



# Objective

The objective for the AVD12 System is to create a unique role-playing experience that rewards creativity over balancing for a large audience. The intent of this game system is to take the strong foundation of other TTRPGs and improve upon the ideas they offer. There are 7 pillars that guide AVD12's mission:

**Familiarity:** AVD12 is meant to be an easy alternative for people familiar with more popular TTRPG systems. It shamelessly cherry picks from some of our favorite TTRPGs of all time and delivers new and modern spins on many familiar concepts.

**Modularity:** AVD12 is a system without the limitation of classes. Everything from your Culture to your Skills are based on Modules. We wanted to be able to create characters that could be anything and represent some of our favorite tropes found in the Fantasy and Sci-Fi genres.

**Accessibility:** AVD12 should be accessible to everyone. We consider ourselves an online-first TTRPG, with a website that provides tools for our players to thrive. Our webpage is built to allow players to create and manage characters in the same place where all the rules and material to play the game are available.

**Malleability:** AVD12 is a system that wants to evolve with its player base and be legitimately community driven. Because we do not plan on having any physical resources, we can simply change things that are not working and correct oversights. We are full prepared to embrace the opinions and desires of people who play this system.

**Engaging:** AVD12 had the goal of simplifying combat and making it more engaging. With only 2 Actions and the need to actively defend your character when being attacked, we hope mitigate players feeling like they are "checked out" when it is not their turn.

**Inclusivity:** AVD12 System seeks to support people from all walks of life. We want to define systems that facilitate players being able to make whatever fantasy. We want to have conversations with the people who feel underrepresented and make sure they have a home in our game by incorporating systems to support them.

**Customizability:** AVD12 is built to support any setting as we have strived to keep many of the rules and systems generic. It may be jarring to see an Assault Rifle in the same damage category as a Heavy Crossbow, but this is intentional and part of our overall goal. Everything on our website is made to be customizable, from Items, Monsters, or Modules themselves, we want to give players the power to create



# Play Guide

## The Basic Rules

AnyVenture D12 is a game about rolling dice to resolve most everything. The star of this TTRPG is the d12 die, which is used whenever a **Player** wants their **Character** to do anything non-trivial.

While the d12 will put in a ton of work, other dice will be required to calculate things like damage and other bonuses. The full array of d4, d6, d8, d10 and d20 will be used in the AVD12 System.

There are two roles that are required to play this system: the **Game Master** and the **Players**. It is slightly disingenuous to separate them in this way because the Game Master should primarily be considered a Player as well, although with extra responsibilities for facilitating a successful game.

The flow of the game will be dictated by a combination of the Game Master and Players. The Game Master has the role of setting the stage, narratively guiding the journey of the Players. The Players have the responsibility of describing what they want to achieve with the information they have and interacting with the environment that has been laid out before them. The Game Master will then do their best to attempt to resolve the Players actions into rolls that determine success, as well as describe how the environment and Non-Player Characters react.

Whether a Character wants to scale a cliff, create a spell, or swing their massive hammer at an Enemy, a d12 will be

required. Most of the time, a Character will have innate skills that add Bonus Modifiers added to the d12 which increase the likelihood of success.

There are lots of numbers in TTRPGs, and AVD12 is no exception. Besides basic addition and subtract, there are instances where halving is utilized. In the case of non-whole numbers, always round down.

## Character Creation

The first step in preparing to play is creating a character. Because AVD12 is modular in nature, character creation is best handled by using the Online Character Creation Tool. When creating a character, you need to decide on a few things: Your **Name**, **Level**, **Vocation**, **Ancestry**, and **Attributes**. Once a character is created, you will then be able to select **Modules** that define your playstyle. These concepts are described in the following sections.

## Levels

Levels are the way overall ability is measured in AVD12 System. The campaign and setting should determine what level a newly created character should start at. Monsters, non-player characters and players all have a level. However, level 1 represents an early adventurer and is the recommended place to start.

To gain more power and abilities, a character is expected to advance in level. Advancement in levels is determined by the Game Master and should be a result of achieving a milestone such as defeating a boss, finishing a story arch or some other feat of greatness.

As an alternative, instead of rewarding Characters with Levels over the course of significant Milestones, the Game Master can reward them with Module Points. This method would automatically Level the player up when they crossed certain thresholds. The formula for calculating a Character's Level from Total Module Points is **Level = (Total MP – 8) / 6**.

## Modules

Modules are the core part of building a character in the AVD12 System. Rather than being based on **Attributes**, skills with weapons, spells, and various other talents are acquired through options only available in Modules.

In each Module, there are several tiers that act as a skill tree with progression starting at the top tier which is gained when the Module is purchased.

A Character starts with 14 Module Points (or **MP**) at level 1 and gains an additional 6 MP every level. Unused MP are saved and not wasted. Purchasing any Module costs 2 MP, and if you do not have enough MP can be done upon acquiring a new level.

Modules are representation of linear progression and must be taken in order. Every even tier offers the player to choose between two options. Upon obtaining the **Capstone**, a character can then elect to take previous untaken modules from lower tiers.

There are 3 types of Modules in the AVD12 System:

- **Origin Module:** These modules represent your character's background. By default, when you choose an Ancestry at character

creation, the character automatically receives the initial Origin Module for that ancestry group as well as 2 ancestry-specific traits. Origin Modules can be taken after character creation, though they make the most sense to invest in when a character is first created.

There are 5 Tiers in each Origin Module.

The Origin system was designed to be flexible and allow a player to shape their character based on their desired culture groups and character backstory rather than their direct genetics. It allows a path forward to be an Elf, for instance, who was raised by Orcs and shares their cultural values and can invest MP in that module to show that in a meaningful way.

- **Core Module:** These modules represent major character decisions such as learning schools of magic, using a certain type of weapon, or even suffering a character-altering affliction such as *Vampirism* or *Lycanthropy*. There are 9 Tiers in each Core Module and progression is locked by level after Tier 5. For example, a character can take 5 Tiers in a Core Module at Level 1, but then must wait until level 6 to unlock Tier 6. Tier 7 is likewise locked behind level 7.

- **Submodule:** These modules are designed to encompass several archetypes and themes that will help define your character. From being a chef to harnessing the power of a martial artist, these choices will help provide your character with a variety of tools to help in both combat and non-combat situations. There are 5 Tiers in each Submodule.

## Attributes

In the AVD12 System, there are five primary attributes that all characters have. These are **Might, Agility, Willpower, Knowledge** and **Social**. All characters start off with 0 in these attributes as that is considered average.

Upon character creation, a player can distribute 1 extra point to any Attribute of their choosing. A player also receives 1 optional adjustment point, which can be used to lower another attribute and spend that point elsewhere.

*Ex. A character who wants to be stronger and less agile can remove 1 point in Agility and reassign it to Might.*

Attributes are a summary of your character's overall ability and to contribute to Skills as defined in the next section. Every 4th level, a character is awarded 1 Attribute point to assign [4,8,12,16,20].

While attributes can help define a character's playstyle, they have a very minor effect on combat effectiveness. For instance, accuracy and damage with certain weapons are determined through Module selections rather than being based off something like Might or Agility.

## Skills

In the AVD12 System, there are several skills – most of which fall under one of the primary attributes detailed above. When a character wishes to attempt something that is not an automatic success, a Game Master will ask the player to make a **Skill Check** for their character to determine if they succeed. The process of resolving Skill

Checks is a major part of the AVD12 System. A Skill Check is determined by rolling a D12 and adding the **Skill Modifier** to the result.

Some Skill Checks may be pass/fail scenarios, but others can have different levels of success. As a general guideline, the Game Master must decide how difficult a task is compared to what the player rolled to determine the outcome. A minimum or maximum roll on a d12 does not represent epic failure or tremendous success. The only number that matters is the final calculation of the roll.

General guidelines are provided to give examples of some actions and their estimated Skill Checks for success:

*Table: Skill Check Example*

Task	Required Check
<b>Trivial</b> (Smashing down a door with a sledgehammer)	5
<b>Easy</b> (Unjamming a stuck lever)	7
<b>Regular</b> (Bribing a corrupt guard)	10
<b>Difficult</b> (Sneaking up on a pack of hungry beasts)	14
<b>Heroic</b> (Deceiving a Dragon)	20+

The following is a list of Skills and their parent Attributes:

### **Might:**

**Athletics** – The ability for a character to apply their strength to coordinated and skillful tasks such as jumping, riding mounts, swimming, climbing and sport. Athletics also determines how far a

character can throw objects, such as weapons.

**Block** – The ability for a character to mitigate or stop incoming damage from weapons, projectiles, and certain spells.

**Strength** – This is the ability to use raw power to overcome obstacles such as lifting heavy objects, kicking down doors or forcing levers. This also determines how much a character can carry.

### **Agility:**

**Acrobatics** - The ability for a character to fall gracefully, avoid grapples and navigate treacherous conditions such as tight corridors or moving through an enemy's space.

**Stealth** - The ability for a character to move unseen and remain hidden.

**Dodge** - The ability for a character to dodge projectiles, jump out of area spells and avoid other attacks.

### **Willpower:**

**Concentration** - The ability to focus while in distracting environments such as channeling while moving and maintaining spells in combat.

**Endurance** – The ability to push through both physically and mentally, such as persevering against diseases and poisons or being able to hold one's breath for long periods of time.

**Resistance** – The ability to resist certain spell effects or reduce their damage as well as prevent mind-altering effects.

### **Knowledge:**

**Wilderness** - The knowledge of the outdoors and nature. From building a campfire, navigating a ravine, or determining if a berry is poisonous.

**Academic** - The knowledge of academic subjects, such as tactics, mathematics, history, and religion. Essentially, anything that can be found in a book or scroll.

**Arcanum** - The knowledge of magics and how they work.

**Medicine** - The knowledge of both anatomy and treating wounds.

**Thievery** - The knowledge of more shady activities, such as knowing how to pick a lock, pick a pocket or cheat at a game of cards.

### **Social:**

**Persuasion** - The art of convincing someone to your point of view, be it by lying, intimidating, or through reason.

**Insight** - The ability to interpret another creatures' actions and speech, deducing their true intentions.

**Performance** - The ability to act, play a musical instrument or give a dramatic recanting of a story.

**Animals** - The ability to form bonds with animals and to handle them.

### **Universal:**

*Universal Skills are not affected by attributes and can only be increased through modules.*

**Search** - The ability to find things in your environment by looking for hidden creatures/objects/passages or finding clues.

**Initiative** - The speed at which you react to events, such as the order of combat or grabbing an object before someone else.

These Skills increase in relation to their parenting Attribute. For instance, a character with **+2 Might** will gain **+2** to all Skills under that parent Attribute which are Athletics, Block and Strength. Likewise, a Character who subtracts 1 Attribute Point from Social will have a -1 base in all Skills under that parent Attribute.

**Being Good at a Skill** - As a caveat, each time you raise an Attribute to a power of 3, you can choose one Skill under that umbrella to become **Good** at. Being Good at a Skill allows you to roll an extra 1d4 on all Skill Checks involving that Skill.

Dodge, Block, and Resistance only benefits a Character being 'Good' when you take the Defense Action described in the Combat Section.

*Example: A character has +3 in Agility, so they elect to become Good at the Acrobatics Skill. Whenever that character is called to make an Acrobatics Skill Check, they can roll an extra 1d4 and add it to the result. So, if they had a +2 Bonus Modifier, their final roll would be 1d12 + 1d4 + 2.*

## Checks/Challenges:

### Cumulative Checks

Some abilities, such as crafting recipes and other situations, may require a **Cumulative Check** to judge success. For instance, if a character is climbing a mountain, a Game

Master may call for the Characters to make **3 Cumulative Checks** with a target of 20. The characters would then add their 3 rolls plus their **Skill Modifiers** to attempt to beat that score. Also, if a character's crafting, they would do the same to achieve a success. These types of checks are generally recommended when you want to take the average of a Character's Skill to resolve something rather than a higher stakes pass or fail resolution.

### Skill Challenges

There are times when character's skill checks compete. This is referred to as a **Skill Challenge**, where the higher result will determine the winner. If there is a tie, it means there is no change. For example, two characters may want to grab for an object at the same time. They would roll a Skill Challenge using their Initiative Skill to see who can grab it first with the item going to the higher roll. In many cases, a tie may call for another immediate Skill Challenge if the matter needs to be resolved.

### Passive Checks

There are instances where a character may want to keep doing the same action repeatedly without having to specify it. Some examples would be:

- a character who is keeping an eye out for traps with **Search**

-a character watching someone during a conversation to study their body language with **Insight**

-a character who always wants to move carefully with **Stealth**

A character who wants to make a Passive Check can declare it by using their **Concentration Skill**. A character can only be Concentrating on one thing at a time, unless otherwise specified. When a character specifies their Concentration in this way, they are assumed to have a persistent Skill Check of 7 + their Skill Modifier. If a character had a +3 Search Modifier, they would be assumed to have a Passive Check of 10 if they are maintaining their Concentration.

### **Assist Checks**

There are circumstances where a Character may want to help another Character with a Skill Check. The Character can request or be requested to make their own Check which can be either the same Skill Check, or by using a different Skill that could contribute to the success. If the value is 9 or higher, they add +2 Modifier to the result of the Check. If the result is 4 or lower, they add a -2 Modifier to the result of the Skill Check they were trying to assist. Otherwise, their help does not have any effect.

*For Example, a Character wants to make a Strength Check to move a large boulder. A Character who has a high Academics Skill may want to assist by help identify a leverage point to move the object more easily. That Character rolls an Academics Check of 10 which grants the Character who is using Strength a +2 Bonus Modifier on their Check.*

## **Vocations**

In the AVD12 System, you can choose a Vocation when creating a Character which represents what that individual was doing

before becoming an adventurer. Through a Vocation, that Character can specialize right out of the gate at Character Creation, gaining either Bonus Skill Modifiers or a free Module.

## **Size**

In the AVD12 System, all creatures have sizes which determine several advantages and disadvantages. A player can be either **Small, Medium, or Large**. Medium creatures have no advantages or disadvantages. What sizes are allowed for what races is left to the DM's discretion, but the design is meant to be versatile.

Size	Effects
Small	+2 Dodge, +1 Stealth, -1 Might, -1 Movement Speed. Cannot use Heavy 2-Handed or Heavy Ranged Weapons
Large	+1 Might, +5 Health, -2 Dodge, -1 Agility. Can use Heavy 1-Handed Weapons in Off-hand while Dual Wielding

Creatures can be classified in order from **Tiny, Small, Medium, Large, Huge, to Titanic**. Many skills in the AVD12 System only work on a specific size class.

## **Health**

In the AVD12 System, **Health** is the primary resource for all characters. All characters start with 10 Health and gain 5 Health per level.

If you reach 0 Health, you will begin to bleed out. A character must immediately roll an **Endurance Check** to determine how your character reacts to falling to 0 health and how many **Lifeline** points you get. Lifeline

points are a resource that represent a character's willpower to be able to make a last stand. You lose 1 Lifeline point at the end of your turn and 2 Lifeline points every time you take damage. When you reach 0 Lifeline points, your character is dead. How many Lifeline points you have dictates what you can do on your turn.

Points	Effects
8 or higher	Your character can act normally
7 to 4	Your character falls prone, and you can use a maximum of 1 Action on your turn
3 to 1	Your character falls unconscious
0	Your character dies

However, if a character ever takes damage equaling their total Health or greater, they die instantly and do not get to make the Endurance roll to generate lifeline points.

If a character receives healing at 0 health, they recover instantly unless they are unconscious. In this case, the character stays unconscious until their health reaches 10 or higher, or is revived by some other method/mechanism

There are many circumstances where a character can acquire **Temporary Health** through Modules and Spells. Temporary Health acts as a buffer on top of your normal Health but **cannot** be stacked. If you receive Temporary Health from a source, it overwrites your previous Temporary Health.

## Movement

### Moving

In the AVD12 System, movement is broken up into units that represent distances of measurement close to meters or yards. A character's movement speed references how many units they can move. It is simply a way to track how quickly a character can go from Point A to Point B.

A typical map in the AVD12 System will use hexes or tiles to denote spaces of 1 unit. A tile or hex can only be occupied by one creature at a time. Also, another creature cannot end their turn on a tile that's already occupied.

A creature can freely move through a friendly creature's space. But when it comes to a hostile creature, it requires an Acrobatics Check and 2 points of Movement Speed to pass through their space. The required checks are 12 for large, 10 for medium and 6 for anything smaller. On a failure, the movement speed is wasted, and the attempting character remains where they started.

**Jumping** - In the AVD12 System, there are many circumstances where a character may wish to jump, leap across a ravine, or hop up onto a ledge. The required check for jumping horizontal distances is +2 Athletics for each unit of the jump, which consumes Movement Speed for the total distance traveled.

*For example*, if a character wanted to try to leap across a ravine of 3 Units, the required check would be 6 Athletics and would cost 3 Movement Speed. On a failure, the character makes it approximately as far as their check would have allowed. For

instance, if the character's check for the same ravine was only 4, they would only be able to make it 2 Units and begin to plummet below.

With jumping comes the inevitable discussion of falling. Falling in the AVD12 System can be deadly.

**Falling** - The formula for falling in the AVD12 System is 1d6 for every Unit fallen. If a character falls more than 20 Units, they take 100 damage. When a character begins a fall, such as being shoved off a cliff or failing a difficult climb, they immediately fall 50 units the instant the fall begins. The rate at which the character falls then becomes 300 units per round, starting on the falling character's turn.

However, there are ways to attempt to mitigate fall damage. A character can elect to make an Acrobatics check to attempt to land gracefully. A character can subtract 1 unit for each 2 points on their Acrobatics check, rounding down. For example, if a character is falling 10 units and they roll an Acrobatics Check of 5, they would only take 8d6 points of damage instead of 10d6.

## Combat

In the AVD12 System, combat has certain rules which dictate the flow of a round. As per many TTRPGs, the AVD12 System uses the concept of a **Rounds** to track the flow of time in combat. A Round is 6 seconds and there are 10 rounds in a minute.

### **Initiative:**

Starting combat involves all parties rolling initiative which will determine the order of combat. Initiative in the AVD12 System is a

neutral skill and can only be improved by modules, as detailed above in skills. Combat can be declared at any point but is usually triggered by an aggressive move or the intent to attack. When a Game Master calls for an Engagement to begin, all parties then roll an Initiative Check to determine the order of **Combatants**. On tied Initiative Checks, a Player Character always goes before a Non-Player Character. Player Characters can take their turns simultaneously when they tie if they choose. Otherwise, they can decide who goes first.

An unmodified roll of 12 on an Initiative Check grants a Character a Quick Action, which allows them to use 1 Action before the **Engagement** begins.

Once the Initiative Order is decided, combat is set to begin. In the order of Initiative, all involved **Combatants** take **Turns**. A Character gets two Actions on their turn, as well as other various types of actions listed below.

### **Actions:**

On any given turn, a Character has 2 **Actions** that they can use. There are different types of Actions that fall into one of several categories: **Generic, Defensive, Special, Free and Heroic.**

**Bonus Actions** are reserved for non-Player Characters.

### **Generic Actions:**

Attack: Use a weapon or your body to attempt to harm a creature or attack an object.

Shove: Attempt to push a creature to knock it prone or displace it by 2 units. This is resolved by a contested Strength Check.

Grapple: Attempt to Grapple a creature. This is resolved by a Contested Check of Athletics against the target's Athletics or Acrobatics. On a success, the target is Grappled which is defined in the **Status Conditions** section.

Move: Traverse the battlefield up to your Movement Speed. Once the Move Action is used, a creature can take a different action and then use their remaining speed before the end of their turn. A Character may only use the Move Action twice each Round.

Hide: Attempt to make yourself hidden by making a Stealth Check if you break line of sight.

Search/Spot: Attempt to look for a hidden creature or an object, look for a clue or listen for a faraway sound. Additionally, you point out something that is hidden to others, revealing it to them, such as a Character who is using stealth.

Channel: Either to cast a spell or continue channeling a spell.

Use: Use an item by interacting with it, such as consuming a potion, pulling a lever, opening a door, or activating a trigger.

Delay: Choose to delay your Turn, permanently moving your place in the Initiative Order. This can only be done once during an Engagement.

Mount: You can attempt to grab on to a creature 2 Sizes larger than you by rolling an Athletics or Acrobatics check against a creature's Strength. If successful, you are

attached to that creature unless detached with a **Shove Attack**.

### **Defensive Actions:**

Defense actions can be stacked on top of each other. For instance, you can take a Defensive Action twice on your turn to gain a +2 benefit.

Block: Puts the character in a blocking stance. Adds +1 to **Block** until the start of your next turn.

Dodge: Puts the character in a dodge stance. Adds +1 to **Dodge** until the start of your next turn.

Resist: Puts the character in a resistance stance. Adds +1 to **Resistance** until the start of your next turn.

### **Special Actions:**

Special actions are those granted by Module feats which allow the character to replace a generic Action with a specialized Action. These special abilities have a limited number of uses per Engagement. A Unique Action can only be used 3 times per Engagement unless otherwise specified.

As they level, characters will acquire several Actions, Reactions and Free Actions.

### **Free Actions:**

Free Actions are ways to enhance other Actions with anything from extra attacks, executions or adding distance to your Move Speed. There are numerous Free Actions that can be obtained through Modules to enhance normal Actions. These are often situational but important for a Player Character to acquire to become a more efficient Combatant. Free actions are

unlimited in an engagement but can only be used once per turn.

**Heroic Actions:**

Heroic actions are a result of doing something inspiring or heroic, such as defusing a tense situation with cleverness or defeating a massive foe. These actions only apply to characters and are granted in special circumstances by the Game Master, or through select modules. A player can never have more than 1 Heroic Action at a time, and it does not expire.

A Heroic Action is treated as a generic action and can be used after any other creature's completed action. Additionally, a Heroic Action allows a character to transcend limits, using Actions that normally may not have any more uses.

Example: If a player has already used all 3 of their special actions during that engagement, a heroic action can be used to perform a special action for a fourth time.

A Heroic Action can only happen once per day for an individual character.

**Bonus Actions:**

**Bonus Actions are limited to non-Player Characters** and can vary in number based on the strength and level of the creature. A Bonus Action allows an NPC to take an Action at the end of another Character's Action. These Bonus Actions are typically reserved for strong creatures and are designed to encourage more challenging and complex fights.

*Table: Bonus Action Recommendations*

Level Range	Bonus Actions
1-4	1
5-8	2

9-12	3
13-16	4
17+	5

**Reactions:**

Reactions are actions that are triggered by a certain condition, such as an enemy moving away from a character or an enemy attacking an ally with a melee weapon. Once a Character uses a Reaction, they cannot use another Reaction until the end of their next Turn.

A Player Character can only use a Unique Reaction twice per Engagement. It is efficient for a Player Character to have at least a couple Reactions to be able to utilize efficiently.

*Table: Allotted Action Types per Turn*

<b>Special Action</b>	3 Unique Actions per engagement
<b>Reaction</b>	Once per Turn, Unique reactions twice per engagement
<b>Free Action</b>	Once Per Turn, Unlimited
<b>Heroic Action</b>	Once per Day

**General Combat Rules:**

Combat is decided by rolling dice both for attempting to hit and then the resulting damage.

In the AVD12 System, attacking a creature always involves a Contested Check called an **Attack Roll** that is broken up into categories by weapon type. These categories are **Piercing, Slashing, Crushing, Ranged** and **Spell Attack**. Modifiers for these vary on a character basis but can be improved by Modules. Ties always go to the Attacker in Attack Rolls.

A character defending against an Attack can choose how to defend themselves by making a contesting Block, Dodge or Resist roll. Non-Spell Attacks are mitigated by choosing Block or Dodge. Spells have types which determine which of the 3 Skills can be used. This is further explained in the **Channeling Section**.

If a character makes a successful contested Attack Roll, the next step is resolving damage or the effects of a Spell. The Attacker calculates the damage based on their weapon and **Bonus Damage** for the type of Attack they used against the opposing target's Resistances, which mitigate the damage. Resistances are further explained in the **Resistance Section**. Armor is the most common contributor to Physical Resistance, effectively lowering the damage of many physical Attacks.

#### **Attack Example:**

*A character with a +4 **Attack Modifier** on Slashing Weapons attempts to attack a Bandit with a sword. The Bandit has a +2 Dodge Modifier and a +1 Block Modifier, so they elect to contest the roll with a Dodge Check. The character rolls a 7 and adds their +4 bonus for a total of 11. The Bandit rolls a 5 and adds their Dodge Modifier of +2 for a total of 7. The character hits the Bandit.*

*An example with a spell is when a wizard is attempting to hit a character with a missile spell. This would be considered a **Projectile** which gives the character two ways to avoid it; Block or Dodge. Resist does not apply for projectile spells but applies for other spell types detailed in **Spell Types Section**.*

An Attack Roll that results in a 1d12 landing on the 12 face is considered a **True Hit**. True Hits automatically hit regardless of the opposing Defense Roll. Many Modules also add the ability to Critically Hit when scoring a True Hit. On a Critical Hit, for each Damage Die on the Weapon, roll an additional one and add that to your final calculation. An upgraded Critical Hit is called a Brutal Critical.

*For example, A character rolls a True Hit on an attack with a Weapon that deals  $1d8 + 5$  Damage. If that character has access to Critical Hits with that weapon, the damage becomes  $2d8 + 5$ . A Brutal Critical would result in damage equal to  $1d8 + 5 + 8$ .*

#### **Resistances:**

A character or creature by default has no Resistance or Vulnerability to damage types. There are both circumstances and modules that both add and deduct from these resistances. Your resistance to a certain type of hit determines how much damage you reduce or add from that source.

There are several types of damage in the AVD12 System:

**Physical Damage:** This is most melee and ranged attacks as well as some spells. This is mitigated by Physical Resist which is granted mostly by armor and protection spells.

**Fire Damage:** This damage type comes from Pyromancer Spells, natural fires, the Ignited condition or falling into Lava.

**Lightning Damage:** This damage comes from Aeromancy Spells or getting electrocuted

**Cold Damage:** This damage type comes from several spells as well as being exposed to freezing conditions

**Psychic Damage:** This damage type comes from spells that warp and distort the mind or seeing something so terrifying that it damages the mind directly.

**Dark Damage:** This damage type is typically associated with evil entities and magics such as Witchcraft, Necromancy, Devils and Demons.

**Divine Damage:** This damage type comes from Divine Spells or vengeful Gods and other celestial creatures.

**True Damage:** This damage type cannot be mitigated in any way. This includes some arcane spells, falling or drowning damage.

**Elemental Damage:** This damage type is listed in several Modules as well as protection offered by some items. This refers to **Fire**, **Cold** and **Lightning**.

## Spells and Magic

AVD12 is a system that involves magic in the form of Spells, Items and Abilities. A Player can build their Character to be extremely proficient with Spells, employing them in both combat and non-combat situations.

Casting a Spell is as simple as a Character declaring it. In Combat situations, this falls under the limits of what a Character can do during a single turn. Many Spells require dedicating varying amounts of time for the effect to occur.

**Channeling** is the act of casting a Spell. Many spells take only 1 or 2 Action to cast,

but some require more. When a character is in the process of casting a spell, they are Channeling. A Character can delay a Spell from going into effect by simply continuing to Channel it for longer. This can be useful in situations where a Character would like their Spell to go off at a certain time rather than wasting it.

## **Spell Types:**

There are several types of spells in the AVD12 System that all can be mitigated in different ways:

**Projectile:** A spell which launches a distance. Can be mitigated by Blocking or Dodging.

**Line:** A spell with a width and distance that strikes everyone in that area. Can be mitigated by Blocking, Dodging or Resistance.

**Ray:** A quick beam spell. Can be mitigated only by Resistance.

**Area:** A large-scale spell that affects an area. Can be mitigated by Dodging or Resistance.

**Targeted:** A spell that is unavoidable by anything other than willpower. A caster must be able to see the target. Mitigated by Resistance.

**Sonic:** A spell that is heard. Mitigated by Resistance.

**Vision:** A spell that has an effect that can be seen. Mitigated by Blocking.

**Touch/Melee Attack:** A spell that requires the caster touching or physical contact with the target. Mitigated by Resist and Dodge

## Spells Levels:

Spells are broken up into categories that determine their level. There are 4 Levels of Spells: Beginner, Novice, Expert and Master with higher tiered spells offering more complex and powerful options for a Spell Caster. Spells can be acquired through Modules, Scribing Scrolls or Created through the Spell Creation System.

## Charging:

Charging is an important part of Channeling; it is a way to give a Spell a secondary effect by dedicating another Action to it. Not all Spells have a Charge Effect, but many do, offer a variety of additional affects, and generally increase the resource efficiency of Channeling a spell. Only one Spell can be Charged on any given Turn.

*Example:* A Character Channels a 1 Action Firebolt that does 1d8 Damage. Before the Spell goes off, the caster can declare an additional Charge Action to charge the spell. The Charge effect on Firebolt is to deal an extra 1d8 Damage. Thus, the Firebolt deals 2d8 instead.

## Focuses:

Unless stated otherwise, channeling in the AVD12 System requires utilizing **Focuses** for casting spells and rituals. A focus can come in many shapes and sizes, but staves and wands are most comfortable for wizards. However, it is not uncommon for spell casters to imbue weapons or jewelry as well. Focuses have a couple key components, but none are more important the Focus Core. The Focus Core is a gem or crystal that serves as the center piece for storing magical powerful magic so that it

may be channeled by a Character. Besides improvements from Modules, Focuses are the primary resource for spell casters and determines their power. Focuses have 3 attributes that contribute to their overall effectiveness: **Focus Points**, **Focus Regen**, and **Burn Chance**.

**Focus Points** are the primary resource for Channeling Spells and are consumed the instant the Spell starts being Channeled, regardless of if the Spell is successful or not. A Character is limited by their total Focus Points that determine how many spells they can Channel in one day. The different levels have different associated costs.

Table: Focus Point cost for the different spell levels

	Beginner	Novice	Expert	Master
Cost	1	2	4	6

There are a few instances in which a creature is specifically granted a spell that can be cast at an innate level. These spells do not require a focus but cannot be charged to gain additional effects.

**Focus Regen** determines how many Focus Points a Focus regains at the end of a Full Rest. It is not unusual for a Focus to take more than 1 day to fully recharge. This creates situations where a Character may have to manage their Spell Casting efficiently in situations where resting is not easily available.

## Overcharge/Burn Chance

When a Focus has no Focus Points remaining, the caster can attempt to **Overcharge** it, bypassing the restrictions in

a risky attempt to squeeze just a little bit more magic out of it. For each Focus Point under 0 the caster would spend, they must roll a number equal to or higher than their focuses **Burn Chance**. One failure results in the Spell Failing and the Core taking 1 point of permanent damage, limiting the maximum Focus Points of that Core by 1. Three failures result in the spell Overcharging which causes the spell to become automatically charged and gain a +3 Spell Attack and +3 Spell Damage. However, the Core is destroyed from this surge of power immediately after the spell goes off. A successful overcharge casts the

spell like normal and doesn't cause damage to the focus.

*An example is attempting to cast an Expert Level Spell with 1 Focus Point remaining; The caster makes 4 Burn Rolls because an Expert Spell would put them 4 Focus Points under 0. If all 3 pass, the spell goes off without any penalty. If one fails and two pass, the spell fails, and the core takes 1 point of permanent damage.*

Table: The Components of a Focus

Core		Treatment			Bond		
Gem Cost	Focus Points	Treatment	Burn Chance	Focus Points	Bond	Focus Regen	Bonus
1 GP	6	Tin 1 GP	8	0	None	6	None
5 GP	8	Copper 4 GP	7	1	Easy	8	+1 Spell Damage
50 GP	10	Iron 20 GP	6	2	Common	12	+1 Spell Attack +1 Spell Damage
100 GP	12	Silver 50 GP	5	4	Uncommon	16	+1 Spell Attack +2 Spell Damage
300 GP	16	Gold 500 GP	4	6	Rare	22	+2 Spell Attack +2 Spell Damage
500 GP	20	Platinum 1000 GP	3	8	Legendary	26	+2 Spell Attack +3 Spell Damage
800 GP	26	Mithril 5000 GP	2	14	Mythic	36	+3 Spell Attack +3 Spell Damage
1000 GP	32	Starsteel 10000 GP	1	20	Divine	48	+4 Spell Attack +4 Spell Damage

A Focus has three major parts which determine its attributes.

**Focus Core** which is a gem that focuses the magical energy from the wielder, allowing a certain number of Focus Points to be used a day. More valuable gems increase the maximum amount of focus points that can be stored.

**Treatment** which is the enchanted metal dust which is used to coat the focus to prevent the core from burning out with overuse. The Burn Charge represents the number needed on a d12 to not permanently burn out part of the Core when attempting to Overcharge. A small amount of Focus Points are also gained based on the quality of the treatment.

**Bond** is the process that the Focus was attuned to the wielder with. This is highly subjective and is a self-assigned quest created by the Player whose Character wishes to attune themselves to the focus. If a player wanted to achieve the “Rare” bond, then an appropriate quest may be going on a pilgrimage to a mountain shrine and letting their Focus bathe in the light of a once-in-a-hundred-year celestial event. While an “Easy” Bond may be as simple as spending a week fasting and meditating to attune, a “Legendary” bond may require exposing the Focus to an Ancient Dragon’s breath. A bond should be special to the Character and the reward decided upon by the Game Master when the player states their quest.

Focuses also have several rules that apply to them:

- A creature can be bound to only one focus, and a focus can be only bound to

one creature. There are only three circumstances in which a bond can be broken; the wielder chooses to unattune to the Focus, the wielder dies, or the core becomes completely burnt out.

- A creature cannot use two different focuses in the same day. For an attunement to take place, at least one full rest must have passed since the wielder unattuned to their previous focus.
- If a creature wants to upgrade their bond, they must unattune from their focus and pursue a new bond quest as described in the earlier section, requiring a full rest.
- A Focus cannot be used to Charge spells if it is being used to overcharge.

## Components:

Some spells have components in addition to a Focus Points cost. Components are usually items such as pieces of metal, bones, or gemstones. Nearly all ritual spells require components to complete as they are usually very potent. Components may not be physical items either. There are several spells that require magical languages to channel them or even situational circumstances such as an open flame, or a body of water.

Unless specified otherwise, if a component is listed, that component is consumed as part of the spell being channeled.

## Channeling in Armor:

Armor makes it naturally more difficult to cast higher level Spells. While Beginner spells are unaffected, Novice, Expert and

Master level spells require extra actions to cast spells. Medium armor requires 1 extra Action and Heavy armor requires 2 extra Actions. This is referred to as an **Armor Cast Penalty** and can be mitigated by Modules.

## Conditions

the AVD12 System has many Conditions that impact combat. These conditions can be caused by spells, attacks, environmental situations or even self-inflicted.

**Dazed:** A character can only use one of their actions to channel and cannot concentrate on spells for the duration they are affected. Additionally, you cannot use any skill or spell that takes more than 1 Action.

**Blind:** A character has a -5 modifier to the Search action using sight and suffers -2 penalty to Blocking or Dodging skills. Attacks and Spell Attacks made by the blinded creature also suffer a -2 penalty. Point Blank spells are the only Spell Attacks not affected by being blinded.

**Incapacitated:** A character's speed becomes 0, they cannot take reactions and they can only take one action.

**Paralyzed:** A character who is paralyzed cannot take actions, reactions or move and automatically fails any Skill Checks they make.

**Invisible:** An invisible creature cannot be seen and has a +3 bonus to all Stealth checks. A creature is invisible until they make an attack or cast a spell. Invisible creatures have a +2 Modifier on Melee Attacks and Touch Spells.

**Stunned:** A creature cannot take actions and fails all concentration checks. A character also suffers a -2 modifier to all checks.

**Afraid:** An afraid character must use one action to move at least 1 unit away from their source of fear. Attacks against the source of their fear have a -2 Attack modifier.

**Prone:** A character has a -2 modifier on all attacks. Melee Attacks against the character have a +2 modifier. Movement speed is halved when Prone. Standing up from a prone position costs 2 units. A character can pass through a hostile creature's space without a check if the creature occupying that space is prone.

**Frozen:** A character cannot take actions, is immune to cold damage and takes double damage from Physical Damage. If a character reaches 0 Health in this way, they shatter and die.

**Ignited:** A character takes 1d8 damage every turn on the start of their turn. This character or another can use an action to put the fire out. The Ignited creature also gives off light in a 30 Unit radius.

**Deafened:** A deafened character cannot hear and is immune to Sonic spells. They also have a -2 Resistance modifier on all checks against spells and a -5 Modifier when making Search checks involving sound.

**Charmed:** A Character that is Charmed cannot take aggressive actions towards the individual who Charmed them. Additionally, the target who Charmed the Character can make suggestions as an Action which the Charmed Character will do their best to

follow. When a suggestion is made in this way, the Character has a chance to break free of the Charm by making a Resistance Check against the Charmer's Persuasion.

Type of Suggestion	Resistance Bonus
Harmless Suggestion that takes 1 Action	+0
Harmless Suggestion that takes More than 1 Action	+2
Harmful Suggestion towards yourself or an ally that takes 1 Action	+4
Harmful Suggestion towards yourself or an ally that takes more than 1 Action	+6

**Maddened:** A Character who is maddened cannot properly identify friend from foe. At the start of their turn, roll a 1d4 with each number corresponding to the closest four creatures. The Maddened Character goes after that target until the effect ends or the target dies.

**Poisoned:** A Character who is poisoned must make an Endurance Check or take Poison Damage. For fast poisons, the check and damage are made at the end of the Poisoned creature's turn. For slow poisons, the check occurs at the interval specified by the poison. A successful check means that the creature takes no damage, but the poison remains unless otherwise specified or cleansed.

**Exhausted:** A Character becomes exhausted due to spells or simply not getting enough sleep. 3 hours of rest can remove one tier of this condition, but do not count towards the total hours required to

gain a Full Rest. The tiers are defined below:

**Mild [Tier 1]:** A Character cannot apply bonus damage to spells or attacks.

**Moderate [Tier 2]:** A character can only take the Attack or Channel Action once on their turn.

**Severe [Tier 3]:** A Character cannot take reactions and has -2 Movement Speed

A character instantly falls unconscious when receiving a point of exhaustion beyond Severe and will not wake until they have no exhaustion remaining.

**Infection:** A Character who has an infection suffers from a **Mild Disease**. Each day, upon waking from a full rest, they must immediately make an **Endurance** check. A success is anything above a 7. Three successes, and the character overcomes the infection. Three failures, and the character dies. Infections can also be cured with certain spells and module abilities.

**Grappled:** A Character who is grappled cannot move and can only take 1 action on their turn. A character who is grappling another character must use an action each turn to maintain the grapple. Grappling a character requires an Athletics check contested by an Athletics or Acrobatics check. If a character is grappled from 2 or more sources, they cannot take any actions except an attempt to escape which must succeed against combined contested checks from each of the grapplers. Failing a check against 2 sources causes **1 Tier of Exhaustion**.

**Diseased:** A Character who is diseased has -2 movement speed and does not

regenerate health during a full rest. The severity of the disease affects the character in variable ways:

Mild [Tier 1]: -1 to all rolls

Moderate [Tier 2]: -2 to all rolls

Severe [Tier 3]: -3 to all rolls

Conditions that have modifiers for the same affected rolls are not additive. Instead, only the strongest Bonus or Penalty modifier applies. Can be cured with certain spells or modules.

## Vision & Alternatives

In the AVD12 System, vision plays a large role in determining what a character can see. By default, everyone has normal vision which is affected by darkness. If there is no light, a character is considered **Blind** without the aid of improved vision.

Otherwise, it is assumed that a character can see up to the range of their light source. A typical adventurer's vision would be adapted to dim circumstances such as nighttime with the illumination of the stars, and thus not affected.

The AVD12 System does have multiple types of improved vision which behave differently in the lack of light:

**Normal:** The standard vision most creatures have that allows sight when there is light available.

**Infravision:** This improved vision allows a creature to be able to see the shapes of creatures and items that emit temperatures. For instance, a character with Infravision would be able to see the aura of an animal in the distance or see an object in a pitch-

black room that is much colder than the room.

**Ultravision:** This improved vision simply allows a creature to see in darkness as if there were light available.

**Truevision:** This improved vision allows a creature to see in darkness, as well as seeing through invisibility and deducing if a creature is in its true form.

**Echolocation:** This is a form of navigating and detecting objects and creatures using sound and hearing. Creatures who rely on echolocation are considered Blind when they are Deafened.

**Seismic Location:** This is a form of navigating and detecting objects using vibrations in the ground. A character who is flying or levitating is invisible to creatures who rely on Seismic Location.

## Resting and Recovery

Recovery in the AVD12 System is slow and must be managed carefully for a successful adventure. Simply having a quick sleep in a cave will not magically heal a character. By default, a Character regenerates 2 health after a **Full Rest** without any favorable conditions. Favorable conditions are dependent upon the Game Master and setting. It would be perfectly appropriate to say that sleeping in a tavern or personal quarters doubles the amount of health that is restored. It could also be plausible that a character would regenerate more efficiently in a hospital setting or friendly temple.

Low Health has prominent effects on a Character. If they are under 10 health, they do not benefit from any regeneration after a Full Rest due to the severity of their injuries.

If a character is 5 Health or under, and they complete a full rest, they are considered grievously wounded and have the **Incapacitated** Condition until they get to 10 health or higher.

In the AVD12 System, Full Rests also cause Focuses to Regenerate based on their Focus Regen attribute. Several abilities that are constrained to a daily limit are also reset upon taking a Full Rest.

The amount of a Full Rest can only be taken once per day and takes 6 hours to complete. This can be broken up by light activities, but all 6 hours must be completed within a window of 8 hours unless otherwise specified.

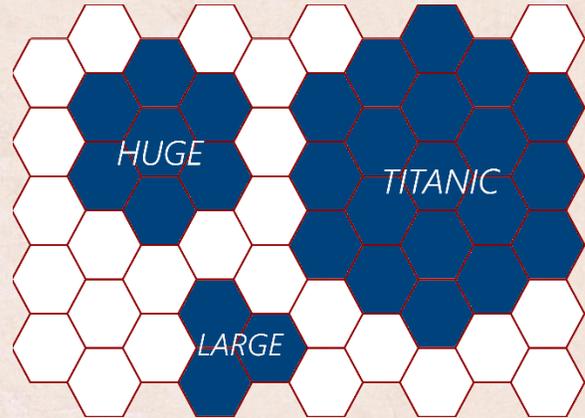
If a Character does not Sleep during a day cycle, they receive one tier of Exhaustion.

## **Additional Rules of Combat**

In the AVD12 System, combat is best handled on a map with a grid to represent distances. One tile, square or hex should be considered 1 Unit. A Unit is an arbitrary measurement that should be somewhere in the realm of a meter or yard but can also be five feet as other TTRPG systems dictate. Hexagon based maps work the best for realistic movement and you are not forced to either calculate or ignore diagonals. 1 Unit of Move Speed is equivalent to moving to an adjacent tile on any map. While physical maps are good representations of combat, it is still viable to handle combat without a physical representation and estimate distances in a "Theatre of the Mind" methodology.

On a tile map, Creatures take up tiles proportional to their Size. Creatures cannot end their turn on the same tile. A Medium or

smaller Creature takes up 1 tile, other creatures take up more. The following diagram shows the size of Large, Huge and Titanic creatures. Note that a Titanic Creature can be much larger than what is shown.



## **Ranged Combat**

All Ranged Weapons have a minimum and maximum optimal range. A Character can fire a Ranged Weapon up to double its maximum range but suffers a -3 penalty to the Attack Roll. Likewise, if a Character is aiming a Ranged Weapon at a Creature who is under the minimum range, the penalty is also -3. All Ranged Attacks are considered Projectiles and you must be able to see your target to make an attack against it.

## **Throwing Weapons and Objects**

Throwing Weapons or Objects is a viable way to deal damage in AVD12, although there are limitations. A Character uses the modifier associated with that weapon, such as Slashing, Piercing or Crushing. By default, a Character can throw a Light Weapon 4 Units + 2 Units for each Athletics Modifier with a minimum of 4 Units. The

Weapon Die for this attack becomes 1d6. Heavy Weapons can be thrown 2 Units + 2 Units for each Athletics Modifier to a minimum of 0 Units. The Weapon Die for throwing a Heavy Weapon is 1d8.

For throwing non-weapon objects, a Character uses their Athletics Modifier as the Attack Modifier. A small object (3 – 5lbs) can be thrown a distance equal to a Character's Athletics Modifier + 4 Units and deals damage equal to the Athletics Modifier.

Larger objects have a range limited to 1 Unit for each Strength Bonus Modifier a Character has. To throw larger objects requires 2 Actions: One to prepare and one to throw. To prepare a throw, a Character needs +1 Strength Bonus Modifier for every 10lbs of the object. To throw, a Character must make an Athletics Check minus 1 for every 10lbs of the object. The Damage is 1d6 for every 10lbs of the object + the Athletics Bonus Modifier.

## Called Shots

During Combat, it is possible to use your Free Action to make a **Called Shot** on your next Action for a Melee or Ranged Attack. A Called Shot is a declaration of attempting to target a certain part of a Creature such as a hamstring, eyeball, or arm. When you make an Attack with a Called Shot, you have a -5 penalty to your Attack Modifier. If the Attack hits, you calculate damage normally against their Resist Modifier and determine if the part you attacked was damaged. If the calculated damage is equal or greater than the health of the part, it is damaged for 1 Minute. If your damage exceeds the Health of the part by 10 points, the part is destroyed instead.

If your attack does not do enough damage to destroy the part, the part is unharmed, and half the damage is done to the creature's Health instead. There is no Called Shot for an execution type attack as these are meant to be strategic options that have a risk associated with them.

Certain body parts have certain Health. This table is a base for formulas:

Body Part	Formula	Effect
Eyeball	Level + 3	-1 Search per eye, Blind Condition if no eyes left.
Arm	Level + 8	Cannot use 2-Handed Weapons, -1 to Attack
Wing	Level + 5	Fly Speed Halved, If no wings left, Fly Speed is 0
Leg	Level + 8	Move Speed Halved, if no legs left, Move Speed is 2

*Health is doubled if the creature is Large or Huge and tripled if Titanic.*

## Changing Equipment in Combat

Changing equipment in combat is a way to adapt to a changing situation. On a character's turn, they may swap one weapon for another for no cost. For instance, if a character cannot get in range to make a melee attack with their short sword, they can freely switch to their bow and make an attack with it. Additionally, a character with a bastard sword and shield may want to wield their blade with 2 hands instead of 1, in which case they could stow their shield and make the attack two-handed to increase their damage. When a character ends their turn, they take all the benefits and penalties with their last equipped weapon set. As per the shield example, a character who stows their shield will not

benefit from the defense on it until they re-equip it.

## Stealth in Combat

During combat, it may be appropriate for certain characters to attempt to hide during combat or remain undetected until an opportune moment. This is where the Stealth skill comes into play. When a character wants to hide, they make a Stealth Check which determines if they are hidden from other combatants. If the Stealth Check is greater than the Passive Search of a creature, the Hide was a success. A Character cannot just hide anywhere - they must completely break line of sight either by being behind cover or out of a creature's vision by other means. A Creature with only partial cover receives a -2 Modifier to their Stealth Checks.

Any time a Character uses the Move Action while Hidden in combat, they will need to make an additional Stealth Check. If they do not have cover, the check is made with a -2 Modifier.

## Search in Combat

Once Combat starts, all creatures are considered hyper-alert, gaining a Persistent Search of 7 + their Search Bonus Modifier. If a Creature attempts to use the Hide Action in combat, each Combatant who has a higher or equal Persistent Search compared to the creatures Stealth Skill Check is aware of that Creature's whereabouts. They can then use a following Action to point out that Creature to reveal it to their allies.

## Cover in Combat

In the AVD12 System, the battlefield will often be more than just a flat plane - there will be many objects and walls that creatures can utilize to obstruct themselves for protection or hiding. In the AVD12 System you either have Full Cover, Partial Cover or No Cover.

**Full Cover** prevents you from being attacked by attacks that require vision or a target, such as projectile and ray spells.

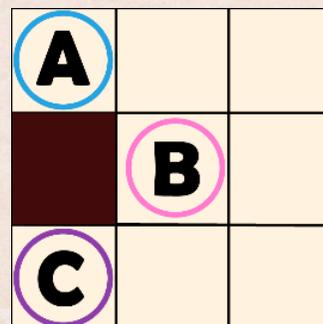
**Partial Cover** gives you a +2 Modifier to Block and Dodge checks against attacks.

When making Ranged Attacks or Casting Projectile Spells, a Creature that is in between you and your target, whether friend or foe, grants your target Partial Cover. This does not apply if the obstructing creature is 1 size or more smaller than your target.

### Cover and Stealth with Diagonals

Diagonals introduce some more interesting scenarios that do not exist for hexagonal maps concerning both cover and stealth.

In the following example, the red square represents a large obstruction on the map. Creature A has full cover against Creature C, but only has Partial Cover against Creature B. Creature B receives a +2 Defensive Modifier against Creature A.



As with the example with Stealth, if Creature A is hidden, Creature B cannot see them and cannot make an attack. Otherwise, if Creature B attacks Creature A, they get a +2 Modifier for Partial Cover.

## Armor

Armor is an important part of the AVD12 System, as each type has many advantages and disadvantages. There are three categories of armor in the AVD12 System: **Light**, **Medium**, and **Heavy**. The Physical Resist of an armor negates Physical Damage from a hit. The cost of that protection come with more limited movement, especially when a Character is not very proficient in an Armor Type. Many of the penalties given by the differing armor can be mitigated by specializing in that armor through Modules. As described in the Spell Casting Section, the heavier the armor, the more it will slow down casting speeds, contributing to a Cast Speed Penalty for Novice and higher Spells.

The following table contains the base stats for the Armor Types. There are several ways to improve and create armors that give better Resists and less penalties.

Armor Types	Physical Resist	Elemental Resist	Penalty
Light Armor	+1	+2	-2 Block, -1 Dodge
Medium	+2	+1	-3 Dodge, -2 Block, +1 Casting Speed Penalty, -2 Stealth, -1 Speed
Heavy	+4	+0	-4 Dodge, -3 Block, -3 Stealth, +2 Casting Time, -2 Speed
Ultra-Heavy	+6	+0	-5 Dodge, -4 Block, -5 Stealth, +2 Casting Time, -3 Speed
Light Shield			+1 Block, -1 Dodge
Heavy Shield			+2 Block, -2 Dodge, -1 Speed, -1 Stealth

**Optional Rule : Armor Damage.** True Hits and Critical Hits will damage armor, lowering the effective resistance by “1”. If resistance goes to 0, the armor breaks. There are many services that repair armor, and options for the Smithing trade to repair and even forge armor.

## Weapons

Weapons in the AVD12 System are broken up into categories that determine their base Dice rolls. This leaves a lot of flexibility for using unorthodox weapons for your character. To hit a

creature with a melee weapon, a character must be adjacent to them unless otherwise specified. Some heavier weapons are more difficult to handle, causing penalties to Blocking, Dodging or both. This is represented in the table below.

*Table: Weapon Statistics*

Weapon	Dice	Examples	Penalty	Range
Unarmed	1d6	Headbutt, Punch, Kick	None	Adjacent
Light 1-Handed	1d8	Short Swords, Daggers, Hand Axes, and Javelins	None	Adjacent
Heavy 1-Handed	1d10	War Hammers, Long Swords, Battleaxes, and 1 Handed spear	-1 Dodge	Adjacent
Light 2-Handed	1d12	Bo staff, 2 Handed-Spear, Energy Staff	None	Adjacent
Heavy 2-Handed	2d8	Great Axes, Great Swords, Halberds	-2 Dodge	Adjacent
Ultra-Light Ranged	1d6	Hand Crossbows, Pistols, Blasters, Shuriken, Daggers	None	0-4 Units
Light Ranged	2d4	Short Bows, Slings, Darts, Rifles, Axes and Spears.	-1 Block	2-10 Units
Heavy Ranged	2d6	Longbows, Crossbows, Heavy Rifles	-2 Block, -2 Dodge	4-30 Units
Ultra-Heavy	3d10	Ballista, Sniper Rifles, Cannons	-3 Block, -3 Dodge. Firing takes 2 Actions	8-60 Units.

## Fighting Stances

Fighting Stances are gained through Modules and allow a Character to further define their combat style. A character can be in one and only one fighting stance. The default stance is Neutral, giving no bonuses or penalties. A Character can change their stance outside of combat or at the start of initiative. Otherwise, it requires an Action to change stances.

*Table: Fighting Stances*

Stance	Weapon Types	Descriptions
Neutral [Free]	All	No Bonus or Penalty
Savage Stance	All	-2 Block, -2 Dodge, -1 Attack, True Hit on 11's and 12's
Reactive Stance	All	+1 Block, -1 Dodge
Light Stance	All	-1 Attack, +1 Dodge, +2 Move speed
Defensive Stance	All	-1 Attack, +2 Physical Resist, +1 Block
Precise Stance	All	Gain +2 Attack, but lose any bonus damage on weapons
Dual Wield Stance	Light 1 Handed Weapons	You can wield two light handed weapons. When you make an attack with your primary weapon, you can add the dice of the second weapon without bonus damage
Wide Stance	2 Handed Weapons	Gain +1 Range on Melee Attacks (Maximum of 2 Units.), -1 Move speed
Dueling Stance	1 Handed Weapons, Dueling Feat	Gain +1 Attack and +1 Block when you have only 1 enemy within 10 ft and no allies within 10 ft.
Quick Toss Stance	Light Weapons	Double Dice on Throwing Weapon Attacks with Light 1-Handed Weapons
Pivot Stance	Light Weapons	You do not trigger reactions on creatures who you attack with a melee weapon on your turn
Control Stance	Heavy Weapons	Creatures that are hit by a reaction that involves a melee attack by you have -2 movement speed until the start of their next turn
Screen Stance	Heavy Weapons or Shields	Gain +2 Block against Projectiles
Heavy Stance	Heavy Weapons	Attacks against creatures your size or smaller are pushed back 5 ft. and take damage equal to your damage modifier if they successfully block your melee attacks
Juggernaut Stance	Heavy Weapons, Juggernaut Module	Every time you hit an enemy on your turn, you gain +1 Attack until the start of your next turn.
Versatile Stance	Any, Armsman Module	You can reroll any 1's on weapon damage die and can switch weapons three times on your turn instead of once.
Reactive Stance	Any	While in this stance, Your Opportunity Attacks do not consume your Reaction.
Marksman's Focus	Ranger Module	Gain +2 Attack with Ranged Weapons while maintaining Concentration
Flowing Strikes	Monk Module	Gain +1 Attack with Unarmed Strikes and 1d4 Bonus Damage to all attacks while Maintaining Concentration. Losing Concentration Dazes you until the start of your next turn.

## Mounted Combat

In the AVD12 System, it is possible to utilize mounts in combat, though there are rules which distinguish it from non-mounted combat. To mount a creature, the mount must be at least one size larger than the creature, or it is subjected to a movement penalty, lowering the mount's movement speed by half.

Firstly, mounting a creature takes an Action. The mount takes the initiative of the rider and can only act on the rider's turn. To control the mount, a rider must dedicate an Action to do so. If a mounted character designates an Action in this way, the mount can take 2 Actions which it is free to use however commanded.

A mounted character can dismount by using 2 units of movement. If a character is forcibly dismounted, they are subjected to the falling rules with a minimum of 1 Unit fallen. A character becomes forcibly dismounted if the mount goes prone, falls unconscious or dies. Additionally, if a mount is displaced, the rider must make an Athletics Check of 8 or higher or be dismounted.

While a character is mounted, they cannot be Grappled or Shoved unless the creature is larger than the mount.

To participate in combat without a rider, a Mount must be a Pet.

## Taming and Pets

In the AVD12 System, like many TTRPGs, there are going to be situations where you want to add a friend in the form of a Pet. Pets are an official mechanic of the AVD12 System and have mechanics, limitations, and optional plot armor to ensure that the adorable and sassy parrot you tamed won't be incinerated by the first stray fireball to hit within 3 units of it.

**A Pet** is a character that is controlled by a player and always acts on the same Initiative as the character that owns it. By default, a Pet has two Actions. One Action can only be used to Move up to their Movement Speed. The other Action can be anything listed in their Stat Block. This is to ensure the quick flow of combat, and ensure that a powerful Pet does not overshadow a player's character.

Pets also have some defensive benefits that make smaller creatures more survivable. If a Pet is two sizes smaller than the owner, the Pet can occupy the same space as the owner. While in this space, the Pet is immune to all Area and Line damage and cannot be targeted. The Pet moves with the owner through effects that cause displacement and does not count as an extra creature for spells that include teleportation. In short, if the owner goes somewhere, the Pet follows. On its turn, a Pet can move from this space, Attack, and then use the rest of its Movement Speed to return to the safe space, but it becomes targetable the instance it leaves the sanctuary of that space.

A character can only control a Pet that is half of their Level - 1 or less, rounded down. So, a Level 8 character can have a Level 3 Pet, and a Level 11 character can have a Level 4 Pet.

The process of Taming is how a creature becomes a Pet. By default, only Beasts can become Pets, though there are Modules that offer exceptions. Taming requires an Animal Skill Challenge that takes place in one-hour increments that can be spaced no longer than one day apart. The number of Animal Skill Checks in the Skill Challenge equals  $[\text{Creature Level} + 1]$  that is being tamed. To succeed on the Skill Challenge, the total cumulative score of all the Animal Skill Checks must be greater than or equal to  $[\text{Creatures Level} * (8 + \text{Creatures Level})]$  with a minimum of 8. This number refers to the Taming Score, which is listed on all Beast Stat Blocks for convenience.

*Ex 1. A Level 5 Saber-Toothed Tiger would require a Skill Challenge of 6 individual Animal Skill Checks, each requiring one hour, spaced no more than one day apart. The required cumulative score for the 6 Checks would be 65 ( $5 * 13$ ) which would require an average Animal Skill Check of just over 10 to succeed.*

*Ex 2. A level 0 Crab just walked up to you, and you fancy making it a Pet. This would require one Animal Check and require only 1 hour. Since the formula would result in the required check being 0, the required Animal Skill Check becomes 8.*

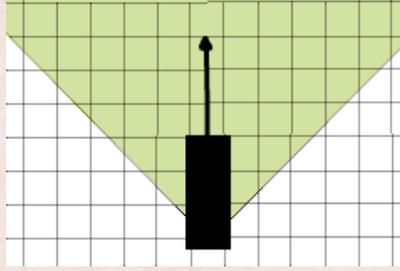
Finally, if a creature that is being tamed takes damage or becomes aggressive for any reason, the Taming process fails and must be restarted. Although it is optional, it may be warranted for an aggressive creature to attack while being tamed if the Animal Skill Check is deemed low enough, but this is up to the Game Master's discretion when considering the type of creature that is being tamed.

## Vehicles

In the AVD12 System, vehicles are an important part of gameplay and can be used in combat. Vehicle's function much like other characters, as in that they have a stat-block, initiative, and concepts such as Block, Dodge and Resist to avoid damage. In the case of a vehicle, however, "Blocking" an attack is better imagined by side plating armor causing a cannon shot to ricochet, or "Dodging" by doing a barrel roll in a fighter and avoiding a missile.

Vehicles have important concepts that other entities do not. **Orientation**, **Momentum** and **Stations**. While a vehicle moves and turns by using Move Speed in a similar fashion to a player, a large vehicle cannot instantly change directions and so **Orientation** comes into play.

**Orientation** is the direction the vehicle is facing. Orientation Cost is a specific statistic on a vehicle stat-block that represents how much Move Speed is required to rotate the vehicle. This is done by using a 90-degree Cone facing forward on the vehicle. A Vehicle can elect to convert Move Speed into a rotation within this Cone, even spending multiple Move Speed to rotate more than one increment on a single turn.



*Example: A vehicle facing north within a grid with a 90-degree cone overlaid on top. This vehicle could deduct its Orientation Cost from its Move Speed to face a new direction within this cone, at which point it could either use the rest of its Move Speed to move or rotate again with Orientation Cost.*

**Momentum** [Passive Movement] refers to how far the Vehicle will travel with no input from the Operator and how quickly the Vehicle can stop. These two concepts work in tandem to provide movement rules for Vehicles and vary greatly by setting and vehicle type. Additionally, it requires Move Speed to stop or slow a vehicles momentum.

**Move Action** [Active Movement] refers to the speed a vehicle can go while using the Move Action. This is performed by an Operator Station, which all vehicles have which defines the types of maneuvers a vehicle can do. In fact, many vehicles would only have an Operator Station such as a single-pilot starfighter or a horse-drawn carriage.

Generally, you can group vehicles into 4 categories based on their method of travel: Land, Sea, Air and Space which all have slight variations on the concept of Momentum. At the start of its turn, a vehicle moves its Current Momentum.

Land: Momentum is 0 always. To move a Land Vehicle, the Move Action is required.

Air: Momentum is Half of the Maximum Move Speed of the vehicle. Air Vehicles will also have a Minimum Speed which is required to avoid going from “Flying” to “Falling”.

Sea & Space: Momentum is the speed of the last Active Movement. For instance, if a galleon used a Move Action on its last turn to cover 8 units, the galleon will move 8 units in a straight line at the start of its turn.

**Stations** are permanent areas enclosed within a Vehicle that can be occupied by members of the Crew. There are two types of Stations: Passive and Active with Passive Stations granting statistical bonuses to the ship assuming they are crewed and Active Stations that can take a Station Action.

The Operator Station is the most basic and customizable of these and is where the movement of the Vehicle is controlled from. Stations are predefined in a vehicle’s stat-block with a series of Actions that can be used, and the amount of crew required for them to function. An Operator Station in a standard Race Car will be vastly different from that of a Fishing Boat.

Anyone interacting or aboard a vehicle has a role, whether it is commanding a massive battleship or simply being a passenger in wagon.

**Passenger:** An individual on or in a vehicle that does not occupy a Station. A passenger is free to take the normal actions of a character and they offer no benefits or penalties to vehicle. Depending on the vehicle, a character can move and act around a vehicle normally.

**Station Crew:** A member of the crew is assigned to a station and works to ensure function of that station. Many stations can be operated with only 1 character, but at a penalty for efficiency. A crew member cannot take standard actions but, instead help facilitate actions that are issued from other sources such as a Captain or Commander. Crew members are typically NPCs on larger vehicles. While an individual is functioning as a member of the crew, they are not part of initiative order in combat.

**Station Operator:** When a Station is occupied by a Player Character, they become a Station Operator. This crew member rolls their own initiative and can employ any of the Stations Actions, Free Actions or Reactions freely much in the same way a character would be controlled.

**Commander:** The Commander is a special Player Character member of the crew that can call upon Station Crew without Station Operators to use their Actions. By default, a Commander can use this ability 2 times per round.

**Size Classes:** As with Player Characters in the AVD12 System, vehicles are designed to be modular with their stat-blocks a culmination of the chosen modules. However, rather than having levels as a player character, vehicles have Size Classes that determine how many modules they have in them.

Size Class	Examples	Max Modules	Health	Cost
Tiny	Horse drawn wagon, canoe, or car	1	25	1k GP
Small	Helicopter, starfighter or truck	2	40	2k GP
Medium	An assault ship, frigate, cutter, or passenger plane	3	80	10k GP
Large	A destroyer, galley, or cargo ship	6	120	80k GP
Huge	A cruiser or floating city	9	200	200k GP
Titanic	A battleship or larger	12	400	500k GP

## Exploration

### Exploration and Travel of Large Areas

The preferred mode of exploration is using an Exploration Map which is a hexagonal map with each tile representing 1 Exploration Unit. As with Units, the actual size of an Exploration is dependent on the setting and speed of travel and is dependent on the setting and Game Master. The Exploration Map is an alternative system to travel and exploration that abstracts travel into a series of smaller portions. In simple terms, an Exploration Party (all creatures who have elected to travel together) decide on adjacent tile they wish to move to by specifying a direction. The directions would be: **Up**, **Down**, **Upper Right**, **Upper Left**, **Lower Left**, and **Lower Right**. Once the party decides on their destination, the Game Master will call for Exploration Checks which are covered later in this section.

#### *Creating a Map*

The first step to making an Exploration Map is to decide on the approximate size of one tile and how long it would take the Characters to pass through an entire hex tile.

As an example, for a fantasy setting, an Exploration Unit could be around 10 Kilometers from one end to the other and may take an average Character 6 Hours to go from one side to the other in ideal circumstances. The time it takes is called the **Time Unit**. In short, it should take 1 Time Unit to travel 1 Exploration Unit if the party does not have any penalties.

In a setting that involves space travel, the distance may be a Parsec and the average time may be one standard day to go from one side to the other.

A hex tile will have several qualities that will determine its attributes and what happens when a Character enters the tile. Using the fantasy example, a hex tile will be made up of a type of terrain and can contain a Point of Interest (POI) or an Event.

The terrain is used to calculate the Travel Modifier which had 3 Levels: Normal, Difficult, and Impassible. A Game Master can utilize their best judgement here based on the composition of the party and other factors that many contribute to how difficult a terrain is to cross, such as cargo, beasts or other creatures that are accompanying the party.

***Normal: Movement through this tile is normal. This could be flat plains, a sparse forest, or soft hills.***

**Difficult:** This increases the time it takes to travel completely through this tile by 2x. Tall hills, deserts and mountainous regions may be examples of what would contribute to a Difficult Travel Modifier. All Exploration Rolls have a -2 Penalty to them.

**Impassible:** This tile cannot be passed through by normal means. While there are always possibilities of scaling a mountain or crossing a kilometer-wide chasm, the Game Master will need to treat this as an Event outside the Exploration Map mechanic.

*An example of a Game Master's Exploration Map, with 'I' being impassible, x2 being a Difficult tile and POI referring to a point of interest.*



### **Revealing the Map**

A Game Master should not share their Exploration Map with the party. It should be on the Party to keep track of Exploration to the best of their ability. A Gamemaster should inform the Players when certain areas are revealed to them, as they discover new tiles.

The Game Master should also take in conditions such as height and weather when revealing tiles to the party. For instance, the party may elect to climb a mountain or large hill. Once they

get to the top, a Scout's Check may reveal neighboring tiles or distant landmarks that would not normally have been visible.

### ***The Exploration Party***

An Exploration Party is a group of people traveling together that can take up persistent roles to benefit the exploration. These roles, by default, can have one person assigned to them. However, some of the roles can have additional members partake in, subject to the Assist Check rules. All roles are dependent on the setting and can be adjusted to fit, but guidance for the Fantasy Setting is provided below.

When a party attempts to travel from one tile to another, Exploration Checks must be made for each party member who is occupying an Exploration Role.

#### *The Guide/Navigator:*

The guide leads the party and is responsible for navigation while passing through a tile. It is their chosen path that will ultimately affect the speed at which the rest of the party can make it from one point to another based on their expertise.

The Guide will make a Wilderness Check to determine the best course and direction. Additional Guides/Navigators can help by using the Assist Check rules, giving a bonus to the main Guide.

<b>Wilderness Check</b>	<b>Result</b>
4-	Your party becomes lost.
5-7	Tile takes 2x as long to pass through
8-12	No effect
13+	Tile takes ½ as long to pass through

#### *The Scout:*

The scout oversees keeping a lookout for dangers, landmarks, and anything else that may be of interest to the party. While successful, the scout may be able to identify distant threats or points of interests.

The Scout makes a Search Check to determine what is visible to the party. Any additional Scouts can help by using the Assist Check rules, giving a bonus to the main Scout.

<b>Search Check</b>	<b>Result</b>
4-	You miss any landmarks, and your party has a -5 Penalty on all Initiative Checks.

5-7	You are aware of only obvious landmarks, such as large mountains or big cities but have a -2 Penalty on all Initiative Checks.
8-12	You cannot be ambushed, and Points of Interest are visible to you.
13+	All adjacent tiles are revealed, showing large Points of Interest. Your party cannot be ambushed and gains +3 Initiative.

### Forager/Hunter:

The forager/hunter provides food for the party as well as any accompanying animals. In an environment that is not labeled as desolate by the Game Master, they can search for food while traveling.

The Forager and Hunter makes a Wilderness Check to find edible food or game. Multiple people can forage independently.

Wilderness Check	Result
4-	You find nothing
5-7	You find enough to sustain 1 person for the day.
8-12	You find enough to sustain 1d4 + 1 people for the day.
13+	You find enough to sustain the party for the entire day.

### Handler:

The handler manages any beasts that the party may be using and ensures that they remain healthy for the journey.

The Handler makes an Animal Check to maintain the health and quality of the animals. Any additional Handlers can help by using the Assist Check rules.

Animal Check	Result
4-	1d4 Animals receives an injury and cannot move as a result for the rest of the day. At the start of each day, a Medicine Check can be performed. On a 4 or lower, the animal does not improve. On a 5 to 8, the animal can move at half speed. On a 9 or higher, the animal is cured of their injury.
5-9	No effect
10+	All beasts in the party gain temporary health equal to your level and 3 units of Move Speed while you are traveling through the tile.

### Leader:

The leader oversees keeping the group together and motivated and can either enhance or be a detriment to the group. The leader makes a Persuasion Check at the start of each Exploration Group Check. There can be only one person filling the Leader Role.

Persuasion Check	Result
2-	-2 to all Exploration Party Member Rolls
3-5	-1 to all Exploration Party Member Rolls
6-7	No effect
8-11	+1 to all Exploration Party Member Rolls
12+	+2 to all Exploration Party Member Rolls

### ***Tile Encounters***

Encounters can be anticipated or chance occurrences that happen while exploring. For instance, an Exploration Party may come across a River that they need to cross. After deciding on how their party wants to approach the event, the Game Master will introduce a series of Skill Checks to calculate their success or the cost of their failure.

An Encounter could also include a combat scenario where a local tribe or creature aggresses against the Exploration Party.

There may be the need to add excitement to the adventure by adding random events while traveling. To do this, roll a 1d12 when the Exploration Party attempts to move from one tile to the next and use the following table which provides examples. It is recommended to create tables for your specific setting and adventure instead of relying on any provided examples as the best Exploration adventures will thematically fit your world.

Roll	Encounter Type	Examples
1	Disastrous Encounter	An ambush, a wildfire, an infestation, or disease
2	Difficult Encounter	A hostile tribe encounter, tile becomes difficult, or the weather turns poor
3-10	No Encounter	
11-12	Positive Encounter	A peaceful tribe offers shelter, bountiful food, discover a clue to a Point of Interest or the weather becomes less hostile

## ***Resting and Downtime***

An Exploration Party can elect to not move from a hex tile, effectively pausing the need for making Exploration Checks. If a party spends 1 Time Unit without moving, they can make any Exploration Checks with a +2 Bonus Modifier while they remain in that tile. This will be crucial to finding any hidden Points of Interest and ensuring the party and creatures accompanying them remain healthy. While Resting, normal resting rules are in effect when determining conditions for a Full Rest.

## ***Rewards***

Besides the in-game rewards that are a result of exploration, a Game Master should reward Players that want to focus on Exploration. It is perfectly valid to award Module Points when Characters make impactful discoveries such as long-lost artifacts, first contact with a previously undiscovered civilization or overcoming an extremely difficult portion of travel.

# **Languages**

Languages play an important part in the AVD12 System and not only allow creatures to interact with each other, but with the environment as well. There are two types of languages in the AVD12 System: Magical and Non-Magical. Non-Magical languages are used solely for communication and don't have any special traits. Magical languages are rare and difficult to learn but all have specific traits or benefits associated with them and in some cases, repercussions.

<b>Language</b>	<b>Traits</b>
Sylvan	The language of the Fey. This allows a speaker to communicate ideas to beasts and gives +1 to all Social Checks while speaking this language to a beast.
Deadspeak	The language of the Dead. This allows a necromancer to perform rituals. This language can be used to communicate with Spirits. A resistance check of 7 is required when speaking this language or the Spirit that is being communed with gains a +2 bonus to all modifiers against you.
Orycotol	The language of the Orycotol race. This language has a mesmerizing effect on those who don't know it, allowing the Orycotol to weave in words of their language with another language they speak. This lowers the affected individuals Insight and Search checks by 2.
Infernal	The language of pacts and the Planes of Fire and Hell. This language allows you to make an infernal bond with another creature who agrees to the conditions that require both terms and a consequence of breaking the bond. Only one bond can be maintained in this way.
Tidal	The language of the Water Planes. This language allows you to communicate with Aquatic beasts and monsters. The speaker can also influence water itself with a strong enough will, changing tides and even reversing the currents of a river although with great difficulty and effort.
Aeron	The language of the Sky Planes. A powerful speaker of this language can perform feats such as

	parting and shaping clouds, and in some cases deterring or bringing rain.
Okkor	The language of the Earth. A powerful speaker of this language can consult the rocks of the world itself, gaining hints to nearby geographical features such as caves or waterfalls.
Old Draconic	The ancient language of dragons. A dragon would be much more receptive speaking to someone who spoke in their own tongue.
Void Speak	The language of the void. Terrible and guttural, this language calls upon the darkest depths to infuse magic. A spell or ritual cast using Void Speak gains a +2 Spell Modifier but speaking this language has a chance of corrupting. Whenever a spell is channeled using Void Speak, a Resistance Check of 7 needs to be made or the speaker takes one point of Corruption. Upon reaching 10 points, the speaker's mind is lost to the void.
Divine	The language of the Gods. You can use this language to attempt to speak with a Divinity who would be receptive to you and praying for an intervention. When making a prayer in this way, you can roll 2d12. If the result is 20 or greater, your prayer may be answered with results closer to 24 being more effective.
Demonic	The language of Black Magic and Witchcraft. This language is required for rituals involving Witchcraft, although any who speak this language must make a Resistance Check of 7. Upon failure, Any demon within 10 miles knows your location.
Arcanascript	The written language of magic. This language allows someone to read runes, magical symbols and decipher them. Many powerful mages code their spell books in Arcanascript.

## Items

The AVD12 System has several items that are used for various purposes such as Crafting, Trade Skills and Spell Components. The following table shows guidelines on costs. The economy in the AVD12 System has two main coins: Gold Piece and a Silver Piece. 10 Silver Pieces make up 1 Gold. If necessary for a setting, a GM can also introduce other coins to represent higher value.

Items	Cost to Buy
<b>Food and Beverages</b>	
A Pouch of Salt	1 SP
A Sack of Flour	5 SP
A Vegetable	1 SP
A Piece of Fruit	2 SP
A Pastry	2 SP
A Bottle of Honey	1 GP
A Bottle of Milk	5 SP

A Cheap Meal	2 SP
A Ration	5 SP
A Hearty Meal	1 GP
A Luxurious Meal	5 GP
A Cheap Ale	1 SP
A Cheap Bottle of Wine	1 GP
A Fine Bottle of Wine	50 GP
A Bottle of Whiskey	3 GP
<b>Gems</b>	
Malachite, Turquoise, Quartz, Hematite	1 GP
Lapis Lazuli, Azurite, Obsidian	5 GP
Jasper, Onyx, Peridot, Moonstone, Citrine, Bloodstone, Carnelian	50 GP
Amber, Amethyst, Jade, Garnet, Pearl	100 GP
Black Pearl, Alexandrite, Black Pearl, Topaz	300 GP
Emerald, Opal, Sapphire, Ruby	500 GP
Diamond, Jacinth, Star Ruby	800 GP
Blue Diamond	1000 GP
<b>Metals</b>	
Tin Ingot	1 GP
Copper Ingot	4 GP
Iron Ingot	20 GP
Silver Ingot	50 GP
Gold Ingot	500 GP
Platinum Ingot	1000 GP
Mithril Ingot	5000 GP
Starsteel Ingot	10000 GP

<b><i>Pinch of Powdered 1 Ingot = 20 Pinches</i></b> <i>(Powdered Metal is usually twice as expensive for processing fees)</i>	
1 Pinch of Powdered Tin	1 SP
Pinch of Powdered Copper	4 SP
Pinch of Powdered Iron	2 GP
Pinch of Powdered Silver	5 GP
Pinch of Powdered Gold	50 GP
Pinch of Powdered Platinum	100 GP
Pinch of Powdered Mithril	500 GP
Pinch of Powdered Starsteel	1000 GP
<b>Textiles</b>	
Light Leather Bundle	1 GP
Heavy Leather Bundle	5 GP
Silk Bundle	10 GP
Velvet Bundle	50 GP
<b>Basic Weapons</b>	
Light 1 Handed Weapons	5+ GP
Heavy 1 Handed Weapons	40+ GP
Light 2 Handed Weapons	50+ GP
Heavy 2 Handed Weapons	70+ GP
Ultra-Light Ranged Weapon	5+ GP
Light Ranged Weapon	10+ GP
Heavy Ranged Weapon	50+ GP
20 Ammunition [Light]	5 GP
20 Ammunition [Heavy]	10 GP
<b>Basic Armors</b>	

Leather Armor	30 GP
Medium Armor	200 GP
Heavy Armor	400 GP
Ultra-Heavy Armor	1000 GP
Light Shield	5-10 GP
Heavy Shield	15-50 Gold
<b>Smithing Components</b>	
A Sharpening Stone	5 GP
Lump of Coke	5 GP
Smithing Tools	20 GP
Lump of Coal / Charcoal	5 SP
<b>Adventuring Items</b>	
A 50-ft Rope	20 GP
A Torch	5 GP
An Oil Lantern	20 GP
A Crowbar	1 GP
A Bear Trap	50 GP
A Set of Manacles	20 GP
A Grappling Hook	25 GP
A Tent	30 GP
A Sleeping Bag	10 GP
A Flint and Steel	1 GP
<b>Herbs and Components</b>	
A Bundle of Mandrake	4 GP
A Bundle of Yarrow	2 GP

A Bundle of Nightshade	10 GP
A Bundle of Golden Poppy	10 GP
A Bundle of Echinacea	4 GP
A Bundle of Mint	2 GP
A Bundle of Saffron	15 GP
A Bundle of Maiden's Hair (Ginkgo)	20 GP
A Stalk of Valerian Root	2 GP
A Vial of Flax Oil	2 GP
A Vial of Distilled Valerian Root	5 GP
<b>Chemicals</b>	
A Pouch of Sulfur	10 GP
A Pouch of Nitrate	5 GP
A Vial of Mercury	25 GP
<b>Medicine</b>	
Sterile Bandage	1 GP
Smelling Salt	2 GP
First-Aid Kit [6 Sterile Bandages, 2 Smelling Salts]	10 GP
A Weak Potion of Healing	20 GP
A Potion of Healing	100 GP
<b>Economy</b>	
A Laborer's Daily Rate	3 GP / Day
A Waiter/Waitresses Daily Rate	3 GP / Day
A Sailor's Daily Rate	3 GP / Day
A Fisherman's Daily Rate	4 GP / Day
A Smith's Daily Rate	20 GP / Day

A Baker's Daily Rate	5 GP / Day
A [Level 3] Mercenary's Daily Rate	10 GP/ Day
A [Level 5] Mercenary's Daily Rate	25 GP/ Day
A [Level 7] Mercenary's Daily Rate	70 GP/ Day
A Cheap Inn	2 GP/ Day
A Moderate Inn	10 GP/ Day
A Luxurious Inn	50 GP/ Day
Stabling a Horse	2 SP / Day
<b>Animals</b>	
A Chicken	5 SP
A Sheep	5 GP
A Donkey	10 GP
A Work Horse	50 GP
A War Horse	250 GP

## Crafting

the AVD12 System has guidance for crafting that will make professions feel more impactful - especially paired with modules and cultural bonuses. Crafting certain items requires a skill check. On a failed skill check, the components are lost.

For every crafting skill there is a module that allows access to advanced recipes. Many of these advanced trades require catalysts in the form of magic. A catalyst is a spell being channeled of a certain school and element, but the magic is channeled into the product rather than its normal spell effect. This can have a variety of effects on producing items and enchantments.

Guidelines for crafting are below - however, keep in mind that these are only recommendations, and this list is designed to be flexible.

**Rune crafting:** The process of carving runes into objects. Minor Runes require 5 gold worth of powdered-silver, Standard Runes cost 20 gold worth of powdered-gold and Major runes require 50 gold worth of powdered-platinum. A rune is used up once the effect is triggered and cannot be deactivated.

Rune Name	S.C.	Time	Description
Minor Rune of Balance	5	1h	This rune pairs two objects under 5 pounds together. If one object moves, the other follows suit if there is nothing preventing it from doing so.
Minor Rune of Light	5	1h	This rune can be triggered to give off a dull light in a 3 unit radius for 10 minutes.
Minor Rune of Knowing	6	1h	This rune can either be attuned to dark or light creatures. If a creature of that type comes within 2 units, the rune will make a loud noise.
Minor Rune of Return	6	1h	This rune will always glow in the direction towards where it was initially carved.
Minor Rune of Magic Detection	6	1h	This rune hums if it makes contact with any magical items or surfaces.
Rune of Light	6	2h	This rune can be triggered to give off a dull light in a 4 unit radius for one day.
Rune of Pairing	7	2h	This rune requires two objects and double the materials. When two objects are paired in this way, they always have a slight pull towards each other, despite distance.
Rune of Poison Detection	7	2h	This rune, when carved into a container, will glow a specified color when a liquid or substance that is harmful is put within it.
Rune of Binding	8	2h	When activated, this rune allows an anchor for teleportation. When an individual targets the location this rune is at, the teleportation spell cannot fail.
Rune of Echo	8	2h	This rune requires two objects and double the materials. This allows a one-way path of sound from one object to the other. This rune lasts 1 day before expiring.

Major Rune of Identification	9	6h	This rune glows when pressed against a magical item, and it identifies it, deactivating the rune.
Major Rune of Balance	9	6h	This rune pairs two objects under 50 pounds together. If one object moves, the other follows suit if there is nothing preventing it from doing so. This rune lasts 1 month before expiring.
Major Rune of Feathering	9	6h	This rune makes an object weigh half the amount it would normally weigh. This rune lasts 1 month before expiring.
Major Rune of Knowing	10	6h	This rune can either be attuned to dark or light creatures. If a creature of that type comes within 15 units, the rune will make a loud noise. This rune lasts 1 month before expiring.
Major Rune of Force	10	6h	This rune requires two objects and double the materials. If the two bound objects ever get separated by a distance of more than 10 units, both runes explode, dealing [1d6 * Rune crafting Modifier] of true damage. This rune expires after 1 day.
Major Rune of Luck	10	6h	This rune is triggered on the misfortune of a skill check to whoever is holding the object it is carved in. This allows the character to reroll a 1. This rune only expires after it is used.
Major Rune of Object Location	11	6h	The item this rune is carved into is attracted by forces to a specified item. This rune lasts until it comes within 1 unit of the object it is attracted to.
Major Rune of Truth	11	6h	This rune detects a lie being told within 2 units by glowing hot red. This rune expires after it is triggered.
Master Rune of Incoordination	12	12h	This rune is triggered when someone other than you touches this object. This object automatically falls from their hands, and they cannot interact with it for 1d4 hours.
Major Rune of Light	12	12h	This rune is a permanent enchantment to an object that causes it to give off 4 units of light when the object is being held.

**Runemagic:** The process of using greater magics to create stronger active enchantments. This is a specialized type of **Runecrafting**.

Rune Name	S.C.	Time	Description	Requirement
Rune of Enhance Weapon: [Fire, Lightning, Cold]	8	1h	While active, the weapon ignites in magical energy, dealing an extra 1d6 damage on each hit of the enhanced element	Beginner Catalyst
Rune of Elemental Resistance: [Fire, Lightning, Cold]	8	1h	While Active, the Armor gives a + 2 bonus to the chosen element.	Beginner Catalyst
Rune of Lightning Swift	8	1h	While active, the boots that this rune is applied to grant an extra 2 units of movement.	Beginner Catalyst
Rune of Flame	9	1h	When activated, this causes whatever object it is carved onto to ignite. This stays lit for one hour. After the flame goes out, this Rune cannot be activated for another hour.	Beginner Catalyst

Rune of Quenching	9	1h	When activated, this causes whatever object it is carved into to cease being on fire.	Beginner Catalyst
Rune of Dispelling	9	1h	This rune, when active, dispels any Beginner Level of lower magic off the object it is carved into.	Beginner Catalyst
Greater Rune of Enhance Weapon: [Fire, Lightning, Cold]	10	24h	While active, the weapon ignites in magical energy, dealing an extra 2d6 damage on each hit of the enhanced element	Novice Catalyst
Greater Rune of Elemental Resistance: [Fire, Lightning, Cold]	10	24h	While Active, the Armor gives a + 5 bonus to the chosen element.	Novice Catalyst
Greater Rune of Buoyancy	10	1h	When activated, this causes whatever object it is carved into to float.	Novice Catalyst
Greater Rune of Levitation	10	1h	While active, the boots that this rune is applied to grant an extra 2 units of movement and a levitation height of up to 1 unit.	Novice Catalyst

**Smithing:** The process of creating and improving weapons and armor.

Smithing	SC	Time	Description	Materials
Sharpen Weapon	6	1h	+2 Damage to Weapons, Lasts 3 hits	1 Sharpening Stone
Reinforce Armor	6	1h	Prevents armor from taking damage, Lasts 3 critical hits	1 Iron Ingot (2x for Heavy)
Silver Coating	6	1h	Coats a weapon in Silver, Lasts 5 hits	A Pinch of Powdered Silver
Craft: Weapon	14 over 2 checks	1h	Creates a weapon made of Iron	1 Iron Ingot, 1 Bundle of Heavy Leather (x2 for Heavy 1 Hander and Light 2 Hander) (x4 for Heavy 2 Hander)
Craft: Silver Weapon	16 over 2 checks	6h	Creates a silver alloy weapon. If your final skill Check is above 12, add +1 Damage for each point it exceeds this number.	1 Silver Ingot, 1 Iron Ingot, 1 Bundle of Heavy Leather (x2 for Heavy 1 Hander and Light 2 Hander) (x4 for Heavy 2 Hander)
Craft: Black Iron Weapon	18 over 2 checks	6h	Creates a black alloy weapon [250 gold in iron, 50 gold in coke, 20 gold in leather] If your final skill Check is above 12, add +1 Damage for each point it exceeds this number and +1 Attack. (x2 Material for Heavy, x2 Material for 2 Handed)	2 Iron Ingot, 2 Lumps of Coke, 1 Bundle of Heavy Leather (x2 for Heavy 1 Hander and Light 2 Hander) (x4 for Heavy 2 Hander)
Repair Armor	8	1d	Repairs Damaged Medium and Heavy Armor	1 Iron Ingot per Level of Repair
Toughened Infusion	+2	6h	Infuse unfinished armor with +1 Block. Only one infusion of this type can be placed on a piece of armor.	2 Iron Ingot

Reinforced Infusion	+2	6h	Infuse unfinished armor with +1 Physical Resist. Only one infusion of this type can be placed on a piece of armor.	2 Iron Ingot
Lightened Infusion	+2	6h	Infuse unfinished armor with +1 Dodge. Only one infusion of this type can be placed on a piece of armor.	2 Bundles of Heavy Leather
Forge Armor	24 over 3 checks	3d	Forge Medium or Heavy Armor. If your final skill Check is above 12, add +1 Resistance for each point it exceeds this number. You may attempt to add 1 infusion per check, increasing the overall required skill check.	2 Bundles of Leather, 2 Iron Ingots per +1 Physical Resistance (x2 Medium, x5 Heavy, x8 Ultra Heavy). Iron can be substituted for other material at GM discretion.
Create Light Armor	24 over 3 checks	3d	Forge Light Armor. If your final skill Check is above 12, add +1 Resistance for each point it exceeds this number. You may attempt to add 1 infusion per check, increasing the overall required skill check.	2 Bundles of Leather per +1 Physical Resistance.
Forge Truesteel Weapon	18 over 2 checks	6h	Creates a Truesteel weapon [400 gold in iron or other metals, 100 gold in coke, 50 gold in leather, one 100 gold gem and one Novice Level Divine or Necromantic Catalyst. This weapon has +1 Attack and +1 Damage. If your final skill Check is above 12, add +1 Damage for each point it exceeds this number and +1 Attack. (x2 Material for Heavy, x2 Material for 2 Handed).	2 Iron Ingots and 2 Lumps of Coke and 200 Gold worth in Iron or other Material. (x2 for Heavy 1 Hander and Light 2 Hander) (x4 for Heavy 2 Hander)
Forge Unbreakable Armor	30 over 3 checks	6h	This armor is perfected to not take damage. If your skill Check is above 12, add +1 Physical Resist for each point it exceeds this number.	Same Cost as 'Forge Armor'

**Magismithing:** The process of improving Weapons and Armor by using Catalysts to enchant them.

Rune Name	SC	Time	Description	Level
Craft: Lesser Magical Weapon	+2	6h	Craft a weapon from the smithing table above, but it becomes magical	Beginner Level Catalyst, Pinch of Powdered Silver
Anti-Magic Armor Infusion	+2	6h	Infuse unfinished armor with +1 Resistance. Only one infusion of this type can be placed on a piece of armor.	Beginner Level Catalyst, Pinch of Powdered Silver
Strength Armor Infusion	+2	6h	Infuse unfinished armor with +2 Strength. Only one infusion of this type can be placed on a piece of armor.	Beginner Level Catalyst, Pinch of Powdered Silver
Elemental Armor Infusion	+2	6h	Infuse unfinished armor with +2 Elemental Resist. Only one infusion of this type can be placed on a piece of armor.	Beginner Level Catalyst, Pinch of Powdered Silver
Infusion: Imbue Weapon	8	1h	Use a Beginner Level Catalyst to enchant a weapon. <b>Divine:</b> Weapon glows when near dark (must pick undead, demons, devils, or void), +1d4 Radiant Damage vs Undead <b>Dark:</b> Weapon glows when near divine creatures, +1d4 Damage vs Undead	Novice Level Catalyst, Pinch of Powdered Gold

			<p><b>Illusion:</b> Weapon glows when near Invisible Creatures.  <b>Auguration:</b> Weapon glows when contacting Magic  <b>Abjuration:</b> Weapon glows when near elementals, +1d4 to elementals.  <b>Transmutation:</b> As an action, the wielder can move the weapon up to 6 Units or make an Attack with it using their Modifiers.</p> <p>Near = 120 ft.</p>	
Craft: Enchanted Armor	8	1h	<p>Use a Novice Level Catalyst to enchant armor.</p> <p><b>Divine:</b> +5 Dark Resist  <b>Dark:</b> +5 Divine Resist  <b>Illusion:</b> Once per day, you can transform this armor to take the appearance of any other type of clothing or armor.  <b>Auguration:</b> +1 Resistance  <b>Abjuration:</b> +2 Block/Dodge/Resist versus elementals  <b>Transmutation:</b> As a reaction, when someone hits you with a melee weapon, you can repulse a medium or smaller creature backwards 1 Unit.</p>	Novice Level Catalyst, Pinch of Powdered Gold
Greater Imbue Weapon	11	3h	<p>Use a Novice Level Catalyst to enchant a weapon.</p> <p><b>Divine:</b> Weapon glows when near undead, +1d8 Radiant Damage vs Dark creatures  <b>Dark:</b> Weapon glows when near divine creatures and fey, +1d8 Damage vs Divine creatures and Fey  <b>Illusion:</b> Weapon glows when near Invisible Creatures and can be used once per day to dispel an illusion.  <b>Auguration:</b> Weapon glows when contacting Magic and identifies magical objects on touch.  <b>Abjuration:</b> Weapon glows when near elementals, +1d8 to elementals.  <b>Transmutation:</b> As an action, the wielder can move the weapon up to 90 ft. or transform it into a different weapon type.</p> <p>Near = 300 ft.</p>	Expert Level Catalyst, Pinch of Powdered Platinum
Greater Imbue Armor	11	3h	<p>Use a Novice Level Catalyst to enchant armor</p> <p><b>Divine:</b> +2 Block/Dodge/Resist versus dark  <b>Dark:</b> +2 Block/Dodge/Resist versus divine  <b>Illusion:</b> You can transform this armor at will as well as gaining +2 to Stealth and +1 to Persuasion while wearing this armor.  <b>Auguration:</b> +2 Resistance  <b>Abjuration:</b> +2 Block/Dodge/Resist versus elementals  <b>Transmutation:</b> As a reaction, when someone hits you with a melee weapon, you can repulse a large or smaller creature backwards 2 Units.</p>	Expert Level Catalyst, Pinch of Powdered Platinum

**Alchemy:** The process of creating potions and poisons

Rune Name	Check	Time	Description	Ingredients
Weak Poison	5	1h	Coat a weapon or lace a drink with poison. Upon failing a 7 Resistance Check, the affected target takes 1d4 damage per turn for 3 rounds.	Bundle of Nightshade, Juice from a Lemon, a Pinch of Powdered Iron
Slow Weak Poison	5	8h	Coat a weapon or lace a drink with poison. Upon failing a 7 Resistance Check, the affected target takes 2d6 damage every hour for 4 hours	Bundle of Nightshade, Juice from a Lemon, a Pinch of Powdered Silver
Weak Antidote	5	1h	Removes any weak active poisons or toxins from a creature	A Bundle of Echinacea, a Lump of Charcoal
Sleep Potion	5	1h	Lace a drink or piece of food. An affected beast or humanoid must make an Endurance Check of 8 or fall asleep for 1d4 hours.	1 Bundle of Golden Poppy per Size of target, 2 Stalks of Valerian Root
Weak Healing Potion	5	1h	Heals 1d6 + 2 health	A Vial of Flax Oil, 2 Bundles of Mandrake and a crushed gem worth 10 GP.
Lesser Firebomb	6	1h	This potion can be thrown to a point up to 30 ft. and causes an explosion within a 5 ft. radius requiring all creatures to make a dodge check of 7 or they take 1d12 fire damage.	A Pouch of Sulfur, 2 Pouches of Nitrate and a Lump of Charcoal
Potion of Restoration	7	1h	Cures Mild Disease and Infection (10 gold Echinacea, 1 splash of whiskey, 1 splash of milk)	1 Bottle of Whiskey, 1 Bundle of Echinacea and a Bottle of Milk
Potion of Attraction	7	1h	Drinking this potion causes your advances and social interactions to go much better for 1 hour. Gain +2 to all social checks with other humanoids while under the effects of this potion involving friendship or romance.	1 Bundle of Saffron, 1 Pinch of Gold, A Bottle of Milk
Potion of Big Mind	8	1h	Gain +2 to all Knowledge checks for 1 hour. After 1 hour, all Knowledge checks have a -2 penalty until you fulfill a full rest.	1 Bundle of Maiden's Hair, a Pouch of Salt, A Bottle of Honey
Potion of Sticky Goo	8	1h	This potion can be thrown to a point up to 40 ft. and causes an area with a 10 ft. radius to be covered in goo which counts as difficult terrain.	A Sack of Flour, A Pinch of Sulfur, A Pinch of Powdered Iron and 1 Gallon of a sticky substance
Create Strong Poison	8	4h	Coat a weapon or lace a drink with poison. Upon failing an 8 Resistance Check, the affected target takes 1d8 damage per turn for 3 rounds	4 Bundles of Nightshade, Juice from a Lemon, a Pinch of Powdered Iron
Slow Poison	8	1h	Coat a weapon or lace a drink with poison. Upon failing an 8 Resistance Check, the affected target takes 4d6 damage every hour for 4 hours	Bundles of Nightshade, Juice from a Lemon, a Pinch of Powdered Iron and a Bundle of Mint
Antidote	8	1h	Removes any active poisons or toxins from a creature as well as removing the poisoned condition	3 Bundles of Echinacea, a Lump of Charcoal, A bottle of Whiskey and a Mistletoe.
Potion of	8	4h	Heals 2d6 + 4 health	A Vial of Flax Oil, 2 Bundles

Healing				of Mandrake and a crushed gem worth 50 GP.
Firebomb	8	4h	This potion can be thrown to a point up to 6 Units and causes an explosion within a 2 Unit radius requiring all creatures to make a dodge check of 8 or they take 2d12 fire damage.	2 Pouches of Sulfur, 2 Pouches of Nitrate, Lump of Charcoal, and a Pinch of Powdered Silver
Potion of Shrinking	8	4h	Shrinks a target, becoming one size smaller. For each size the creature shrinks, gain +1 dodge, +1 stealth, -1 movement speed, and -2 damage to all weapons.	TBA
Potion of Might	10	1d	Strength+3, Athletics +1, Melee Damage + 2 Lasts 1 hour.	TBA
Thick skin Potion	10	1d	2d6 Temp Health, +1 Block Lasts 1 hour.	TBA
Quick mind Potion	10	1d	Your next 3 spells that cost more than 1 action will be 1 action less.	TBA
Quick foot Potion	10	1d	+1 Dodge, +2 Move Speed Lasts 1 hour.	TBA

**Witches Brewing:** The process of creating potions and poisons for witches.

Rune Name	Check	Time	Description	Ingredients
Potion of Growing	8	1h		TBA
Potion of Spider Climbing	9	1h	Grants the ability to climb surfaces such as cliffs, walls, and ceilings with your move speed	TBA
Potion of Basilisk's Breath	10	1h	Once within an hour after drinking this potion, as an action you can expel your breath in a 20 ft cone. A resistance check of 9 is required, or any creature who finds themselves in the area is poisoned and takes 1d8 poison damage.	TBA
Potion of Dragon's Breath	10	4h	Once within an hour after drinking this potion, as an action you can expel your breath in a 20 ft cone. A resistance or dodge check of 9 is required, or any creature who finds themselves in the area takes 2d8 fire damage.	TBA
Potion of Hideous Transformation	10	4h	Transform yourself into a hideous abomination. Any creature within 30 ft. of you must make a resistance check of 8 or become Afraid for one round.	TBA
Polymorph Potion	11	1d	Transform yourself into a beast or monster with a level of less than 5. The creature must be decided at the time of brewing. This effect lasts 1 hour.	TBA
Potion of Levitation	11	1d	When you drink this potion, you can levitate at a height of 10 ft. allowing you to walk on water, lava, or above other surfaces.	TBA
True Polymorph Potion	13	1d	Whoever drinks this potion transforms permanently into a monster or creature with a level of less than 7. The only way this is reversible is with a True Form potion.	TBA

True Form Potion	13	1d	Whoever drinks this potion reverts to their true form, whatever that may be.	TBA
Mindwipe Potion	13	1d	Whoever drinks this potion can unlearn a Module, refunding it completely.	TBA

**Ammo craft:** The process of creating special ammunition.

Rune Name	Check	Time	Description	
Create Ammunition	5	1h	20 Ultra-Light Ammunition, 10 Light Ammunition or 5 Heavy Ammunition	
Create Superior Ammunition	8	1h	20 Ultra-Light Ammunition, 10 Light Ammunition or 5 Heavy Ammunition with a <b>+2 Damage Bonus</b>	
Create Armor Piercing Ammunition	10	1h	20 Ultra-Light Ammunition, 10 Light Ammunition or 5 Heavy Ammunition that negates up to 5 Physical Resistance.	
Create Explosive Arrow	12	4h	20 Ultra-Light Ammunition, 10 Light Ammunition or 5 Heavy Ammunition that explodes upon contact, dealing 2d6 Fire Damage in a 2 Unit Radius of the target.	
Elemental Ammocraft (Elf)	10	X	20 Ultra-Light Ammunition, 10 Light Ammunition or 5 Heavy Ammunition that takes up the damage type of the spell used in the Catalyst while crafting.	

**Engineering:** The process of constructing things from simple tracks to complex machines. Engineering is a profession of creativity, making simple to complex traps using available materials. Simple traps such as rope traps, false floor traps would take an Engineering Skill check to set up. The check of the trap would determine the Check required to avoid it. This skill is largely dependent on game settings and the GM so establish rules beforehand regarding this.

Engineering should also be used for determining structural integrity, making repairs, and finding out how certain mechanisms work. If a character has significant investment in Engineering, the check for these examples should be low to not put too much emphasis on other ways to solve these problems, such as Academics Knowledge.

## Afflictions

In the AVD12 System, there are several permanent afflictions that can affect a creature, changing them in positive and negative ways. These afflictions progress through Core Modules as a representation of a character's growth. The Afflictions are listed below:

### **Vampirism**

This affliction is obtained by dying within 1 day of being bitten by a vampire. In 1d4 days, the creature will rise as a vampire spawn, permanently charmed by the Vampire Lord that bit them. The only way to break this charm is to complete the Vampire Core Module or if the Lord dies.

Vampirism has several benefits as well as weaknesses that impact the character immediately upon rising as a spawn.

-A vampire spawn gains two Special Attack Actions: **Bite and Claw**.

Bite has a [Level / 3] Attack Modifier and deals 1d8 Physical Damage + 2d8 Dark Damage to a target that is Grappled. Half of the damage dealt heals the Vampire. This attack does not receive damage bonuses.

Claw is an Unarmed Attack that deals 1d10 Physical Damage. There is no limit to how many times this can be used in combat.

-A vampire spawn gains no benefits from food and must instead sustain themselves on blood from either a creature or humanoid. For each day that a vampire does not feast on blood, they lose 5 current/max health. If their max health falls to 0, they are unconscious until they receive blood.

-A vampire takes True Damage from Silvered Weapons.

-A vampire spawn cannot enter a private residence unless invited inside by the residents.

-A vampire spawn takes 3d8 True Damage if they end their turn in sunlight.

-A vampire spawn regenerates 10 health at the end of a full rest when sleeping in their coffin, otherwise they gain nothing.

-A vampire spawn is destroyed and turned to ash if a wooden stake through the heart brings them to 0 health or below.

-A vampire spawn is considered a Dark creature and has a -5 Divine Resist and a +5 Dark Resist Modifier.

## Lycanthropy

This affliction is obtained by being bitten by a Were-Creature and failing an Endurance Check. Lycanthropes have several advantages and disadvantages.

When a creature with Lycanthropy is exposed to moonlight for the first time in a day, they must roll a 1d12. On a 9 or higher, they transform into their Lycanthrope form for one hour, otherwise nothing happens.

Immediately upon transforming, the Lycanthrope must make a Resist Check of 8 or higher or be Maddened. In the case of a full moon, they transform without rolling and become Maddened for 1 Minute. At the end of this Minute, they revert to their previous form and fall unconscious.

-A Lycanthrope cannot benefit from any Fighting Stances while in Lycanthrope Form.

-A Lycanthrope has -5 Health while in their humanoid form. When they transition into a Lycanthrope, they gain +10 Temporary Health.

-A Lycanthrope takes True Damage from Silvered Weapons in both forms. Additionally, if there is any Silver on your person, you have automatically fail Resist Checks.

-A Lycanthrope is naturally avoids open flames while transformed. If the Lycanthrope comes within 5 Units of an open flame, they must make a Resist Check of 9 or become Afraid. If the Lycanthrope is ignited, they suffer a -2 Penalty on all their Attack Rolls.

-A Lycanthrope cannot cast spells while in Lycanthrope form.

-A Lycanthrope gains one Special Action: **Bite**.

Bite has a [Level / 3] Attack Modifier and deals 1d12 Physical Damage to a target. Half of the damage dealt heals the Lycanthrope.

-When a creature with Lycanthropy who is in their humanoid form drops to 0 Health, a roll of 12 on their Lifeline Check results in them transforming into their Lycanthrope form and gaining 1 Health but they do not have to roll for being Maddened.

## Pact

This affliction is obtained by coming into the service of a Patron. A Patron must have Spell School associated with them and a Damage Type. For instance, a Devilish Patron would have the **Fiend** Spell School associated with them and their Damage Type would be **Dark**.

Having a Pact has several benefits as well as weaknesses that impact the character as a Beneficiary of a Patron.

-The Beneficiary gains all Beginner Level Spells from the Patron's School of Magic.

-The Beneficiary is permanently Charmed by the Patron but can resist certain commands by making a base Resistance Check of 9. On a Success, the Patron cannot make another suggestion for the rest of the day.

## Tables

### Artifact A1: Surge Table

Surge Table	
Roll	Effect
1	<b>Terrible Failure.</b> Roll 1d12 1-You take [Level * 1d6] Psychic Damage. If this damage brings you to 0 health, you die 2-The Spell targets you 3-You Shrink one Size (Minimum of Small) 4-You Grow one Size (Maximum of Large) 5-You Polymorph yourself into a random creature for 1 hour. 6-You become Blind. This effect can only be dispelled by magic 7-Your focus takes 2 points of damage. If you are your focus, you take 2d10 Psychic Damage 8-You teleport 1d8 Units away in a direction determined by a 1d8 9-You become Silenced for 1 hour 10- You become Dazed until your next full rest 11- You lose the ability to use your legs, your movement speed is 0 for 1d4 rounds 12- You teleport 1d12 Units into the air
2	The Spell fails
3	Nothing Happens
4	Nothing Happens
5	The spell's damage becomes a random type. Roll 1d6: 1-Fire 2-Cold 3-Lightning 4-Divine 5-Dark 6-True Damage

6	The Spell doesn't cost any Focus Points to cast
7	You Summon a random Level 3 or lower beast for 1 minute. If your last beast summoned this way has not died, you summon that instead of a random one.
8	You turn Invisible for 1d4 rounds.
9	Any creature large or smaller hit by your spell teleports 1d6 Units into the air and remains there until the end of their turn, where they then fall.
10	Take the total damage your spell incurred and grant yourself a shield of Temporary Health that lasts for 1d4 rounds.
11	-Target Spells become Area Spells with a radius of 3. -Projectile, Line and Ray Spells become Line Spells 4 units wide. -Area Spells double in size
12	Max all damage die

## Artifact A2: Artifact Table

Pact Artifact			
	Weapon	Armor	Jewelry
Focus Points	Level + 3	Level + 3	Level * 2 + 2
Focus Regen	All	All	All
Bonus	+1 Attack with all Weapons	+2 Physical Resistance	+1 Spell Attack

## Artifact A3: Familiar Table

Base Familiar Types				
	Trickster	Protector	Savage	Knowledge
Size	Tiny	Tiny	Tiny	Tiny
Health	Master's Level + 2	Master's Level + 8	Master's Level + 5	Master's Level
Speed	5 units	3 units	4 units	2 units
Reaction Ability	Quick Step: The Companion can teleport instantly back to the master.	Protect: The Companion can add +1 Dodge and +1 Block as its reaction to any creature within 2 units.	Quick Attack: As a reaction to an ally within 2 units or you hitting a creature, add 1d6 to the damage.	Lend Mind: As a reaction to an ally within 2 units being targeted by a spell, the familiar can dash to them and give a +5 health shield.
Attack	+1 Attack, 1d4	+1 Attack, 1d4 Damage	+1 Attack, 1d6 Damage	+1 Attack, 1d4

	Damage			Damage
Owner Amplify Stat Bonuses	+1 Stealth +2 Thievery	+1 Resistance	+1 Strength, +1 Acrobatics	+1 to all Knowledge, +1 to all Crafting Checks to master.
Choices	Choose Type: Aquatic, Aerial or Terrestrial Aquatic lets it breath under water and have a swim speed equal to its movement speed Aerial gives it a fly speed equal to its movement speed Terrestrial gives it +2 speed and +2 Stealth			
Witch Bonus	A witch can cast touch spells through their familiar, gains a +1 Bonus to Alchemy while the Familiar is within 10 ft and can see through their familiar's eyes and hear through its ears.			
Pact Bonus	Beneficial spells that affect the Master also affect the Familiar. Gains 30 ft. Ranged attack. Can go invisible at will. The familiar also gains +10 Health and gains (6 + Level) Focus Points, all of which regenerate at the end of a Long Rest. Spells using the familiar as a focus cannot be charged.			
Druid Bonus	Gains +2 units of movement, grows one size, gains 5 Health.			
Summoner Bonus	Choose a focus such as a Tiny Figurine shaped like the creature, a locket or a tiny pouch and bind your familiar to it. As an action or reaction, you can call your familiar back to this focus instantly.			

## Artifact A4: Summoner Companion Table

Summoner Battle Companion				
	Normal	Upgraded	Advanced	Master
Health	Level * 2 + 5	Level * 3 + 10	Level * 4 + 12	Level * 5 + 15
Damage Dice	1d8	1d10	2d6	2d8
Spell/Attack Bonus	+1	+2	+3	+5
Damage Bonus	+1	+2	+3	+5
Dodge / Block / Resist	2 / 1 / 2	3 / 2 / 3	4 / 3 / 4	5 / 5 / 6
Size	Small	Medium	Large	Large
Strength/Athletics Bonuses	-	+2	+4	+6
Movement	4 units	6 units	8 units	8 units
Choices	+2 Damage Bonus or +8 health	+1 Attack or +1 Resist/Dodge/Block	Mountable or +1 Novice Elemental Spell	+20 health or Flight

