

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

Attribute

Soak  $[(AC - 10) / 2]$

Bonus  $[(Stat - 10) / 2]$



For skill check, roll **under stat** and provide advantage/disadvantage based on **trait** or situation.



For saving, roll **under stat** with advantage/disadvantage based on **specialization** or enemy.



Starting attribute array **14, 13, 12, 11, 11, 11**, move up to **2** points between any scores.

### Traits

### Step Die

1→1d4, 2→1d6, 3→1d8, 4→1d10, 5→1d12, 6→1d20, 7+→1d20+1dX (repeat from 1d4).

+1 damage bonus = move up 1 step.

### Damage Conversion

Compare total roll:

- 0-1→0
- 2-5→1
- 6-9→2
- 10-14→4
- 15-18→5
- 19-22→6
- +4 above a bracket→+1 more

### Oracle

Roll 2d6 (Chance vs. Risk):

- Chance>Risk→Yes
- Risk>Chance→No
- Both 1-3→Yes/No, but...
- Both 4-6→Yes/No, and...
- Tie→Yes, but... (+1 Twist Point)

At 3 Twist Points→ major twist.



**HD + Con** bonus per level, recover up to **HD** per 8 hour rest.



**5 + relevant attribute modifier**, recover up to **1d4** per 8 hour rest.

For every **2 HP** sacrificed, recover **1 MP** between scenes (optional).

## Weapons

Weapon	Damage	Reach	Properties
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Weapon	Damage	Reach	Properties
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## Armor

Armor	AC	Soak	Properties
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Armor	AC	Soak	Properties
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## Items

Item	Properties
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Item	Properties
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Item	Properties
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Item	Properties
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## Spells

Spell	MP Cost	Reach	Properties
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