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Chapter 1: Introduction

Welcome to the Flux RPG Player's Handbook Alpha Edition. For those of you who are not familiar with the term Alpha, let me explain.

The rules that you have before you are in a very unrefined form. They are still growing and under development. You will probably also notice formatting, grammar, and occasionally spelling problems as well. Feel free to point these out.

These rules are primarily for Playtesting, to try out the rules and give feedback; however, if you have come across these rules and wish to use them for your campaign, awesome. Go for it. If you have any comments, suggestions, or any other sort of feedback though, contact me at fluxrpg@cagox.net. I will get other points of contact up and going in the near future as well, as this project continues to grow. You will always be able to find a link to the most recent release of these rules at <http://www.fluxrpg.net/> as well as other ways to contact me.

So, you are probably wondering to yourself, why another game system? What purpose could it serve? I'm not going to say that the answer is simple, but here is my answer:

First, I want a system that I can use to simulate worlds. I want to be able to use it to run multiple types of games, in a variety of genres and forums.

Second, I want a system that will be functional for use in both a tabletop and play by post environment, and as the system at the core of a computer game.

Third, I would like a system that allows me to use the same core mechanic across all the elements of a complex system. This comes into play more in the realm of computer simulations, but also allows consistency in other systems as well.

Finally, to facilitate these other goals, I would like something unencumbered by other people's intellectual property and product identity.

Initially, I will flesh out the system and elements for use in a high fantasy setting, and then later attempt to create the elements to adapt it to a modern fantasy setting as well. With any luck, the finished product will work for both, while allowing the GM to pick and choose merits, flaws, skills, and abilities that are appropriate to their setting.

As you progress through this material, you will notice that some places are more complete than others. Some elements will have full stats and fluff; others will be a little more bare.

Chapter 2: The Basics

Ability Scores:

Ability Scores are the core attributes for your character. They are a measure of your character's primal, raw ability. While not the totality of your character, they are the part that drives the rest of your skills and abilities.

Ability Scores are divided into three categories, Mind, Body, and Spirit, with three Ability Scores per category.

Ability Scores

Mind	Body	Spirit
Intelligence (INT)	Strength (STR)	Power (POW)
Wisdom (WIS)	Agility (AGI)	Gnosis (GNO)
Ego (EGO)	Constitution (CON)	Quintessence (QUINT)

Intelligence is your raw ability to learn, process, and apply information. It's your ability to think and reason.

Wisdom is your degree of common sense, and your innate understanding of the world around you and how things interact and interconnect.

Ego is your willpower and innate sense of self. It is your ability to stand against adversity, and to resist emotional and mental control.

Strength is your physical prowess, your ability to push, bend, lift, carry, and pull. It impacts damage dealt by physical melee attacks.

Agility Is your flexibility, speed, and body control. It helps you to climb, dodge, do fine manipulations, and get out of (or into) tight spots.

Constitution is your core health and physical makeup. It is your ability to

withstand poison, disease, fatigue, and other physical ailments. It is what allows you to run long distances or go prolonged periods without sleep. It is also the primary component for resisting physical attacks and manipulations from magicks, and remaining conscious after taking massive damage.

Power is your raw force of spirit. This is comparable to Strength for the body. This impacts the strength of your magical attacks, as well as some other more spiritual abilities. Individuals with a high power also tend to have a strong force of presence, impacting how charismatic they may be.

Gnosis is your innate understanding of the things of reality, your basic ability to control spiritual forces and powers. This is the guiding stat for controlling many magicks and magical abilities.

Quintessence is the base substance of the spirit, and in effect, reality itself. This is a measure of the substance of your spirit. This stat will help to fend off many magical attacks, as well as being an indicator of your capacity for containing the spiritual energy that fuels magicks and other fantastic abilities.

Ability Score Modifiers:

Each of your ability scores produces a modifier that may be used for various purposes, such as a damage modifier derived from Power or Strength.

This modifier is your ability score divided by five, rounded down. This means that 0 – 4 would have no modifier. 5 – 9 would have a modifier of +1. 10 – 14 would have a modifier of +2. The pattern continues in this way.

There will be times when an ability score impacts a roll or some other number. For clarity purposes, I will attempt to spell out which is being used. On occasion though, you may still find something written in an abbreviated form. This will generally refer to the modifier. For instance, if Power is 15, then POW is +3.

Derived Attributes:

Ability scores are also the source of various derived attributes that impact how your character operates.

Stamina: Ego + Constitution
Energy: Ego + Quintessence
HP: Ego + Constitution + Quintessence

Basic Defense Score: Agility + Dodge skill
Basic Attack: Agility + Weapon Skill

Skill Usage and Conflict Resolution (The Core Mechanic)

Most abilities will be driven by appropriate skills. The Skill Rating for most skills will be:

Skill Rating: Skill Rank + Ability Score + Modifiers

When you attempt a task, your Skill Rating is compared to the Difficulty Rating of the task at hand to generate a percentile score. This is your chance of success. To determine if you succeed or not, roll percentile dice and compare the results. If you roll at or below the target number, then it is a success.

Degree of Success or Failure

The degree of success or failure is the number that you succeed or fail by. For instance, if you have a twenty-five percent chance of success, and you roll a 20, then the degree of success is 5.

Furthermore, if you roll a natural 1 (That is a 1 on the die), or have a degree of success greater than 20, then you achieve a critical success.

If you roll a 97 – 100 on the dice, or a degree of failure greater than 30, then you will achieve a critical failure.

Note: If the chance of success is greater than 75%, then a natural roll of 97 – 99 is not an automatic critical failure. There are advantages to being good at what you do.

Chance of Success

Ok, no more beating around the bush. The core mechanic, the formula that determines your chance of success, is as follows:

$$\mathbf{Chance = Skill / (Skill + Difficulty)}$$

Where Skill is your adjusted Skill Rating, and Difficulty is the adjusted Difficulty Rating of the task.

This means that if your skill is equal to the difficulty of the task at hand, you have a fifty percent chance of success, with the chance going up or down with your skill.

Modifiers:

Sometimes, circumstances or abilities will apply modifiers to the difficulty of a task. Penalties make a task more difficult, while bonuses make the task easier.

To keep things simple in practice you will add the value of a bonus to the effective skill level and add the value of a penalty to the effective difficulty rating.

Ability Checks

Sometimes the GM will want to test something against your raw ability scores. This could be something such as your ability to resist disease or poison, or deciding whether you run away in fear in the face of a horrifying monster.

Whatever the purpose of the check, the will be

Ability Check: $1d20 + \text{Ability Modifier} + \text{Mods}$

For instance, if the character is exposed to a putrid gas that has a chance of making them ill, the roll for this check would be $1d20 + \text{CON} + \text{any modifiers}$ from spells, abilities, or special circumstances.

Perception/Awareness

Much like Ability Checks, Perception checks will be made by rolling $1d20 + \text{Perception} + \text{Mods}$.

The character's perception score is the average of the value of the character's mental and spiritual modifiers.

Chapter 3: Character Creation

Summary

- 1) Character Concept and GM Discussion
- 2) Race
- 3) Ability Scores
- 4) Skills
- 5) Attributes, Powers, Talents, and Abilities
- 6) Equipment

Character Concept and GM Discussion

The first step is the least formalized, but most important. This is where you learn what the requirements and expectations are for the game and begin crafting your character.

The GM should provide information to the players to set their expectations and help them to understand what he expects from them.

- What is the world setting?
- What traits are required or forbidden for the PCs?
- What house rules will the GM be using?

The players should discuss with the GM what sort of character they wish to play and begin fleshing out the basic details.

This part may be as formal or informal as the GM and players want. Some groups will do this individually, while others will have a massive planning session where everyone tosses around ideas. Other groups may mostly dispense with this step altogether. Every group has their own play style, and if you game long enough, with any system, you will see all these variants and more.

Pretty much every system says that this is the most important step, but it is ultimately up to the group to decide if that is actually the case.

Race

Every character has a race. Racial templates are presented in section 4, Races, and represent a set of attributes that are common to a given race. You are free to select one of these templates, or work with the GM to design your own. I have attempted to make these races relatively balanced against each other, but some changes may still be in order.

Each template represents the average member of that particular race. Feel free to adjust ability scores, as long as you do not take them below a value of three, or higher than five over the default. You should discuss with your GM before removing other attributes associated with the template (such as merits, flaws, or racial abilities).

In most cases, the GM should be relatively flexible, but may have story reasons not to be.

Racial Templates

Your character's race provides them with a default set of ability scores and attributes. Each template is divided into four main parts.

First, you will be given a list of default ability scores that can be adjusted as discussed below.

Second, a default list of attributes for that race.

Third, how many Character Points your character has left to spend on Attributes and Skills after the template is applied.

Fourth, a bit of fluff and description of the race as well as descriptions of special abilities specific to that racial template.

Ability Scores

Your base ability scores will be set by your race. You may move these points around freely to adjust the feel of your character from the default, but do not lower any ability score below 3, or raise any score by more than five. Both of these guidelines may be waived at the GM discretion, but a score lower than 3 is still a bad idea unless there are specific special circumstances.

Section 2, The Basics, goes into details on the Ability Scores and what they represent. How you set your scores will depend on your character concept. For instance, a fighter may have a higher Strength and Constitution, while a Rogue will have a higher Agility. A wizard may have high Power and Gnosis scores, while Strength might not be as important to them.

Be careful how you craft your character at this point, as choosing a "Dump Stat" may not be as easy as one might expect in other systems. All the Ability Scores will have an impact on your character.

During character creation, additional Ability Score ranks may be purchased, or ranks may be sacrificed at a rate of 5 CP per rank.

Skills

Skills represent your trained ability to complete various tasks. Section 6, Skills, goes into more detail on various skills, as well as how to acquire and improve skills once gameplay has started.

Skills are purchased from your pool of character points (CP), that are included as part of your racial template. The GM should let you know if any skills are forbidden or required. Just remember that skills and other Attributes are purchased from the same pool of points.

Skills are purchased, during character creation, according to the following guidelines.

- Skills are purchased at a rate of 1 CP per rank.
- A skill is considered untrained if you have not purchased at least one rank in that skill.
- You may not use CP to purchase skills ranks higher than the associated ability score.

- Some attributes may provide abilities with associated skills.

These guidelines allow for some flexibility, while maintaining something resembling balance. While it is quite likely that most skills purchased at creation will be in the two to five rank range, this still allows for a player to take a few skills at a relatively high level if they wish, while still having some initial limitation, and room for growth.

Attributes

Broadly speaking, Attributes are everything that you record on your character sheet other than Equipment. We handle Ability Scores and Skills in their own section to acknowledge their importance in gameplay, and to ensure that they don't get forgotten or treated as second-hand concepts during character creation.

The attributes covered in this section can be thought of as a mix of merits, flaws, abilities, and powers. What sort of things can your character do that make them unique, or at least different from your average NPC character?

Chapter 5, Attributes and Flaws, goes into detail on each attribute, as well as telling you how much they cost to purchase. At character creation, this number represents CP. Once gameplay has started, this number represents a cost in Experience Points (EXP).

Summary of Attribute Costs

- Ability Scores per Rank 5CP
- Skills per Rank 1CP
- Others As Written

Equipment

This is the stage where you decide what your character has. Depending on the GM, you may be

- Given a list of starting equipment
- Told to pick what seems appropriate for your character
- Given a starting allotment of money, to purchase equipment

Or the GM may decide to go another route that I haven't thought of.

Section 8, Equipment, will go into more detail on specific equipment including weapons, armor, food, and other tools and equipment.

Finishing Touches

If you haven't already, finish solidifying your character's basic concept, background, and biographical information. While I realize that is an implied part of step one, sometimes we get sidetracked playing with the numbers and picking gear.

Chapter 4: Races

Every character has a race, even if they don't know what that race is. Race, in Flux RPG terms, is a mix of species and ethnicity. Mechanically it is a template representing a set of modifiers to your character. It is made up of Merits, Flaws, Ability Score adjustments, and various abilities and descriptors. And of course, there is the fluff. The fluff presented here will be in terms of a generic fantasy world that we will be fleshing out as the project develops. As the index setting, the setting that the system is being built against, this is the setting that will spawn the default player races.

The basic template for a Racial Template is as follows:

Human

INT	10	STR	10	POW	15
WIS	10	AGI	10	GNO	10
EGO	10	CON	10	QUINT	10
Character Points					75
Humans are the dominant race of the realm. They seem relatively mundane at first look, but they possess vast potential. They can be found in traveling bands, or small villages, market cities or vast, sprawling metropolises. They are social beings and will come together to thrive in most any environment.					

Elf

INT	10	STR	10	POW	15
WIS	10	AGI	15	GNO	10
EGO	10	CON	10	QUINT	10
Low Light Vision					+15
Unaging					+5
Faery Blood					+25
Cold Iron Weakness					-50
Character Points					55
The only time an Elf's smooth skin will scar is if they receive an injury from cold iron or fire.					
The tall, graceful, Elves are proud and vain. They often see themselves as above the affairs of other races, preferring when possible to stay to their own kind. This is not to say that they never leave their cities though. Elves can be found in many larger cities, and will occasionally be seen in adventuring bands or small towns. One thing is clear though, if you meet them outside of an Elven city, they will be seeing to their own needs or the needs of their people.					

Orc

INT	10	STR	15	POW	10	
WIS	10	AGI	10	GNO	10	
EGO	10	CON	15	QUINT	10	
Noble Beast						+15
Ancestral Rage						-25
Character Points						60
Noble Beast: Orcs tend to have an unusual influence over animals. They get a +5 bonus to interactions with animals and may be able to tame creatures that no Human could. Note: This applies to true animals and not intelligent creature such as Dragons.						
Ancestral Rage: Though the cause is lost to the ages, the Orcish people suffer a blood curse. They anger easily and may be rash when tempers flare. They suffer a -5 penalty to will checks against rage or anger effects. They may also become angry in situations where things are not going their way.						

Half Elf

INT	10	STR	10	POW	15	
WIS	10	AGI	10	GNO	10	
EGO	10	CON	10	QUINT	10	
Low Light Vision						+5
Faery Blood						+25
Human Blood, Elf Blood						-
Solidarity						-
Character Points						45
¹ Solidarity: Half-breeds ignore racial penalties when dealing with other half-breeds.						
² Elf Blood, Human Blood: Half Elves count as both Humans and Elves for the purpose of abilities, spells, and items that affect Humans or Elves, or are only usable by Humans or Elves.						

Half Orc

INT	10	STR	15	POW	10	
WIS	10	AGI	10	GNO	10	
EGO	10	CON	15	QUINT	10	
Orc Blood, Human Blood						-
Solidarity						-
Ancestral Rage						-25
Character Points						75
¹ Solidarity: Half-breeds ignore racial penalties when dealing with other half-breeds.						
² Orc Blood, Human Blood: Half Orcs count as both Humans and Orcs for the purpose of abilities, spells, and items that affect Humans or Orcs, or are only usable by Humans or Orcs.						
Fluff to come. Half Human, Half Orc						

Gnome

INT	10	STR	10	POW	10	
WIS	10	AGI	10	GNO	10	
EGO	10	CON	10	QUINT	10	
Elemental Aspect (Earth or Fire)						+25
Faery Blood						+25
Cold Iron Weakness						-50
Small Size						-
Earth: +5 Bonus to Knowledge Skills, +1d6+CON HP						+25
Fire: +5 Bonus to craft skills, may safely craft iron items and weapons						
Character Points						75
<p>Fluff to Come:</p> <p>Gnomes are of elemental blood. When creating a Gnome character, choose either fire or earth. This will determine their starting abilities.</p>						

Kobold

INT	10	STR	10	POW	10	
WIS	15	AGI	15	GNO	10	
EGO	10	CON	10	QUINT	10	
Dark Vision						+10
Keen Scent						+5
+5 skill bonus to Stealth and Theft skills						+15
Small Size						-
Character Points						20
<p>Fluff to come. Furry, not scaly. A certain slightly older game company that was bought out by a slightly newer game company, and then another older one, is the only source that makes them reptiles.</p>						

Goblin

INT	10	STR	10	POW	10	
WIS	15	AGI	15	GNO	10	
EGO	10	CON	10	QUINT	10	
Faery Blood						+25
+5 Skill Bonus to Craft Skills						+15
Cold Iron Weakness						-50
Character Points						60
<p>Fluff to come.</p>						

Rat Kin

INT	15	STR	10	POW	10	
WIS	10	AGI	15	GNO	10	
EGO	10	CON	10	QUINT	10	
Dark Vision						+10
Keen Scent						+5
Small Size						-
Character Points						35
Fluff to come.						

Blank Slate

INT	10	STR	10	POW	10	
WIS	10	AGI	10	GNO	10	
EGO	10	CON	10	QUINT	10	
Character Points						100
With the GM's Permission, you may create your own customized race.						

Chapter 5: Attributes and Flaws

At the core of things, attributes are the things that make up your character. These can be things such as racial talents and abilities, or things like magical powers and combat abilities.

Ability scores themselves are attributes, but they are very important, and special attributes that every character possesses and are important enough to warrant dealing with them separately from other attributes.

Flaws are defects in your character that may make things harder at times. Defects are not meant to make a character unplayable, but rather to reflect difficulties in your character's life that make them unique and interesting.

Playtest Note: If you think the value of a particular attribute or flaw should be changed, let me know! Also, if you think of a new attribute or flaw that you would like added, let me know.

Here we will present a list of Attributes and flaws, along with the point value of each. We will first present the list, broken down by category, followed by an alphabetical listing with more details of each Attribute of Flaw.

Some things may fit into more than one category, but for the moment I will list each item in the category that most fits.

Flaws

Flaws are things that make life more difficult for your character. They are things that may slow them down, or that may put them in danger.

Racial Traits

Racial traits are things that come from a character's heritage, which don't fall into another category.

Talents/Abilities

As the system grows, these may be split into two categories. These are advantages and abilities that are relatively natural in nature.

Magick

These are traits and abilities that are magical in nature; things that cannot be simply explained away naturally.

Combat

Combat attributes are advantages and abilities dealing directly with combat.

Resources

Resources are things that your character has at their disposal, be it wealth, equipment, land, or people.

Bufs

Bufs are attributes that make your character more durable or increase other abilities in some way.

Flaws	Racial Traits	Talents/Abilities
Bad Smell	Elemental Aspect: Earth	Catfall
Bad Temper	Elemental Aspect: Fire	Charismatic
Cold Iron Weakness	Elemental Aspect: Water	Compelling Voice
Enemy	Elemental Aspect: Wind	Deft Fingers
Hunted	Faery Blood	Eye of the Eagle
Light Sensitivity		Fearless
Pacifist		Haggler
Poor Vision		Intimidating
Truth Bound		Iron Will
Unearthly Presence		Lay on Hands
Weirdness Magnet		Light Footed
Word Bound		Lucky
Susceptible to Magick		Natural Linguist
Book Mage		Spider Climb

Combat		
Accurate Strike	Fast Strike	Mounted Archer
Barbarian Rage	Focused Damage	Natural Weapon
Elemental Bolt	Focused Shot	Piercing Strike
Elemental Fist	Double Shot	Rapid Reload
Elemental Weapon	Improved Dodge	Rapid Shot
Energized Shot	Improved Initiative	Sneak Attack

Expert Archer	Improved Unarmed Attack	Triple Shot
	Ki Strike	
Extra Attack	Long Shot	
Magick	Resources	Bufs
Divine Patron	Allies	Disease Resistance
Gate Crasher	Contacts	Energy Boost
Healing Mage	Fence	Fast Healing
Mage Gift	Resources	Increased Stamina
Mage Site		Thick Skin
Spell Arrow		Toughness
Touch of Shadow		Troll-Like Regeneration
Friend of Fate		
Elementalist		
Arcane Archer		

Ascetic		
Ascetic Initiate		

Attributes

Accurate Strike

Cost: 25

Prerequisites: none

Description: You gain a +10 bonus on melee attack rolls, and on a missed roll, you may expend 1ep to reroll the attack once.

Allies

Cost: 25

Prerequisites: none

Description: You have friends, or at least associates who don't hate you too badly, that you can call on in times of need who are willing, on occasion, to lend a hand and help you along your way.

Arcane Archer^S

Cost: 15*
Prerequisites: none
<p>Description: This merit functions as a specialized version of Mage Gift. It only applies to Arcane, Archery, and Beast spells.</p> <ul style="list-style-type: none"> • Arcane Archer can substitute for Mage Gift for meeting prerequisites for Arcane, Archer, or Beast spells. • Ranks in Arcane Archer function as a skill bonus when casting Arcane, Archer, or Beast spells. • Arcane Archer is added to POW for determining the power of Arcane, Archer, and Beast spells. <p>This attribute may be purchased more than once. Its effects stack with itself, and with Mage Gift.</p>

Ascetic Initiate

Cost: 25
Prerequisites: Ego 10+, Constitution 10+, Gnosis 10+
<p>Description: You are the benefactor of some great teacher's vast knowledge, that you gained through years of study at a young age. You learned to hone your mind and make it work in unison with your body, to achieve great things.</p> <p>The initial benefits of this gift are as follows:</p> <ul style="list-style-type: none"> • Your Gnosis modifier is added as a skill bonus to Unarmed Attack. • Your Wisdom modifier is added as a bonus to Initiative rolls. • Your Gnosis modifier is added as a bonus to willpower checks.

Bad Smell (Flaw)

Bonus: 25
Prerequisites: none
<p>Description: You smell particularly horrid, causing a +10 penalty to the difficulty rating of all social interactions.</p>

Bad Temper (Flaw)**Bonus:** 25**Prerequisites:** none

Description: You have a bad temper. When you are under stress, you have a harder time hiding it, and are more likely to get into an altercation. The Difficulty Rating for all rolls to resist getting angry or enraged are at a +10 penalty. You may also get angry over things that most others might just shrug off.

Barbarian Rage**Cost:** 50**Prerequisites:** none

Description: You hold within you a fiery rage, but you have learned to control it, for the most part. When enraged, you can become irrational, violent, single-minded. In combat, this can potentially be a good thing.

While enraged, you cannot cast spells, carry out complex tasks, or use defenses other than a standard dodge, but you gain the following: Strength+10, Constitution+10, Agility+10, Wisdom-5

This equates, in addition to combat skills, extra melee damage, and extra hit points.

Entering rage costs three stamina, plus one stamina per round to maintain. With the constitution bonus comes an increase in hit points. Those hit points go away when you leave rage. When this happens, if the loss takes you below zero hit points, you will fall unconscious. If it takes you below negative Constitution, you will die unless some other ability or effect prevents it.

Furthermore, you will not lose consciousness as long as you are enraged. As stated above, once you leave rage, all the effects of your current hitpoint total will take effect.

Book Mage (Flaw)

Bonus: 25
Prerequisites: Mage Gift
<p>Description: You have the Mage Gift but are bound to your spell book. Whereas a spell book is a useful tool for a Magus to learn from, a Book Mage is bound to theirs. The esoteric corners of reality that they deal with do not stay well within the human mind. They must spend time each day studying their craft, or their skills begin to unravel.</p> <p>If they fail to study in a twenty-four-hour period, they suffer a -5 to their effective skill. If they fail to study for a second day, the penalty leaps to -10, and on the third day -20.</p> <p>If they go more than three days without study, they are completely incapable of casting, and will require time to recapture their power. On the first day of recovery, they will be at -20, then -10 on the second day, and -5 on the third. On the fourth day of study, they will be at full power again.</p>

Catfall

Cost: 25, 15*
Prerequisites: none
<p>Description: This merit may be purchased multiple times. The initial purchase is 25 points, and then 15 points per rank after that. For each rank of Catfall purchased, effective falling distance is reduced by 4 meters. This means that you will take less damage from a fall and will have an easier time recovering when you hit the ground.</p>

Charismatic

Cost: 25
Prerequisites: none
<p>Description: People like you, they really do, or at the very least they will listen when you speak. You have a +10 charisma modifier for all social interactions, whether it be a reaction check to see if the locals like you, an intimidation check to scare away a bandit, or a diplomacy check to convince a noble to join your king's cause.</p>

Cold Iron Weakness (Flaw)

Bonus: 50

Prerequisites: Faery Blood

Description: You are extremely susceptible to the effects of cold iron. Even touching the material is painful.

Cold Iron is a poor choice for weapons, as it is brittle and will break easily if used against most foes. It is more suitable to cookware than weaponry, but it is easy to make for those who know of its existence and have the materials.

Cold Iron weapons do double damage against those who have the weakness. Furthermore, if you are bound in cold iron, such as chains, shackles, or a cage made fully of it, you are unable to cast spells, or use magical or supernatural abilities. It even prevents the regeneration of Trolls.

If you are in a cell, and the bars are made of cold iron, you cannot cast spells through the bars.

If you are touching cold iron, the pain it causes will not only interfere with magic, but give you a -10 modifier to all skills and checks associated with a mental or physical ability score.

While the effect is not as strong, you are still impacted by Iron and Steel. Iron and Steel weapons deal bonus damage to those with cold iron weakness equal to 1 point per damage die rolled. Furthermore, while in physical contact with these metals, the Faery is at an effective -3 to all physical and mental ability scores, as opposed to -10, and have an effective DC +5 against targets wearing iron or steel armor.

Note: As I learn more on the topic, the fluff in this section may see much overhauling.

Compelling Voice

Cost: 25

Prerequisites: none

Description: You have a tongue of silver. You are very convincing when you want to be. You have a +10 skill bonus to all social interactions using the voice, and have a good chance of convincing people to do things they don't want to do.

Contacts

Cost: 25
Prerequisites: none
Description: You have contacts that may be able to help you out on occasion, finding information, equipment, rare items, people, etc. Work with the GM to determine who and where these contacts may be, and to ensure that this merit works within the bounds of the campaign.

Deft Fingers

Cost: 25
Prerequisites: none
Description: +10 to skill checks to pick locks, disable mechanical devices or undo (or tie) knots.

Disease Resistance

Cost: 15
Prerequisites: none
Description: +10 Bonus to Constitution for resisting diseases.

Divine Patron^s**Cost:** 25**Prerequisites:** none**Description:** You have a close relationship with a deity, who grants you protection and a portion of their power.

This may be a deity from the world setting that the game is taking place in, or one negotiated between the player and the GM.

Each deity has a portfolio, and for spells within this portfolio Divine Patron functions as an appropriate level of Mage Gift for prerequisite purposes.

Each deity has a set of guidelines that their followers are expected to live by. This may be detailed in the deity's description, or negotiated between the player and the GM. If the player fails to live by these guidelines, they lose the benefit of this Attribute until they atone in some appropriate way and come back into line with their Deity's edicts. Depending on the infraction, this may be as simple as making sure to say their evening prayers, or going on a grand quest of atonement.

Those benefiting from their deity's blessing will regain energy points at twice the normal rate and regain at least 1 ep per hour when they are unable to rest. Their wounds heal as if their Constitution were five ranks higher (+1 hp per day of rest).

For spellcasting purposes, they have an effective +1 to Power, Gnosis, and their Power Modifier the same as with Mage Gift. These effects stack with the effects of Mage Gift.

Depending on the deity, there may be other boons or burdens associated with this Attribute.

Double Shot**Cost:** 25**Prerequisites:** Rapid Reload**Description:** You are capable of firing two arrows/bolts in a round.

Enemy (Flaw)**Cost:** 25**Prerequisites:** none

Description: You have an enemy, someone who is out to get you. Either they want you dead, injured, punished, or stopped in some way. They will interfere with your life on a consistent basis.

Elemental Aspect: Earth**Cost:** 25**Prerequisites:** none

Description: You are an Earth Elemental. You have the following Ability Score modifiers: Constitution +5, Agility -5, and improved healing.*

*Improved Healing: Your natural healing rate is slightly faster than normal. You heal an additional 1+POW HP per day. Ability Score damage also heals at an additional point per day. This extra healing is not impacted by rest but is affected by Cold Iron Weakness if you have that flaw.

Elemental Aspect: Fire**Cost:** 25**Prerequisites:** none

Description: You are a Fire Elemental. You have the following Ability Score modifiers: Agility +5, Constitution -5, Strength +5.

Your fire spells are cast at a +5 skill modifier and deal an additional +1 damage per die rolled.

You also gain the Fowl Temper disadvantage.

Elemental Aspect: Water**Cost:** 25**Prerequisites:** none

Description: You are a Water Elemental. You have the following Ability Score modifiers: Agility +5, Wisdom +5, Strength -5, Constitution -5.

Your Healing Spells heal an additional +1 HP per die rolled and healing related skill checks (Magical or Mundane) are made with a +5 skill modifier.

Elemental Aspect: Wind**Cost:** 25**Prerequisites:** none**Description:** You are a Wind Elemental. You have the following Ability Score Modifiers: Intelligence + 5, Wisdom -5, and gain a +5 skill modifier on Divination related rolls.**Elemental Bolt****Cost:** 10***Prerequisites:** Energized Shot**Description:** For an expenditure of 1 point of Energy, your bow or crossbow attack does elemental damage of the specified type. Additionally, the attack does an additional amount of damage equal to your Power modifier. You may purchase this merit multiple times, each time specifying a different elemental energy type.**Elemental Fist****Cost:** 10***Prerequisites:** Ki Strike**Description:** For an expenditure of 1 point of Energy, your unarmed attack does elemental damage of the specified type. Additionally, the attack does an additional amount of damage equal to your Power modifier. You may purchase this merit multiple times, each time specifying a different elemental energy type.**Elemental Weapon****Cost:** 15***Prerequisites:** Focused Damage, *Playtest Note: **Possible other Prerequisite later*****Description:** For an expenditure of 1 stamina, your focused damage attack deals elemental damage. In addition, the attack does bonus damage equal to your POW modifier. This merit may be taken multiple times. Each time applies to a different element type.**Elementalist**

Cost: 15*
Prerequisites: none
<p>Description: This merit functions as a specialized version of Mage Gift. It applies only to Elemental Spells</p> <ul style="list-style-type: none"> • Elementalist can substitute for Mage Gift for meeting prerequisites for Elemental spells. • Ranks in Elementalist function as a skill bonus when casting Elemental spells. • Elementalist is added to POW for determining the power of Elemental spells. <p>This attribute may be purchased more than once. Its effects stack with itself, and with Mage Gift.</p>

Energized Shot

Cost: 15
Prerequisites: Expert Archer
<p>Description: For a cost of 1 stamina your bow or crossbow attack counts as magic for the purpose of bypassing special protections.</p>

Energy Boost

Cost: 25*
Prerequisites: none
<p>Description: The character's Energy pool is increased by 10. This attribute may be purchased more than once.</p>

Expert Archer

Cost: 25
Prerequisites: none
<p>Description: +10 bonus to Archery Skill, and access to other Archery related abilities. Additionally, if you fail an archery attack roll, you may reroll once for a cost of 1ep.</p>

Extra Attack

Cost: 25*
Prerequisites: none
Description: You can attack one extra time per round. This merit may be taken multiple times.

Eye of the Eagle

Cost: 25
Prerequisites: none
Description: You gain a +5 effective skill bonus on spot checks and checks to notice things. This extra visual acuity also grants you a +5 bonus to archery, thrown weapons, and other marksmanship skills.

Fast Healing

Cost: 25
Prerequisites: none
Description: You heal at an accelerated rate. It is not near as fast as a troll perhaps, but almost. As long as the character is alive, they will regenerate at a rate of CON HP per hour.

Fast Strike

Cost: 25
Prerequisites: none
Description: You have the ability to attack very rapidly when needed. When you invoke this talent, for a cost of 5 stamina your initiative is increased by 10. In an emergency, if you need more than a +10 initiative bonus to strike when you need to, you may expend stamina equal to the modifier needed (This means paying 10 stamina for the initial +10 not 5). You may only use this ability to speed up a melee or thrown weapon attack action.

Fearless

Cost: 25
Prerequisites: none
Description: You are immune to most fear effects.

Faery Blood^S

Cost: 25
Prerequisites: none
Description: You can count the Fey among your ancestors. Your character may or may not know about it, and you may or may not know what type of Fey your ancestors were, but it is there.
You have access to abilities merits and flaws that are only available to those of Faery blood. Abilities and equipment that only effect or are only usable by or on Faeries are useable on or by you.

Fence

Cost: 25
Prerequisites: none
Description: You have a friend. Well, not really a friend, but someone who doesn't want you dead. Ok, they don't want you dead most of the time. At the very least, you can trust him to buy whatever you bring, without too many questions. You're pretty sure he won't turn you into the local Magistrate

Focused Damage

Cost: 25*
Prerequisites: none
Description: You deal an extra 5 points of damage when using a specific type of weapon or attack. If the character has the Improved Unarmed Attack merit or natural weapons, then they count as a weapon type for this merit as well. This merit may be taken multiple times, each time for a different weapon or attack.

Focused Shot

Cost: 15
Prerequisites: Expert Archer
Description: +5 damage to attacks using a bow or crossbow.

Friend of Fate

Cost: 25
Prerequisites: none
<p>Description: Sorry to tell you this, but you have caught Fate's eye. She's a cruel mistress at times, and ultimately you're going to suffer. It's not without its perks, however.</p> <p>You have fickle luck, fools luck, the luck of the damned, the gods of Chaos laugh in your presence.</p> <p>At times, you will inexplicably fail that things that should have succeeded. Sometimes you can control it, but most of the time it will happen all on its own.</p> <p>There is a bright side though. That karmic energy is not simply siphoned away, or at least not all of it is. At times, you will succeed when you must, even though there is not a chance in hell of it working.</p> <p>You may invoke these abilities intentionally, by choosing to sacrifice a portion of your skill for a single roll, by announcing in advance of the skill check, and spending a portion of energy equal to the modifier.</p> <p>You can call up the stored luck in the same way.</p> <p>Just as often though, Fate herself will handle it for you without your input.</p>

Gate Crasher

Cost: 40
Prerequisites: none
<p>Description: You are instinctively adept at interacting with magick portals, and teleportation magick. You gain a +10 skill bonus in all activities involving casting, identifying, and activating such objects and magicks. If you possess mage sight or some other way to detect ley lines, you may potentially travel the "Moon Way," a method of travel normally employed only by the Fey. The paths of the Moon Way are a guarded secret.</p>

Haggler

Cost: 15
Prerequisites: none
Description: +10 to rolls to negotiate better prices and barter deals.

Healing Mage^s

Cost: 15*
Prerequisites: none
Description: This merit functions as a specialized version of Mage Gift. It applies only to Healing, Curative, and Defense Spells. <ul style="list-style-type: none"> • Healing Mage can substitute for Mage Gift for meeting prerequisites for healing or defensive spells. • Ranks in Healing Mage function as a skill bonus when casting healing or defensive spells. • Healing Mage is added to your Power Modifier for determining the power of healing and defensive spells. <p>This attribute may be purchased more than once. Its effects stack with itself, and with Mage Gift.</p>

Hunted (Flaw)

Cost: 50
Prerequisites: none
Description: There is a price on your head. Someone powerful, a large organization, or even a city or nation, want you dead or at least captured. If you are lucky, they want you for questioning. Most likely though, they just want you dead, and are willing to pay a lot to make it happen.

Improved Dodge

Cost: 25
Prerequisites: none
Description: The character is harder to hit. When making Dodge checks, the character rolls twice and takes the better roll.

Improved Initiative

Cost: 25
Prerequisites: none
Description: The character gains a +5 modifier on initiative checks.

Improved Unarmed Attack

Cost: 25
Prerequisites: none
Description: Your hands are your weapons. You are armed even if you carry no blade. Your unarmed attacks deal 1d8+STR Mod bludgeoning damage, with no time required to ready an attack (your hands are effectively a light weapon).

Increased Stamina

Cost: 25*
Prerequisites: none
Description: The character's Stamina pool is increased by 10. This attribute may be purchased more than once.

Intimidating

Cost: 25
Prerequisites: none
Description: You have a +10 to attempts to control people through manipulation and fear.

Iron Will

Cost: 25
Prerequisites: none
Description: The character effectively gains a +4 bonus on Willpower checks.

Ki Strike

Cost: 25
Prerequisites: Improved Unarmed Attack
Description: Your Unarmed Attacks count as magic for the purpose of bypassing special defenses. You may choose not to use this ability if you are attacking creatures that are immune to magic.

Lay on Hands

Cost: 10
Prerequisites: none
Description: You can heal with just a touch. Touching someone takes a standard action or a minor action to heal yourself, as you are you, you need not move to heal yourself. Spend 1 EP and 1 SP to Heal 1d6+POW mod

Light Footed

Cost: 25
Prerequisites: none
Description: +10 Skill modifier on rolls to move silently or to hide. For a cost of 1ep or 1sp, you may roll twice and keep the better roll.

Light Sensitivity (Flaw)

Bonus: 25
Prerequisites: none
Description: You don't handle the daylight well. When exposed to daylight or other bright sources of light, you will be at a -10 to any roll that depends on eyesight. Due to the pain caused by the sensitivity, all mental tasks are made at a -5 penalty. Spell Casting requires a concentration check with a difficulty of 45, or more depending on circumstances.

Long Shot

Cost: 25
Prerequisites: Expert Archer
Description: Your effective range with a bow is increased by 500 meters. <small>**Playtest Notes: As the combat rules are fleshed out, more bonuses will apply here**</small>

Lucky

Cost: 25
Prerequisites: none
Description: You have a +5 effective skill level for all saves as well as a +5 effective skill level for defense.

Mage Gift^s

Cost: 25*
Prerequisites: none
<p>Description: You have a touch of magic about you. You have an inherent gift for magick. Maybe it is in your ancestry, or a cosmic accident, or something from a past life. Whatever the case, you are able to tap the powers of the arcane in ways that others are not. You may learn more advanced spells than most, and the spells that you cast are more powerful.</p> <p>You may purchase this attribute more than once. The effects of this attribute stack.</p> <ul style="list-style-type: none"> • Mage Gift will be a pre-requisite for most spells. • Ranks in Mage Gift function as a skill bonus when casting spells. • Ranks in Mage Gift are added to the size of your Energy Pool. • Ranks in Mage Gift are added to the size of your Mana Pool. • Ranks in Mage Gift are added to your Power Score or Power Modifier when determining the strength and duration of spells.

Mage Sight

Cost: 25
Prerequisites: none
<p>Description: You see magick. You are able to see the ebb and flow of magick in the world. You can often detect if an item is magical, and have a chance of detecting ley lines and magical nodes. You have a +15 to your effective skill when casting an identify spell, and you are effectively under the effects of the Sense Magick spell, at will.</p> <p>You are able to detect magical objects with a spot check. You have effectively always on Sense Magick. You have a chance of detecting lay lines, magical nodes, and magical distortions in reality.</p>

Mounted Archer

Cost: 25
Prerequisites: Expert Archer
<p>Description: You take no penalties when using a bow or crossbow from horseback.</p>

Natural Linguist

Cost: 25
Prerequisites: none
Description: You are a Natural Linguist. In addition to your normal starting language, you know an additional number of languages equal to your INT modifier. Additionally, when you purchase the knowledge of a new language, you get the ability to read and write in the language for free along with the ability to speak it. You also have the potential to learn to speak dead languages that you learn to write.

Natural Weapon

Cost: 25
Prerequisites: none
Description: You have a natural attack that does 1d6+STR points of damage. That could be claws, teeth, a spiked tail, whatever is appropriate to your race and form. Note claws and teeth are most likely for humanoids. This attack uses the Unarmed Attack skill by default, unless the character has some other skill that uses natural weapons.

Pacifist (Flaw)

Bonus: 25
Prerequisites: none
Description: You have a strong moral, spiritual, or emotional compulsion against violence. You will not commit a violent act unless in defense of yourself or an ally, and even then you must make a willpower check, and expend 10 Stamina.

Piercing Strike

Cost: 25
Prerequisites: Focused Damage
Description: For a cost of 1 stamina, Your Focused Damage attacks will ignore your Power modifier in soak (provided by Armor, Thick Skin, or magic or other abilities).

Poor Vision (Flaw)

Bonus: 25
Prerequisites: none
Description: +10 Penalty to the difficulty of spot checks, and tasks that rely on eyesight, including ranged attacks. This also translates to a +5 penalty to melee attacks.

Rapid Reload

Cost: 25
Prerequisites: Expert Archer
Description: You are able to ready an arrow or bolt as a part of your attack action, allowing you to be able to fight more effectively using a bow or crossbow.

Rapid Shot

Cost: 25
Prerequisites: Rapid Reload
Description: You have the ability to attack very rapidly when needed. When you invoke this talent, for a cost of 5 stamina your initiative is increased by 10. In an emergency, if you need more than a +10 initiative bonus to strike when you need to, you may expend stamina equal to the modifier needed (This means paying 10 stamina for the initial +10 not 5). You may only use this ability to speed up a bow or crossbow attack action.

Resources

Cost: 25
Prerequisites: none
Description: You're not broke. Within the confines of the campaign, you will start out with more starting funds, and you will have easier access to money. Whether your family is well off, or you have made intelligent investments in past, you are better prepared to lay hands on funds when needed, and may have an easier time finding rare or expensive items.

Sneak Attack

Cost: 25, 15*
Prerequisites: none
<p>Description: You may purchase this merit multiple times. The first time you purchase it is 25 points. Each additional purchase is 15 points. Any time that you can take the opponent by surprise or attack while they are off guard, you may choose to use the Sneak Attack ability.</p> <p>You may choose to add +1d6 extra damage to an attack for each rank of Sneak Attack you have purchased, at a cost of 1 stamina per die applied.</p> <p>You must declare the attack as a sneak attack before you roll to hit, and then expend the stamina after the attack. You expend the stamina whether the attack is successful or not.</p>

Spider Climb

Cost: 25, 15, 15
Prerequisites: none
<p>Description: You are able to climb walls, much like a spider.</p> <p>At Rank 1, you have the ability to crawl up and down walls on your hands and feet, maintaining three points of contact. At this level, attempts to use weapons of any kind are awkward and suffer at 15point penalty.</p> <p>At Rank 2, you still need to maintain three points of contact (i.e. knees and one hand), but using a one-handed weapon is possible without penalty. You may reload a light, one-handed crossbow, as a move action.</p> <p>At Rank 3, you may walk on walls as if they were the floor, acting freely.</p>

Susceptible to Magick (Flaw)

Cost: 25
Prerequisites: none
<p>Description: You are weak against Magick. Magical attacks against you are at a +10 effective skill level. Spells that allow a save are at a +10 penalty to the difficulty of the check.</p>

Thick Skin

Cost: 25
Prerequisites: none
Description: The character's skin acts as a natural armor, providing Soak 5 against non-magical damage.

Touch of Shadow^s

Cost: 40
Prerequisites: none
Description: There is something... dark... about you. You are as much a creature of the night as others are of the day. In addition to a form of dark vision, you blend into the shadows exceedingly well. Your rolls to hide in or move unseen through shadowy areas are made with a +10 skill modifier. If you succeed, then you meld into the shadows and may pass unseen and unheard as long as you do not leave the shadows.
Furthermore, in dealing with creatures of the Shadowlands, they will interact with you as if you, yourself, were of the Shadowlands. This quite often means a positive modifier for social interactions.
When crossing the veil between worlds, you suffer no ill effect from crossing between the Shadowlands and other realms.

Toughness

Cost: 25
Prerequisites: none
Description: The character's Hit Point pool is increased by a value equal to their Constitution score.

Triple Shot

Cost: 25
Prerequisites: Double Shot
Description: You are capable of firing three arrows/bolts in a round.

Troll-like Regeneration

Cost: 50
Prerequisites: Faery Blood
Description: Trolls have amazing regenerative ability. Damage from fire or cold iron ignores this regeneration. Initially, a conscious troll regenerates their CON modifier in HP/round. If they fall unconscious, it becomes 1 HP per round. If they fall below 0 by negative Constitution, their regeneration changes to 1 HP per hour until it raises above negative Constitution. They appear dead, but unless the body is burned or they took too much damage from cold iron or fire, they will eventually rise. For clarification: Too much un-regenerative damage means sufficient damage to keep the character from healing to a range where other characters would be alive. If your character has a Constitution score of 15, and is at -20 HP, As long as at least 6 points of damage is regenerative they might still live. If someone were, however, to then stab them in the shoulder with a cold iron dagger, they would be done for.

Truth Bound (Flaw)

Bonus: 25
Prerequisites: none
Description: You cannot lie. You may omit details, or stretch the truth to an extent, but what you say must be true. Attempting to lie requires a willpower check with the difficulty in proportion to the degree of the lie, and a similarly scaled expenditure of Energy. The energy is lost regardless of success.

Unearthly Presence (Flaw)

Bonus: 25
Prerequisites: none
<p>Description: While the cause may be unknown, something about you causes you to stand out as just not belonging. Whether it be from your ancestry, some life event, or too much time spent meddling in the affairs of otherworldly creatures, you give off an air of the other.</p> <p>To some, you may seem like a creature of the Shadowlands, or some other "Between Realm." Others may simply avoid you, seeing you as being entirely unreal. Others still won't have any specific impression of you, other than that something is just not right.</p> <p>This may have many effects, depending on the nature of your otherworldliness, and how others perceive you, but most often this ends up being in the form of a -5 modifier to social interactions.</p>

Weirdness Magnet (flaw)

Bonus: 25
Prerequisites: none
<p>Description: Strange things just seem to happen around you. It is almost as if you attract strangeness. While the weirdness itself is not always automatically bad, people who recognize you as being a nexus for the bizarre will tend to steer clear.</p>

Word Bound (Flaw)

Bonus: 25
Prerequisites: none
<p>Description: You are bound by your word. Ancient magic flows through your veins, passed on to you by your ancestors, for good or for ill. If you make a promise to someone, you are bound by that promise. Attempting to break a promise can have dire consequences. If you break a promise to another you will suffer the following consequences until you make amends:</p> <p>You will be at -10 to all checks and skill rolls, including for spell casting. Your Energy and Stamina pools are halved. All spells and abilities cost an additional amount of Energy or Stamina equal to your POW modifier.</p> <p>If the promise is something you can still carry out, then carrying it out is the best option. If it is not, for instance, if the opportunity to do so is lost or if it is something reprehensible, then only the person you made the promise to can release you from the bonds of this curse.</p>

Merit Name

Cost: 25
Prerequisites: none
Description: xxxxxx

Footnotes:

^s Spark of Magic. These abilities provide "The Spark" for the purpose of abilities and items that depend on it.

Chapter 6: Skills

Initially, this will be mostly a skill list, and information on using skills. We will provide more detail as the project progresses.

Skill Use

In Brief: Skills are the primary attribute used to resolve conflicts. Pretty much everything will have either a Skill or an Effective Skill Level.

Skill usage goes as follows:

- A task is designated. Either the Player says that they will perform a task, or the GM asks for a specific roll (for example, a spot check using the Spot skill).
- The GM determines the Difficulty Rating of the task.
- The Player and/or GM determines the Effective Skill Level.
- Determine Chance of Success based on the Difficulty Rating and the Effective Skill level.
- Roll Percentile to determine success or failure.

If you've played role playing games before, you realize that in practice it generally doesn't end up being as complicated in practice as it is on paper.

Shorter version is:

- Determine Difficulty Skill
- Determine Chance
- Roll Percentile

Effective Skill Level

The Effective Skill Level for a given skill is

$$\text{Skill Rank} + \text{Ability Score} + \text{Modifiers}$$

The Ability Score involved will normally be the one associated with the skill being used. Currently the main exception is when a mundane skill is being

used as the Casting Skill for a spell, in which case it will use Gnosis instead.

Trained and Untrained Skills

A skill counts as trained if you have purchased at least one rank in that skill. Unless otherwise specified, Merits and Racial Abilities that provide skill bonuses do not make that skill Trained.

Most skills can be used untrained, but some cannot. Many skills will have a Difficulty Modifier if they are used untrained.

Skill List

The following notations will be used in the skill list; I am presenting them here for simplicity.

U: Untrained Skills^U are skills that can be used untrained at no penalty.

T: Trained Only Skills^T are skills that may not be used untrained.

D: Difficult Skills^D are skills that you may be able to do untrained, but at a heavier penalty than usual.

If the GM allows untrained use of Trained Only skills in a specific set of circumstances, the penalty will likely be harsh.

Ultimately it is up to the GM to decide what is doable in a given context.

All other skills may be used untrained at a penalty (usually +5 or +10 to the difficulty rating, depending on the circumstances).

Note that, **for the moment**, skills are divided into general categories. Some skills fit into multiple categories or don't have a proper category. **If you have an opinion about which category a skill should be in, let me know!**

Combat Skills

Dodge	AGI	U
Block	AGI	
Shield Bash	AGI	
Unarmed Attack	AGI	
Knives	AGI	
1H Weapons	AGI	
2H Weapons	AGI	
Staves	AGI	
Hammers	AGI	
Baton	AGI	
Bow	AGI	
Crossbow	AGI	
Bite Attack	AGI	

Craft Skills

Ropework	AGI	
Leatherwork	INT	
Black Smith	INT	T
Metallurgy	INT	T
Jewelry Making	AGI	D
Cartography	INT	T
Herbalism	INT	T
Architecture	INT	T
Carpentry	INT	D
Fletching	INT	T
Gem Cutting	AGI	T

Social Skills

Diplomacy	POW	
Intimidation	POW	U
Sense Motive	WIS	
Persuasion	POW	

Knowledge Skills

Religion (General)	INT	
Religion (Specific)	INT	D
Appraisal	INT	D
Alchemy	INT	T
Healing	WIS	T
Speak Language	N/A	
Read Language	N/A	
Arcane Lore	INT	T
Spellcraft	INT	T

Rogue Skills

Pick Pockets	AGI
Pick Locks	AGI
Stealth	AGI
Forgery	INT

Athletic Skills

Climbing	STR	U
Swimming	STR	U
Running	CON	U
Jumping	STR	U
Balance	AGI	
Flying	AGI	MU
Tunneling	STR	MU
Lifting	STR	
Hold Breath	CON	U

Survival Skills

Fire Starting	INT
Foraging	WIS
Tracking	WIS
Animal Handling	WIS

Linguistics

Each character starts the game knowing their native language. If it is important that every character knows a given language, the GM may choose to give everyone the ability to speak that language.

Each language counts as two separate skills. There is a skill for speaking and understanding the spoken language, a skill for reading and writing that language. This can be notated on the character sheet as

Speak <Language>

Write <Language>

Most languages are considered Normal Skills for the purpose of purchasing. A few may be designated as Difficult. Only one rank need be purchased for each part of a given language.

Chapter 7: Magick

The default Magic System in Flux RPG is skill based. Each spell is its own skill. With rare exceptions, outlined in either the description of a spell, or the description of a merit, there are no "Untrained" spell skills. Unless specified otherwise (or you work something out with your GM), you must invest at least one rank into a given spell in order to use it.

Most spells will have a set of prerequisites that are described in the spell description. You must meet these prerequisites to learn the spell. If the prerequisite includes a spell or skill, then the skill must be trained and the character must have a skill rank of at least five (5) ranks in the prerequisite spell skill in order for it to count as a prerequisite.

The Ability Score for all spell skills (unless specified otherwise in the spell) is Gnosis.

Most spells count as Difficult Skills for the purpose of purchasing and advancement. Some low level-spells may count as Normal skills.

Spells

Spells are purchased like skills of the appropriate difficulty. During character creation this is simplified, but during play this means that most spells will be purchased as difficult skills.

Each spell will have a Spell Rank and a Skill Level.

The **Skill Level** is what is used to determine the percentile chance of success for many spells. This is equal to the caster's Gnosis Score + Skill Rank.

The **Skill Rank** is the number of ranks purchased in the skill plus any levels of Mage Gift or equivalent specialty traits. It is possible that other abilities or traits may further modify this.

The **Spell Rank** is the Skill Rank modified by the character's Power Modifier.

Beyond determining the difficulty of many spells, these values may be used in other ways as well, such as to increase the range or duration of a spell, or to reduce the casting cost.

Mana

Mana is power that can be used to work great feats of wonder. To most characters though, it is just a part of who they are. The character's base mana is equal to their Quintessence Score.

This mana is not actively usable by most characters. Furthermore it is a base foundational part of the character's spirit, much like the flesh of their body. If their mana is fully depleted, they will die just as surely as if their Constitution were fully destroyed.

For most purposes, the Mana rating represents the character's base pool of energy. Very few spell casters can interfere with it.

Energy Points (EP)

Energy Points are the fuel used to cast most spells. The size of your Energy Pool, or the amount of Energy that is stored within the caster's body, is determined by the following formula:

$$EP = Ego + Quintessence.$$

For the purpose of determining this score, any ranks in Mage Gift are added to this value.

Other Attributes may impact this as well.

Stamina Points (SP)

Stamina is a measure of your body's endurance. It can also be used to fuel some spells. Some Attributes also allow the character to use stamina in place of energy. The size of the Stamina Pool is determined by the following formula:

$$SP = Ego + Constitution$$

Anatomy of a Spell

The easiest way to explain the anatomy of a spell is to present the default template, with notes in place.

Spell Name

Cost:	Cost in EP or SP	DR:	Difficulty of the Spell
School:	Which School the spell belongs to		
Type:	The type of spell, and any special categories it belongs in.		
Prerequisites:	Spells, Skills, or Attributes required to learn the spell		
Components:	Material components that they spell may require.		
Spell Description: A description of the spell and what it does. A mix of fluff and mechanical effects.			

Cost: Most spells will be powered by EP. Some will default to SP or allow either. If there is anything unusual involved, it will be explained in the description.

Difficulty Rating (DR): This is how hard the spell is to cast. This will either be a number or a description. If it is a number, then that is the base difficulty under normal circumstances. If it is a description it might say something along the lines of "Touch Attack," or "Ranged Attack," indicating that difficulty is based on your ability to attack another character. In the case of anything unusual, it will be explained in the spell description. In most cases, Gnosis will replace Agility for attack purposes.

School: The School that a spell belongs to is the overarching discipline or category that it belongs to. Many casters will specialize in one or two schools.

Type: This holds two types of information. Type may be a description of what the spell does with its subject matter, or it may be a tag indicating that it

belongs to a category of spells for grouping purposes for one attribute or another.

Examples: Invocation, Evocation, Alteration, Conjuring, Defense, Attack, Knowledge

Additional Examples: Archery, Divine, Healer

Casting a Spell

The steps to casting a spell are fairly straight forward:

1. Decide to cast the spell and let the GM know.
2. Determine the difficulty and cost.
3. Determine if it is successful.
4. Determine the outcome.

Anything unusual about a given spell will be included in its description.

Spell Ranges:

Every spell has a range; the distance that it can be cast at. In order to standardize this, we have the following range categories that apply to most spells.

Personal: The spell targets the caster.

Touch: This one is obvious.

Reach: 1 Meter

Short: Spell Rank or Power * 1 meter

Near: Spell Rank * 10 meters

Medium: Spell Rank * 25 meters

Long: Spell Rank * 50 meters

Far: Spell Rank * 100 meters

Line of Site: Must see the target

Spell Maintenance:

Some spells can be maintained over time. Some require the attention of the caster, and some do not.

In the case of spells that do require attention, the caster's Gnosis is at an effective -1 for every such spell that is active.

More clarity on this will come with time.

In future editions a list of spells will be presented in this document to get character's started. A more thorough list is already available at <http://spells.fluxrpg.net/>.

Chapter 8: Powers, Talents, and Abilities

Powers, Talents, Abilities, and other such labels can apply to a broad spectrum of capabilities.

This section will see much work in future revisions. For now, most abilities that are granted by Merits are described alongside the merit in question.

Chapter 9: Equipment

Equipment is vital to every game. This section will go into brief detail on some of the equipment available to a character or party.

Most of this, too, will be in a separate document. Before version 1.0 of the rules is released, a selection of information from the Spells and Abilities, and the Equipment documents will be incorporated into the main document. For now, I will include some basic information that really should be in the main document from the start.

Equipment Basics

A character can only effectively carry so much weight. Wearing light armor and a proper pack, a character can carry up to their Strength Score * 4.5kg worth of gear.

If they are wearing medium armor, that is reduced to Strength * 3kg. In heavy armor it is Strength * 1kg. You cannot effectively wear a pack and heavy armor without being slowed greatly.

If the character moves at full weight, wearing anything heavier than light armor, they will expend 3sp per hour of walking.

Chapter 10: Advancement

Advancement is a part of most Role Playing Games, whether on the Table Top or on the PC/Console.

Different systems handle this in different ways.

For Flux, in this version at least, we will handle it as follows:

You will gain Experience Points during or at the end of each session/adventure/whenever the GM decides to grant them. You can collect experience points until you have enough for what you want to purchase, or until you decide to spend them on something else.

You can then spend those experience points to advance your character.

Cost to purchase ranks in a skill:

Normal Skills: 3 exp * New Rank

Difficult Skills: 5 exp * New Rank

You can purchase ranks in Ability Scores:

Ability Score: 10 * New Rank

New Attribute: Varies

New Flaw: Gained through role play, and probably won't grant any extra points.

Depending on play style, the GM may or may not wish for you to provide a role play related reason for acquiring new skills and Attributes.

At this time, the system is still brand new, so there is no solid guidance on how many experience points to pass out.

The GM should pass out experience points at whatever rate is comfortable for them and their group.

Chapter 11: Combat

Combat Basics

Here I will present the basic combat rules. Advanced rules may be presented at a later time.

Remember, these rules are still in their initial draft form, and may (most likely will) change.

The primary goal of this document is to get a working system in place to playtest from, and make changes.

1. Determine Initiative
2. Declare actions
3. Declare defenses as needed
4. Resolve actions

1. At the beginning of combat, or (at GM discretion) at the beginning of every combat round, determine Initiative.

The initiative role is $1d20 + \text{Agility Modifier}$ (+1 for every 5 ranks in Agility, so Agility 10 would be a +2 modifier).

2. Characters describe their actions in initiative order, from highest to lowest.

If there is a tie, the character with the highest Agility goes first. If there is still a tie, the character with the highest Power goes first. If there is still a tie, the character with the highest Wisdom goes first. If there is still a tie, the two characters reroll to see who goes first between them.

3. Characters may choose to make defensive actions if needed. Simple passive defense does not need to be declared.

4. Determine the impact of the various actions. Apply damage, healing, and other effects.

This assumes that, by default, everything in a single combat round happens basically all at once. Some actions may have special timing abilities that cause them to resolve before further actions take place.

If the GM wishes, they may resolve actions one at a time, such that the effects of one action is in play before the next action begins.

The most obvious impact of these two options can be expressed with a simple combat scenario.

John and Samantha are fighting a goblin.

John strikes first, attacking the Goblin.

The Goblin then strikes Samantha.

Samantha strikes the Goblin as well.

In the process, John and Samantha deal enough damage to knock the Goblin unconscious.

The Goblin does enough damage to knock Samantha unconscious.

By resolving all actions, and applying damage at the end of the round, both Samantha and the Goblin are unconscious, allowing John to get Samantha to safety for healing.

By resolving them action by action, Samantha is left unconscious, but John has to continue fighting the Goblin, leaving Samantha at risk for further injury.

With the Initiative or attack roles coming up different, either case could potentially help the players or the NPC enemies. The GM should decide which method is best for their group.

Basic Attacks:

The Difficulty Rating for an attack is the Opponents Agility + Skill Rating + Modifiers. The Defensive skills currently in play are Dodge and Block.

If the attack lands, then damage is determined based on the weapon plus an ability modifier based on the weapon used. This will usually be Strength. The modifier is +1 for every five full ranks in the ability. For instance, Strength of 3 would provide no modifiers. Strength of 10 would provide a +2 damage modifier.

If the opponent has any sort of damage reduction or soak ability, that is applied as well.

Unarmed Combat

Combat does not always allow time for weapons, and some people are trained to fight without them from the start.

By default, unarmed attacks deal 1d4+STR Stamina damage. If the opponent's stamina reaches 0, they will become fatigued and additional stamina damage is drawn from their hitpoints instead.

With the addition of the Improved Unarmed Attack merit, the attacker does 1d8+STR bludgeoning Damage (slashing if they have claws). They may still choose to do the lesser stamina damage if they wish.

Some weapons are specially designed for use with the Unarmed Attack skill. The particulars of those weapons will be dealt with in the weapon description.

Defense

Flux RPG currently recognizes two primary types of defense, Dodging and Blocking. Any character that is awake is capable of dodging.

What these defenses represent is relatively self-explanatory. You either get out of the way, or you block the attack in some way.

When an attack is declared, you may choose to block it, or dodge.

Block and Dodge are represented by their respective skills, and both depend on Agility as their Ability Score. Equipment worn or used by the character may provide modifiers to the Effective Skill Level, and the GM may assign modifiers based on the circumstances.

In order to block or dodge, the character must be conscious. An unconscious character, with no protective magic in place, cannot block or dodge.

If an attack is made on an unconscious character, and there is a chance of missing (such as during active combat, or some other distraction), then the Effective Skill Level for defense will be 10, plus or minus any modifiers the GM chooses to assign.

Actions

A character gets two actions a round. Only one of those actions may be to attack or cast a spell. Some abilities may modify this, and some activities may take a full round.

By default, this means a character can move and attack, or move and use an item, or some similar combination.

Movement

Each character has a base movement speed of a number of meters per round equal to their Agility score. They may run up to twice that, but if they do so any other actions (other than defense) will be at a 10point penalty.

If a character chooses to do a full out run during their turn, and nothing else, they may move at up to four times their normal movement speed.

If a character chooses, they may move up to half their speed, attack, and then move up to half their speed again. If they choose to do this, then their attack will be at a 10point penalty.

If they take their full movement action at once (either before or after attacking), then there is no such penalty.

Chapter 12: Rest, Injury, Healing and Death

Injuries happen. Stress happens. Characters expend energy, both physical and mental.

Healing

Hit Points recover at a rate of the character's Constitution Modifier per day with full rest.

Stamina recovers at a rate of their Constitution Modifier per hour with rest, or is fully restored with a night's sleep.

Energy recovers at a rate of their Power Modifier per hour with rest, or is fully restored with a night's sleep.

Ability Damage heals at a rate of 1 point per day with full rest.

Damage and Death

If a character drops below 0 hitpoints, they must make a constitution check every round to remain conscious, with a Difficulty Rating of 15, modified by the amount of damage the character has taken beyond 0. i.e. if the character is at -6 hitpoints, the difficulty would be 21.

If they fail this check they will fall unconscious.

If the character's hitpoints fall further than negative Constitution, then the character dies. i.e. If the character has a Constitution score of 14, and they fall to -15 hitpoints, they die.

A character that falls below zero hitpoints will be at a severe disadvantage, applying their hitpoint score as a penalty to the difficulty of all tasks physical or mental.

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