

Project Pumpkin is a roleplaying game designed for team-based action/adventure fantasy. Characters are all assumed to be competent combatants as well as seasoned explorers. To this end, character classes are divided into two parts: A **discipline**, which determines the character's capabilities in combat, and a **theme**, which determines the character's capabilities out of combat. Players create their own custom classes by combining a single discipline with a single theme. For example, if you want to play a knight, you might combine the Brawler or Champion discipline with the Noble theme, to get a trained warrior who can navigate the niceties of courtly etiquette. By contrast, if you wanted to play a wizard, you would probably choose the Invoker or Summoner discipline and combine it with the Ritualist or Elementalist themes (you could even do something like combine Summoner with Noble to create a high-class occultist).

As characters grow and learn and gain experience, they advance in **level**. Characters of the same level are assumed to be of roughly the same power. For the sake of simplicity, character's discipline and theme usually advance at the same rate, but this is not strictly necessary. An experienced knight could be a level 4 Champion and a level 2 Noble, if they emphasize fighting more than politics (or vice versa in a political game). The important thing is that all of the characters in a group have similar discipline and theme levels, so they can all tackle the same challenges (thus the Champion 4/Noble 2 would not be in the same game as an Invoker 2/Ritualist 4).

The Basics

Whenever characters in Project Pumpkin attempt something that is difficult, dangerous, or where the consequences of failure are especially interesting, they must make a **check**. To make a check, you roll a singled 20-sided die, add any appropriate modifiers, and compare it to a **difficulty class (DC)**. If the roll plus the modifiers is equal to or greater than the DC, the action succeeds. If the roll plus modifiers is less than the DC, the action fails.

Criticals and Partial

If the result of the die roll is a 1, before any modifiers, the result of the character's action is modified slightly. If the roll would fail, the 1 turns it into a **critical failure**. Not only do they fail, but some extra misfortune also befalls the character (for example, if they were attacking, they might drop their weapon). If the roll would succeed, it becomes a **partial success**. The character still succeeds at the action, but doing so creates some kind complication or hardship (for example, if they are picking a lock, they may succeed, but break their tools in the process).

If the result of the die roll is a 20, the effect is opposite. Successes become **critical successes**, achieving a greater effect than expected (for example an attack would do extra damage), and failures become **partial failures**, where though the character does not achieve their goal, they are nonetheless put in a good position to retry their efforts or choose another course (for example, bluffing a guard, and coming across as flirtatious rather than suspicious).

Dice Notation

At various points, Project Pumpkin uses all the standard gaming dice – 4-sided, 6-sided, 8-sided, 10-sided, 12-sided, and 20-sided. When the rules call for a die roll, they use a standard abbreviation: XdY, where X is the number of dice rolled and Y is the type of die rolled. Thus 3d6, means 3 six-sided dice. If that roll is modified, it is noted as XdY + M. Any modifiers are added to the dice total after they are rolled, and regardless of how many dice are rolled, a modifier is only added once. Thus 4d8 + 3 means you roll four eight-sided dice, add them together, and then add 3 to the total.

Sometimes the rules will call upon the player to roll an attribute or an attribute plus a skill. That means the player must roll 1d20 and add the character's attribute modifier or their attribute and skill

modifiers.

When a dice abbreviation lists an attribute, the players add the character's attribute modifier to the result of the die roll. For example, if a character with an Intelligence of 14 (modifier of +2) must roll 2d4 + Int, that means you roll two four-sided dice and add two to the result.

Multiplication

Some effects may multiply some aspect of the character's abilities (such as doubling their damage dice). If multiple such affects apply, they are all assumed to multiply the character's *base* capability. They do not use the already multiplied value to determine their effects. Thus if a character with 1d6 damage gains two separate damage doubling effects, they wind up with 3d6 damage (the first doubling adds 1d6 and then the second doubling adds another 1d6).

The easy way to calculate this is to subtract one from each multiplicative effect, add the numbers together, and then add one to the result. This is what you multiply the original value by (for example, two doublings, a tripling, and a quadrupling would be [2-1]+[2-1]+[3-1]+[4-1]+1, or a x8 effect).

The exception to this is the lifting capacity of small or large creatures. As a result of their size, they receive a modification to their ability to carry weight, but this modified value is nonetheless considered their base value.

Stacking Modifiers

Some effects that modify dice rolls may possess effect **types**. For example, a morale bonus to attack. The rule is that only the largest effect of any type applies. So, a character with a +1 morale bonus and a +3 morale bonus to attack only gets +3. The same applies to penalties. Only the largest negative penalty applies. In the unlikely event that a character gets a bonus and a penalty of the same type, the bonus applies and the penalty is ignored.

A character may have as many untyped bonuses (or penalties) as they can accumulate, which makes effects which grant untyped modifiers very powerful. Unlike typed modifiers, untyped bonuses do not automatically overwrite untyped penalties. Instead, untyped penalties are subtracted from untyped bonuses, and the total is the modifier applied (so, if a character had a +3 luck bonus and a -2 luck bonus, they would get +3 to their roll, but if they just had a generic +3 and -2, they get a +1).

Power Sources

The world is a magical place, full of occult powers the canny, the willful, and the desperate can call upon for aid in times of trouble. Exactly what powers are at play are determined by a discipline or theme's **power source**.

There are five power sources in Project Pumpkin: Heroic, Astral, Shadow, Elemental, and Psionic.

Heroic characters have no overtly magical powers, but are touched by fate, and blessed with a degree of luck, willpower, and skill that allow them to perform deeds of legend.

Astral powers originate from the spirit world, the realm of pure thought and imagination. Characters who invoke astral powers must have faith that the forces of that higher realm will aid them in their time of greatest need.

Shadow powers call upon the primordial darkness that precedes creation, and to which all matter and energy must one day return. This dread is not bound by the rules of sanity or reason, and skilled practitioners of shadow magic can bend the laws of reality to their will – albeit at a terrible price.

Elemental powers tap into the forces of nature, channeling and manipulating the raw stuff of creation. The fire and storms of an elemental character tend to be frightening and majestic, and very difficult to escape or resist.

Psionic characters master their internal energies. Through extraordinary discipline they hone their bodies and minds to superhuman perfection.

Attributes

Characters, at their basic core, are defined by the six attributes: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. The Attributes represent the character's raw potential, what they are capable of before their learned skills or special abilities come into play. Generally speaking, a character's attributes are fixed at the beginning of the game. Some effects may raise them, but they are rare and powerful.

For all practical purposes, Attributes range between 1 and 20. The rating of an attribute determines its **Attribute Modifier**. The attribute modifier is a bonus or penalty that gets added to all rolls involving the attribute.

Attribute Rating	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5

For attributes higher than 21, the attribute bonus increases at every even attribute value. The quick way to figure it out is to subtract 10 from the attribute value and then divide the result by 2, rounding down. So, an attribute rated at 45 would have a modifier of 17 ($45-10=35$, 35 divided by 2 equals 17.5, which is rounded down to 17).

Strength

A character's Strength rating is a measure of their physical power. Not surprisingly, characters with a high Strength rating are very strong, whereas those with a low Strength rating are unusually weak. In combat, the character's Strength modifier applies the Fortitude defense, as well as to the accuracy and damage of melee weapon attacks, particularly those that deliver crushing blows or otherwise utilize overwhelming force. Strength also modifies those skills that involve astounding feats of athletic prowess, allowing the character to make amazing jumps, swim through the rockiest conditions, or simply barrel their way through obstacles.

The character's Strength rating also determines how much equipment they can carry without penalty. A character is assumed to have a **Light Load** if they carry their Strength rating x 5 pounds or less, a **Medium Load** if they are carrying between 5 and 10 times their Strength rating pounds, and a **Heavy Load** if they are carrying between 10 and 20 times their Strength rating pounds.

Lifting or dragging more than 20 times the character's Strength rating pounds requires a

Strength + Athletics roll. The details of this are described in the Skills chapter.

Dexterity

Dexterity measures the character's grace and coordination. Characters with high dexterity are natural athletes, acrobats, or dancers, whereas characters with low dexterity are clumsy and accident-prone. In combat, Dexterity is used for the Reflex defense and for attacks that rely on precision and aim, such as ranged attacks, or those made with a light blade. Dexterity-based skill rolls are those that require coordination and consistent performance, such as picking a pocket, balancing on a ledge, or escaping from bondage.

Constitution

Constitution represents the character's overall health and physical toughness. Characters with high constitution tend to be hearty and burly or trim and fit, whereas those with low constitution are usually sickly, frail, or simply out of shape. In combat, Constitution is used for the Fortitude defense, and to determine how many hit points a character has. Constitution-based skill rolls are those that rely on endurance or long-term performance, such as surviving inclement weather, running a marathon, or staying awake during a long watch.

Intelligence

Intelligence represents the character's memory, reasoning ability, and general knowledge. Characters with high Intelligence are quick-witted, well-read, or clever. Those with low Intelligence may be incurious, inexperienced, or just plain dumb. In combat, Intelligence is used for the Reflex Defense, as well as for magical attacks that involve using complex spell formulas. Intelligence based skill rolls are those that involve knowledge or reasoning, such as recalling an obscure bit of lore or answering a difficult riddle.

Wisdom

A character's Wisdom is their perception and connection to the world around them. Characters with high Wisdom tend to be intuitive, self-aware, and alert. Characters with low Wisdom are foolish or oblivious. In combat, Wisdom is used for the Will defense and for magical attacks that involve channeling some outside force. Wisdom-based skill rolls are those that involve creativity, empathy or sensory acuity, such as telling whether someone is lying or noticing an ambush.

Charisma

Charisma is a character's charm and self-confidence. Characters with high Charisma are natural leaders who tend to be either effortlessly likeable or so personally forceful that it doesn't matter. Characters with low charisma are meek, rude, or awkward. In combat, Charisma is used for the Will defense, and for magical attacks that call upon a character's internal power. Skill rolls that involve persuasion, deception, or tact all use Charisma.

Skills

Skills define the limits of a character's knowledge and experience. Whereas attributes are inborn capabilities, skills are learned. They increase gradually over time, as the character practices and becomes more competent. Different characters have different approaches to skills. Some specialize, becoming expert in a few skills, while others become generalists, spreading their expertise out amongst all the skills. How your character approaches skills is influenced by their theme, but ultimately, the choice is yours.

Making a Skill roll:

When using a skill, the player rolls 1d20, adding their theme level, attribute modifier, and skill training bonuses. If the character has any special tools, theme abilities, or other bonuses, those are added as well.

The attribute used in a skill roll depends on the task at hand. For example, a character might add their Wisdom modifier to an Engineering roll to assess the safety of a rickety bridge, their Intelligence modifier if they are trying to calculate the volume of an underground vault, and their Dexterity modifier if they are trying to disarm a trap.

Once the die is rolled, the result plus modifiers is compared to the task's DC. If it is equal to or greater than the DC, the action succeeds. If it is less than the DC, the action fails. Skill rolls are subject to critical and partial results, as normal.

Skill Training

One benefit characters get from their themes is **skill training**. If a character is trained in a skill, they add a +5 modifier to all rolls with that skill. They may also gain access to additional uses of the skill that untrained characters may not attempt.

In lieu of (or in addition to) skill training, a character may gain **specialties**. A specialty is a focus on a subset of the skill (like a “traps” specialty for Engineering). Whenever the character attempts an action that involves the specialty, they add a +3 feat bonus to the roll. This bonus stacks with the bonus from skill training, but not with other specialties (or, indeed, anything which provides a feat bonus). Characters with a specialty, but not skill training, may access trained-only uses of their skills, but only when the specialty applies.

Whenever a feat or theme feature would grant skill training, the player may opt to gain 2 specialties instead.

Optional Rule: Specialties Only

The skill list in Project Pumpkin was deliberately chosen to have a few broadly applicable skills. If you prefer to have many, specific skills, you may decide to get rid of skill training and instead say that characters only have specialties. In this case, you should allow a player to stack the same specialty up to three times (for a +9 bonus – just 1 more than the maximum +8 bonus possible under the normal system).

Difficulty Classes

Though each skill has its own characteristic uses, players may come across situations that do not precisely fit with the established mechanics. In these cases, the GM may need to estimate a Difficulty Class. The following benchmarks should help to provide guidance.

DC 5 – Trivial: Most people, even those with no special training can accomplish this most of the time
Example: Climbing a steep hill (Athletics).

DC 10 – Easy: People without training may find this task difficult, but even a little bit of skill virtually guarantees success. *Example: Putting a saddle on a horse. (Homesteading)*

DC 15 – Average: Without training, tasks of this difficulty are a serious challenge, but skilled characters generally succeed more often than not. *Example: Picking a typical lock. (Engineering)*

DC 20 – Challenging: These tasks are difficult even for those with training. The untrained would find them virtually impossible. *Example: Bluffing your way past an alert guard. (Deception)*.

DC 25 – Heroic: These sorts of tasks are the hallmark of true experts, those who go beyond mere training into the realm of art. *Example: Passing through a well-lit hallway without being detected. (Stealth)*

DC 30 – Legendary: Only the greatest of heroes can attempt these tasks, and when they do, the tales of their success are largely dismissed as poetic exaggeration. *Example: Tracking a white rabbit through a snowstorm. (Nature)*

DC 35 – Epic: Tasks of this difficulty require virtually supernatural mastery of a particular skill. *Example: Convincing a tyrannical king to step down peacefully when you have no army, money, or political clout. (Diplomacy)*.

DC 40 – Virtually Impossible: These are things no one should be able to do under any circumstances. Even powerful characters wielding potent magic have to rely more on luck than skill. *Example: Binding a Cosmic Principal into a summoning circle (Arcana)*.

Opposed Checks

Most of the time, when using a skill “against” another character, the DC is one of the target's defenses (for example, picking a pocket requires a Dexterity + Stealth roll against the target's Reflex defense), but sometimes, two or more characters compete without any one character being the aggressor. In these cases, the GM may call for an **opposed roll**. In these cases, all the participating parties make a Skill roll (though, depending on the circumstances, they may be using different attributes, different skills, or both). The character with the highest result wins. If there is a tie, the character with the largest modifier wins. If there is still tied, any tying players reroll until a clear winner emerges.

Teamwork

Some tasks, such as searching a room or attempting to break down a door, may benefit from the cooperation of multiple characters. In such cases, the character with the highest modifier makes the roll, adding a +2 bonus for each helper. The maximum bonus from teamwork is +10.

Taking 10

If a character is not under any particular pressure, the player may opt to **take 10** instead of roll. This functions exactly as a normal skill roll, but the d20 roll is assumed to show a result of 10. Characters can never take 10 if there is a dramatic consequence for failure (thus, it is okay to take 10 while picking a lock, but not while jumping over a chasm, regardless of how relaxed the character is when they make the attempt).

Passive Ratings

Sometimes, a character's proficiency with a skill is important in a situation that does not strictly call for a skill roll. For example, a recruiter might be looking for a squad to operate deep behind enemy lines, and thus judge candidates on their overall skill with stealth. In cases like this, the GM refers to a character's **passive rating**.

A passive rating is simply what the result would be if the character took 10 on a skill roll without any attribute modifiers. Thus it is 10 + theme level for untrained characters and 15 + theme level for trained characters. Passive ratings may be further modified by specialization bonuses, feats, and theme powers. In addition, most of the time, a passive rating will add one of the character's attribute modifiers, depending on the reason the passive rating is being referenced. For example, to determine whether a casual onlooker can see through your disguise, you compare your Deception roll to their Deception passive rating + their wisdom modifier (abbreviated "Deception PR + Wis")

Knowledge

One common use of passive ratings is in determining what characters know. If a character is trained in a skill, the GM may provide them extra information based on their PR + Int. The player does not need to deliberately ask for this extra information. Instead, the GM tailors their description based on what the character should know. For example, if a character were trained in history, the GM might say "the knight bears the sigil of house Munroe" instead of "the knight has a red cat painted on his shield." The level of detail provided increases the higher the character's PR + Int.

PR + Int	Knowledge
Less than 15	"Common Sense," Rumors, General Knowledge – You know what the average peon knows about the subject, which is generally overly simplified, memorably sensational, or just plain wrong
15 – 19	Reliable Facts – You possess a general overview of the subject that, while not extensively detailed, is at least not dangerously misguided.
20 – 24	Expert Knowledge – You know useful, specific details that can help shed light on the subject.
25 – 29	Occult Secrets – You know things about the subject that the uninitiated would neither believe nor understand. Knowledge at this level is often a deliberately guarded secret.
30+	Lost Lore – Your knowledge is so complete that you can often puzzle out facts that have been systematically obliterated from the normal references.

Untrained characters do not normally benefit from knowledge passive ratings, though the GM might make their uninformed guesses more accurate if their Intelligence modifier is high.

That being said, people often know surprising things. If a particular piece of detailed information exceeds a character's knowledge rating (regardless of whether the character is trained or untrained in the skill), the player may call for a **clue roll**. A clue roll is an Intelligence check, against DC 20.

If the roll succeeds, the character's effective PR is increased by 5. If it is a critical success, it is increased by 10 (untrained characters get a normal passive rating for this purpose). If the roll fails, the

character realizes they know nothing more about the subject. If the roll is a critical failure, the GM supplies the character with a piece of inaccurate information. Partial failures have no effect on clue rolls.

If characters have access to a library or other form of reference, this can add a modifier (usually a bonus, but sometimes a penalty if the reference is especially bad) to the clue roll. However, when using an outside reference, the character's potential bonus to their PR is limited by the knowledge actually present. For example, a particular library might be filled with Expert level tomes, limiting the PR gained to 20, and making it very useful to novices and the uninitiated, but redundant to those who already know the occult secrets of the field.

Clue rolls are not a magic power. They represent the random bits and pieces of information people pick up over the course of their lives (for example, even the most magically illiterate person might recognize the first spell they ever witnessed, even if it were otherwise obscure.) If the GM thinks there is no way a character would know a particular piece of information, that information is never revealed, regardless of the clue roll.

Retrying

If a character fails a skill check, they may not try again unless the player comes up with some alternate approach. This need not be especially onerous; the player could simply say, "after failing to open the lock, my character storms around cursing the gods until she gets it out of her system" or some other contrivance, but there does need to be some sense that the character is not simply repeating the same futile actions over and over again. However, regardless of the excuses used, each failure adds a -2 penalty to all future attempts. These penalties are cumulative, but they only last until the character manages to acquire a new bonus, from any source. Thus, a character who tried and failed to open a lock 3 times would get a -6 penalty to their fourth attempt, unless they went and got a new set of excellent lockpicks, in which case, they would get their full tool bonus without any penalties.

It should be noted that getting a partial failure on a previous roll counts as a bonus (even if there is no explicit bonus modifier attached), though the practical utility of this fact is dubious.

Arcana (Specialties: Astral Magic, Shadow Magic, Elemental Magic, Enchanted Items, Monsters, Detect Magic, Psionics)

Arcana is the character's skill with all things magical. It is used in the casting of rituals that draw upon the forces of nature to create supernatural effects.

Arcana is also used to represent the character's knowledge of the magical world. The higher their PR + Int, the better they are able to identify spells, enchanted items, and other magical phenomena. Generally speaking, identifying a particular effect requires a knowledge rating equal to the effect's level + 15, though particularly obscure or common effects might modify this.

Arcana can also be used to detect the presence of ambient magic. This requires an Arcana + Wis roll against DC 20. If the roll succeeds, the character can detect minor spells (level 6 or lower) within a number of feet equal to the check result, moderate spells (levels 7-9) within 100 yards, and major spells (level 10) within a number of miles equal to their Wisdom modifier (minimum 1). When detecting magic, characters can sense the power type, general direction, and approximate distance of the effect. This use of Arcana can be attempted untrained, but such characters only get a vague sense of unease, regardless of which spells are detected.

Athletics (Specialties: Balance, Climbing, Jumping, Lifting, Endurance, Swimming)

Athletics is the character's skill with all manner of physical activity. It is used to perform impressive feats of strength, endurance, and coordination.

Climbing

Characters attempting to scale a vertical surface must roll Athletics + Str or Athletics + Dex (depending on the player's preference). The difficulty varies based on the type of surface being climbed. The smoother and more vertical the surface, the more difficult it is to climb.

DC	Surface Type
5	A steep hill with abundant handholds
10	A steep hill with no handholds
15	A nearly vertical surface with abundant handholds
20	A nearly vertical surface with sparse handholds
25	A vertical surface with rare handholds
30	A rough, vertical surface without handholds
35	A smooth vertical surface
40	A slippery vertical surface

With a successful roll, the character can travel up to their Athletics PR x 2 yards up the surface at a rate of 1 yard per round (roughly 6 seconds). If the roll fails, the character falls a number of feet equal to the check result (up to a maximum of half the distance to the top of the climb). Using the proper tools can reduce the difficulty by up to 10. Untrained characters only get half the benefit from tools, however.

Balance

Characters attempting to move across a narrow surface, like a tightrope or wet log, must roll Athletics + Dex. The difficulty is based on the width and quality of the surface.

DC	Surface
5	1 foot wide
10	6 inches wide
15	1 inch wide
+0*	Surface is stable
+5*	Surface is rickety
+10*	Surface sways noticeably
+15*	Surface sways wildly
+5**	Surface is slick
+10**	Surface is very slippery

*Only 1 stability modifier applies

**Only 1 traction modifier applies

Jumping

Characters who wish to see how far they can jump must roll Athletics + Str. If they have a

running start, they may jump a number of feet equal to the check result. If they have a standing start, they may jump half that. If they are attempting to leap straight up, they may clear a number of feet equal to one-quarter their check result.

Falling

A character falling from a great height may make an Athletics + Wis check against DC 25 to halve the falling damage. If the character is falling less than 100 feet and landing on a soft surface (like a deep pool or air bag) the DC is only 20 and a successful check reduces the falling damage to 0. Characters normally take 1d6 falling damage per 10 feet fallen, to a maximum of 20d6.

Endurance

Characters attempting to engage in prolonged physical activity must make an Athletics + Con roll. If the roll fails, they must either immediately cease the activity or take 1d6 points of damage. The difficulty of the roll depends on the strenuousness of the activity. As a baseline, assume that running is DC 20, sprinting is DC 25, and the most difficult labor imaginable is DC 30. The GM may call for an endurance roll as often as seems dramatically appropriate, but assume a default of once an hour.

Lifting

Characters who wish to lift more than 20 times their strength rating in pounds must make an Athletics + Str roll. The DC of the roll depends on the amount being lifted.

DC	Weight	Damage
20	25 x Strength	1d6/0
25	30 x Strength	2d6/0
30	35 x Strength	3d6/1d6
35	40 x Strength	4d6/2d6
40	50 x Strength	5d6/3d6

If the roll succeeds, the character manages to lift the weight, but takes damage from the strain on their muscles. If the roll fails, they do not lift the weight, but take no damage unless they are trying to lift 35 times their Strength rating or more, in which case they take the lesser damage just from the attempt. If the roll is a critical success or a partial failure, they take no damage. If it is a critical failure, they take full damage, and if it is a partial success, they take damage equal to the sum of the successful and failure damage totals (i.e. 4d6 for 35x, 5d6 for 40x, and 7d6 for 50x).

Swimming

It is assumed that the typical character knows how to swim, even if they are not trained in Athletics. As a result, Athletics + Str rolls to swim are only called for in difficult conditions. Assume a DC of 15 for swimming in a slowly moving wave, and then scale the difficulty up from there (this is one of those situations where the DC tells you how bad it is, rather than vice versa).

If the character goes under the surface, they may attempt to hold their breath with a DC Athletics + Con roll. If the roll is successful, the character can hold their breath a number of minutes equal to half their Constitution modifier, taking 3d6 points of damage per minute after that until they get some air. If the roll fails, the character takes 3d6 damage *per round* until they either get some air or lose consciousness and die.

Deception (Specialties: Half-truths, Fast Talk, Forgery, Elaborate Lies, Disguise)

Deception is the character's ability to tell lies convincingly. At its most basic level the character need only make a Deception + Cha roll against a DC equal to the target's Deception PR + Wis. The DC is modified based on the plausibility of the lie. A minor stretching of the truth might merit a -2 modifier, whereas a major whopper might impose a +5 or more. If the roll succeeds, the target believes the character is telling the truth, though they don't necessarily respond the way the character wants them to (for example, a guard may still require your travel papers, even if they believe you're a powerful noble).

The Deception skill can also be used to make and identify written forgeries. Making a forgery requires a Deception + Int roll. The result of the roll is the difficulty to spot the forgery with a Deception + Wis roll. If a genuine document has special anti-counterfeiting features (water-marking, wax seals, etc) and the examiner is familiar with those features, they may get up to a +10 bonus to spot the forgery (depending on the strength of the security, and whether the PC managed to secure the right materials beforehand).

Disguise

Deception can also be used for disguise. If the character succeeds at a Deception + Int roll, the disguise passes casual inspection. Against a dedicated examination, the result of the check becomes the base DC for a Deception + Wis roll to see through it.

DC	Disguise
15	Very Similar (same race, gender, age), -0 penetration DC
20	Similar (same race and gender, different features), -5 penetration DC
25	Different (different race and/or gender, same general build), -10 penetration DC
30	Very Different (different build, within 25% height/weight), -15 penetration DC
+5*	Specific Person, -5 penetration DC*

*These modifiers stack with other disguise factors.

The more difference between a disguise and the character's normal appearance, the easier it is for a dedicated inspection to penetrate. Thus if a man rolled a 27 on his attempt to disguise himself as a woman, the DC of the Deception + Wis roll to see through the disguise would be 17, but only characters who carefully scrutinized the man would be able to roll. The average person on the street sees him as a woman.

An especially skilled character can eliminate some or all of the penetration DC by increasing the DC of the disguise roll. This is risky, because the whole disguise is likelier to fail, but if the roll succeeds, the disguise is more convincing. A character can only cancel out the negative DC modifier, though. They can't further increase the difficulty to make penetration more difficult than normal.

Disguising oneself takes a number of minutes equal to the DC of the roll x 2. A character who merely wishes not to be recognized can disguise themselves in 1 minute at DC 15, but anyone who scrutinizes the disguise automatically succeeds.

If a character disguises themselves a particular person, those who know the person well will get a bonus to the roll to penetrate the disguise, regardless of how careful the character is. This bonus ranges between +3 and +10, depending on the level of familiarity involved.

Diplomacy (Specialties: Making Friends, Customs and Etiquette, Negotiation, Empathy, Insults)

Diplomacy is the character's skill with carefully chosen words and basic empathy. It is often used as a knowledge skill to determine what the character knows about customs and protocol.

Characters can also use Diplomacy to discern the motives and feelings of another person. This is normally a DC 15 Diplomacy + Wis roll, though if the target is trying to conceal their feelings, it is instead opposed by the target's Deception + Cha roll.

Finally, Diplomacy can be used to alter a person's attitude towards your character (the specialty used for this roll depends on your character's motive for changing an NPC's attitude). To do this, the GM first determines the target's base attitude: Hostile (about ready to physically attack), Suspicious (unfriendly and rude, but not likely to be violent), Neutral (no strong feeling one way or the other), Cooperative (generally well-disposed to help, provide it doesn't cost too much), or Friendly (willing to accept moderate risk or expense to render aid).

Shifting a target's attitude (either up or down) requires about 30 minutes and a Diplomacy + Cha roll with a DC of 20. If the target's attitude is already Friendly or Hostile, the DC is 25, and the character may either shift the target's attitude towards neutral, or get a Friendly character to agree to a major risk or sacrifice or goad a Hostile target into a foolish act of aggression. Reducing the time required to 5 minutes increases the DC by +5, and changing a target's attitude with a single, carefully chosen sentence is +15 DC. Regardless, characters may only attempt one Diplomacy roll per target per day.

Engineering (Specialties: Locks, Traps, Architecture, Devices)

Engineering is the character's skill with large-scale and complex artifacts like buildings, siege weapons, locks, traps, and clockwork constructs. It is often used as a knowledge skill to determine what the character knows about buildings or mechanical devices.

Picking Locks

To pick a lock, the character must first have a set of tools and enough time (usually 1 minute). They then roll Engineering + Dex against a DC determined by the lock's quality. The typical household lock is DC 15, but there is no upper limit when it comes to the complex locks of well-guarded treasure vaults. Attempting to pick a lock quickly, as a 1 round action, increases the DC by 5.

Disarming Traps

Characters can disarm a typical trap by making an Engineering + Dex roll. Like locks, traps vary in quality, though they usually start at DC 20 and go up from there. Disarming a trap takes 1 minute, although the character can speed this up to 1 round by increasing the DC by 5. If the character fails a disarm roll by 5 or more, they instead set off the trap. If they wish to set off the trap harmlessly instead of disarming it, the DC of the roll is reduced by 5.

Heal (Specialties: First Aid, Convalescent Care, Diseases, Poisons, Alchemy)

Heal is used by characters to aid the wounded, poisoned, or diseased. It is often used as a knowledge skill to identify disease and poison or the anatomical details of human beings. Heal is also the skill used to make alchemical concoctions that can poison or cure those who imbibe them.

First Aid

The character can restore an ally's hit points in the heat of combat. If they succeed in a DC 15 Heal + Wis roll, the target may spend a fate point to heal as if they'd made a heroic surge, even if they've already used their heroic surge for that combat. This counts as your action, not the target's.

Stabilize

With a DC 15 Heal + Wis roll, your character may make a target ally no longer need to make Dying checks. This effect lasts until the next time the target takes damage. For purposes of specialties, stabilizing an ally counts as First Aid.

Convalescent Care

Characters who are trained in the Heal skill may help wounded allies recover faster. They must make a Heal + Int roll against a DC equal to 15 + the number of wounds currently suffered by the target. If the check succeeds, the target heals at twice the normal rate.

Poison and Disease

Poisons and diseases function in exactly the same way mechanically – the affliction has a resist DC, a suffering effect, an interval, and a failure effect. Characters usually catch an ailment as part of a successful attack on their Fortitude defense, and then must make a Constitution check against the resist DC every time the interval passes. Until they succeed at the check, they are subject to the suffering effect. If they fail 3 times, they are subject to the failure effect.

Example: Red Death

Red death is a virulent plague from the deep desert, so named for the flushed appearance it gives its victims. Those who contract it suffer higher and higher fevers until their bodies shut down.

Attack: +10 vs Fortitude

Resist DC: 16

Suffering Effect: -2 penalty to all actions per failed roll. Vulnerability to Fire.

Failure Effect: Death

If a character can successfully identify a poison or disease (this requires a Heal PR + Int equal to 10 + the affliction's attack bonus), they may make a Heal + Int roll against the affliction's Resist DC + 10. If it succeeds, the target successfully resists the poison or disease.

History (Specialties: By region and/or period)

History is almost always used as a knowledge skill to determine what the character knows about various important historical events and ancient legends. It is also used to represent the character's knowledge of formal law and religious traditions.

History can also be used in place of any other knowledge skill if the answer would be historically significant. For example someone trained in history, but not arcana would not normally be able to identify a magical beast, but they would recognize the specific monster who went on a rampage 20 years ago.

Because it is a pure knowledge skill, those who are trained in History reduce the DC of history-based clue rolls by 5.

Homesteading (Specialties: Riding, Animal Handling, Crafting, Agriculture)

Homesteading represents the character's skill with all the various practical arts of everyday living. It is used to light fires, sew clothes, calm spooked animals, and cook tasty meals. Generally speaking, the DC for a homesteading check is 15, though especially adverse conditions (such as trying to light a fire in the rain) could raise that.

Animal Handling

It is possible to use Homesteading to calm or train an animal. Calming an animal requires a Homesteading + Cha roll against a DC of 15 if the animal is domestic and against DC 20 if the animal is wild.

Training an animal is DC 20 for domestic animals or DC 25 for wild animals. You can usually train them about 1 “trick” (such as responding to a name, sitting on command, etc.) per month, though at the GM's discretion, simple tricks might be acquired faster and at a lower DC.

Riding

Riding a tame horse usually does not require a skill check. Only if the criminal is untrained or the conditions are especially bad should the character have to make a Homesteading + Dex roll. The DC of most riding checks is between 15-20, but increase the DC by +2 if the animal is particularly ornery, +5 if it is a species that is not normally ridden, and +10 if the creature is actively trying to attack the character.

Inspiration (Specialties: Seduction, Intimidation, Leadership, Music)

Inspiration is the character's ability to play on the raw emotions of others. It can create inarticulate urges and has no ability to precisely influence specific behaviors, but its overall effect can be powerful.

Inspiration is most often paired with Charisma, but other attributes can be used if they make sense with a particular emotion. For example, Inspiration + Str can be used to intimidate, whereas Inspiration + Wis might be used to help someone through a spiritual crisis.

The DC of an Inspiration roll is almost always the target's Will defense.

Nature (Specialties: Foraging, Tracking, Shelter, Specific Environments)

Nature represents your character's skill at wilderness survival. When used as a knowledge skill, it also covers your character's knowledge of science, physical geography, and various natural plants and animals.

Intuit Direction

With a DC 15 Nature + Wis roll, the character may make an accurate guess about the direction of north. The penalties from failing this roll last until the character succeeds, or sees a map, compass, or familiar landmark. If the character spent significant time underground or indoors, or has recently lost consciousness, the DC may be as much as 10 points higher.

Endure Elements

When faced with sever weather or other environmental conditions, the character must roll Nature + Con. If the roll fails, the character takes 1d6 points of damage. The severity of the conditions determines the difficulty of the roll and how frequently it must be made.

Condition	DC	Frequency
Moderate (A cold spring night)	15	1/hour
Harsh (A sandstorm)	20	1/15 minutes
Dangerous (An arctic blizzard)	25	1/minute

Deadly (An erupting volcano)	30	1/round
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Foraging

Looking for food and water takes roughly 1 hour per person to be fed and requires a Nature + Wis roll. The DC is 15 + 2 per person. The base difficulty assumes the character is searching a temperate forest, but it might be modified by the relative harshness of the terrain.

Tracking

The character may follow another creature's trail with a successful Nature + Wis roll. The character can only move at half speed while tracking and must make one roll per mile (roughly every half hour). The DC of the roll is based on the terrain conditions.

DC	Condition
15	Soft ground (mud, snow, thick leaves, etc)
20	Standard ground (normal dirt or grass)
25	Hard ground (stone, wood, or artificial terrain)
+10	Inclement weather since the tracks were left
+2/day	Penalty for old trails
-5 or more	Large Party (this modifier has no upper limit)

Character trained in the Nature skill may conceal their tracks with a Nature + Int roll, in which case the result of the check replaces the default track DC. If the character is traveling over hard ground, they get a +5 bonus to the roll.

Stealth (Specialties: Hiding, Move Silently, Pick Pockets, Camouflage)

Stealth is the art of not being seen or heard. To successfully hide, a character must roll Stealth + Dex and exceed the highest Stealth PR + Wis of anyone in the immediate area. This roll is modified by ambient conditions of light and sound. The character can get up to a +10 bonus for concealment and suffers a -5 penalty for bright light (or unusual quiet, if attempting to move silently) and a -10 penalty for having no cover. The character must make a new Stealth + Dex roll every time they move.

Camouflage

Characters can use Stealth to conceal large objects with camouflage. This requires a Stealth + Int roll, modified by the terrain. Especially flat terrain (such as a desert or open plain) imposes a -5 penalty, whereas especially rough terrain (like a canyon or jungle) gives a +5 bonus.

The result of the check is the difficulty of any Stealth + Wis or Nature + Wis roll to find the hidden object. The person searching gets to decide which skill to use when penetrating camouflage.

Pick Pockets

The character may lift small items from an unwitting victim. This requires a Stealth + Dex roll against a DC equal to the target's Reflex defense + 5. If the roll succeeds, the character gets the item.

Regardless of whether the roll succeeds or fails, the result is compared to the target's Stealth PR + Wis. If it is greater, then the attempt is undetected. Otherwise, the target notices the character picking their pocket.

Streetwise (Specialties: By location, Gather Information, Appraisal, Innuendo, Escape Artist)

Streetwise is the character's knowledge of society's seedy underbelly. It is used to navigate the criminal underworld, buy and sell contraband, and arrange for criminal services. It can also be used in place of Diplomacy or History when dealing with criminals.

Appraisal

When looking to buy or sell an item, whether it is legal or not, a Streetwise + Int roll will tell you its rough value. The DC is 15 for common items, 20 for rare items, and 25 for unique treasures.

Gather Information

When the character visits a new land, they may roll Streetwise + Cha to learn the local gossip. The DC is 15 to learn basic, general, harmless information. Add 5 to the DC to learn the answer to a specific question and by another 5 if the answer is dangerous and/or valuable. Hostile or suspicious areas may increase the base DC by up to 10 points.

The GM may rule that certain information is beyond the reach of a Gather Information check. They should do this if it is specific information known only to a couple of people. If it is merely highly restricted, that should be represented by a higher DC (finding the one palace guard who has seen the Dark Knight's true face and buying him a drink to get him to blab is more or less what a normal Gather Information check represents).

Gathering Information is a slow process which takes a number of hours equal to the DC – 10.

Innuendo

The character may communicate indirectly, implying unethical or illegal activities without saying anything directly incriminating. To do so, they roll Streetwise + Cha against a DC of 15. Anyone with a Streetwise PR + Wis of 15 or higher understands what the character is *really* saying.

If the character and their audience are from significantly different cultures, both the DC and the required PR are increased by 5. Especially specific or detailed information might also raise these values at the GM's discretion.

Escaping Bounds

The character may escape from being tied up by making a Streetwise + Dex roll. The DC is usually 25, but if the GM thinks the character's captors were unusually hasty or inept, they might lower the difficulty. If the character was bound with chains, manacles, or other, more durable restraints, the DC may be higher (this can go as high as 40 for magical bindings).

Combat

Sometimes the worst comes to pass, diplomacy fails, and the characters must defend themselves. The rules in this section allow them to do so.

Combat Time

Combat is divided into rounds and turns. A turn is the amount of time it takes one person to act. A round is the amount of time it takes everyone present to act. If it ever becomes necessary to translate combat time to concrete units, assume that a round is approximately 6 seconds.

Actions and Reactions

Each round, on your turn, you may take a single **action**. Actions are important events which can change the course of a battle, such as making an attack, moving to a new position, or casting a spell.

You may also, once per turn, activate a **reaction**. Reactions are minor events, which, while they may be tactically significant, are usually done in response to some other, more important event. Dodging an attack, blocking someone else's movement, or sustaining a spell are all reactions. Each round, you may use a number of reactions equal to your Wisdom modifier (minimum 1).

Though you usually won't want to do so, you may use your action to perform any task that can be done with a reaction, provided that task is voluntary (this is mostly useful for rising from prone or changing your cover while sustaining an effect).

Initiative

At the start of each combat, the players roll **initiative** to determine the order in which they act. Initiative is a normal dexterity check, but you add your character's discipline level to the result. If there is a tie, the character with the highest modifier goes first.

If there is still a tie, the characters involved reroll until the tie is broken. The reroll only serves to determine their order relative to each other. Their position in the overall combat order is determined by their initial roll.

Example: Alice, Bob, Claire, and Dennis all roll initiative. Alice gets a 15, Bob gets a 13, Claire a 17, and Dennis a 15. Claire would go first, Bob would go last, and Alice and Dennis would determine their order by breaking the tie. If they both have the same initiative modifier, they must reroll. If Alice rolls an 18 and Dennis a 5, then Alice would go second, after Claire, and Dennis would go third, before Bob (rather than going first and fourth, respectively).

Long and Short Rests

Characters in Project Pumpkin will need to rest from time to time. After a major action scene, they may need to take a **short rest**. In a short rest the characters take a few minutes to catch their breath, regain their wits, and marshal their resources. Your character has to be moderately comfortable to take a short rest (ie they can't be taking ongoing or environmental damage), but they don't necessarily have to be safe.

After the end of a long day's adventuring, characters may need to take a **long rest**. During a long rest the characters relax, get some sleep, and perform various necessary acts of personal upkeep (updating their journal, praying to their gods, sharpening their blades, etc). A long rest requires the characters be safe and comfortable for at least 8 hours, six of which must be spent sleeping.

Fate Points

Characters have one or more **Fate Points**, representing their raw heroic potential. Fate points allow the player to alter the course of their character's destiny. At any time, as a reaction, you may

spend 1 fate point to reroll any d20 roll.

In addition, once per combat, you may spend 1 fate point to activate your **Heroic Surge**. Doing so restores a number of hit points equal $2 \times (\text{your discipline level}) + 5$. This requires you to take an action. Certain feats, powers, or class features might increase the hit points restored by your heroic surge. If an ability restores hit points as if you made a heroic surge, you regain hit points equal to your modified value.

Other effects may allow you to spend fate points for a variety of purposes.

Your fate points refresh at the end of a long rest. The number of fate points you have is determined by your discipline and theme.

Hit Points

Hit points represent your character's overall fighting spirit. They are a combination of morale, fatigue, luck, and general physical well-being. Whenever you are the target of a successful attack, you are likely to lose hit points (some attacks have other effects), but losing hit points does not mean you are necessarily physically injured.

Lost hit points generally represent minor scratches or bruises, near misses, or successful blocks. As you lose hit points, you become more worn out and banged up, but you are only injured under certain special circumstances.

When your hit point total drops below half your normal maximum, you are **Bloodied**. Every time you become Bloodied, you suffer a **wound**. You can become Bloodied multiple times per combat if things like your heroic surge or friendly first aid restore your hit point total above the 50% mark. If you do, you gain one wound each time (such is the danger of pushing yourself too hard).

When your hit point total drops to 0, you are **Dying**. When you are dying, you cannot take any actions or reactions. Instead, on your turn, you must make a **Dying Check**. A Dying check is a DC 15 constitution check. Every time you fail that check, you lose 5 hit points and you suffer a wound. If you succeed at the check, you instantly **stabilize**. You no longer need to make dying checks until you take further damage. If you have fate points remaining, you can spend 1 on your turn to instantly rejoin the fight. Your hit point total becomes equal to your heroic surge value (regardless of what it was before) and you can immediately take your action for the the turn. You may do this as many times as you have fate points, though sometimes it is wiser to stay down.

If, for whatever reason, your character's hit points drop to less than your negative Bloodied value, your character dies.

Wound Penalties

Any time your character has one or more wounds, you suffer from a **wound penalty**. The wound penalty applies to all attack rolls and skill checks. If you have between 1 and 5 wounds, you are **lightly wounded** and suffer a -1 wound penalty. If you have between 6 and 10 wounds, you are **seriously wounded** and suffer a -2 wound penalty. If you have 11 or more wounds, you are **critically wounded** and suffer a -5 wound penalty. If you ever have more wounds than your Constitution score + 5, you character dies.

Healing

Healing hit points is easy. You regain all of your hit points at the end of a short rest.

Healing wound points is more involved. The character must have the opportunity to rest and avoid strenuous activity. It is possible to heal at the same time you take a short rest. If the character is lightly wounded, wounds heal at a rate of 1 point per hour. If they are seriously wounded, wounds heal at a rate of 1 per day. If they somehow manage to survive being critically wounded, they heal at a rate of 1 wound per week.

As a character heals wounds, their wounded level decreases, dropping their wound penalties and

ensuring that they heal faster.

Example: Alice is Critically wounded, with 12 wounds. She heals her wounds at a rate of 1 per week. After two weeks, she has 10 wounds, so she becomes Seriously wounded. Her wound penalty becomes -2 and she heals wounds at a rate of one per day. After five days, she has 5 wounds and becomes lightly wounded. She only has a -1 wound penalty and heals her remaining wounds at a rate of 1 per hour.

Attacks and Defenses

To attack an opponent, you must make an **attack roll**. When making an attack roll, you roll 1d20 and add your discipline level and an attribute modifier. The exact attribute used depends on the type of attack being made.

Melee attacks generally use the Strength modifier.

Ranged attacks generally use the Dexterity modifier

Magic attacks will use Intelligence, Wisdom, or Charisma, based on the type of magic (character's discipline).

The DC of an attack roll is equal to one of the target's three **Defenses**. Which defense is used depends on the type of attack.

Use the **Reflex** defense if the attack must physically strike the target. Most weapon attacks, and magic attacks that summon a weapon-like energy target Reflex. Reflex defense is equal to 10 + discipline level + Dex + Int.

Use the **Fortitude** defense against attacks that must overcome the target's physical toughness, but are unlikely to miss. These are mainly magical attacks, but things like poisoned gas or giant boulders are also applicable. Fortitude Defense is equal to 10 + discipline level + Str + Con.

Use the **Will** defense against attacks that affect the target's mind or spirit. Psychic assault is the most common form of Will attack, but anything that might negatively affect a character's morale (such as a big guy screaming really loud) could potentially target Will. Will Defense is equal to 10 + discipline level + Wis + Cha.

If the attack roll is successful, the attack is said to **hit**. A hit usually means the target loses hit points, but some attacks might have other effects (for example, a successful magical attack might transform or befuddle the target).

If the attack roll is a critical success, it is considered a **critical hit**. A critical hit does maximum damage.

If the attack roll is a critical failure or partial success, the character **fumbles**. In addition to whatever the attack's normal effects might be (if the attack is a partial success, it is both a fumble and a hit), the character screws up and puts themselves in a bad position. In effect, they lose their next action. Players can make up whatever explanation they like for this – maybe the character is scrambling after a dropped weapon, picking themselves up off the floor, or shaking off a magical backlash.

Damage

Most attacks deal **damage**. Damage is usually expressed as a die type plus a modifier. For example, a typical hit with a longsword deals 1d8 + Str damage. Damage is rolled after a successful attack roll and the result of the damage roll is deducted from the target's hit points.

Some attacks have a **damage type**. A damage type is a special description of the damage,

indicating it is of an unusual nature. So, a bonfire would deal fire damage, or a telepathic assault would deal psychic damage. Most of the time, damage type doesn't matter, but some creatures have **resistance**, **vulnerability**, or **immunity** to specific damage types.

If a target is resistant to a damage type, then all attacks made with that damage type deal minimum damage, even critical hits.

If a target is vulnerable to a damage type, all attacks made with that damage type deal maximum damage.

If a target is immune to a damage type, then they take no damage from the attack.

Some especially nasty attacks have multiple damage types. In these cases, resistance and immunity only apply if the target is resistant or immune to *all* the attack's damage types. On the other hand, if the target is vulnerable to *any one* of the the attack's damage types, then vulnerability applies.

Project pumpkin uses the following damage types: fire, cold, shock, force, psychic, radiant, shadow, and toxic.

Basic Attacks

If you make an attack without using a power, that attack is considered to be a basic attack. There are two types of basic attack; melee and ranged. A melee basic attack uses strength for the attack roll and adds a bonus to the weapon's damage equal to the character's strength modifier. A ranged basic attack uses dexterity for the attack roll and adds a bonus to damage based on the weapon's construction.

Some powers will give a character bonus attacks. Unless otherwise stated, these are always either melee or ranged basic attacks.

Weapon Damage

Powers with the weapon keyword will usually deal damage equal to some multiple of a weapon's basic damage. In the power description this will be indicated by a number followed by a bracketed W – for example, double weapon damage would be 2[W].

The multiplier to weapon damage only applies to damage *dice*. Any modifiers to the damage roll, such as from an attribute bonus or the inherent bonus of a ranged weapon, are not multiplied.

Example: A character with a strength of 14 wielding a longsword would ordinarily deal 1d8+2 damage. If they used a power that dealt 3[W] + Str, they would do 3d8 + 2 damage.

Some discipline features will increase a character's base damage, adding an extra die to their weapon damage rolls. These dice are factored in *before* multiplication. They are also considered to be base weapon damage for purposes of basic attacks.

Example: A level four Champion gets one bonus die with melee weapons, changing their basic longsword damage to 2d8. If they use a power that does 3[W], they would roll 6d8 for damage.

Armor

Many characters (including most PCs, if they're wise) have **armor**. Armor protects against attacks by subtracting from the damage total after it is rolled. For example, if an attack which deals 1d8 + 5 damage hits a target with an armor rating of 6, and the attacker rolls 3 on the d8, then the attack does 2 damage instead of 8.

Armor cannot reduce an attack's damage to less than 1.

Armor only applies to untyped damage caused by attacks. Even the thickest piece of metal will do nothing to stop you from getting cooked alive by fire or driven insane by psychic assault.

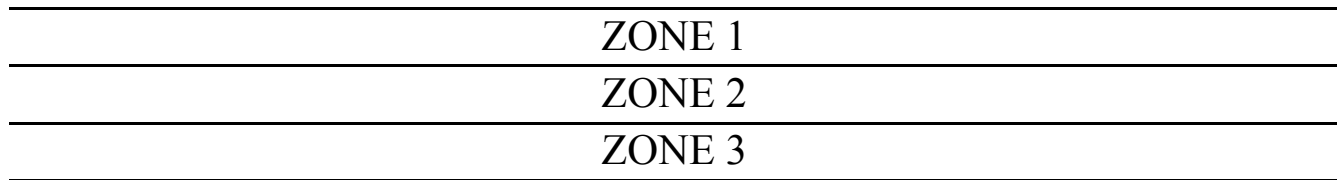
Movement, Zones, and Blocking

Movement in Project Pumpkin is not tracked precisely. Instead, the game uses an abstract system to determine whether a particular enemy is “close enough.”

At the beginning of the fight, the battlefield is divided into 3 or more **zones**. The default

division is 3 zones, but you can add extra zones if there are things like special terrain types, movement chokepoints, environmental hazards, or more than 2 “sides” in the battle.

It is easiest to visualize the standard zones as three horizontal rows, like such:



Your character may make melee attacks against any foe in the same zone and ranged attacks against any foe in an adjacent zone.

When two different groups fight each other, they are assumed to start in opposite zones (so in our standard example, the PCs would start in zone 1 and their opponents would start in zone 3). This can vary by the circumstances of the battle, however. If a fight broke out in the middle of a parlay, everyone might start out in zone 2, for example.

Moving into a new zone requires a character to take a movement action on their turn. Normally, this is automatic, but it is possible for an opponent to **Block** your movement. Blocking is a reaction, and requires the moving character to succeed at an opposed attribute check before they can move into a new zone. The player of the moving character gets to choose whether it is a Dexterity or Strength check (depending on whether the character is trying to slip past the blocker or just barge through).

If the moving character wins the check, they move into the new zone. If the blocker wins, the moving character stays in their current zone.

It is possible to block opponents from leaving your current zone or from entering your zone from an outside one. The process is the same either way. If you are attempting to move into a zone and are being blocked by both an opponent in your current zone and one in your destination zone, you must win two separate attribute checks to move.

Characters may block as many opponents as they have reactions, but a given character may only block in one **direction** per round. Each round, on your turn, you may change your blocking direction without taking an action.

If you're blocking an opponent from entering your zone from an adjacent zone, you are said to be blocking **towards** that zone. If you're blocking opponents from leaving your zone and entering an adjacent zone, you are said to be blocking **away from** that zone.

Example: Alice and Bob are fighting goblins on a standard 3 zone battlefield. If Alice is a heavy melee character and Bob is an Archer, then Alice is likely to engage the Goblins in zone 2 while Bob snipes at them from the safety of zone 1. Since Bob is vulnerable to melee attacks, Alice is going to want to block away from zone 1, preventing her opponents from swarming her ally. If, after a few rounds of fighting, the main force is defeated and zone 2 is cleared of of enemies, Bob may want to move in to shoot at the remaining goblins in zone 3. In this case, Alice will want to switch to blocking towards zone 3, to prevent a retributive strike.

Blocking direction is also important when it comes to **cover**. Cover is always towards some zone, but a character can usually change that by circling around it. Doing so requires a reaction, and it cannot be done on the same turn the character suffers an attack (by then, it's too late).

If a character has cover towards a particular zone, they get a +4 bonus to their defense against any attacks made against that character originating from that zone. Cover has no effect on attacks originating from your current zone. You may use allies as cover, but not enemies. The ally you are use must be aware of and consent to this fact, however.

Taking cover requires an action.

Flying

Some creatures and characters have the power of flight. Such a creature is either **flying** or **hovering**. A flying creature is high enough to be out of reach, but not so high that they are out of the battle altogether. They are considered to be in a particular zone, but cannot be targeted by melee attacks originating in that zone (they can still be targeted by ranged attacks from the same or adjacent zones normally). Flying creatures can only make melee attacks against other flying creatures unless they have an ability which says otherwise.

A hovering creature is flying at a low enough altitude that they can initiate and be targeted by melee attacks. Changing between flying and hovering is a reaction that can be performed at any time, but a flying creature must be hovering at the *start* of its turn to make a melee attack that turn.

Area Attacks

By default, area attacks affect every target in a single zone. A character using an area attack may choose to exclude anyone with cover towards a particular zone (this need not be the character's current zone, and, in fact, usually isn't). If an area attack is also a ranged attack, any cover towards the originating zone applies. Unless the power says otherwise, a character may always exclude themselves from area attacks. When making an area attack, roll the attack once and compare it separately to the defenses of each target separately.

Example: Alice, Bob, and Claire are all fighting a group of goblins in zone 2. If Claire drops an invocation of fire, it will incinerate Alice and Bob as well as the goblins. If, however, Claire says "get behind me" and waits for Alice and Bob to use her as cover towards zone 1, then she can use her invocation safely. Note, however, that Alice and Bob do not gain any defensive bonus against the zone 2 goblins, although, if there were goblin snipers in zone 1, Claire would present an awfully tempting target.

Marks

Some powers will inflict the **marked** status. When a target is marked, they suffer a -2 penalty to all attacks which do not include the enemy who marked them as a target. Any particular target can only suffer one mark at a time. If they are subject to multiple marking effects, only the most recent applies.

A mark automatically ends if the marked target and the enemy who marked it are not in the same zone.

Flanking

If two allies in the same zone are blocking away from opposite zones, they may opt to **flank** an enemy. One of the characters, it doesn't matter which, must spend their turn moving in to position. This requires a Dexterity check opposed by the target's Wisdom check. If the dexterity check wins, the target is flanked. Both of the flanking characters get a +2 bonus to attack rolls and blocking rolls against the target. While a character is flanking an enemy, they cannot block any other opponent.

Coup de Grace

If a character comes across a helpless enemy, they may attempt a **coup de grace**. This is a standard attack roll against the target's Fortitude defense. If the attack is successful, it ignores armor and is automatically considered a critical hit. Furthermore, the target must make a Constitution check against a DC equal to the damage dealt + 5. If the check fails, the target drops to 0 hp and immediately begins dying. Either way, the target of a successful coup de grace suffers a wound (this replaces the wound for becoming Bloodied).

Prone

Becoming prone imposes a -2 penalty to the character's melee defense and grants a +2 bonus to

ranged defense (this stacks with cover). Falling to or rising from prone is a reaction, although if an effect forces a character to fall prone, they may not rise until their next turn.

Blindness

Being blinded imposes a -4 penalty to attack rolls, Reflex defense, and any skill rolls or ability checks that benefit from sight (any that outright require sight – like reading a book – automatically fail).

Dazed

When you suffer the **dazed** condition, you cannot take reactions.

Stunned

When you suffer the **stunned** condition, you can use neither actions nor reactions.

Grappling

In order to grapple with someone, you must make a successful Strength-based melee attack against the target's Reflex defense. If the attack succeeds, both you and your opponent are considered **grappled**. Grappled characters cannot move or block, and may take no action but to attack the other character or attempt to escape the grapple.

Escaping a grapple requires a Dexterity-based attack against your opponent's Fortitude defense. Those who initiate grapples may *not* automatically end them, though any character may decide to not resist an escape attempt. Being grappled imposes a -4 penalty to a character's Reflex defense.

Disarm

To disarm an opponent, a character must make a Strength-based melee attack against the target's Reflex defense. If the attack succeeds, the target must make a DC 15 strength check or drop their weapon.

Push

To push an opponent into another zone, the character must make a Strength-based melee attack against the target's Fortitude defense. If the attack succeeds, the target must make a DC 15 dexterity check or be moved to the new zone.

Trip

With a successful Strength-based melee attack against an opponent's Reflex defense, that opponent will fall prone.

Charge

A character may move and make a melee basic attack as part of the same action, but doing so imposes a -2 penalty to all their defenses until the start of their next turn.

Full Defense

A character who wishes to concentrate on defense may use their action to gain +2 to all defenses until the start of their next turn.

Escape

If you are in the outermost zone of a combat, you may escape by moving out of the zone. If there are no enemies in the zone, this is automatic, otherwise you may have to contend with a blocking attempt. Note that this is not a magical power. Your enemies may track and chase you after the combat

is over.

Effect Durations

Most combat effects last roughly 1 round, either until the beginning of your next turn or until the end of a particular enemy's turn. There are two exceptions – **sustain** effects and **save** effects.

Sustain effects last until the character stops concentrating on them. A character may not use any reactions while sustaining an effect. If a character would be forced to take a reaction, any sustain effect automatically ends. A character may only sustain a single effect at a time.

Save effects last until the character succeeds at a **save**. A save is a DC 15 attribute check (the exact attribute used depends on the particular effect). At the end of a character's turn, they attempt to make saves against each of the save-duration effects they are currently suffering, one at a time. The player gets to decide the order of the save attempts, but must announce before the roll which effect they are attempting to end.

Power Types

As they advance in level, characters gain **powers**. Powers come in four types.

Persistent: Persistent powers are active all the time, and require no conscious effort. Even if a persistent power is magical in origin, it is considered an intrinsic part of the character.

At-will: This is a basic technique the character has utterly mastered. The character may use it as often as they like, though they usually must be conscious and unrestrained to do so.

Recharge: These are powers the character may only use when the circumstances are right. The exact conditions vary from power to power and person to person, but they are usually some combination of opportunity, position, and luck. A character's recharge powers all return whenever they take a short rest, and some powers have more generous recharge rates.

Daily: These powers, almost always magical in nature, require such a dramatic release of power that the mortal mind can only handle a few of them at a time. After using a Daily power, a character must take a long rest before they can use it again.

Disciplines

Disciplines determine what your character does in combat. Are they a boxer with a jaw of iron, or do they prefer to nimbly dance out of the way of an attack? Do they call upon the elements for aid, or can they see the strands of fate and strike blows that are destined to land? The choice is up to you.

Advancing in Level: Each time you gain a discipline level, you gain any discipline features associated with that level. At first level, you select two of your discipline's first level powers. At subsequent levels, you select one power from your discipline's list that is your new level or lower.

Power Keywords

Action: Activating this power counts as your action for the round.

Reaction: Activating this power requires you to spend a reaction.

No action: You may activate this power at any time, as long as you are conscious and able to move.

Powers with this keyword can usually only be activated under certain circumstances (listed in the power description).

Rider: A power with this keyword attaches to another action (usually an attack). That action has its normal effect, in addition to whatever the power says it does. You may only use one rider power at a time (though if you somehow take multiple actions in a round, you may use a different rider power for each of them).

Melee: The power is a melee attack, and must be directed against a target in the same zone as the character.

Ranged: This power is a ranged attack, and can be directed against a target in the character's current zone or in any adjacent zone.

Area: This power is an area attack. It affects everyone in the target zone, unless the character excludes targets with cover towards a particular zone. The player rolls one attack roll and compares it separately to the defenses of all potential targets.

Weapon: This power uses a weapon. Its attack roll is modified by the weapon's proficiency bonus, and it deals damage based on the weapon's normal damage die. If the weapon has any riders, those may also apply. Unarmed attacks count as weapons for purposes of powers with this keyword.

Implement: This power uses an implement. Its attack roll is modified by the implement's mastery bonus if the implement has any enchantments, those may also apply. You may still use this power if you lack an implement.

Fire, cold, shock, force, psychic, radiant, shadow, or toxic: The power deals damage of the type or types listed in its keywords.

Reliable: If an attack made with this power misses, it is not expended. For purposes of this keyword, an area attack misses only if it misses all of its valid targets.

Stackable: You may purchase this power more than once.

Charm: This power influences the target's thoughts, emotions, or actions. Mindless creatures are immune to charm effects.

Fear: This power causes the target to feel afraid. If a creature is immune to fear, they are also immune to any penalties or damage associated with this power.

Conflicting Effects

Some powers have effects which trigger automatically, without a roll. If two such effects come into conflict (such as an automatic attack coming up against an automatic defense), they are resolved with an opposed level check. Each participant rolls 1d20 and adds their level. They use their discipline level if they activated a discipline power and their theme level if they used a theme power. Monsters

use their challenge rating instead of a level. If this roll is a tie, reroll until the tie is broken.

Champion (heroic)

The champion is a peerless warrior. With strength of arm and stoutness of heart, they stride boldly onto the battlefield, challenging the greatest of their foes to meet them head on. Champions specialize in defending the weak and frail, and in surviving attacks that would break lesser heroes.

Discipline Features

Hit Points: At first level your hit points equal 20 + your Constitution score. Each level after that, you gain 7 + Con hit points.

Fate Points: You start with 5 fate points and gain 1 per level.

Weapon Training: Simple and Military

Armor Training: Light and Heavy

Dangerous Obstacle: Whenever you successfully block an enemy, they are marked by you until the end of combat.

Unbreakable: At level 4, you gain Unbreakable as a bonus power. At 10th level, Unbreakable's type changes to at-will.

Damage Bonus: At level 4 all the champion's melee weapon attacks deal an extra die of damage. Increase this bonus to two dice at level 7.

Steadfast Guardian: At level 7, whenever you attempt to block a foe, that foe takes force damage equal to the result of your attribute check, regardless of whether the block attempt succeeds or fails.

Level 1

Champion's Call (at-will, no action, rider)

Spend a fate point before making a melee weapon attack. If the attack succeeds, regain hit points as if you made a heroic surge.

Staggering Blow (at-will, no action, rider)

Spend a fate point before making a melee weapon attack. If the attack succeeds, the target cannot take a move action until the start of your next turn, and any move it might be currently making is canceled.

Guardian Stance (at-will, reaction)

Spend a fate point when you see an ally drop below 0 hp. Until the end of the combat, as long as you are in the same zone as the fallen ally, you may have any non-area attack which targets that ally target you instead.

Leveling Blow (at-will, reaction, rider)

Activate this power before making an attack. If the attack succeeds, the target is knocked prone.

Punishing Strike (at-will, reaction, melee weapon)

Activate this power when an enemy would move past your block. Make a melee basic attack against that enemy. This power does not impede the enemy's movement.

You may spend a fate point to activate this power without spending a reaction. (This allows you to use punishing strike even if you are out of reactions for either the turn or round).

Level 2

Defender Training (persistent)

Gain a +2 bonus to hit and damage against any opponent you've successfully blocked since the end of your last turn.

Down, But Not Out (persistent)

Gain a +2 bonus to Dying checks. When you fail a dying check, you lose 3 hit points instead of 5.

Adept Defender (persistent)

Gain a +5 bonus to all blocking rolls.

Level 3

Forceful Blow (recharge, action, melee weapon, force)

Make a melee weapon attack against an opponent's Fortitude defense. The attack deals 2[W] + Str force damage.

Recharge: An opponent's armor reduces the character's damage to 1.

Line In The Sand (recharge, action, melee weapon)

This power targets up to three enemies in your current zone. Make a melee weapon attack against those enemies, rolling once and comparing the result separately to each of their Reflex defenses. The attack deals 1[W] + Str damage and until the end of the combat, you gain a +2 bonus to blocking checks made against any enemy struck by the attack.

Recharge: You make three or more blocking checks in a single round.

Grab and Drag (at-will, reaction, rider)

Activate this power when you make a move action. Choose a target enemy in your current zone and make an opposed strength check. If you win the check, the target moves with you into the new zone and takes 2d8 + Str damage. If you lose the check, the target takes damage equal to your Strength modifier.

You may spend a fate point when activating this power. If you do, add your discipline level to your strength modifier for both the initial opposed check and the damage roll.

Level 4

Unbreakable (recharge, no action)

Activate this power when an attack would make you bloodied. You immediately spend a fate point and regain hit points as if you made a heroic surge. You do not suffer a wound.

Recharge: You succeed at a blocking attempt.

All champions get this as a bonus power when they reach fourth level.

Fortress of Steel (at-will, action)

Until the start of your next turn, increase your armor's protective rating by 2 points. If an ally is currently using you as cover, they gain a +2 bonus to all defenses and this power increases your armor by 4 points instead of 2.

You may spend a fate point when activating this power. If you do, you regain hit points as if you made a heroic surge.

Into the Fray (at-will, reaction)

Activate this power when you are targeted by a ranged attack. You may attempt to move into the attack's originating zone.

You may spend a fate point when activating this power. If you do, the attack which triggered Into the Fray automatically misses. You must decide to spend the Fate Point before the opponent makes their attack roll.

Immovable Object (at-will, reaction, melee weapon)

Activate this power whenever an effect originating in your current zone would force you to move against your will. You may make a melee basic attack against the opponent who triggered this power.

You may spend a fate point when you activate this power. If you do, the triggering effect will not move you.

Level 5

Eye For Trouble (persistent, stackable)

You may make one extra reaction per round.

Deep Reserves (persistent)

Add your discipline level to the amount of hit points restored by your heroic surge.

Undaunted (persistent)

Whenever you suffer a critical hit, you may spend a fate point and regain hit points as if you made a heroic surge.

Level 6

Hero's Challenge (recharge, action, melee weapon)

This power allows you to make a melee weapon attack against an enemy with more hit points than you who is currently at their full hit point total. If the attack succeeds, instead of its normal damage, it reduces the enemy's hit points to your current hit point total.

Recharge: An effect restores you to your full hit point total (you must have suffered at least one point of damage to recharge this power).

Against the Horde (persistent)

As long as you have no allies in your current zone, melee weapon attacks you make on your turn target a number of enemies equal to your wisdom modifier (minimum 2).

Crippling Blow (recharge, action, reliable, melee weapon)

This attack deals 3[W] + Str damage. In addition, if it succeeds, the target cannot move (Con save ends).

Level 7

Leaping Slash (at-will, no action, rider)

You may target a flying enemy in your zone with a melee weapon attack. If the attack succeeds, you may grapple the target of the attack.

You may spend a fate point when you activate this power, before you make the attack roll. If you do, and the attack succeeds, your opponent may not attempt to escape the grapple.

Champion's Will (at-will, no action, rider)

Activate this power when you make a melee weapon attack. If the attack succeeds, you may make a savings throw against any effect of your choice (even if you already tried and failed a savings throw against the effect this round).

You may spend a fate point when activating this power. If you do, the savings throw automatically succeeds.

Resounding Block (at-will, no action, rider)

Activate this power when you make a block attempt. If the block succeeds, the target gains a vulnerability to your attacks until the end of your next turn.

You may spend a fate point when activating this power, before you make the block roll. If you do, and the block succeeds, the duration of the vulnerability increases to (Wis save ends).

Level 8

Armor Mastery (persistent, stackable)

Choose two damage types. Your armor's protection rating now applies to damage of those types.

Champion's Resurgence (persistent)

When you succeed at a Dying check and spend a fate point to regain your feat, you are restored to full hit points.

Triumphant Barrier (persistent)

Whenever you successfully block an opponent, regain a fate point (up to your normal maximum)

Level 9

Outnumbered, but not Outmatched (recharge, action, melee weapon)

You may only use this power if you have no allies in your current zone. Make an area attack that deals $2[W]+Str$ damage.

Recharge: You become bloodied while you have no allies in your current zone.

Here, but no Farther (recharge, reaction, force)

Activate this power when an opponent tries to move past your block. That opponent is automatically blocked and takes $10d8$ force damage.

Final Stand (recharge, no action, melee weapon)

Activate this power when a melee attack would reduce you to 0 hp. Make a melee weapon attack against the originator of that attack. If your attack succeeds, the target is reduced to 0 hp.

Level 10

The Legend Lives (persistent)

The first time each day when your hit points are reduced to their negative Bloodied value, instead of dying, you are restored to your maximum hit point total. Until the end of the combat, you gain resistance to all damage (this replaces your normal armor benefits) and ignore all wound penalties (including automatic death at Constitution score + 5 wounds, though if you are that wounded, you will

drop dead once your enemies are defeated).

Before all Challengers (recharge, action, melee weapon)

You may only activate this power if you and a single opponent are the only occupants of your current zone and you have not yet made an attack against that opponent.

Make a melee weapon attack. If the attack succeeds, the target dies.

Recharge: A single opponent enters your zone after you have successfully used this power.

Each time you successfully use this power, you gain a +2 bonus to attack rolls made with this power until the end of combat (these bonuses stack).

Brawler (heroic)

Brawlers are ferocious front-line fighters. They throw themselves wholeheartedly into the attack, and few enemies can withstand the fury of their onslaught. Though there are some who would call them reckless and unthinking, their technique requires just as much skill as the most nimble of swashbucklers. They are simply willing to take extreme risks to ensure the death of their foes.

Discipline Features

Hit Points: At first level, your hit points equal 20 + your Constitution score. Each level after that you gain 7 + Con hit points.

Fate Points: You start with 5 fate points and gain 1 per level.

Weapon Training: All simple and any 3 military or superior weapons.

Armor Training: Light

Brutal Criticals: At first level, whenever you score a critical hit, you deal 1d8 extra damage. Every time you reach an odd-numbered level, increase this extra damage by 1d8. These bonus dice are rolled, rather than maximized.

Battle Rage: At 4th level, add a bonus equal to the number of wounds you currently suffer to all your melee damage rolls. At level 10, double this bonus and you no longer apply wound penalties to attack rolls.

Damage Bonus: At level 4, add one extra die to your damage with melee weapons. At level 7, increase this bonus to two dice.

Powers

Level 1

Determined Strike (persistent)

When you spend a fate point to reroll a failed attack, you gain a +2 bonus to hit, and the attack will score a critical hit if it is successful and the die shows a number from 18 to 20.

Glancing Blow (at-will, reaction)

Activate this power after you fail a melee weapon attack roll. The target of the attack takes damage equal to your strength modifier.

Savage Onslaught (at-will, reaction, melee weapon)

Spend a fate point after you score a critical hit. You may make a melee basic attack against the same enemy. If it is your turn and you score a critical hit with your extra attack, you may use this power again without spending a fate point or reaction. You may repeat this as many times as you score critical hits.

Rampage (at-will, reaction, rider)

Spend a fate point before making a melee weapon attack. If the attack succeeds and the target is reduced to 0 hp, you may make a melee basic attack against another enemy.

Power Attack (at-will, no action)

Activate this power before you make a melee weapon attack. The attack gets a -2 to hit and a +5 to damage.

You may spend a fate point when activating this power. If you do, you do not take a penalty to your attack roll.

Level 2

Blood Fury (persistent)

Gain a +2 bonus to hit and damage while you are Bloodied.

Unstoppable Charge (persistent)

When you charge, you get a +2 bonus to damage and a +2 bonus to any opposed attribute roll necessary to overcome a block.

Combat Euphoria (persistent)

Whenever you reduce an enemy to 0 hp, regain hit points equal to your constitution modifier.

Level 3

Mighty Blow (recharge, action, melee weapon)

You make a melee weapon attack which deals 4[W] + Str damage.

Knockback Strike (recharge, action, melee weapon)

You make a melee weapon attack which deals 3[W] + Str damage, and if it succeeds, the target must succeed at a Strength check with a DC equal to your Strength score. If that check fails, the target is pushed into an adjacent zone.

Defiant Strike (recharge, action, melee weapon)

You make a melee weapon attack which deals 3[W] + Str damage. If the target survives the attack, you may spend a fate point and regain hp as if you made a heroic surge.

Level 4

Cull the Weak (at-will, action, melee weapon)

Spend a fate point and make an attack which deals 2[W] + Str damage. If this attack reduces the target to 0 hp or less, you regain the fate point spent to power it.

Destroy all Obstacles (at-will, reaction, melee weapon)

Activate this power after an enemy successfully blocks your movement. You make a melee basic attack against that enemy.

You may spend a fate point before you make the attack roll. If you do, and the attack succeeds, you complete your movement in addition to the attack's normal effects.

Fierce Blow (at-will, action, melee weapon)

Spend a fate point and make a melee basic attack. If the attack succeeds, it is automatically considered a critical hit.

Level 5

Sense Vulnerability (persistent)

You score a critical hit on any successful attack on which the die shows a 19 or 20.

Toughness (persistent, stackable)

Increase your maximum hit point total by 15.

Hardened Skin (persistent)

You gain 1 point of natural armor. This stacks with any armor you are wearing.

Level 6

Channel Your Rage (persistent)

Whenever you miss an attack, you gain a +5 bonus to your next damage roll before the end of combat. These bonuses stack.

Unrestrained Fury (recharge, action, reliable, melee weapon)

Make a melee weapon attack which deals 4[W] + Str damage. You may only use this power while you are bloodied.

Recharge: You spend a fate point to regain your feet after succeeding on a Dying roll.

Rush Attack (recharge, action, melee weapon)

You may attempt move into a new zone. If the attempt succeeds, make a melee weapon attack against an enemy in the new zone. If the attempt fails, make a melee weapon attack against the enemy who blocked you. The attack deals 3[W] + str damage.

Using this power is considered a charge for purposes of your own powers.

Level 7

Everything Must Fall (at-will, no action, melee weapon)

Activate this power if you make a melee weapon attack and the enemy survives. Spend a fate point. Make a melee basic attack against that enemy.

Incalculable Might (at-will, no action)

Spend a fate point to activate this power before you make a melee weapon attack against an enemy whose current hit point total is greater than your normal maximum. If the attack deals more damage than the enemy has hp, then you regain the fate point spent on this power plus up to two more.

Pulled to Earth (at-will, action, melee weapon)

Make a melee weapon attack against a flying enemy. It deals 1[W] + Str damage.

You may spend a fate point before making the attack roll. If you do, and the attack succeeds, it deals 2[W] + Str damage and the target cannot fly until the end of combat.

Level 8

Potent Blows (persistent)

You melee weapon attacks deal force damage in addition to their other damage types.

Dying Rage (persistent)

Whenever you fail a dying roll, you regain one of your spent fate points (up to your normal maximum).

Endless Fury (recharge, no action)

Activate this power when you become bloodied. You regain the use of one of your expended recharge powers.

Recharge: You are restored to full hit points.

Level 9**Beautiful Carnage** (recharge, action, melee weapon)

Make a melee weapon attack which deals $2[W] + \text{Str}$ damage. If it succeeds, it is automatically considered a critical hit.

Recharge: You suffer a critical hit.

Vengeful Strike (recharge, action, melee weapon)

Make a melee weapon attack. It deals $1d8$ damage per wound you currently suffer.

Recharge: You suffer a wound.

Terminal Fury (at-will, action, melee weapon)

Activate this power only if you have 10 or fewer hit points. Make a melee weapon attack. It deals $4[W] + \text{Str}$ damage.

Level 10**Final Rage** (persistent)

The first time each day that your hit point total is reduced to its negative bloodied value, you are instead restored to your full hit point total. Until the end of combat, your melee weapon attacks are also area attacks and as a reaction you may spend a fate point to regain hit points as if you made a heroic surge.

Hold Nothing Back (persistent)

If you have no fate points and no unexpended recharge or daily powers, double all damage you deal, after it is rolled and modifiers are applied.

Swashbuckler (heroic)

Swashbucklers are agile heroes, who value skill and grace more than raw power. Quick-witted and light on their feet, they dance among their enemies, striking at their greatest moment of weakness and darting away before retribution can find them.

Discipline Features

Hit Points: At first level, your hit points are equal to $15 + \text{your Constitution score}$. Each time you gain a level, you gain $5 + \text{Con hp}$.

Fate Points: You start with 5 at first level and gain one per level afterward.

Weapon Training: All simple, military, and superior light weapons.

Armor Training: Light

'Tis But a Scratch: At 4th level, swashbucklers no longer gain wounds from becoming bloodied.

Damage Bonus: At 4th level, you gain a 1 die bonus to damage with light melee weapons. At 7th level, that bonus increases to 2 dice.

Weapon Finesse: You may substitute your dexterity modifier for your strength modifier when making attack or damage rolls with light melee weapons.

Untouchable: Starting at 7th level, whenever a melee attack misses you, you gain a +1 bonus to your reflex defense until the start of your next turn. These bonuses stack.

Level 1

Flanking Attack (At-will, no action, rider)

Activate this power before making an attack while you have an ally who is blocking away from another zone. If the attack succeeds, you and your ally are now flanking the target of the attack.

Careful Attack (at-will, no action)

Activate this power before making an attack. The attack suffers a -2 penalty. You gain a +3 bonus to all defenses until the start of your next turn.

You may spend a fate point when activating this power. If you do, you do not suffer an attack penalty for using it.

Lightning Riposte (At-will, reaction)

Activate this power when you are missed by a melee attack. The attacker suffers damage equal to your dexterity modifier.

Marking Strike (at-will, no action, rider)

Activate this power before making an attack. If the attack succeeds, the target is marked by you until the end of your next turn.

You may spend a fate point after making a successful attack with this power. If you do, the mark lasts until the end of the combat.

Opportunistic Attack (at-will, action, melee weapon)

Use this power against an enemy who is marked (not necessarily by you). Make a melee weapon attack against that enemy. It deals 2[W]+Str damage.

You may spend a fate point before making the attack roll. If you do, and the attack succeeds, the target suffers an additional -2 penalty to all attack rolls until the start of your next turn.

Level 2

Caught in the Middle (persistent)

At the start of your turn, if you are flanking an enemy, that enemy is marked by you until the start of your next turn.

Difficult Target (persistent)

When you take a full defense action, you gain +4 to all defenses instead of +2.

Canny Positioning (persistent)

Whenever you are out of reactions, add your wisdom modifier to your Reflex defense.

Level 3

Taunting Flurry (recharge, action, melee weapon)

Make a single melee weapon attack roll and compare it to the defenses of up to 3 enemies. If the attack hits, it deals 1[W] + Str and the target is marked until the end of combat.

Recharge: You have no marked enemies in your current zone.

Accurate Strike (recharge, action, melee weapon)

Make a melee weapon attack. If it hits, it deals 2[W] + Str damage. If it misses, it deals 1[W] + Str.

Feint Attack (recharge, reaction, melee weapon)

Activate this power after you miss with a melee weapon attack. Make a melee weapon attack against the same enemy. If it hits, it deals 3[W] + Str damage.

Level 4

Narrow Escape (at-will, reaction)

Spend a fate point after you are hit by an attack. You gain a +5 to your defense against that attack. If this raises your defense higher than the attack roll, the attack retroactively fails.

Quick Strike (at-will, no action, rider)

Activate this power before making a melee weapon attack. If the attack succeeds, the target loses one of their reactions for the round. If the target has no reactions to lose, they take an additional 3d6 damage.

You may spend a fate point when activating this power. If you do, the target loses 2 reactions instead of 1, taking the bonus damage if they have fewer than two reactions remaining.

Duelist's Challenge (at-will, reaction, melee weapon)

Activate this power when an enemy marked by you makes an attack which does not include you as a target. Make a melee basic attack against that enemy.

You may spend a fate point to use this power against an enemy in your current zone who is not marked by you when they make an attack which does not include you as a target. If you do, and your attack succeeds, the target is marked by you until the end of the combat.

Level 5

Eye for Trouble (persistent, stackable)

You may make an additional reaction each round.

Graceful Advance (persistent)

You add a +5 bonus to dexterity-based movement rolls and no longer suffer a defense penalty while charging.

Roll with the Punches (persistent)

You may spend a fate point when you suffer a critical hit. If you do, it becomes a regular hit.

Level 6

Ranging Flurry (recharge, action, melee weapon, area)

Make a melee weapon area attack. The attack deals 1[W]+Str damage and does not target allies in your current zone.

Closing Gambit (at-will, reaction, melee weapon)

You may activate this power only if you are currently using a full defense and an enemy misses you with a melee attack. Make a melee weapon basic attack against the triggering enemy. Regardless of whether your attack succeeds or fails, the enemy is marked by you until the end of your next turn.

If the attack kills the triggering enemy, you regain the reaction spent to activate this power.

Piercing Strike (recharge, action, melee weapon)

Make a melee weapon attack which deals 3[W] + Str damage. The attack is considered a critical hit if it succeeds and the die shows 16-20.

Level 7

Confusing Dodge (at-will, reaction)

Activate this power when you are targeted by a melee attack, but before the attack is rolled. If the attack fails, the attacker is dazed until the end of your next turn.

You may spend a fate point when activating this power. If you do, the duration of the dazed effect increases to (wis save ends).

Twirling Strike (at-will, no action, rider, melee weapon)

Activate this power before making a melee weapon attack against a marked enemy. If the attack succeeds, you may make a melee basic attack against a second marked enemy.

If you spend a fate point when activating this power, you may continue to make attacks as long as you succeed at your attack rolls and have additional marked enemies to target (you may not strike the same enemy twice with this power).

Unruffled Elegance Attack (at-will, action, melee weapon).

You may use this power only if you are at full hp. Make a melee weapon attack that deals 2[W] + Str damage.

If you spend a fate point, you may activate this power while you are Bloodied. If the attack hits, regain hit points as if you made a heroic surge.

Level 8

Irrepressible Elan (persistent).

Gain a +2 bonus to all saves. You no longer suffer damage from missed attacks.

Sublime Skill (persistent)

Your recharge powers gain the reliable keyword.

Laughing in the Face of Danger (persistent)

Whenever you are missed by a melee attack, you may spend a fate point to regain hit points as if you made a heroic surge.

Level 9

Fearless Challenge (recharge, action)

You mark all enemies in your current zone until the end of combat. In addition, until the end of combat, you gain a bonus to your damage rolls against enemies marked by you equal to your discipline level.

Generous in Victory (recharge, no action, charm)

Activate this power after you reduce an enemy to 0hp. The enemy does not die. At the end of the combat, they will regain consciousness with a friendly disposition to your character.

Payment for Cravens (recharge, action, melee weapon)

Make a melee weapon attack and apply it separately to any enemy in your current zone who is marked by you but did not attempt to attack you since the end of your last turn. The attack deals 3[W] + Str damage.

Recharge: An enemy marked by you attempts an attack which included you as a target.

Level 10**Unbreakable Spirit** (recharge, action)

You are restored to full hit points.

Perfect Defense (recharge, reaction)

Activate this power when you are targeted by an attack. The attack misses. It may not be rerolled.

Recharge: You spend a fate point to regain your feet after succeeding at a dying roll.

Sharpshooter (heroic)

Masters of the trick shot and possessed of lightning reflexes and incredible aim, sharpshooters make ranged combat into an art. Though they often act as back-up for front-line fighters, their support abilities can turn a hopeless struggle into an even contest and a fair fight into a slaughter.

Discipline Features

Hit Points: At first level, you start with equal to 10 + your Constitution score. Each level, you gain 3+Con hp.

Fate Points: You start with 5 and gain 1 per level.

Weapon Training: Simple, plus all military ranged weapons and any one superior ranged weapon.

Armor Training: Light

Keen Eye: At 4th level, gain a +1 bonus to attack rolls with ranged weapons. Increase this bonus to +2 at 7th level.

Damage Bonus: At 4th level, you add one bonus die to the damage of all ranged weapons. Increase this bonus to 2 dice at 7th level.

Rapid Reload: At the start of your turn, you may reload a ranged weapon without taking an action.

Aim for the Weak Spot: Starting at 7th level, your ranged attacks ignore armor and damage resistance.

Level 1**Point Blank Shot** (at-will, no action)

Activate this power when making an attack with a ranged weapon against an enemy in your current zone. The attack gains a +1 to hit and +2 to damage.

Distracting Shot (at-will, no action, rider)

Activate this power before making a ranged weapon attack. If the attack succeeds, the target takes a -2 penalty to attack rolls until the start of your next turn.

You may spend a fate point before you make the attack roll. If you do and the attack succeeds, the target also takes a -2 penalty to all defenses until the start of your next turn.

Disarming Shot (at-will, action, ranged weapon)

You may make a disarm attempt with a dexterity-based ranged attack.

You may spend a fate point before you make the attack roll. If you do, and the attack succeeds, the DC of the attribute check is 20 instead of 15.

Hobbling Shot (at-will, no action, rider)

Activate this power before making an attack with a ranged weapon. If the attack succeeds, the target takes a -2 penalty to movement checks until the end of combat. Multiple applications of this power stack.

You may spend a fate point before making the attack roll. If you do and the attack, the target may not attempt to move (con save ends)

Run and Gun (at-will, action, ranged weapon)

You make a move attempt. If you successfully move into a new zone, you may make a ranged basic attack against an enemy in your previous zone at a -3 penalty.

You may spend a fate point when activating this power, before you roll the move attempt. If you do, you gain a +2 bonus to any attribute check made to overcome a block and the attack roll does not suffer a penalty.

Level 2

Steady Aim (persistent)

While you are prone you gain a +2 bonus to attack and damage roll with ranged weapons.

Crossfire Experience (persistent)

While you are taking cover, you gain a +2 bonus to all defenses.

Taking Aim (at-will, action)

Gain a +2 bonus to attack rolls with ranged weapons until the end of your next turn.

Level 3

Suppressing Fire (recharge, action, area, ranged weapon)

Make a ranged weapon attack against an adjacent zone. The attack targets every creature in the zone who does not have cover towards your current zone. It deals 2[W] damage.

Any creature targeted by this power may avoid it by taking cover towards the user's zone as a reaction. If they do, they also lose their next action.

Accurate Shot (recharge, action, ranged weapon)

Make a ranged weapon attack. It gets a +2 bonus to hit and deals 2[W] + mod damage.

Unexpected Attack (recharge, action, ranged weapon)

Make a ranged weapon attack against an enemy whose current hit point total equals its normal

maximum. It deals 3[W] + mod damage and the target is stunned until the start of your next turn.

Recharge: An enemy who was previously struck by this power is reduced to 0 hp.

Level 4

Quick Draw (at-will, reaction, ranged weapon)

Activate this power at the start of combat. You gain a +10 bonus to initiative.

If you win initiative, you may spend a fate point to make a ranged basic attack.

Long Shot (at-will, no action)

Activate this power before making a ranged weapon attack. You may target any enemy you can see, even if they are not in an adjacent zone. The attack suffers a -4 penalty.

You may spend a fate point before making the attack roll. If you do, the attack does not suffer a penalty.

Scramble for Safety (at-will, reaction)

Activate this power after you are struck by a melee attack. Spend a fate point, you may attempt to move into a new zone.

Level 5

Stunning Criticals (persistent)

Whenever you score a critical hit with a ranged weapon, the target is stunned until the beginning of your next turn.

Elegant Follow-up (persistent)

Whenever you reduce an enemy to 0 hp, you gain a +2 bonus to your next attack roll.

Warning Shot (persistent)

Whenever you make a ranged attack (regardless of whether it succeeds or not), enemies in your current zone suffer a -1 penalty to all defenses against melee attacks until the start of your next turn.

If an ability would allow you to make multiple attacks in the same turn, penalties from this power are cumulative.

Level 6

Stunning Shot (recharge, action, ranged weapon)

Make a ranged weapon attack which deals 2[W] + mod damage. If the attack succeeds, the target is stunned (wis save ends).

Bleeding Shot (recharge, action, ranged weapon)

Make a ranged weapon attack which deals 2[W]+ mod damage. If the attack hits, the target takes damage equal to your discipline level every time it takes an action (con save ends).

Head Shot (recharge, action, ranged weapon)

Make a ranged weapon attack with a -6 penalty. It deals 5[W] + mod damage.

Recharge: You reduce an enemy from full to 0 hp with this power.

Level 7

Sniper's Judgment (persistent)

When you spend a fate point to reroll a failed attack roll, if the reroll would also fail, the fate point is not expended. You may benefit from this power only once per round.

Deadly Response (at-will, reaction, ranged weapon)

Activate this power when an enemy enters your current zone. Spend a fate point. Make a ranged basic attack against that enemy.

Demoralizing Shot (at-will, no action, rider)

Activate this power when making a ranged weapon attack on your turn. If the attack hits, the target cannot attack until the start of your next turn.

You may spend a fate point before you may make the attack roll. If you do, and the attack succeeds, the duration of the effect is (cha save ends).

Level 8

Deep Wounds (persistent)

The DC to saves made against status effects you inflict is +2.

No Mind (persistent)

You do not suffer attack penalties for cover or blindness.

Joy in Perfection (persistent)

Whenever you score a critical hit with a ranged weapon attack, regain a spent fate point.

Level 9

Rain of Iron (recharge, action, ranged weapon, area)

Make an area attack with a ranged weapon. It deals 2[W] + mod damage.

Inescapable Aim (recharge, reaction)

Activate this power when you fail a ranged weapon attack on your turn. Reroll the attack, but gain a +1 to hit and damage.

Recharge: A reroll made with this power fails.

As long as you have reactions remaining, you may use this power, even if you've already used your reaction for the turn.

You may spend a fate point when you recharge this power. If you do, you gain an extra 3 reactions that may only be used to activate Inescapable Aim on the current turn.

Untouchable Vantage (recharge, no action)

Activate this power on your turn if your current hit point total equals its normal maximum. Until you take damage or the end of the combat, whichever comes first, your successful attacks deal an extra 3d8 damage and daze their targets (wis save ends).

Level 10

Lockdown Shot (recharge, no action, rider)

Activate this power before making a ranged weapon attack. If the attack succeeds, the target is stunned until the end of your next turn. If the target is stunned, gain a +4 bonus to your attack roll.

Recharge: Recharge this power, if, at the start of your turn, an enemy is stunned by an effect you originated.

No Time For This (at-will, no action)

Activate this power before making your first attack in a combat. Spend a fate point. The attack automatically hits and is considered a critical. If the enemy survives, it must make a DC 20 Constitution check or drop dead.

Tactician (heroic)

The Tactician is a clever and charismatic leader, able to coordinate their allies' attacks and rally their flagging spirits when all seems lost. Most Tacticians are unflappable in the face of chaos, able to weave complex schemes in the midst of battle. The best tacticians are even more dangerous when their plans fall apart.

Discipline Features

Note: Unless otherwise stated, the tactician's abilities work at any range, provided the character's allies can sense them clearly (whether through sight, hearing, touch, or esoteric means like telepathic contact or other magical senses).

Hit Points: You start with a number of hit points equal to 15 + your Constitution score. You gain 5 + Con hp per level.

Fate Points: Start with 5 fate points and gain 1 per level.

Weapon Training: All simple and military weapons.

Armor Training: Light and Heavy

Source of Inspiration: When an ally uses their heroic surge, they add twice your discipline level to the amount of hp restored. This does not increase their heroic surge value for the purposes of other effects.

Damage Bonus: At 4th level, you gain a 1 die bonus to all weapon damage. At 7th level, you grant this bonus to all basic attacks made by your allies.

Commander's Bond: At 7th level, you may spend fate points on behalf of your allies. This requires a reaction, but can be done whenever an ally might need a fate point, be it for a power, reroll or heroic surge. When you do, both you and your ally regain hit points equal to twice your Charisma modifier (min 2). You may only use this ability during combat.

Plan Around the Pain: At 4th level, subtract your Intelligence modifier from your number of wounds for purposes of calculating your wound penalties (you still heal at the same rate, and you still die at Constitution score + 5 wounds).

Level 1

Commander's Strike (at-will, action)

An ally in your current zone may make a basic attack.

You may spend a fate point when activating this power to give your ally a bonus to their attack and damage roll equal to your Intelligence modifier.

Rally (at-will, no action)

You may use this power on yourself or an ally. The target may spend a fate point to regain hit points equal to their heroic surge value, plus 1d6.

Increase the bonus hp restoration to 2d6 at level 4 and 4d6 at level 7.

You may only use this power a number of times per combat equal to your Charisma modifier (minimum 1) and no character may benefit from Rally more than once per round.

Lead from the Front (at-will, no action)

Activate this power after you make a successful melee weapon attack. The next ally to make a damage roll before the start of your next turn adds a bonus to the roll equal to your Charisma modifier.

You may spend a fate point when activating this power. If you do, the damage bonus applies to all attacks made by allies until the start of your next turn.

Encouraging Word (at-will, reaction)

An ally may attempt a save. No ally may benefit from this power more than once per round.

You may spend a fate point when activating this power. If you do, your ally adds your charisma modifier as a bonus to the save.

Tortoise Formation (at-will, reaction)

Activate this power when you are taking the full defense action and an ally in your zone is targeted by an attack. That ally gets a +2 bonus to their defense, plus 1 per additional ally in the same zone who is also using full defense.

Level 2

Battle Leader (persistent)

Allies in your current zone gain a +1 bonus to attack rolls with basic attacks.

Ordered Advance (persistent)

As long as you have an ally in the destination zone, you and allies in your current zone gain +5 to movement checks.

Inspired Leader (persistent)

When an ally in your current zone spends a fate point, you gain a +1 bonus to all damage rolls until the end of your next turn.

Level 3

Encouraging Retaliation (recharge, action, weapon)

Make a weapon attack against an enemy in your current zone. If it succeeds, it deals 1[W] + 1[W] per dying ally in your current zone. If the attack succeeds, any dying allies in your current zone automatically stabilize.

Recharge: You kill an enemy with this power.

Leading the Charge (recharge, action, melee weapon)

You may attempt a charge. If the move roll succeeds, you may make a melee weapon attack which deals 2[W] + Str damage and any allies in your starting zone may spend a reaction to attempt to move into your destination zone.

Distraction Decoy (recharge, no action)

Use this power on your turn. Select an ally in your current zone. Until the end of your next turn, that ally gains a +2 to all defenses and whenever you are targeted with a melee attack, that ally may spend a reaction to make a melee basic attack against your attacker.

Level 4

Guiding Example (persistent)

Whenever you spend a fate point to reroll an attack roll, your allies gain a +2 bonus to attack rolls until the start of your next turn.

Timely Backup (at-will, recharge, reaction, weapon)

Spend a fate point to activate this power when an ally in your current zone misses with an attack. You may make a basic attack of the same type against the same target.

Misleading Attack (at-will, no action, rider)

Activate this power before making a melee weapon attack. If the attack hits the target is marked by an ally in your current zone until the start of your next turn.

If you spend a fate point when activating this power, the mark lasts until the end of combat and your ally adds your charisma bonus to all damage rolls against the target until the end of combat.

Level 5

Canny Offense (persistent)

When making basic attacks, add your intelligence to your attack and damage rolls.

Living on the Edge (persistent)

When you have fewer than 10 hit points, add your Charisma modifier to all your defenses.

Steadying Presence (persistent, stackable)

Allies in your current zone reduce their wound penalties by 1.

Level 6

Avenge me, Comrades (at-will, no action)

Activate this power when an attack would reduce you to 0 hp or fewer. All allies in your current zone may make a basic attack against the creature who reduced you to 0 hp. If that creature dies before the start of your next turn, you automatically regain your feet with a hit point total equal to your heroic surge value.

Sudden Assault (recharge, action)

You and every ally in your current zone may make a basic attack. These basic attacks must all be of the same type, but they may target different enemies.

Spirit-Lifting Diatribe (recharge, reaction)

An ally in your current zone regains hit points equal to your discipline level plus your charisma modifier.

Recharge: An ally in your current zone becomes bloodied.

Level 7

Intimidating Bravado (at-will, action, psychic, fear)

Make a charisma based attack against an enemy in your current zone. It targets the enemy's Will defense and deals 4d8 + Cha psychic damage and the target takes a -2 penalty to all attacks until the start of your next turn.

You may spend a fate point when activating this power. If you do, it becomes an area attack.

Patient Gambit (at-will, action)

Spend a fate point to use this power on your turn. Select an ally in your current zone. They may take an additional action on their next turn. This action comes immediately after their regular action and may be anything they can normally do on their turn.

If the extra action is used for a move or basic attack, regain the fate point spent on this power.

Warlord's Slash (at-will, action, melee weapon)

Make a melee weapon attack that deals 1[W] + Str damage. It gains a +1 bonus to hit per ally in your current zone.

You may spend a fate point before making the attack roll. If you do, the damage increases by 1[W] per ally in your current zone.

Level 8

Hidden Reserves (persistent)

Whenever an ally in your current zone spends their last fate point, you regain a fate point.

To the Limit (persistent)

Whenever you are out of fate points, allies in your current zone gain a bonus to all damage rolls equal to your Cha + Int.

The Best Laid Plans (persistent)

Whenever you or an ally in your current zone misses with an attack, allies in your current zone gain a +1 to hit with all attacks until the start of your next turn.

Level 9

The Best Laid Plans (recharge, reaction)

Use this power after an ally in your current zone succeeds with an attack, but before they roll damage. The attack is considered a critical hit.

Fated Stand (recharge, action)

You or an ally you can see regains 10d6 hit points. The amount of hit points regained is reduced by 1d6 per fate point the target has remaining (minimum 1d6). Any particular target may benefit from this power only once per round.

Recharge: You or an ally you can see drops below 10 remaining fate points. If you and all your allies run out of fate points, every valid target of this power regains 10d6 hit points.

Protective Frenzy (recharge, action, melee weapon)

Until the start of your next turn, whenever an ally is targeted by an attack that originates in your current zone, you may make a melee weapon attack against the attacking enemy. This attack deals 2[W] + Str damage and if it kills the enemy, their attack is negated.

Level 10

Aura of Command (persistent)

You gain a number of extra reactions equal to your Charisma modifier. You may spend reactions

on behalf of your allies.

While you are out of reactions, your allies gain a +2 bonus to all defenses.

Grandmaster Planning (at-will, reaction)

An ally regains the use of one of their expended recharge powers. You may use this power a number of times per combat equal to your Intelligence modifier and no ally may benefit from this power more than once per round.

Themes

A character's Theme represents who they are when they're not fighting for their life. It is a combination of education, background and natural inclination. Though all characters in Project Pumpkin are heroic adventurers by trade, their theme determines how they go about it. Are they smooth-talking diplomats, cunning thieves, or potent conjurers of elemental forces? Their theme holds the answer.

Advancing in Level: Each time you gain a discipline level, you gain any theme features associated with that level. At first level, you select two of your theme's first level powers. At subsequent levels, you select one power from your theme's list that is your new level or lower.

Skill Training: All themes start with one or more trained skills. You must select your trained skills from the list associated with the theme. You may trade a single trained skill for two specialties, though any specialties you select must be associated with skills on your theme's list.

Optional Rule: You may have 1st level characters start with a single additional specialty that does not have to be associated with their theme. This represents a character with an unexpected aptitude or experiences outside the main concept of their theme.

Scenes: Many Theme powers have durations or triggers that key off the end of a **scene**. A scene is a fuzzy measure of time that varies based on the events of the game. A scene begins whenever the characters change venue, or whenever some major event changes the context or meaning of what's going on (for example, if the characters are at a dinner party, and a messenger bursts in, warning of an imminent attack on the town, the impromptu war council that follows would be a separate scene). Skipping time, either formally with a long or short rest, or informally, by the GM saying something like "later that day. . ." almost always indicates the start of a new scene. If a more precise measure of time becomes necessary, assume that a scene is roughly 20 minutes.

Power Keywords

Action: Activating this power counts as your action for the round.

Reaction: Activating this power requires you to spend a reaction.

No action: You may activate this power at any time, as long as you are conscious and able to move.

Powers with this keyword can usually only be activated under certain circumstances (listed in the power description).

Note: Powers with the previous three keywords may be used in combat. If a power lacks one of those keywords, it cannot be used in combat.

Rider: A power with this keyword attaches to another action. That action has its normal effect, in addition to whatever the power says it does. You may only use one rider power at a time.

Stackable: You may purchase this power more than once.

Charm: This power influences the target's thoughts, emotions, or actions. Mindless creatures are immune to charm effects.

Illusion-#: This power causes people to believe something that isn't true. Whether someone sees through an illusion depends on their Deception PR + Wis. If it is lower than the number next to the keyword, they are fooled by the illusion. Players may improve their resistance with a clue roll, as if seeing through an illusion were a knowledge check.

Fear: This power causes the target to feel afraid. If a creature is immune to fear, they are also immune to any penalties or damage associated with this power.

Dramatic: If you fail a roll with this power, you may not use it for the rest of the scene.

Rogue (heroic)

Rogues are masters of stealth, misdirection, and intrusion. They are not necessarily criminals (in fact, many work for the government as spies and secret police), but they do shun scrutiny and prefer underhanded methods to achieve their goals. This may make rogues seem to be untrustworthy companions, but most prefer to practice their skills against their enemies, and convince their more naive friends to watch out for people like them.

Theme Features

Skills: You start out with three trained skills from the following list: Athletics, Deception, Engineering, Stealth, and Streetwise.

Fate Points: You start with 5 and gain 1 per level.

Underworld Gossip: Starting at 1st level, rogues add their theme level to any streetwise-based clue rolls.

Justified Cynicism: At 4th level, you gain a +2 bonus to opposed checks and PR's to spot deception and see through illusions, as well as to your will defense against Charm effects.

Confident Legerdemain: At 7th level, you no longer suffer critical effects or partial successes when using your theme skills. A roll of 1 is treated as a normal success or failure, depending on your modifier and the task's DC.

Level 1

Pickpocket (persistent)

When you pick pockets, treat the result of your Stealth roll as if it were 5 higher for purposes of determining whether or not the attempt was noticed.

Burglar (persistent)

You gain a +2 bonus to stealth rolls in the hours between midnight and dawn.

Con Artist (persistent)

Every time you fail a deception roll, you gain a +2 bonus to movement checks until the end of the scene.

Scout (persistent)

You gain a +2 bonus to Stealth rolls in wilderness terrain.

Spy (persistent)

You gain a +2 bonus to Diplomacy rolls so long as the target believes (or is pretending to believe) that you are someone you're not.

Level 2

Improvised Tools (persistent)

Spend a fate point before making an Engineering roll to pick a lock or disarm a trap. You suffer no penalty for lacking the proper tools.

Thief's Eye (at-will, dramatic)

You may make a DC 15 Streetwise + Wis roll to determine which, of the NPCs you can currently see, it would be most profitable to pick pocket. By default, this is based purely on the cash value of whatever small items they have on hand, but at the GM's discretion, this power may lead the PC to indirectly valuable things like maps, keys, or incriminating letters.

Infiltrator's Bluff (at-will, illusion-20)

When someone asks you a factual question or solicits an opinion based on a presumption of expert knowledge (whether they believe you possess that knowledge, or are trying to prove that you don't), you may use the results of a Deception + Cha check in place of your knowledge PR.

Anyone with a knowledge PR less than your result will be subject to an illusion effect which causes them to be satisfied with your answer for at least a scene.

You may spend a fate point before making the deception roll. If you do, anyone you fool will be convinced for at least a day.

Level 3**Liar's Charm** (at-will, rider, charm)

Spend a fate point to activate this power when attempting a deception roll with a DC of 25 or higher. If the roll succeeds, the target's attitude towards you improves by one level (max. Friendly) until the end of the scene.

After the scene ends, the target's attitude returns to its previous level. If they ever realize you lied to them, it drops by an additional level (min. Hostile).

Using this power counts as your daily Diplomacy attempt against its target.

Trespasser's Insight (at-will, dramatic)

You may activate this power to make a Stealth + Dex check at a -3 penalty. Your allies may opt to use the result of this check in place of their next Stealth roll to remain concealed. They must decide whether to use your roll before their individual checks, but if they roll and don't like the result, they may spend a fate point to gain this power's benefit.

Hasty Dismantling (at-will, action)

Spend a fate point to activate this power. You may attempt to pick a lock or disarm a trap as a one-round action, without suffering the normal DC penalty.

Level 4**Monkey Climb** (persistent)

When you succeed at a climb check, you may cover your entire allowed distance in 30 seconds (5 rounds).

Improbable Escape (at-will, reaction)

Activate this power when you make an attempt to escape from a grapple or personal bindings (ropes, chains, manacles, etc). Spend a fate point. Add a +10 bonus to your roll.

Shrewd Appraisal (persistent)

You automatically succeed at all Streetwise rolls to appraise non-unique items. When appraising unique items, the DC is 15 to find its market value, and the result of your Streetwise check can replace your History or Arcana PR for purposes of knowing the item's origin and properties.

Level 5

Controlled Fall (persistent)

When you make an Athletics check to reduce the damage from a fall, you take minimum damage if the roll succeeds and only half damage (round down) if the roll fails.

Misleading Embellishment (recharge, illusion-30)

Activate this power when you successfully see through someone else's Deception. You may elaborate on their lie, adding a single embellishment of your choosing – this can be anything, from mitigating circumstances that make the more plausible (thus reducing the DC) to outright tall tales (raising the DC by up to +10).

You then make a Deception + Cha check. For better or worse, the results of your check replace the target's original roll.

Using this power also creates an illusion effect. Anyone fooled by it will remember the modified lie as being told by the original target (regardless of whether they believe that lie or not) The original target gets a +5 bonus to their Deception PR for purposes of resisting this illusion.

Sang Froid (persistent)

You are immune to effects with the Fear keyword. You can still act out of self-preservation (or even be a total coward), but you will never take any sort of penalty for being afraid.

Level 6

Hide in Plain Sight (at-will, reaction)

Activate this power before making a Stealth check to conceal yourself. You suffer only a -5 penalty for lacking cover.

You may spend a fate point when activating this power. If you do, the penalty is completely eliminated.

Light-Foot Method (at-will, reaction)

Activate this power before making an Athletics check to jump. Double the maximum distance you can jump.

You may spend a fate point when activating this power. If you do, multiply your jumping distance by 5.

Captive Audience Temptation (recharge, charm)

Spend a fate point to activate this power when an enemy believes they have you at their mercy (whether that belief is accurate or not). Make a Streetwise + Cha check. For every 5 points of the check result (rounded up), you may ask your captor one question about either the circumstances leading up to your captivity, their motives for being your enemy, or crimes they have previously committed or are currently planning.

Note that your character does not literally ask these questions. Rather, the target of this power merely feels compelled to start spontaneously explaining themselves to you with only minimal prompting on your part.

Level 7

Forgettable (persistent)

People must succeed at a DC 20 Intelligence check to accurately describe your true physical appearance (though they may describe your disguises without difficulty).

A Tough Sell (persistent)

Whenever you fail at a Deception check with a DC of 30 or higher, you may reroll against a DC of 20. If the second check is successful, the target believes your lie for 1d6 minutes (the GM rolls this die secretly, so be careful).

Well Connected (persistent)

When using Streetwise to Gather Information, you add a +5 bonus to the roll and treat any success as a critical success.

In addition, you may spend a fate point before making the roll to reduce the time frame from hours to minutes.

Level 8

Flawless Impersonation (persistent)

When you use Deception to disguise yourself, you no longer lower the penetration DC for imitating specific individuals or for differences between your disguise and your normal appearance. If your disguise roll succeeds, the difficulty to penetrate it is always equal to your check result.

Impossible Poise (at-will, no action)

Activate this power before attempting an Athletics check to balance. Spend a Fate point. The DC of your attempt is set to 20, regardless of what it is you are trying to balance on. This power will allow you to run on things that can not normally (or even conceivably) bear your weight, such as over water or on the tops of clouds. The only limit is that it must *look* like you are balancing on something, so you can't use this power to actually fly.

Fast Hands (persistent)

The character may select any item or worn equipment as a valid target for a pickpocket attempt. They may also plant any item on a target with a successful pickpocket check, so long as it weighs less than the target's normal carrying capacity.

When planting or removing items that are not normally valid pickpocketing targets, the victim will notice something amiss almost instantly, however if you roll well enough to evade detection, they will not be able to connect the mischief to you (though they may suspect, especially if you are wearing their clothes).

Level 9

Living off the Land (at-will)

When you activate this power, spend a fate point and name a concrete, physical item (this can be something unique and powerful, like “the crown of the god-king Auverix,” but not something abstract like “your dreams.”) Before the end of the scene, you will learn of an opportunity to steal the named item, provided it currently exists.

The opportunity provided might not be easy, and you will still have to use your personal skills to carry out the theft, but this power will always show you a way forward.

GM's should base the difficulty of the theft on the reasonableness of the request. Picking “a horse” might lead the character to an alley with an unguarded horse. Saying “a ship” while you are in the desert might lead the character to a locked safe that contains the deed to a ship docked 1000 miles

away. Saying “the crown of the god-king Auverix” will probably just get you an opportunity to con your way onto an (in all likelihood doomed) expedition to search for the crown (although the expedition will at least be looking in more or less the right place).

Imposter's Empathy (at-will, no action)

While you are imitating a specific person, you may activate this power by spending a fate point. You may roll 1d20 + Int + Cha against a DC of 20 to learn information known only to the person you're imitating.

Technically, this power is not magical. It's just that your insight into the target is so complete and your luck is so good that it may as well be magic.

Imitating a person well enough to use this power requires a normal disguise check.

At Home in the Shadows (persistent)

In any environment dark enough to give you a bonus to concealing yourself, you may forgo the normal Stealth check and be treated as if you were invisible.

Level 10

Locked Room Mystery (recharge)

You may use this power to bypass any movement related obstacles or restraints, so long as you are unobserved. You only need to be out of sight for a split-second (such as for the duration of a smoke bomb or the time it takes a pursuer to turn a corner), but when you are, you can effectively teleport.

This power does not *actually* allow you to teleport; you are simply so skilled at navigating and intrusion that you need not justify *how* you got to a particular location.

For example, you can use this power to get into a locked bank vault, loot the place, and then, after a short rest, use it again to get out. Later, the head of security will exclaim, “No one could have gotten in here, I can't explain how they did it!” and because you are just that good, you don't have to explain it either – it's assumed that your character came up with a complex and fool-proof plan.

The maximum range of this power is 50 miles. Because you are *not* teleporting, it still takes time to cross this distance (though no one will actually observe you doing so), but the amount of time it takes is no more than the minimum time you can wave away by saying, “I know a shortcut” and still keep a straight face (assume this is about 150 miles per hour).

Body Double (Daily)

You may activate this power to retroactively declare that you were not present in a scene. Instead, the person everyone *thought* was you was actually a minion or hireling you disguised so well everyone present was fooled and drilled so well, they responded to events exactly as you would have.

You may not use this power to escape from combat once it has begun, but you may use it in response to the beginning of combat, in which case your double automatically dies the first time they are targeted by an attack (which may cause problems with people believing you are dead)

When you use this power, you are established to have been somewhere else, no more than a mile away, doing something not particularly important. Provided you are not using this power mainly to dodge assassination attempts, you may decide you have just a single double who subs in for you frequently, who could be an important NPC.