp	B / P	
Spear	1d8	9 lb.	5 gp	P / 2H	Reach 10'
Trident	1d8	4 lb.	15 gp	P	Reach 10'
Warhammer	1d8	5 lb.	12 gp	B	
<i>Extra Large Weapons</i>					
Greataxe	2d6	12 lb.	20 gp	S / 2H	
Great Sword	2d6	8 lb.	5 gp	S / 2H	
Halberd	2d6	12 lb.	10 gp	P / S	Reach 10'
Sword staff	2d6	10 lb.	20 gp	S	Reach 10'
<i>Ranged Weapons</i>					
Bolas	1d3	2 lb.	5 gp	B	60'
Sling	1d4	0 lb.	-	B	50'
Crossbow (Hand)	1d6	2 lb.	100 gp	P	50'
Crossbow	1d8	8 lb.	45 gp	P / 2H	100'
Shortbow	1d6	2 lb.	30 gp	P / 2H	65'
Longbow	1d8	3 lb.	75 gp	P / 2H	110'
Composite bow	Add STR bonus		Add 100 gp		+20' range
<i>Ammo</i>					
Arrow (20)		3 lb.	1 gp	P	
Bolt (10)		1 lb.	1 gp	P	
Bullet, sling (10)		5 lb.	1 sp	B	
Barbed iron arrow (10)		5 lb.	5 gp	P	+1d4 to remove
Barbed iron bolt (10)		3 lb.	5 gp	P	+1d4 to remove
<i>Exotic Weapons</i>					
Bastard Sword	1d10	6 lb.	35 gp	S	
Dwarven Waraxe	1d10	12 lb.	50 gp	S / 2H	
Iron Chain Whip	1d6	3 lb.	15 gp	S	
Net	—	—	15 gp		

Armor

Armor	Cost	AC bonus	Max Dex Bonus	Speed	Weight
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<i>Light Armor</i>					
Padded	5 gp	1	8	-	10 lb.
Leather	10 gp	2	6	-	15 lb.
Studded Leather	25 gp	3	5	-	20 lb.
Chain shirt	100 gp	4	4	-	25 lb.
<i>Medium Armor</i>					
Hide	15 gp	3	4	-	25 lb.
Scale mail	50 gp	4	3	-	30 lb.
Chainmail	150 gp	5	2	-	40 lb.
Breastplate	200 gp	5	3	-	30 lb.
<i>Heavy Armor</i>					
Splint mail	200 gp	6	0	-5 ft.	45 lb.
Banded mail	250 gp	6	1	-5 ft.	35 lb.
Half-plate	600 gp	7	0	-5 ft.	50 lb.
Full plate	1,500 gp	8	0	-10 ft.	50 lb.
<i>Shields</i>					
Buckler	1 gp	1	—		2 lb.
Shield, light wooden	3 gp	1	—		5 lb.
Shield, light steel	9 gp	1	—		6 lb.
Shield, heavy wooden	7 gp	2	—		10 lb.
Shield, heavy steel	20 gp	2	—		15 lb.
Shield, tower	45 gp	4	2		45 lb.

Special substances and Items			
Item	Cost		
Acid	10 gp	1 lb.	
Alchemist's Fire	20 gp	1 lb.	
Antitoxin	50 gp	—	
Black Rock	40 gp	—	
Healing Salve	30 gp	1 lb.	Heals target 1d4+2
Smokestick	25 gp	1/2 lb.	
Totem Bag (1 use)	45 gp	1.2 lb.	
Universal Solvent	50 gp	—	

Alchemical:

Acid - Corrosive acids deals 1d6 points of damage per round of exposure except in the case of total immersion (such as into a vat of acid), which deals 10d6 points of damage per round. You can throw a flask of acid as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet. A direct hit deals 1d6 points of acid damage. Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.

Alchemist's Fire

You can throw a flask of alchemist's fire as a splash weapon. Treat this attack as a ranged touch attack with a range of 10 feet.

Antitoxin

If you drink antitoxin, you get a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.

A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC 12 Reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically extinguishing the flames automatically puts out the fire.

Black Rock - 40 gp per ounce - 1d8 damage per ounce. Highly volatile. Unstable. To use roll 1d12. Each ounce used gives the damage an additional 5' of range.

- 1 - Explodes while handling. Full damage to handler. DC 15 Reflex to take half damage
- 2 - Implodes and causes itself to become inert.
- 3 - 10 - Explodes as intended.
- 11- Explodes as intended, add 10' to the AoE
- 12 - Double damage to intended target.

Healing Salve - When the salve is applied over wound, it greatly accelerates the healing process. Heal 1d4+2. Takes one full round to apply.30gp

Smokestick

This alchemically treated wooden stick instantly creates thick, opaque smoke when ignited. The smoke fills a 10-foot cube (treat the effect as a fog cloud spell, except that a moderate or stronger wind dissipates the smoke in 1 round). The stick is consumed after 1 round, and the smoke dissipates naturally.

Totem Bag

A totem bag contains herbs and ingredients that grant +2 to saves vs magic when imbibed. This bonus lasts 3 minutes.

Universal Solvent

This substance has the unique property of being able to dissolve most glues. Universal solvent can be used to free one person from anything sticky, including spider webs.

Equipment Descriptions

To DO

Kits

Alchemist's Lab

An alchemist's lab allows you to craft alchemical items for half the retail cost. Masterwork labs cuts the cost of making items to 40%.

Healer's Kit

A healer's kit is a leather pouch containing bandages, splints, and other tools. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 Hit Points or less. This gives the disabled character a +10 to their next Stabilizing roll. If the roll is successful, it allows the healed character to immediately become mobile as stated in the Disabled and Stabilizing rules.

A Masterwork Kit has 10 uses and gives a +20 bonus.

Thieve's Tools

Thieve's tools allow a character to try and disable traps and pick locks.

Selling Items

Items commonly sell for 1/2 their listed price.

Masterwork Items

Masterwork items are created with superior materials and craftsmanship. The cost for a masterwork item is quadruple the listed cost.

Masterwork tools grant a +1 to any roll using the item.

A masterwork weapon becomes unbreakable.

Masterwork armor costs an additional 150 GP per AC and gives a +1 to Max Dex Bonus to the armor.

All items crafted with special materials like tritium, amarnium, darkwood, and elfwood must be masterwork items.

Metals

Precious Metals of Uteria

Gold and silver have its place as the standard currency in most states and kingdoms of Atheles, but there are some other metals of note.

Steel

Steel is quite common in Atheles, and is used to ward against magic.

Steel cause damage to magic users and magic creatures in Atheles.

Magic and metal:

If casting magic, steel causes these effects:

Steel - On skin 1d3 damage per mana, in skin 1d6 damage per mana. On body, but covered (wrapped, leather bound, etc_ - no effect.

Racial Allergies

Elves and Feral Eflings:

Steel - On skin 1d2 damage per hour, in skin 1d4 per hour, on body, but covered (wrapped, leather bound, etc) - no effect.

Cold Iron - On skin 1d3 damage per hour, in skin 1d6 per hour, on body, but covered (wrapped, leather bound, etc) - discomfort.

Efling and Faun:

Steel -No effect, but some discomfort if handled with bare skin.

Cold Iron - On skin 1d2 damage per hour, in skin 1d4 per hour, on body, but covered (wrapped, leather bound, etc) - no effect.

Cold Iron

Cold Iron is a raw unworked metal and is much more difficult to craft into weapons than normal steel. Steel is known as a way to trap or harm the creatures of magic and fey, but Cold Iron can be forged into weapons and armor specifically to fight magic. Cold Iron weapons must be crafted by skilled smiths and forged with the intent to harm creatures of magic. Cold Iron armor will deflect spells of witches and warlocks, while cold iron shackles can stop even a powerful wizard from using magic.

If casting magic, cold iron causes these effects:

Cold Iron - On skin 1d6+3 per mana, in skin 2d6+6 per mana, on body, but covered (wrapped, leather bound, etc) - 1d4.

Bonuses: Medium or Heavy Armor made of Cold Iron gives +2 to Spell Armor Class . Weapons bypass damage reduction on certain creatures (like navirites and other fey). Ammunition causes extra damage if embedded in a spellcasting mage.

Type of Cold Iron Item	Item Cost Modifier
All	x2

Aradan Steel

The craft to make this metal has long been lost with the Aradani Kingdom, but some weapons and artifacts still

survive from those times. Things forged with this metal were often made to battle the forces of the Warlock King, and to this day hold power against the forces aligned with evil. It is a dull grey blue in color, but some swear that it glows in the presence of true evil. If stories hold true, Aradan Steel is also effective against creatures summoned from the Navirim.

* Aradan Steel does not affect spellcasting as steel does. A spellcaster can be touching or carrying Aradan Steel and not be damaged during magic use. Normal armor restrictions do apply.

** The craft of making Aradan Steel has been lost. There are artifacts made of it left in the world, but no smiths have the skill to manipulate this material anymore. GMs can reward players with Aradan Steel artifacts as gifts from powerful patrons or have it found deep in old catacombs.

Bonuses: Weight cut by 1/2; does not affect spellcasting as steel does, weapons do +1d6 additional damage to all Fey (Navirite), +2d6 additional damage to reavers, unmen, and other creatures created during the Aradan War; armor makes you immune to possession.

All Aradan Steel items are considered masterwork.

Type of Aradan Steel Item	Item Worth Modifier
Light armor	+500 gp
Medium armor	+2,000 gp
Heavy armor	+4,500 gp
Shield	+500 gp
Other items	+250 gp/lb.

Amarnium

This is a very rare metal created from a silver-like ore. It is light but strong, and after being forged can rarely be destroyed. It takes a master smith to even begin to make the most basic items with this metal, and very few can forge it into weapons and armor. Elves and Dwarves, having learned smithing long ago from the gods, are more adept with this metal. It is a satin silver color, but can be polished to a super high gloss.

Amarnium does not affect any races with metal allergies.

Bonuses: Weight cut by 1/2, Amarnium does not affect spellcasting or fey as steel does. A spellcaster can be touching or carrying amarnium and not be damaged during magic use.

All amarnium items are considered masterwork.

Type of Amarnium Item	Item Cost Modifier
Light armor	+1,000 gp
Medium armor	+4,000 gp
Heavy armor	+9,000 gp
Shield	+1,000 gp

Other items	+500 gp/lb.
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Tritium

This is a strong metal which has come into more common use in the fourth age. It is moderately rare and expensive, but is not as rare as amarnium. It takes a master blacksmith to work with this metal. Its color is a lustrous silver, and resists corrosion and damage. It does not interfere with magic in the same was as Steel.

Bonuses: Tritium armor negates critical hits. Tritium shields are unbreakable. Tritium weapons cause critical hits, as normal, to wearers of tritium armor. If a mage wears tritium armor and casts a spell, they only take 1 damage per mana.

All tritium items are considered masterwork.

Type of Adamantine Item	Item Cost Modifier
Ammunition	+60 gp
Light armor	+5,000 gp
Medium armor	+10,000 gp
Heavy armor	+15,000 gp
Weapon	+3,000 gp
Shield	+2,000 gp

Silver

Metal weapons can be infused with silver by master smiths. This allows the weapon to strike supernatural creatures and ignore specific damage reduction.

Cost: 100 gp to the cost of a silvered weapon.

Special Materials

Elfwood

Elfwood is a material crafted by the elves which is as strong as steel, but does not hurt those of fey blood or interfere with magic.

Elves make weapons, tools, and some armors out of elfwood. Bladed weapons and piercing weapons excel at being made from this material while bludgeoning weapons do not.

Armor can be made from elfwood, but being made of wood it can not be formed into chainmail or plate armor (plate armor often rely on chain at the joints). Scalemail, banded, and breastplate armors can be made of elfwood.

Elfwood items count as masterwork.

Bonuses: Stats as per steel, Weights half of steel, +1 to Max Dex Bonus to the armor.

Negatives: Flammable.

Cost: Elfwood is common to elves, but elves do not want non elves to have an elfwood item. Due to this, in non elf settings, Elfwood items sell for 8x as much. Elves in good standing with their community can get elfwood for 2x the cost of standard metal items.

Choose Legacy Items

Certain items gain power as the adventurer gains levels. These items are a part of the adventurer's story; they are the famed sword, the lockpicks of luck, or the rope their mother gave them before they left home. Each player should work with their GM to choose a *Legacy Item* for their character that they start out with at first level as a part of their backstory, which will grow in strength as they grow in skill. A character does not have to choose a Legacy item at level 1, they can wait and choose a Legacy item when they see fit.

More about Legacy Items can be found later in this chapter.

Magic Items

In the lands of Atheles magic is rare. Magical items are even rarer. Legacy items fulfill the legendary status of the adventurers, and their travels should not be filled with over abundant magical items beyond their legacy items.

If there are magical items found, they should have limitations, draw backs, or simply be items with a few charges.

Create Backstory

Each player should work with their GM to create a unique backstory for their character. Sometimes the GM might create a secret backstory for a player and only reveal part of the story at the beginning. Part of the adventure path will be discovering the rest of the story, and adding to the character's saga is part of gaining experience and going up in levels.

Adventuring

Movement

There are three movement scales, as follows.

- Tactical, for combat, measured in feet (or squares) per round.
- Local, for exploring an area, measured in feet per minute.
- Overland, for getting from place to place, measured in miles per hour or miles per day.

Jumping

Long Jump

As long as you move 10' on foot before you jump, you may jump a number of feet equal to STR + Jump Bonus.

Base Movement	Jump Bonus
20'	10
30'	15
40'	20
50'	25
60'	30
70'	35
80'	40

In some circumstances, your GM might allow you to make a Strength (Athletics) check to jump further than you normally can, or to overcome an obstacle.

High Jump

You can make a vertical jump that is equal to 3 plus your STR modifier as long as you move 10' on foot before you jump. A standing high jump is only half that distance. In some circumstances, your GM might allow you to make a Strength (Athletics) check to jump higher than you normally can.

You can extend your arms, giving your max reach during a high jump as $1.5 \times \text{character height} + \text{jump height}$.

Climbing

A character can climb a rough vertical surface at 5' per round. Most surfaces require at least a DC 12 Athletics check to climb them. The GM may adjust this DC to match the specific circumstances of the climbing surface.

Swim

Swimming necessitates a DC10 Athletics check. On a success, a character can swim at one quarter their movement speed as a move action or one half their movement speed as a full round action. If they fail, they do not move. If they roll a 1, they go underwater. A successful secondary swim check will negate going underwater.

A character can hold their breath equal to their Constitution score in minutes. After that time, a character drowns after exceeding their Constitution score in minutes.

Difficult circumstances can add to the DC, and swimming for long periods of time should add an Endurance save starting at DC10 and gaining as time goes on.

Carry Capacity

Strength	Light Load	Medium Load	Heavy Load	Lift over Head	Lift off ground	Push or drag
-2	23 lb. or less	24-46 lb.	47-70 lb.	70 lb.	140 lb.	350 lb.
-1	30 lb. or less	27-60 lb.	54-90 lb.	90 lb.	180 lb.	450 lb.
0	38 lb. or less	34-76 lb.	67-115 lb.	115 lb.	230 lb.	575 lb.
+1	50 lb. or less	44-100 lb.	87-150 lb.	150 lb.	300 lb.	750 lb.
+2	58 lb. or less	59-116 lb.	117-175 lb.	175 lb.	350 lb.	875 lb.
+2	66 lb. or less	67-133 lb.	134-200 lb.	200 lb.	400 lb.	1000 lb.
+3	76 lb. or less	77-153 lb.	154-230 lb.	230 lb.	460 lb.	1150 lb.
+3	86 lb. or less	87-173 lb.	174-260 lb.	260 lb.	520 lb.	1300 lb.
+4	100 lb. or less	101-200 lb.	201-300 lb.	300 lb.	600 lb.	1500 lb.
+4	116 lb. or less	117-233 lb.	234-350 lb.	350 lb.	700 lb.	1750 lb.
+5	133 lb. or less	134-266 lb.	267-400 lb.	400 lb.	800 lb.	2000 lb.

Carrying Loads

Load	Max Dex Bonus	Speed					
		20'	30'	40'	50'	60'	70'
Medium	+3	15'	20'	30'	35'	40'	50'
Heavy	+1	15'	20'	30'	35'	40'	50'

One Day (Overland)	Speed					
	15 feet	20 feet	30 feet	40 feet	50 feet	60 feet
Walk (On a flat road)	4 leagues	6 leagues	8 leagues	10 leagues	12 leagues	15 leagues
Walk (Trail, hilly, or mountainous)	3 leagues	4 leagues	6 leagues	8 leagues	10 leagues	12 leagues
Walk ((Difficult terrain: no path, steep, swamp)	2 leagues	3 leagues	4 leagues	6 leagues	8 leagues	10 leagues

A league is approximately 3 miles, roughly the distance a person can walk in an hour. Distances are not strict in SagaBorn. Hiking times and travel depend very much on the character and land, but a league is a good unit to use as a general distance. Maps during this time are often inaccurate as well, so the GM can lengthen or shorten travel times to work with the story.

Mounts and Vehicles

<i>Mounts</i>	<i>Speed</i>	<i>Per Hour</i>
Light Horse	50 ft.	2 leagues
War Horse	45 ft.	1 1/2 leagues
Pony	40 ft.	1 league
Mule	30 ft	1/2 league

<i>Vehicles</i>	<i>Per Hour</i>	<i>Per Day</i>
Cart	1/2 league	5 leagues
Sailing Ship	2 1/2 leagues	18 leagues
Galley	4 leagues	32 leagues

Rest

Short rest

Once per day, an adventurer can take a short rest, which takes one uninterrupted hour. They gain back hit points equal to their level + their CON bonus after a short rest. A spellcaster gains back mana equal to their Spellcraft.

Long rest

An adventurer gains back 1d6 hp + level + their CON bonus after 8 hours of rest. A spellcaster recovers all spent mana after a long rest. Rest is not just sleep, but also the down time after adventuring, hiking, or other activities. Cooking, sitting, and meditating all count as resting.

Animal Companions

Animal companions are more than a pet, they are a bonded creature that understands their counterpart. They can share thoughts, vision, and more.

Level	HD	Base Attack	Skills	Total Talents	Natural Armor Bonus	STR/DEX bonus	Special
1	2	+1	1	1	+0	+0	Link
2	3	+2	2	1	+0	+0	
3	3	+2	2	2	+2	+1	Evasion
4	4	+3	3	2	+2	+1	
5	4	+3	3	3	+2	+1	Share Vision
6	5	+4	4	3	+4	+2	
7	5	+4	5	4	+4	+2	
8	6	+5	6	5	+5	+2	Share Mind

Link: There is a link between an animal companion and their partner. A player can suggest an action to their animal companion as a free action, and there is a favorable understanding and bond between the two.

Evasion: If an animal companion makes a successful Reflex save against an attack that deals half damage if successful, the animal companion takes no damage.

Share Vision: The player can see through the eyes of their animal companion at will. There are no distance restrictions.

Share Mind - The player and companion share a strong mind link, and both gain a +4 against mind influencing spells and effects as long as they are with 100' of each other.

Choosing your Animal Companion

Animal companions are based on a standard creature, and it is between the player and GM to find appropriate ones for your campaign. Animal companions keep all the same stats as the base creature, save for those listed on the chart above (HD, base attack, saves, skills, talents, and Natural Armor Bonus). An animal companion adds the STR/DEX bonus to their standard STR and DEX as they level. They gain levels to match their player character companion's level.

Suggested Animal companions:

Bat, Cat, Dog, Eagle, Hawk, Horse, Kira, Night Cat, Pseudodragon, Owl, Raven, Snake, Spider (Tiny to Medium), Thundrom, Vorg, Wolf.

You can choose to use special animals such as a Fey Fox or Dire Animals, but they may be too powerful. For stronger companions, we suggest having the character take the Advanced Animal Companion talent.

Advanced Animal Companions have all the special abilities of the base creature, but revert to the base animal companions chart for HD, BAB, Skills, Talents, and Natural Armor.

Animal Companion Talents

Companions can only have certain talents. The following are base talents allowed for animal companions:

Agile, Alertness, Blind Fight, Cleave, Dodge, Expanded critical, Great Fortitude, Improved Initiative, Lightning Reflexes, Over-extended Attack, Parry, Power Attack, Powerful, Run, Sidestep, Stealthy, Survivalist, Tenacity, Weapon Dexterity, Whirlwind Attack

Gaining Levels

Experience and Leveling

In SagaBorn, leveling occurs at the discretion of the GM. While Challenge Ratings (CR) are used to aid the GM in gauging the difficulty of encounters, experience points are not used. Instead levels are rewards that occur after a certain number of encounters, which can be combat, environmental, and social-oriented. The number of encounters is up to the GM, using the table below as a general guideline; the rate at which characters level can be tweaked by adding to or reducing the number. Adding to the character's Saga should also play a part in the leveling of the character (see "Adding To Your Saga" below).

Character Level	Number of encounters per level for advancement
1	8
2	10
3	14
4	20
5	24
6	24
7	24
8	24

Other options would be to level the characters at the end of an adventure arc, or when major character or story milestones are achieved.

Leveling Definitions:

Encounter

An encounter is any scene where the characters actively make decisions, roleplay, or have combat. This is a very loose definition because it should be loose. The GM should have the players level at a rate that makes both groups happy. But since sometimes general guidelines are nice, we list the “number of encounters per level for advancement.”

In most games (with an average of 3 hours of gameplay) you should have 4 encounters per session, meaning after level 5, it should always take about 6 sessions to level. If you play long games weekly, this may seem very fast. If you play monthly, this can seem slow. These are guidelines, not strict rules!

Level

Character level is the total number of levels a character has. It affects the level-based abilities listed above in Heroic Abilities Table.

Class level is the number of levels an adventurer has in that particular class.

Spellcaster level is the number of levels a character has in the Mage class.

Hit Die (HD)

This is the type of die rolled during level up when gaining new Hit Points.

Hit Points (HP)

A character gains hit points as their class level increases, adding the new hit points to the previous total. A character gains 1 Hit Die worth of Hit Points at level up, based on the Hit Die of the new class level. A character also gains their CON score in Hit Points each level, as well as any class or level HP bonuses.

Example: Roe gains another level. He chooses to add a level of Archeon. The Archeon Hit Die is a d10. A d10 is rolled, revealing an 8. Roe has a CON of +2, and is turning level 4 which included a class bonus of +2 HP. Roe gains a total of 12 HP.

Base Attack Bonus (BAB)

All character classes share the same BAB progression. A character's BAB is the sum of all levels a character has in a single or multiple classes.

Heroic Abilities

As an adventurer gains levels, they gain abilities that make them extraordinary. Below is the chart of heroic abilities that they receive as level bonuses. This information can also be found on the far right of all class level charts. These are based on the sum of all levels a character has in a single or multiple classes.

Heroic Abilities Chart

Level	Heroic Abilities
1st	1st Legacy Item, 10 Skill Points, 2 Talent Points
2nd	+1 HD, +1 HP, +1 Skill
3rd	+1 HD, +1 Skill, 1 Talent
4th	+1 HD, 2nd Legacy Item, +1 Ability, +1 Skill
5th	+1 HD, +1 Skill
6th	+1 HD, +1 Skill, 1 Talent Point
7th	+1 HD, +1 Skill, 3rd Legacy
8th	+1 HD, +1 Skill, 1 Talent Point, +1 Ability

Ability Points: A character gains an additional ability point to spend at 4th and 8th levels.

Bonus Hit Point: A character gains +1 HP (Hit Point) at second level in addition to any other HP gains due to class features.

Legacy Items: A character gains a new legacy item (which is an item that grows in power with the character) at 1st, 4th, and 8th levels.

Skill Points: A character receives 10 points to spend on Skills at level 1, and gains one point per level thereafter.

Talent Points: A character receives 2 points to spend on Talents at level one, and gains additional points at 3rd, 6th, and 8th level.

Optional Master Levels

After level 8, a character can continue to grow, though this journey is different. They have become masters of their class and proceed as Masters. From 9 to 16, you gain Master Levels.

Master levels are considered as their own class. As you level past level 8, class or spell specific abilities no longer grow in power, but you gain more Talents and occasionally hit points or skill points.

Example

Eley is level 14. She gained 8 levels in luminar, and 6 Master levels. When she casts Mage Bolt the damage is 4d4+4 points of damage, as she gains an additional bolt per 2 caster levels. So she gained one at 1,3,5, and 7, but not at level 9.

Master Level	Bonuses	Encounters per level
9	1 Talent Point	24

10	1 Talent Point	24
11	+1 Skill Point, 1 Talent Point	24
12	+1 Bonus HD, 1 Talent Point	24
13	1 Talent Point	24
14	+1 Skill Point, 1 Talent Point	24
15	1 Talent Point	24
16	+1 Skill Point, +1 Bonus HD, Capstone Talent	24

Bonus Hit Die - A character gains 1d6+ CON bonus in hit points.

By level 16 characters should “retire” to become NPCs that have left their mark on the world and will likely appear in future stories. Start a new saga! Make new characters.

Capstone Talents

Ranger

All party companions gain your favored enemy and terrain bonuses.

Multiclassing

A character can multiclass between classes (Warrior, Mage, Scout), but can not multi-path between paths within the same class. You can be a Fighter/Rogue, but not a Ranger/Rogue. Multiclassing is the same as leveling as normal, save for the following:

Level

Character level is the total number of levels a character has. It affects the level-based abilities listed above in Heroic Abilities Table

Class level is the number of levels an adventurer has in that particular class.

Hit Points (HP)

A character gains 1 Hit Die with of Hit Points at level up, based on the Hit Die of the new class level. A character also gains their CON score in Hit Points each level, as well as any class or level HP bonuses.

Base Attack Bonus (BAB)

All character classes share the same BAB progression.

Ability Increases

A multiclass character gains ability score increases based on character level, regardless of individual class level.

Spells

Some spells have powers based on the Spellcaster level. Spellcaster level is the number of levels a character has in the Mage class.

Optional - Multiclassing Mages

Most mages in Atheles begin their careers as wylders. Later they might find training for the Arts and become a luminar.

When a wylder begins training as a luminar and has gained one level, they can retroactively change their previous levels as a wylder to luminar levels. It is handled as if they have recreated their character as a luminar of their current level.

The loss of hit points and combat prowess is explained as their refocusing on the spellcraft it takes to become a luminar.

Legacy Items

Certain items gain power as the adventurer levels. These items are a part of the adventurer's story; they are the famed sword, the lockpicks of luck, or the rope their mother gave them before they left home.

Legacy items, while having magical abilities, do not detect as magic to spells or scrying.

These items are part of the legacy of the adventurer. Below are basic guidelines for legacy items.

Level	Advancement for Melee Weapons
1st	
2nd	+1 to critical hit range. 20=19-20
3rd	
4th	+1 to one legacy weapon, weapon damages as if made of Cold Iron/Magic
5th	
6th	+2 to critical hit range 20=18-20
7th	
8th	+2 to one legacy weapon, weapon damages as if made of Tritium

Level	Advancement for Ranged Weapons
1st	
2nd	+1 to critical hit range. 20=19-20
3rd	
4th	+1 to one legacy weapon, Ammo damages as if made of Cold Iron/Magic
5th	
6th	+2 to critical hit range 20=18-20
7th	

8th	+2 to one legacy weapon, ammo damages as if made of Tritium
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Level	Advancement for Armor
1st	
2nd	+1 to armor
3rd	
4th	1 Damage Reduction (DR)
5th	
6th	Imbued with a 2nd tier ability (see below)
7th	
8th	+2 to armor

Level	Advancement for Magic Focus items(usable only by Mages)
1st	
2nd	Imbued with a 1 mana spell. (Buff Spells Self Target only, No spells with dice pools)
3rd	
4th	Imbued with a 3 mana spell. (Buff Spells Self Target only, No spells with dice pools)
5th	
6th	Item can be called to its owner at any time and a 2nd tier ability (see below).
7th	
8th	Imbued with a 5 mana spell. (Buff Spells Self Target only, No spells with dice pools)

Level	Advancement for Wonderous items
1st	
2nd	Imbued with a 0 mana spell, 1st tier ability, or +1 to one skill.
3rd	
4th	Imbued with a 1 mana utility spell or 2nd tier ability (see below)
5th	
6th	Imbued with a 3rd tier ability (see below)
7th	
8th	Imbued with a 3 mana utility spell or 4th tier ability (see below)

Gaining New Legacy Items - On average, the GM should plan for each character to gain a new legacy item at 1st, 4th, and 7th level. There are several options for doing this.

Option 1: First and foremost, one of the character's items which they have been using for a while, starts gaining power from having used it in the battle for such a long time, becoming something more than a normal item: a *legacy item*. In this case, the GM should would work with each player to pick the item and its powers.

Option 2: Another option is for the GM to work legacy items into the storyline so that each character gains one somewhere around 4th level. These could be items taken from a foe they bested, or ancient items unearthed in a long-forgotten treasure horde.

Option 3: A third option, for characters that are training under a teacher at a church, the mage tower, under a guild, or some other society or group, is to have a legacy item bestowed upon them by their teacher once they gain a certain level of skill. Within the storyline, this could require a test of skill or a quest of some sort, and might be bestowed in a formal ceremony.

Other Legacy Items - Other items can be legacy items; the GM and player should work together to define the powers of these items.

Tiered Legacy Item abilities

Legacy items abilities can be chosen for a characters Legacy Item. Legacy item Abilities do not stack, instead the highest bonus is applied, so a player should not choose two of the same base abilities

Example Toryns Boots of Agility give him +1 to Initiative. When he gets another Legacy item, he does not want to give it the second Tier +1 to Initiative because they will not stack. At later levels, he may give it the +2 to initiative, but that would override the +1, not add to it.

1st Tier Abilities

- +1 to Initiative
- +1 to one of the following saves: Earth, Fire, Water, Ice, or Electricity
- +2 to Climb Athletics checks

2nd Tier Abilities

- +2 to Initiative
- +1 to a specific skill use. Examples - sneak/hide, pick locks, swim, jump, climb.
- +2 to one of the following saves: Earth, Fire, Water, Ice, or Electricity
- Climb Speed of half base speed
- Swim speed of half base speed

3rd Tier Abilities

- +3 to Initiative
- +3 to a specific skill use. Examples - sneak/hide, pick locks, swim, jump, climb
- +10 to movement
- Climb Speed equal to base speed
- Swim speed equal to base speed
- Warns of Danger - Can't be surprised

4th Tier Abilities

- +1 to an Ability Score
- +4 to Initiative
- Half damage from: (Choose one) Earth, Fire, Water, Ice, or Electricity
- +1 AC
- Regeneration - 1hp per round unless damaged by fire or acid

Adding to Your Saga

After each adventure, the players retell their most heroic moment, which is added to their Saga. It is up to the Game Master to determine Level Advancement, but a player should add a line to their Saga for each level.

The Saga is what the players are creating, the stories of their characters, within the overarching storyline the GM has crafted. What the heroes do within that storyline is what makes them legendary. A Saga could be more than just heroic battles—it could be a fumble so awkward that it is miraculous anyone survived, or that a silver tongue was more powerful than a sword in saving the party from certain doom. Your Saga is what makes this your game.

Your Saga is also reflected in Saga Points

Saga Points

When a character does something amazing, succeeds or fails at a daring Heroic Action, or makes the other people at the table gasp in awe, the GM may award them a Saga Point. Players can use these Saga Points to reroll one die roll. At the start of the game night if a character has zero Saga Points, they are awarded one.

Combat

In SagaBorn, a combat turn is broken into two actions. One is a Move Action. This can happen before, after, or split by a Standard Action. The second is a Standard Action. This can be performed before, during, or after a Move Action. The third is two free actions which can be done at anytime within your turn.

Example:

Perren sees Ratty run for the door at the tavern. Perren bursts into action (on his initiative) and uses his Move Action to run 30' to be adjacent to Ratty. He then uses his Combat Action to try and pin him against the wall. He rolls a 9 + 4 for his DEX, and Ratty rolls 8 + 3 for his STR. Perren wins and Ratty is considered Grappled. Ratty then uses a free action to yell "I got him, he was trying to escape!" Perren's turn is now over.

Move Action: You may perform one of the following.

- Move
- Heroic Action
- Interact with an object

Standard Action: You may perform one of the following:

- Attack
- Cast a spell
- Heroic action
- Interact with an object or person
- Move

Stabilize

Free Actions: You may perform two Free Actions per round:

Say, shout, or whisper something.

Switch weapons

Full Round Action: These actions take both the Standard Action and the Move Action to complete:

Disengage

Put out a fire

Some spells and spellcasting abilities

Use a healing salve

Action definitions

Attack - Using their base attack. See Melee and Ranged Attacks

Base Attack Bonus - The bonus added to your d20 attack roll.

Critical Hit - When a natural 20 is rolled in a combat or magical attack, all damage is doubled. You roll your damage dice twice, with all applicable bonuses, and add the rolls together for the total damage inflicted.

Damage - Damage is based on the weapon. Melee weapons, thrown weapons, and compound bows add a character's STR modifier.

Disengage - A character may leave a threatened space without provoking an attack of opportunity by disengaging. This is a full round action.

Full round action - If something specifies as a full round action, the character must use their whole turn to complete that action (using both their Move Action and their Combat Action). A character can still do one free action while attempting a full round action.

Heroic Action - When a character wants to do something different than a standard attack, such as tackle their opponent, they must succeed at a Heroic Action. A Heroic Action is a player vs. Game Master roll: each rolls a d20 and adds the appropriate ability modifier (for a roll against the environment the GM adds a default +2). The highest roll wins. Heroic actions can be used for any non-combat actions that would be contested by another creature.

Skill Checks - Most skill checks are against the standard DC 15. The GM can add modifiers based on different situations.

Magic Attack - Mage's use their BAB+INT when rolling to attack with a spell.

Melee Attack - An attack from a threatened space (often adjacent). This is a d20 + BAB + STR + Bonuses.

Move Action - The player can move up to their full movement. She can move, then perform another action, then continue moving as long as she does not move further than their full movement.

Ranged Attack - An attack from a threatened space (often adjacent). This is a d20 + BAB + DEX + Bonuses. If using a ranged attack while in an enemies threatened range, you suffer -2 to your roll.

Rolling a 1 - Rolling a 1 on a d20 always fails.

Rolling a 20 - Rolling a 20 on a d20 is always a success and in combat scores a critical hit.

Round - Combat is measured in rounds. During an individual round, all creatures have a chance to take a turn to act, in order of initiative. A round represents 6 seconds in the game world.

Spell - Casting a single spell.

Stabilize - A standard action to stabilize a disabled character on a DC12 Survival check.

Standard Action - A standard action is one action that takes a limited amount of time. Examples: Opening a door, flipping a table, unlocking a lock.

Touch Attack - An attack listed as a Touch Attack, means the defender loses their armor bonus.

Turn - In a round, a creature receives one turn, during which it can perform a wide variety of actions. Generally in the course of one turn, a character can perform one Combat Action, one Move Action, and two Free Actions.

How to attack another creature

To hit:

$D20 + BAB$ (Base Attack Bonus) + Ability Modifier (STR for melee, DEX for ranged) = **or** > Target's Armor Class

Using two weapons:

If a character attacks with two weapons (for a medium sized creature they can only do this with light or medium weapons) they suffer -4 to each attack, but would then get two attacks per round.

Criticals and fumbles

Rolling a 20 is always a Critical Hit. Some weapons have a larger range, and you can choose the Expanded Critical Talent which adds 1 to your crit range.

Critical Hit

A roll of a natural 20 during any attack causes double damage. Roll your damage dice twice, with all applicable bonuses, and add the rolls together for the total damage inflicted.

Fumble

A roll of a natural 1 during any attack or action causes the character to fumble. The circumstances and consequences of a fumble are up to the GM, but we suggest it causes the character to have some negative

effect, like dropping their weapon, tripping when charging, or says something incredibly offensive during a diplomatic negotiation.

Armor Class

Your Armor Class (AC) represents how hard it is for you or your opponent to strike each other. An attack roll is made on a d20, with all appropriate modifiers added, and is successful if the result is equal to or higher than the target's AC. Your AC is equal to the following:

10 + armor bonus + shield bonus + Dexterity modifier + size modifier + natural armor

Table: AC size modifier chart

Size	Size Modifier
Colossal	-8
Gargantuan	-4
Huge	-2
Large	-1
Medium	0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

Size and Reach

Size

This line describes the creature's size. A size modifier applies to the creature's Armor Class (AC). A creature's size also determines how far it can reach to make a melee attack and how much space it occupies in a fight.

Creature Size	Size Modifier	Space	Weight	Height or length	Reach
Fine	+8	6 in. or less	1/8 lb. or less	1/2 ft.	0 ft.
Diminutive	+4	6 in. - 1 ft.	1/8 lb. - 1 lb.	1 ft.	0 ft.
Tiny	+2	1 ft. - 2 ft.	1 lb. - 8 lb.	2 1/2 ft.	0 ft.
Small	+1	2 ft. - 4 ft.	8 lb. - 60 lb.	5 ft.	5 ft.

Medium	+0	4 ft. - 8 ft.	60 lb. - 500 lb.	5 ft.	5 ft.
Large	-1	8 ft. - 16 ft.	500 lb. - 2 tons	10 ft.	10 ft.
Huge	-2	16 ft. - 32 ft.	2 tons - 16 tons	15 ft.	15 ft.
Gargantuan	-4	32 ft. - 64 ft.	16 tons - 125 tons	20 ft.	20 ft.
Colossal	-8	64 ft. or more	125 tons or more	30 ft.	30 ft.

A creature's size modifier is applied to it's Armor Class.

Concealment

If a creature is at least 50% hidden behind an object, or has the ability to duck behind cover, then the defender gains +2 to their AC. If a creature is fully Concealed, but still attacking, The defender gains +4 to their AC.

Challenge Rating (CR)

A monster's CR is the average level of a party of adventurers for which one creature would make an encounter of moderate difficulty.

Ability Drain and Damage

Ability Score Loss

Some attacks reduce the opponent's score in one or more abilities. This loss can be temporary (ability damage) or permanent (ability drain).

While any loss is debilitating, losing points in an ability score can be devastating.

Strength -5 the character cannot move at all. They lie helpless on the ground.

Dexterity -5 the character cannot move at all. They stand motionless, rigid, and helpless.

Constitution -5 the character is dead.

Intelligence -5 character cannot think and is unconscious in a coma-like stupor, helpless.

Wisdom -5 character is withdrawn into a deep sleep filled with nightmares, helpless.

Charisma -5 character is withdrawn into a catatonic, coma-like stupor, helpless.

Having a score of -5 in an ability is different from having no ability score whatsoever. Like undead or constructs who have no Constitution score.

Some spells or abilities cause ability score reduction, which is different from ability score loss. Any such reduction disappears at the end of the spell's or ability's duration, and the ability score immediately returns to its former value.

If a character's Constitution score drops, then they lose 1 hit point per Hit Die for every point by which their Constitution drops. A hit point score can't be reduced by Constitution damage or drain to less than 1 hit point per Hit Die.

Ability Damage

Points lost to ability damage return at the rate of 1 point per day (or double that if the character gets complete bed rest) to each damaged ability, and the spell restoration offset ability damage as well.

Ability Drain

This effect permanently reduces a living opponent's ability score. Points lost to ability drain, is permanent, though restoration can restore even those lost ability score points.

Death

When your character's current hit points drop to -10 or lower, they're dead. They cannot be healed, and barring some kind of miracle, they cannot return to the world.

Characters that are SagaBorn may choose to take a Permanent Injury rather than die. The character is considered *dying* and may not check to become disabled, stabilized, or mobile. The character has one hour before their wounds cause death. If they receive healing and care in that time they may live. Alternatively, a dying character may choose to risk another Injury to become disabled.

Dying Injury Check

D100

01-50 Major Injury

50-00 Permanent

Injury

Heroic Action

When a character wants to do something out of the ordinary, such as tackle their opponent, they must succeed at a Heroic Action. A Heroic Action is a player vs. Game Master roll: each rolls a d20 and adds the appropriate ability modifier (for a roll against the environment the GM decides the Difficulty Class and the player rolls against that DC). The highest roll wins. Heroic actions can be used for any non-combat actions that would be contested by another creature. A tie in a heroic action goes to the initiator.

A Heroic action can be anything that both the GM and player agree on. A character can perform two Heroic Actions, one as a Move and another as a Combat. Some special abilities act like Heroic Actions and their rules may override this rule.

Example of a double Heroic Action:

Kad uses a Heroic Action to kick the leg of the goblin, hoping to knock it prone. A d20 is rolled with a result of 13 + 3 for Kad's DEX bonus. The goblin rolls and gets 5 + 2 for their DEX. The goblin loses and is knocked prone. As his Combat Action, Kad tries to pin the goblin using another Heroic Action. Kad rolls 10 +3 for his DEX bonus and the goblin rolls 10 but loses its DEX bonus since it is prone. Kad has pinned the goblin and it is considered grappled.

There are many things you could do as a Heroic Action, but here are a few. Don't be limited by these and come up with your own!

- Grapple an opponent
- Trip a target
- Push a target 10'
- Taunt an enemy
- Grab an item from an opponent
- A called shot or specific target in melee, ranged, or magic attacks.
- Using the environment to your advantage.

When a player succeeds at a Heroic Action, the GM should always reward them with a small bonus even if there is no stated rule for it. Example: Langy succeeds at a Heroic called shot to the hand. The enemies weapon flies away and lands 10 feet behind them.

Attempting a Heroic Action is one of the many ways a player can earn a Saga Point.

Nonlethal Damage

A character can choose to use nonlethal damage during combat. Nonlethal damage accumulates with standard damage. If nonlethal damage exceeds your current hit points, you fall unconscious.

Surprise

Sometimes a group will surprise another group within the game. The group that has surprise can ambush the other group. This means that everyone in their party gets one standard action before initiative has been rolled.

Stabilizing a Disabled Character

When a hero drops to or below 0, they become *disabled*. If a hero is disabled they can not move, attack, communicate, or cast spells. They must succeed at a DC15 Endurance check to stabilize. Once they have successfully stabilized, they may try to succeed at a DC15 Endurance check to see if they become mobile. If they become mobile, they may do one limited action per round, such as move at 1/2 speed, cast a spell, use a

skill, or attack an adjacent creature at - 5 to hit and damage. A hero keeps these disadvantages until they are healed or they naturally gain back enough HP to put them over 0 HP.

During combat, they may make a single Endurance check each round on their turn. Out of combat, they may make a check each in game hour at a +5 bonus.

A character who fails to stabilize or become mobile may choose to take an injury in order to succeed on either roll that failed.

Stabilized/Disabled Injury Check

D100

01-75 Minor Injury

76-99 Major Injury

00 Permanent Injury

INJURIES

(d10) Minor Injury

- 1 Break a Finger.** You have -2 to Thievery checks and Dexterity checks to use fine tools (such as thieves' tools) using the hand with the broken finger. The injury heals if you receive magical healing. Alternatively, the injury heals after someone sets the finger with a DC 10 Survival check and you spend ten days doing nothing but resting.
- 2-3 Ringing Ears.** You have -2 to Awareness checks that rely on hearing. The injury heals if you receive magical healing. Alternatively, the injury heals after you spend three days doing nothing but resting.
- 4-5 Blurred Vision.** You have -2 to Awareness checks that rely on sight and a -1 on ranged attack rolls. The injury heals if you receive magical healing. Alternatively, the injury heals after you spend three days doing nothing but resting.
- 6-7 Limp.** Your walking speed is reduced by 5 feet. You must make a DC 15 Acrobatics Check after using the Run Talent. If you fail the save, you fall prone. Magical healing removes the limp.
- 8-9 Open Wound.** You lose 1 hit point every hour the wound persists. The injury heals if you receive magical healing. Alternatively, someone can tend to the wound and make a DC 15 Survival check once every hour. After ten successes, the injury heals.
- 10 Minor Scar.** The scar doesn't have any adverse effect, but it makes you mysterious and sexy.

(d10) Major Injury

- 1 Lose a Finger.** You have -2 to Thievery checks and Dexterity checks to use fine tools (such as thieves' tools) using the hand with which you lost the finger. If you lose all five fingers from one hand, then it functions as if you had lost a hand.
- 2 Broken Arm or Hand.** You can no longer hold anything with two hands, and you can hold only a single object at a time. The injury heals if you receive at least 10 points of magical healing from a single source. Alternatively, the injury heals after someone sets the bone with a DC 15 Survival check and you spend thirty days doing nothing but resting.
- 3 Broken Foot or Leg.** Your walking speed is halved and you must use a cane or crutch to move. You fall prone after using the Run Talent. You have a -2 on Acrobatics or Dexterity checks made to balance. The injury heals if you receive at least 10 points of magical healing from a single source. Alternatively, the injury heals after someone sets the bone with a DC 15 Survival check and you spend thirty days doing nothing but resting.
- 4 Punctured Lung.** You can take either an action or a heroic action or your turn, but not both. The injury heals if you receive at least 10 points of magical healing from a single source. If you puncture both lungs your hit points drop to 0 and you immediately begin dying.
- 5 Teeth Knocked Out.** You have -2 on Persuasion checks. The injury heals if you receive at least 10 points of magical healing from a single source.

- 6 Skull Fracture.** Whenever you attempt an action in combat, you must make a DC 20 Endurance Check. On a failure, you lose your action. The injury heals if you receive at least 10 points of magical healing from a single source or if you spend thirty days doing nothing but resting.
- 7 Internal Injury.** Whenever you attempt an action in combat, you must make a DC 15 Endurance Check. On a failure, you lose your action. The injury heals if you receive at least 10 points of magical healing from a single source or if you spend ten days doing nothing but resting.
- 8 Broken Ribs.** This has the same effect as Internal Injury above, except that the Endurance Check DC is 10.
- 9 Festering Wound.** Your hit point maximum is reduced by 1 every 24 hours the wound persists. If your hit point maximum drops to 0, you die. The injury heals if you receive at least 10 points of magical healing from a single source. Alternatively, someone can tend to the wound and make a DC 15 Survival check once every 24 hours. After ten successes, the injury heals.
- 10 Painful Scar.** You have a scar which gets painful whenever it rains, sleet, hails, or snows. Whenever you attempt an action in combat and your scar is giving you pain, you must make a DC 15 Endurance Check. On a failure, you lose your action. The injury heals if you receive at least 10 points of magical healing from a single source.

(d10) Permanent Injury

- 1 Lose Nose.** You have -2 on Persuasion checks (unless using intimidation then a +2) and -5 on Awareness checks that rely on smell.
- 2 Lose an Ear.** You have -2 on Persuasion checks (unless using intimidation then a +2) and -5 on Awareness checks that rely on hearing.
- 3-4 Lose a Foot or Leg.** Your walking speed is halved and you must use a cane or crutch to move unless you have a peg leg or other prosthesis. You fall prone after using the Run Talent. You have a -4 on Acrobatics checks made to balance.
- 5-6 Lose an Arm or a Hand.** You can no longer hold anything with two hands, and you can hold only a single object at a time.
- 7-8 Lose an Eye.** You have -5 on Awareness checks that rely on sight and can only make ranged attacks at short range. If you have no eyes left after sustaining this injury, you're blinded.
- 9-10 Horrible Scar.** You have -2 on Persuasion checks but a +2 if using intimidation tactics.

Conditions

Conditions of the same type do not stack, but they can extend the time it lasts.

- **Bleed** - A creature that is bleeding takes the amount of damage listed at the beginning of its turn. Bleeding can be stopped by a DC 10 Survival check, a successful Heal (Talent) check, or through the application of any spell that cures hit point damage
- **Blinded** - The character cannot see. They take a -2 penalty to Armor Class, lose their Dexterity bonus to AC (if any), and moves at half speed. Any target they attack gets a 50% chance to dodge the attack.
- **Confused** - A Confused character's actions are determined by rolling d% at the beginning of his turn: 01-10, attack caster with melee or ranged weapons (or close with caster if attacking is not possible); 11-20, act normally; 21-50, do nothing but babble incoherently; 51-70, flee away from caster at top possible speed; 71-100, attack nearest creature (for this purpose, a familiar counts as part of the subject's self). A Confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a Confused character. Any Confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still Confused when its turn comes.
- **Cower** - The character is frozen in fear and can take no actions. A Cowering character takes a -2 penalty to Armor Class and loses their Dexterity bonus (if any).

- **Dazed** - The character or creature loses one action.
- **Dead** - A character or creature below -10 hit points.
- **Deafened** - A Deafened character cannot hear. They take a -4 penalty on initiative checks, have a 50% chance of failure of Awareness checks, and a 20% chance of spell failure when casting spells. Characters who remain Deafened for a long time grow accustomed to these drawbacks and can overcome some of them.
- **Difficult Terrain** - Movement through difficult terrain takes double the standard movement.
- **Disabled** - A character or creature at or below zero (0) hit points. No actions, communication, or movement allowed.
- **Distracted** - The character's focus is so intent that they are unaware of other actions around them.
- **Energy-Drained** - The character gains one or more negative levels, which might permanently drain the character's levels. If the subject has at least as many negative levels as Hit Dice, they die. Each negative level gives a creature the following penalties: -1 penalty on attack rolls, saving throws, skill checks, ability checks; loss of 5 hit points; and -1 to effective level (for determining the power, duration, DC, and other details of spells or special abilities).
- **Entangled** - Being Entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An Entangled creature moves at half speed, cannot run or charge, and takes a -2 penalty on all attack rolls and a -4 penalty to Dexterity. An Entangled character who attempts to cast a spell must make a Concentration check (DC 15 + the spell's level) or lose the spell.
- **Exhausted** - An Exhausted character moves at half speed and takes a -3 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes Fatigued. A Fatigued character becomes Exhausted by doing something else that would normally cause fatigue.
- **Fatigued** - A Fatigued character can neither run nor charge and takes a -1 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the Fatigued character to become Exhausted. After 8 hours of complete rest, characters are no longer Fatigued.
- **Flanked** - A Flanked character has two enemies on opposite sides threatening them. They lose their DEX bonus to AC (Armor Class).
- **Flat-footed** - A Flat-footed character loses their Dexterity bonus to AC (if any).
- **Grappled** - If you are grappled, you can not move, do not threaten any spaces around you, and lose your DEX modifier to AC.
- **Helpless** - A Helpless character is Paralyzed, held, bound, sleeping, unconscious, or otherwise completely at an opponent's mercy. A Helpless target is treated as having a Dexterity of 0 (-5 modifier). Melee attacks against a Helpless target get a +4 bonus. Ranged attacks gets no special bonus against helpless targets. Rogues can Sneak Attack Helpless targets. (Optional) As a full-round action, an enemy can use a melee weapon to deliver a killing blow to a Helpless foe. An enemy can also use a bow or crossbow, provided he is adjacent to the target. The attacker automatically hits and scores a critical hit. A rogue also gets their sneak attack damage bonus against a helpless foe when delivering a killing blow.
- **Immobilized** - The character or creature cannot move, but can perform any other action.
- **Incorporeal** - The character or creature has no physical body. Incorporeal creatures are immune to all nonmagical attack forms. They can be harmed only by other Incorporeal creatures, +1 or better magic weapons, legacy weapons, spells, spell-like effects, or supernatural effects.
- **Nauseated** - The character or creature experiences gastric distress, and may also vomit up the contents of their stomach. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn.
- **On Fire** - Things that are on fire take 1d6 fire damage per round until the fire is put out. It takes a full round action to put out flames.

- **Panicked** - A Panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path determined by the GM. It can't take any other actions. If cornered, a Panicked creature is also considered to be Cowering. The character or creature takes a -2 penalty to all rolls while Panicked.
- **Paralyzed** - A Paralyzed character is frozen in place and unable to move or act. A Paralyzed character has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes Paralyzed cannot flap its wings and falls. A Paralyzed swimmer can't swim and will drown. A creature can move through a space occupied by a Paralyzed creature, regardless of whether it is an ally or an opponent..
- **Prone** - A character knocked down is considered Flat-footed and does not get their DEX bonus. Standing up from being Prone is a standard movement action.
- **Scared** - The character or creature flees the source of their fear in a direction of their choosing. They use any abilities that aid in escape. If they can not move at least 40' away from the source of their fear, they are considered Cowering. The character or creature also takes a -2 penalty to all rolls while Scared.
- **Shaken** - The character or creature takes a -2 penalty to all rolls.
- **Sickened** - The character takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.
- **Stunned** - Unable to take any actions.

Saving Throws

Generally, when you are subject to an unusual or magical attack, you get a saving throw to avoid or reduce the effect. Like an attack roll, a saving throw is a d20 roll plus a bonus based on your skill.

Saving Throw Types

The three most common kinds of saving throws are Acrobatics, Endurance, and Survival, :

Acrobatics

These saves test your ability to dodge area attacks. Apply your Dexterity modifier to your Reflex saving throws.

Endurance

These saves measure your ability to stand up to physical punishment or attacks against your vitality and health.

Survival

These saves reflect your resistance to mental influence as well as many magical effects.

Saving Throw Difficulty Class

The DC for a save is determined by the attack itself.

Automatic Failures and Successes

A natural 1 (the d20 roll is actually a 1 on the die) on a saving throw is always a failure . A natural 20 (the d20 is actually a 20 on the die) is always a success.

Attacks of Opportunity

When a character moves out of the threatened area of an enemy, they provoke an attack of opportunity.

Making an Attack of Opportunity

An attack of opportunity is a single melee attack, and you can only make one per round. You don't have to make an attack of opportunity if you don't want to.

Reach and Threatened Squares

Threatened Squares

You threaten all squares into which you can make a melee attack, even when it is not your action. Generally, that means everything in all squares adjacent to your space (including diagonally). An enemy that takes certain actions while in a threatened square provokes an attack of opportunity from you. If you're unarmed, you don't normally threaten any squares and thus can't make attacks of opportunity.

Reach Weapons

Most creatures of Medium or smaller size have a reach of only 5 feet. This means that they can make melee attacks only against creatures up to 5 feet (1 square) away. However, Small and Medium creatures wielding reach weapons threaten more squares than a typical creature. In addition, most creatures larger than Medium have a natural reach of 10 feet or more.

Note: Small and Medium creatures wielding reach weapons threaten all squares 10 feet (2 squares) away, even diagonally. (This is an exception to the rule that 2 squares of diagonal distance is measured as 15 feet.)

Spell casting

Casting Defensively

If you want to cast a spell without provoking any attacks of opportunity, you must make a spellcraft check (DC 15 + the mana of the spell you're casting) to succeed. You lose the mana if you fail.

Coup de grâce (Optional)

As a full-round action, you can use a melee weapon to deliver a coup de grâce to a helpless opponent. You can also use a bow or crossbow, provided you are adjacent to the target. You automatically hit and deliver a killing blow.

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