

## **Trials and Tribulations**

### **Beginning Your Adventure!**

An Adventurer has three paths and is full of vigor for their journeys. At level one each of the four traits (Vigor, Magi, Warrior, Finesse) must start set to 1d4. From there, you have 12 Aptitude Points to spend in these areas however you like. Each of these points spent raises your die to the next level. For example one Aptitude Point spent on a 1d4 becomes 1d6. This offers special privileges where if you have a 1d8, you can roll 2d4. Should it increase to a score of 1d12, it can give a variety of options (3d4, 2d6, or 1d4 & 1d8). This privilege is offered because many experienced adventurers will gain a score higher than 1d12 through their journeys, capable of using a variety of preferences.

You also have a total of 5 Rank Points to allocate in the skills associated with these traits! Keep in mind that is a total of 5 Rank Points, not 5 Rank Points per trait. Should you choose to increase a trait itself, you may spend 3 Rank Points to earn 1 Aptitude Point. You may also spend 1 Rank Point learning any Spell of your choice, please confer with your Game Referee for details such as effects and potency. The total die amount will represent how many points are in your Reserve. For example, if you increased a trait score to 1d10, you would have 10 points in your Reserve.

For every level you gain, including level 1, the adventurer earns 1d20 to act as a Critical Die. This may be spent on any action, whether that may be making an Attack or achieving a Victory Goal. Once used, it is lost forever!

### **Paths & Skills!**

Each Path contains skills you can add ranks to. Rank Points aren't the only way to add to the rankings of a skill. You may increase your Rank in a skill by choosing to have a hinderance (-1) on any other skill so long as it is in the same path. Some skills are context sensitive, but most are either Aggressive(A) or Passive (P). Passive skills add your ranking as a static modifier by adding its amount to your roll. For example, if you were to have beat a Victory Goal in Sneak, you would roll your Finesse Die and then add any Rankings in Sneak. (I.E. 1d10 + 2).

Aggressive skills will upgrade your die roll where each rank will add a die in a similar fashion to Aptitude Points does to a trait. For example, If a character has 3 ranks in Light Weapons, they could roll their Warrior Die and add (1d8 or 2d4) to their Attack. Remember, 1= 1d4, 2 = 1d6, 3=1d8 and so on. Aggressive skills share the same die sharing privilege as traits, hence where you can choose 2d4 instead of 1d8 in the example earlier.

Most importantly you may always add to a roll by expending points from the appropriate reserve to add to an effect, attack, or achieving a Victory Goal. An adventurer who has wished to block but fails, can exert their Warrior's Reserve to add those well needed points to their efforts.

This also means you can replace the Skill needed with the appropriate number of points in your Reserve!

## Magi Path!

The path of the Magi is kept very simple. This is to allow players to choose to use magic however they see fit. Whether it be superpowers, spells, technomancy, Whatever magic the player wishes can be placed in any of the Magi's 8 skills. Please consult your Game Referee in the process of making your own spells. Remember some spells agreed upon with your Game Referee may change these guidelines.

**Alchemy (A)**- Mostly in the form of Potion Making, alchemy can be a great skill to create effect from tangible ingredients, even poisons!

**Enchanting (P)** - Every adventurer loves a good +1 or +2 Armor or Weapons! Each Rank in this skill adds your ability to enchant items at the cost of using your reserve. For Example, to create a +2 sword, you need a sword, 2 ranks in Enchanting, and 2 points in your reserve.

**Illusion (P)**- Any illusory magic you can think of, whether casting darkness on an entire room or merely shooting a display of sparks from your hand.

**Conjuration (A-P)**- The reason this can be both Aggressive or Passive is entirely up to the spell. Do you want to summon a creature that can attack? Do you want to summon a magic weapon from the ether? Do you want that weapon to have extra dice OR modify your roll? You can do both in the following example where +2 could give you a +1 Bow summoned from the ether that also does 1d4. This example can also be used for Enchanting.

**Restoration (A)**- Ever want to heal yourself or an ally and be restricted by not being a sorcerer? Everyone is tied to the Magi through Trials and Tribulations. You must have spent 1 Rank Point in learning a spell AND 1 additional Rank Point in this skill in order to get it's ranked benefits. Example, Learning Healing Touch could allow you to roll your Magi die. Each rank in Restoration may add another die to this effect, but don't forget you may also deduct from your Magi's Reserve to add that extra oomph!

**Destruction (A)**- Ever wanted to be a Paladin or Barbarian without ranged weapons but needed to cover a friend in need from afar? Since everyone is tied to the Path of the Magi in some degree, you too can cast spells you've learned from your adventures.

**Alteration (P)** - Altering the fabrics of time or space can vast in definition, but think of hardening your skin to give you that extra defense in battle or teleporting one space to another! Whether this can be a spell that adds points to your defense, or can multiplied by 5ft radius of effect, any thing is possible. Please confer with your Game Referee for more details.

**Knowledge (P)**- Any adventurer can choose to have a scholarly disposition and it can be utilized in studying magic under this skill.

## Warrior Path!

Trained to fight with honor, experienced in camaraderie and adventuring, the Path of the Warrior marks skills specialized in combat.

**Light Weapons (A)** - Owning a one handed weapon means little unless you know how to use it! For instance a Dagger does no additional damage itself unless otherwise stated by your Game Referee, so each rank in Light Weapons can add die to your effect. You can't expect the same result from a ninja who trains every day with the dagger as with a Scholar who just so happens to own one for self defense.

**Heavy Weapon (A)**- a Weapon that needs to have two or more hands to use. See Light Weapons for affiliated details.

**Ranged Weapons (A)**- Having a Ranged Weapon does not mean you need to be a specific range from a target. See Light Weapons for details on weapon ranks.

**Shield (A-P)**- Your Vigor may not be your last attempt from defending an attack. You can add any ranks in Shield as a modifier to your defense so long as you are using a shield. You may also add appropriate die to any shield bashing your heart contents!

**Light Armor (P)**- Light Armor shares the same description as Shield. See your Game Referee for what can characterize as Light.

**Heavy Armor (P)**- See Light Armor.

**Block (P)**- While not needing a shield, this offers the same benefits but only to defense.

**First Aid (A)**- A Magi shouldn't be the only scholar of medicine. You may prepare First Aid benefits so long as you have the appropriate items varying from a med kit, to needles and string!

**Journeyman (P)**- Not the intelligent type, but been to your fair of dungeons? This skill allows the Warrior the wisdom to any Victor Goals perceived from your Game Referee.

**Might (P)**- Strength is what it means to be a Warrior and you can best utilize this skill when throwing object, climbing walls, or any feat requiring the might of a Warrior.

**Smithing (P)**- It wouldn't be fair to say Magi are the only types that can make an advanced weapon. See Enchanting for details.

**Intimidate (P)**- Some see the followers of this path as scary! Use that to your advantage!

## Finesse Path!

A Connoisseur of detail, Master of suggestion, the Path of Finesse offers many traits the others do not have the panache to achieve.

**Light Weapons (A)** - Owning a one handed weapon means little unless you know how to use it! For instance a Dagger does no additional damage itself unless otherwise stated by your Game Referee, so each rank in Light Weapons can add die to your effect. You can't expect the same result from a ninja who trains every day with the dagger as with a Scholar who just so happens to own one for self defense.

**Ranged Weapons (A)**- Having a Ranged Weapon does not mean you need to be a specific range from a target. See Light Weapons for details on weapon ranks.

**Dodge (P)**- Your Vigor may not be your last attempt from defending an attack. You can add any ranks in Dodge as a modifier to your defense.

**Sneak (P)**- Need to sneak up on adversaries or get out of a tough spot with dignity intact? See if you can roll your Finesse Die plus your ranks in Sneak to beat your Victory Goal or opponent's Journeyman, Knowledge, or Seek Skill for a success! Should you also wish to perform a sneak attack, you can add this modifier to the attack as well.

**Hide (P)**- You can roll your Finesse Die plus your ranks in Hide to beat your Victory Goal or opponent's Journeyman, Knowledge, or Seek Skill for a success!

**Lock Picking (P)**- Get into places that prove merely troublesome to your abilities See your Game Referee about a lock's Victory Goal.

**Steal (P)**- You can roll your Finesse Die plus your ranks in Steal to beat your Victory Goal or opponent's Journeyman, Knowledge, or Seek Skill for a success!

**Trap Making (A)**- Setting up a trap is similar to a Magi's Alchemy skill.

**Performance (P)**- Think of a Confidence Man getting his way or merely acting in an unsavory manner. When it comes to performance, each rank adds a modifier to your Finesse roll.

**Seek (P)**- Are you adept in looking for traps, seeking hidden doors, or simply perceptive? This should be the one skill to your liking.

**Acrobatics (P)**- Getting into hard to reach places or dancing around hazards? Anyone who takes the Path of Finesse knows this takes flair.

## Actions!

When it is your turn, you can move, attack, use an item OR try to achieve a Victory Goal. An additional action may only be taken once, by spending a point from one of your reserves in the path you are attempting.

### **Movement!**

During combat you can move up to 10 feet or 2 spaces, with additional spaces rewarded by points in your reserve. (I.E. Warrior's Charge, Finesse's Sprint, or Magi's Flit).

### **Attacking!**

Roll your path appropriate die and add any modifiers or dice, if any. Remember, any Aggressive spell or weapon is only as dangerous as your ranks in it, unless explicitly stated. You may expend points from the appropriate reserve to add to this effect.

### **Defending!**

The defendant must roll their Vigor die and add any modifiers, if any. If the attacker's roll is higher than the defendant, subtract the attacker's total amount from your score and deduct the remaining value from your Vigor reserve. Remember you can also expend points from your reserves to add to your defense.

### **Victory Goals!**

Obstacles such as climbing or making a bluff are meant to be difficult. Roll the appropriate path die and add any modifiers and dice, if any. You may ask your Game Referee for the number set as your Victory Goal.

### **Resting!**

During a Short Rest (at least 10 minutes), you can roll your path and Vigor dice to regenerate your reserves up to the max allowed by way of your trait's score. I.E. If your total Vigor is 1d12, you can roll 1d12 to regenerate your reserve back up to a total of 12 points. A Long Rest will regenerate everything to max unless otherwise stated by your Game Referee.

### **Leveling Up!**

Experience needed to level up will be 500 x your current level, unless stated otherwise by your Game Referee. Earn experience by adding the Victory Goals you've achieved and the Vigor damage you have accumulatively done upon felling an opponent. Upon leveling, you are rewarded with 1 Aptitude Point, 1 Rank Point, and 1 Critical Die.

## Items!

Some items, potions, armor, shields, or weapons can add to your attack, defense, or Victory Goals. Others can replenish or deplete reserves. Try using Alchemy, Trap Making, or Smithing to make items!

### **Weapons & Armor!**

To gain additional perks from using a weapon or armor, you MUST have ranks in the appropriate skill to do so, unless explicitly stated otherwise on the Item. Example: An adventurer who has 1d10 in Warrior, but not ranks in Light Weapons only does a base 1d10 in damage excluding any modifiers. Should he have 1 rank in Light Weapons he may roll an extra 1d4. A Special weapon noted by your Game Referee made enchant that weapon to have modifiers or dice to the attack. (+1 or 1d4).

<b>Name:</b>	<b>Critical Dice / Level:</b> /	<b>Experience:</b>
Aptitude	Die:	Reserve:
Vigor		
Magi		
Warrior		
Finesse		

### PATHS

Magi	Warrior	Finesse
Alchemy(P)	Light Weapons(A)	Light Weapons(A)
Enchanting(P)	Heavy Weapons(A)	Ranged Weapons(A)
Illusion(P)	Ranged Weapons(A)	Dodge(P)
Conjuration(A-P)	Shield(A-P)	Sneak(P)
Restoration(A)	Light Armor(P)	Hide(P)
Destruction(A)	Heavy Armor(P)	Lock Picking(P)
Alteration(P)	Block(P)	Steal (P)
Knowledge(P)	First Aid(A)	Trap Making (P)
	Journeyman(P)	Performance (P)
	Might(P)	Seek (P)
	Smithing(P)	Acrobatics(P)
	Intimidate(P)	

**Items & Spells:**

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