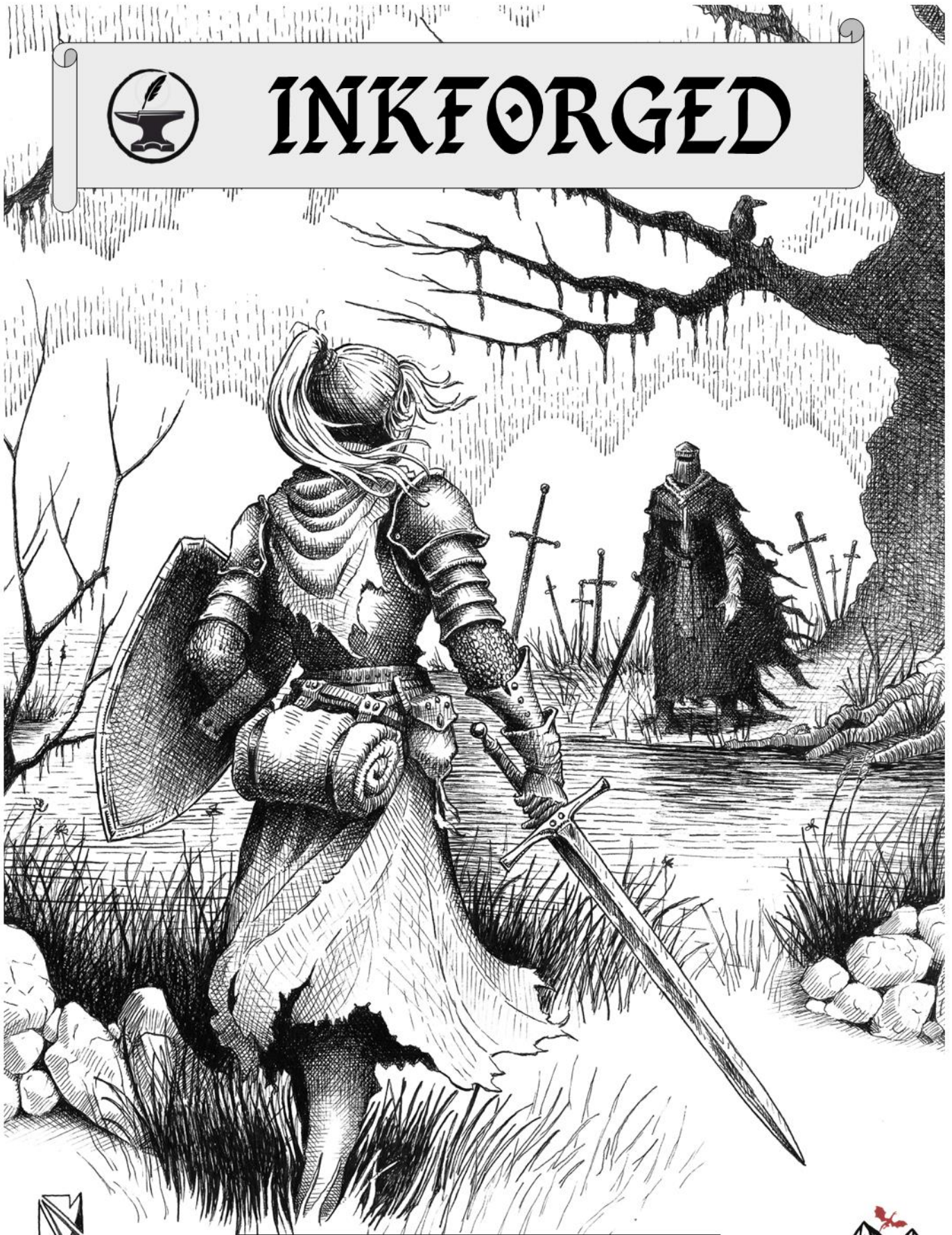




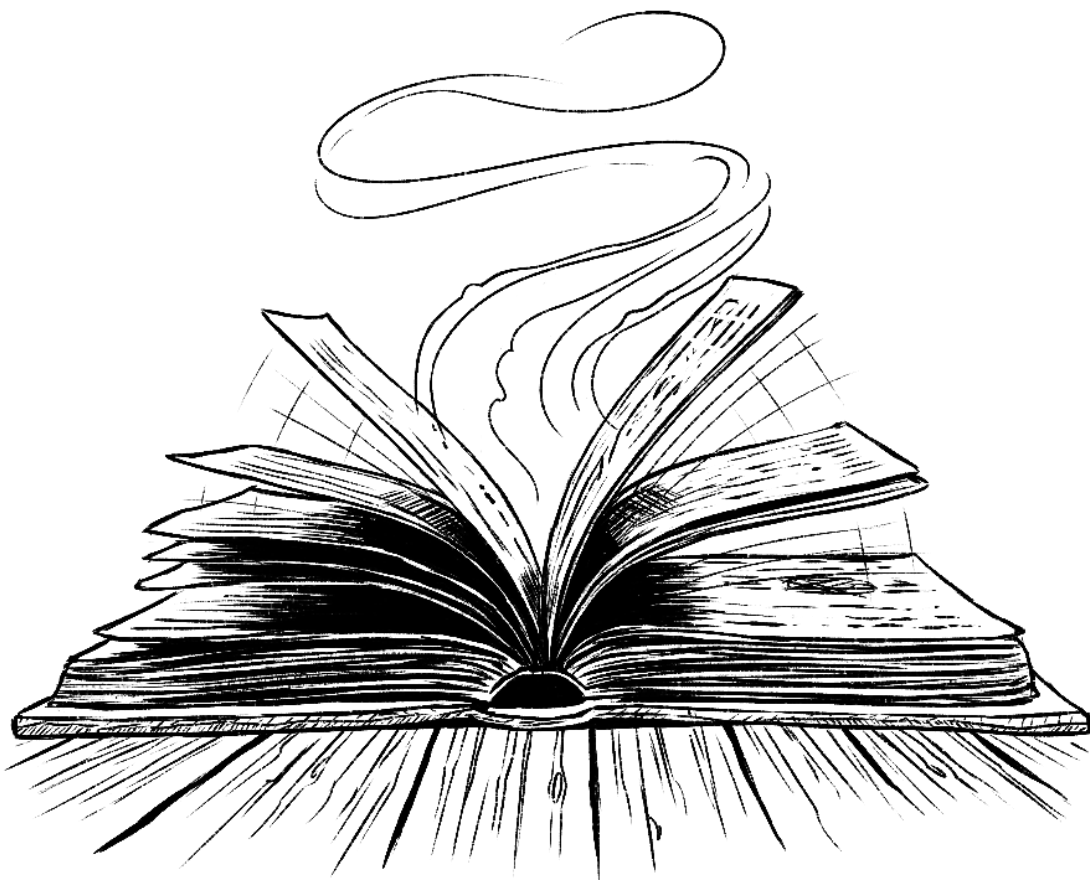
INKFORGED



Quick Start Guide



The Book is alive. It is an evolving, flowing, living, breathing universe. No one knows when The Book was written, but it WAS written. It started as a collection of short stories by The Author, but it grew as the Author continued to add to it. Before even they understood what had happened (or maybe they did, the truth is beyond us), the world the Author created began to outstrip the words put to paper. An entire new reality was born from this combination of imagination and sheer emotional conviction.



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Inkforged



By Steve Hemmesch

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Credits

Special thanks to Austin Hemmesch, without whom none of this game would have been possible. It was my son Austin that came up with the original concept of the world inside a magic book where magic flowed from the ink the book was written in. From there he helped brainstorm, brought on board his game group for playtesting, and contributed content to the final book. I am humbled by his creativity and drive at such a young age.

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Preamble

What is roleplaying you might ask? Well, with a question like that we might wonder why you are even here! However, on the slim chance that you are new to roleplaying games here is a quick primer on what this game is all about.

A role playing game (RPG) is a type of game in which you assume the roles of a character in a historical or fictional setting and interact with other players and the game world. This is done through a combination of storytelling and mechanics, typically involving dice rolls, character attributes, and decision making. You assume the role of your character, make decisions and take actions that advance the story and help determine the outcome of the game.

The game is usually led by one player who sets the scene, portrays non-player characters, and interprets the rules. Role playing games can be set in a variety of settings, including fantasy worlds, post-apocalyptic wastelands, and modern cities, and can be played either in person or online.

Playing an Inkforged Campaign

Inkforged campaigns are not much different than what you would experience playing in another fantasy RPG system. Inkforged uses ACE Games new **Defined By Dice™** TTRPG system. You still create a character, called an Ikon, and one player must take the role of the game's Narrator.

The tone and specifics of the world and campaign are up to you, although Inkforged's version of these rules tends to align best with whimsical, high adventure fantasy. The most important thing to keep in mind is to respect each other, respect the rules, and of course, focus on the fun!

The Ikon

Your player character is a fictional being whose actions are directly controlled by you, the player. This character is an alternate persona, called your Ikon, and is your narrative and mechanical conduit to interact with the fictional world

The Narrator

The Narrator has gone by lots of names in other games, but our philosophy is that their job is to guide the players along through their shared adventure in The Book. Their job isn't just to enforce the rules of the game and play the roles of the non-player characters. They are there to help build the most enjoyable experience for the entire table, themselves included. They guide everyone along the path of The Story, they narrate the events that result from the player's actions, and they are narrating the adventure itself toward a satisfying conclusion.

About Quick Start

The rules presented in the Inkforged Quick Start Guide cover all the basics of play. However, you please understand that many rules included in the full game have been omitted. Ikon creation and Combat are heavily pared down. Many other rules have been simplified or narrowed for use in the reduced context of this book. Please visit www.inkforgedrpg.com to see the full digital version of this roleplaying game.



How is Defined By Dice Different?

Not to worry, DxD is not so different from the other RPG systems that you are familiar with. It isn't the same though, if it were there would be no reason to buy this book! While there are many small and subtle differences in mechanics and flavor in Inkforged, there are 4 fundamental differences that make Inkforged feel unique.

Truly Defined by the Dice

Inkforged uses a standard set of RPG dice, d4, d6, d8, d10, and d12 (d20s are reserved for special situations). These dice are used to define your Ikon. Instead of classes, you assign a separate die to each of your 5 Traits and 5 Skills. The combination of Traits and Skills generates the essence of your character. You want an agile swordsman with a terrible personality? Then put a d12 in the Agility trait and the Combat skill and a d4 in the Charm trait and Social skill. Prefer the opposite, like a charming but anemic illusionist? Slot the d12s into the Charm trait and Magic skill and your d4s into Brawn and Combat.

Player Agency

Inkforged strives to give the player maximum agency during the game using two primary mechanics. First, all challenges and activities are determined by player-made dice rolls. When a Skill check is needed it will always be done from the player's perspective. The Narrator will rarely make any rolls for NPCs. Instead, they will ask the player to make the most appropriate Skill, Trait, or Resist check. Not only

does this let the player's drive the action, but it frees up the Narrator to focus on the adventure.

The second mechanic encourages players to interact with The Narrator as often as possible to help write your character's personal stories in the world of Inkforged. When facing a challenge, inside of combat or out, you can increase your chance of success by negotiating with The Narrator to lower the challenge ranking. Look for things described in the environment, flaws in the opponent's defense, help from team members, or abilities that might provide an advantage. The Narrator will then alter the mechanical aspects of the challenge to match the changed situation.

Frequent Incremental Advancement

Ikons do not gain XP and "level up". Instead, the Narrator awards build points as the game plays out and these are immediately spent purchasing specific improvements to a single aspect of your character. This could be honing a Trait or Skill, obtaining a new Ability or Spell, or learning a new language. Even though they are mechanically simple, each is a meaningful and effective improvement to your Ikon.

A Beginning and End

Each campaign of Inkforged starts by bringing the Ikons into The Realm and ends with each Ikon learning to become a better person and returning to their real lives. Inkforged campaigns work best with this in mind, built around solid character development arcs, called Chapters, to provide proper closure to thrilling adventures.



Game Conventions

Glossary

Armor: Armor your character is wearing will reduce damage taken from attacks.

Aspect: Secondary attributes that are mathematically derived from your character's Traits.

Attacks: A roll you make to see if your character succeeds in striking an enemy in combat.

Author's Ink: A mystical substance that flows through the core of all things native to The Story. It can be collected to produce magical effects.

Awareness: This is how aware your character is of their surroundings in different situations.

Botch: When you roll double 1s for any check or attack, your character has botched the attempt and automatically fails.

Combat Action: Actions your character can take during combat. There are different types, organized by time and effort spent.

Damage: The amount of trauma inflicted upon a target with a successful attack.

Damage Reduction: The amount of damage you can ignore due to armor, magic, or abilities.

Defeat: When your character is Defeated, they are no longer able to act or continue fighting in any way. They are either knocked out, seriously wounded, or forced to retreat.

Edit Points: Points used to add Abilities, Spells, Focus Skills and other improvements to your Ikon. Abbreviated as BP.

Flair: A mental or emotional talent that improves your character.

Foible: A mental or emotional issue that troubles your character.

Ikon: An Ikon is the physical manifestation of the Reader inside the Story. Ikons are a combination of the Reader's subconscious self-image and the kind of hero The Story needs from the Reader.

Inkforged Weapon: Special magic weapons made by a combination of smithing and Scrivening that embeds Author's Ink into the metal of a weapon.

Narrator: This is the player who is running the game, acting as referee for the action, and controlling all the non-player characters in The Story.

Natives: All the inhabitants of The Story that are not controlled by a player. They are generally handled by The Narrator.

Range: The distance measured to a target for an attack roll or skill check.

Rank: The numeric equivalent of a given die. Ranges from 0 (d4) to 6 (d20).

Rest: Time spent resting to recover lost Health.

Skill: Each skill is a combination of one Trait and one Skill Group. These define what your Ikon can do while they adventure in the Realm.

Skill Check: A roll you make to see if your character succeeds in a challenge to one of their skills.

Skill Group: A category of skills that you assign one of the 5 RPG dice to define your Ikon

Trait: The physical and mental makeup of your character is defined by their Traits.

Wound: Physical damage your character can suffer that moves you closer to Defeat.



Dice Conventions

Inkforger's dice system uses the 6 classic roleplaying dice: d4, d6, d8, d10, d12, and d20. Most rolls are made using a single die and modifying the roll with bonuses or penalties. In the case of Skill rolls (including attacks) two dice are rolled and the lower result is discarded. The higher roll is then modified with bonuses to obtain the final result.

Surging Dice

Rolling the max result on both dice (for example 8 and 6 on a d8 and d6) will give the player a Surge roll. This means the player gets to reroll the smaller die and add the result to the original larger die. Dice can only Surge once.

Math

As with many roleplaying games, Inkforger requires the players to use basic math skills for creating their characters and determining the outcome of events in play. The following conventions are to be used:

Rounding Up

If you ever need to divide numbers to get a new value, the decimal (or fractional) result should be rounded up to the nearest whole number. For example, 2.01 to $2.99 = 3$.

Ranks

Inkforger uses a descriptive ranking system which translates into various values to be used during play. Most mechanical aspects of the game have 5 rankings of power



Ranking	Rank #	Die	Difficulty #
Trivial	0	d2	3
Average	1	d4	5
Uncommon	2	d6	7
Remarkable	3	d8	9
Amazing	4	d10	11
Heroic	5	d12	13
Legendary	6	d20	15

History of the Book

The Book can appear anywhere at any time on the face of the Earth. It doesn't always have a cover, page count, or even title. It can be written in any language, including braille and exclusively images, but it is always a book. There are no known electronic, digital, recordings, or non-physical versions of any kind. There is no Author noted on or inside the book cover, nothing to indicate who wrote any part of it.

The book simply exists, and it appears where and when it does for reasons we cannot fathom. But it always appears to one person at a time. A hundred people could pass by The Book on a shelf in a library, or in a pile of complementary reading at a coffee shop, yet only one person will see it. That person will feel compelled to pick it up and take a closer look.

Most readers will see some variation of the title: My Stories. These readers will read The Book, casually at first, but then growing in intensity as they come to realize that some of the stories within hold great insight into their own lives, offering guidance to navigate personal struggles and difficult life events. Others will see a different title: Your Stories. These few readers will find themselves drawn to a particular chapter or story within that once they begin to read, they will be unable to set the book down before finishing.

These readers will devour the words voraciously and connect deeply with the story, once again finding great insight into the troubles that are impacting their lives. The Book will have a long-term impact on their lives, and they will remember it fondly, yet the specifics of the story that impacted them so greatly will elude them. They won't feel any pressing need to find The Book again and rarely ever do. The last rare few see yet another variation of the title: Our Stories. These select few readers are those that find themselves pulled into The Book and start new lives as Ikons.



Joining The Story

Making a character for an Inkforges campaign is a fun and uncomplicated process. This is done in a series of fairly quick and easy steps. Both The Narrator and the players should read through these steps at least once before using them. If you understand the process ahead of time, it will speed up character creation. Each step will show you what part of your character you are working on and describe the process in detail.

1. Prior Life
2. Flair & Foibles
3. Reading The Book
4. Traits
5. Skills
6. Abilities
7. Spells
8. Belongings



Prior Life

This is where you get to work out your character's history before they were transported into The Realm and became an Ikon. History is broken down into steps that represent different time periods in your character's life. These are Upbringing, Education, and Walk of Life. You have the option to choose results from the following tables, or to let fate decide and roll randomly.

Earthlings

Humans in The Realm come in two flavors, those born into The Book, the Natives of this fantasy realm, and humans from Earth that have been brought into The Realm. You, as a player character, come from the second group, so you need to figure out what your life was like prior to joining The Book.

Country

Let's start with where you were born. What country? What region? What city? This can be anywhere on Earth from any point in time before The Book was written. When was The Book written? Only Author truly knows, so for the purposes of the game, The Narrator decides what timeframes are valid for players to create their characters from.

Upbringing

Now let's think about your character's upbringing. What kind of family was it? Or what type of society did they have to grow up in? Use the descriptions below as a springboard to flesh out what your character's early life was like and how it shaped them. Choose from or roll on the chart below.

Upbringing
Raised by criminals
Raised by overprotective family
Raised in privilege and comfort
Raised in a military family
Raised in a rural family



Education

Now that you have an idea about the environment your character was raised in, determine what kind of education they received in that environment. Did something happen that put them into an undesirable situation with little educational opportunity? Or perhaps a windfall of luck pulled them up into high society for a more formal education. Choose from or roll on the chart below.

Education
Formal Schooling
Political Education
Street Education
Military Education
Home Schooled

Walk Of Life

After they matured, what did your character start to do with their life? Did they follow in the family business? Strike out on their own and seek a mentor? Fall in with the wrong crowd and find themselves just struggling to survive? Or are they still in school, too young to have left the safety of family and community. The possibilities are endless and will help you round out just what kind of person your character is. Choose from or roll on the chart below.

Walk of Life
Academic
Politician
Laborer
Competitor
Mercenary
Explorer
Soldier
Student

Flair & Foibles

Flair and Foibles are character modifiers and descriptors that help set your lkon apart with special character defining features. These are mental and emotional flaws and virtues that carry over from your prior life into your lkon in The Book. Everyone gets to pick or roll randomly for 1 Flair and 1 Foible for their character.

Flair

Flair is a quirk or mental strength you had before joining The Realm. You were chosen by the Book partially because your Flair made you a good candidate to help make things right again. There are no direct mechanic bonuses resulting from Flair. It is up to you to find ways your Flair can be relevant or valuable to The Book.

Flair	Effect
Natural Leader	People tend to listen to what you have to say. Something about the way you lay out the options and provide your views carries the weight of authority.
Very Likable	You are very easy to approach and people tend to have favorable first impressions of you. You can often get past other people's emotional defenses and get them to open up to you.
Alert	You are rarely surprised by things happening around you. You wake up quickly and with a clear mind almost instantly. No one ever catches you daydreaming.
Poker Face	You give nothing away when trying to hide your thoughts or emotions.
Intimidating	When you want to be (and sometimes when you are unaware of it) you are a very intimidating person. You have a forceful personality and when you don't command respect you may still get fear.

Foibles

Foibles are similar to Flair, except that they are negative in nature, giving the character room to grow as a person and additional difficulties to overcome during play. Why do you have to pick a negative thing to add to your character? This flaw is the other main reason you were chosen by The Book. You are being given a chance to work through the issues of your everyday life and find a way to heal, move past, or accept your imperfections to become a better person.

Foible	Effect
Greedy	You are never really satisfied with what you have. There is always room for a little more, right? Don't worry if there isn't enough to go around, as long as you get your fair share.
Arrogant	There is nothing you can't handle. You have GOT this! The Story was right in choosing you. The rest of these people are probably here to be your henchmen or something.
Insecure	Why did The Story pick you in the first place? You aren't ready for this. You don't have the skills or attitude needed to save a whole universe! What was The Story thinking!
Reckless	How were you supposed to know that torching that hay would end up burning down the whole farm? If you didn't smoke the beast out it would have picked you all off, one by one. Every daring strategy has risks.
Gullible	This is a MAGIC world, right? So, it stands to reason that if someone sells you magic beans, they are going to actually be MAGIC! You just need to give them a couple more days and keep watering them...

Reflecting on Foibles

You are not a perfect person. Everyone has room to grow, and the Story knows you will become even stronger if you can face your issues and move past them. You are encouraged to play your foible as an integral part of your lkon.

Reading The Book

Everyone has their own unique circumstances that led them to The Book. You may share similar situations with other Ikons or not. The Book appears to candidates for its own reasons and not all candidates will read The Book long enough to be pulled into this new life. You also found The Book, or it found you, who is to say, and you did read it.

Your Ikon

You open your eyes, blinking at the bright light as if you were being dragged up from within a deep well after being trapped in darkness for ages. You steady yourself on unfamiliar feet, grasping a tree branch with an unfamiliar hand, yet you don't feel its bark. Your whole body feels heavy, hard to move at first.

As your disorientation slowly fades, you realize the heaviness comes from a long shirt of metal chain covering your body. Your hands are wearing thick leather gloves, and a wool cloak pulls at your neck and shoulders. The tree you are leaning on is one of thousands surrounding you, a forest that stretches as far as your still-blurry eyes can make out. Your mind is clouded and buzzing with disjointed thoughts and emotions.

Moving over to sit on a nearby stump, you try to shake away the fog and remember how you got here. Nothing comes at first, but as your eyes begin to see clearly, so do your thoughts crystallize as well.

Once you awaken as an Ikon, that is who you are. You are not your old self, trapped inside a new body, or sharing someone else's life as copilot. It feels more as if your old self was a past life, an important one, and one you understand you can return to. However, it is difficult to speak of this life to others. The words come slowly and layered with loss and distance, as if your mind wants to focus on the here and now, the new life before you. You easily refer to yourself by your new name, and you are completely familiar with your body's

capabilities and limitations as if you have always been this person. Only on rare occasions will a random memory skip across your mind, one that hints you are not this person, that you read about them in a book. Sadly, these moments are fleeting and any attempt to sharpen them in your thoughts causes them to dissolve and flow like quicksilver into faint imprints of images and emotions.

Physical Description

Your Ikon is unlikely to look or be anything like the old you in the "real" world. They will look like "people" that are native to the Story depending on where in this realm you awaken. There are no mechanical differences between sentient creatures as it pertains to Ikons. You can look like any fantasy race or creature you like, provided it is approved by the Narrator. It is often best to figure out your Traits and Skills first and let them guide your ultimate physical form and appearance.

- Think about whether you plan to be human or some kind of fantasy creature. Make note that the farther you stray from the human form, the more accommodations and restrictions the Narrator may place upon you.
- Decide their age, height, weight, and build based on their Traits, background, personality, and desired role in the Story.
- Customize your look with unique physical features such as hair color, eye color, face shape, and skin tone.
- Consider any scars, tattoos, birthmarks, or other distinguishing marks. This includes grooming and fashion style, including clothing, hairstyle, and accessories.
- Use reference images and descriptions to refine the character's appearance and help keep it consistent and believable.

Remember, the physical appearance of a character should enhance and support their personality, background, and role in the story..

Boons

Boons are beneficial abilities, skills, and powers that give your Ikon an advantage in The Story. This is a gift The Story bestowed upon you to aid in your journey. You can choose 1 Boon for your Ikon, or roll randomly for it.

Boon	Effect
Tactical Fighter	Any round you have the slowest Initiative of ALL combatants, you gain +2 Defense.
Tough As Nails	You have a natural +1 to your Defense virtue.
Sudden Strike	Any round you get the highest Initiative of ALL combatants, you gain +2 Attack.
Dead Eye	You get a +1 to damage rolls for Bow and Thrown attacks.
Empowered	All your attack spells get +1 to their damage rolls.

Traits

Your character has a set of 5 primary Traits; **Agility, Brawn, Instinct, Mind, and Will**. There are also a set of secondary attributes, called Aspects, derived from the primary Traits. Aspects are mostly used to define your character's current physical, mental, and spiritual status or limitations. These are **Defense, Health, Initiative, Power, and Resist**.

Assigning Dice

To define your character's innate physical and mental abilities you assign each Trait a die to represent it. This is done instead of rolling, spending points, or choosing a class. You have 1 of each classic dice; **d4, d6, d8, d10, and d12** and you simply pick which Trait is associated with each die. When you are asked to roll a Trait check you will use the die you assigned.

The Traits

Agility (Ag)

Want a character that can flip, jump, and dodge around the room - while pin cushioning enemies with throwing knives? Or do you need to walk softly, pick a lock or pocket? Then Agility is the stat you are looking for!

Brawn (Br)

Do you even lift brah? Big muscles, strong bones, and the stamina to let you run longer, fight longer, endure more strain and pain. The higher this stat, the stronger, hardier, and more physically powerful your character is. You finish the job when others are sitting on the sideline trying to catch their breath.

Instinct (Is)

Maybe you are more of the touchy-feely sort, ready to follow your gut and show those robot-brained smarty pants what it means to be human? Your instinct guides your understanding of and reactions to the world around you.

Mind (Mi)

Fancy being the brains of the operation? Are cold logic and hard facts your best friends? Do you want to wear thick glasses and be able to quote Einstein and Shakespeare? Then Mind is what you are looking for. The higher this Trait the more logical and wiser you are.

Will (Wi)

Tired of people telling you what to do and just going along with it? Want to have a strong mental and social presence? To have everyone hanging on your every

word? Fear is the mind-killer. Fear is the little death that brings total obliteration. Well not anymore! Will is the trait that holds it all together and keeps your moving.

Aspects

Aspects are derived from your traits and while based on your die choices, you won't be rolling dice when using them in the game. Think of them as values that describe your character's current physical and mental wellbeing or capabilities, particularly during combat situations.

Defense (DEF)

Your Defense is your first line of protection against getting hit and injured in combat. This is how well you naturally avoid getting hit. Your Defense is the target number that enemies must roll higher than to hit you in combat.

- Defense is equal to your Ikon's Agility Rank + Combat Rank

Health

Health is a **numeric representation** of your physical ability to continue fighting or moving in difficult situations. It is like the "hit points" used in other RPGs. Ikon's can also "burn" Health to gain bursts of strength, speed, and stamina to perform special Abilities.

- Health is equal to your Ikon's Brawn Rank + Adventure Rank

Initiative (INIT)

An initiative roll is used to determine the order in which everyone is allowed to act each round. Your Initiative value is the **bonus** you apply to this roll.

- Initiative is equal to your Ikon's Instinct Rank

Mana

The Mana of your Ikon is how much Scrivening energy they can wield before having to rest. It is used primarily for casting spells and using some Abilities. Mana is a **stockpile** of power spent by casting spells.

- Mana is equal to your Ikon's Mind Rank + Magic Rank

Resist

Your Resist is your ability to resist changes to The Story due to magic as well as any attempts to alter your normal health, ability, and sense of self. Your Resist value is a **bonus** that is added to any Resist checks you make.

- Resist is equal to your Ikon's Will Rank

Skills

The skills you have are what help define who you are in The Realm. If you choose Combat skills to be at the forefront, you will likely be considered a warrior of some kind. If you decide to master Sneaky skills, you should be prepared to be called a rogue, thief, or worse.

Assigning Dice

There are no classes to choose from in Inkforged. Again, to create the character you want to play, you will assign the 5 game dice, this time to five Skill Groups. This dice arrangement combined with the assigned Traits helps define your basic character type. There are 5 overarching crafts.

The Skill Groups

Adventure (Ad)

Adventure skills represent your ability to navigate and survive in unfamiliar environments and situations. This covers athletic maneuvers, healing, wilderness survival, and the skills needed to survive injuries.

Combat (Co)

This group of skills refers to your proficiency in fighting and combat and can include various physical and tactical abilities, such as weapon proficiency, defenses, and tactical awareness.

Magic (Ma)

With Magic skills you can understand, harness, and control the magical energies of the Realm in order to tap into Author's Ink and other magical sources. This lets you cast spells, create magic items, and brew potions.

Social (So)

Social skills reveal your aptitude at interacting effectively with other characters, such as convincing others to see your point of view or take a particular action. Understanding social norms, manners, and customs to better see through deceptions comes into play here as well.

Sneaky (Sn)

This group covers your ability to perform acts of stealth and subterfuge, deceiving foes and infiltrating enemy locations without attracting attention. If you plan on doing anything where you are worried about getting caught, it probably falls under this group.

Your Skills

Traits and Skill Groups combine to define all possible Skills your Ikon can learn. Each skill is based on pairing of one Trait with one Group. Each skill you chose for your Ikon shows that they have decided to master a specific discipline within the broader craft. During character creation you get to pick **one free** skill to start with. Additional skills can be gained by spending Edit Points.

Learning skills give you two benefits. First, when you are asked to make a Skill Check, you get a +2 bonus to the check if your Ikon knows that skill. This bonus is also applied to attack tolls made using combat skills and their abilities. Second, learning a skill unlocks the abilities or spells associated with that skill. You can now purchase any associated abilities for your Ikon using EP. If you don't have the skill, you cannot buy the abilities.



Adventure Skills

Acrobatics (Ad + Ag)

Acrobatics is what you use to perform various physical maneuvers that are primarily Agility based, such as: diving, flipping, tumbling, swinging, tightrope walking, and vaulting. Failure can result in injuries depending on circumstances and difficulty. Pace is determined by the Narrator based on the form of movement (tightrope will be slower than normal pace, while vaulting would be faster). This skill gives you access to [Acrobatics Abilities](#). Some notes for using acrobatics are listed below:

- Some acrobatic actions may require additional movement prior to the maneuver, such as running before vaulting over a wall.
- Acrobatics that require precise movements can easily be affected by outside forces, such as wind, distractions, and difficult surfaces.
- There are abilities that allow the use of acrobatics during combat. Narrators should use these instead of allowing generic acrobatic skill checks affect any combatant's Initiative, Attack, or Defense.

Athletics (Ad + Br)

While similar to Acrobatics, the Athletics skill is used to perform maneuvers that are more Brawn reliant, including climbing, jumping, swimming, running, throwing, and mantling. Failure can result in injuries depending on circumstances and difficulty. Pace is determined by the Narrator based on the form of movement. This skill gives you access to [Athletic Abilities](#). Some notes for using athletics are listed below:

- For climbing, difficulty is generally based on the steepness of the climb and how sheer the surface is.
- If you fail a swimming Athletics check, you will immediately begin drowning and lose 2 Health per round. You will continue to drown until you succeed in an Athletics check at 1 higher difficulty rank than the original one or are saved by outside forces.

Healing (Ad + Mi)

The healing mastery is used to care for any type of injury or illness, from stopping bleeding to fighting malaria. Magical injuries may be more difficult to handle and may require magical healing. Damage, wounds and healing are described in more detail in the Combat section later in this book. Depending on the required aid, Healing checks can take anywhere from 1 round to multiple hours of work. This skill gives you access to [Healing Abilities](#).

Riding (Ad + Wi)

This is the mastery if you want to be able to fight and use abilities while riding a horse or other mount. For example, you want your mount to be able to jump a ravine, or you want to be able to swing down from your saddle and grab something as you race by. This skill covers all forms of mounted maneuvers and combat, as well as the knowledge on how to handle domesticated animals and care for them. This skill gives you access to [Riding Abilities](#).

Survival (Ad + In)

Survival literally increases your chances of surviving in hostile natural environments. It provides the knowledge to lessen the risks of injury or death and allows you to locate food, water, and shelter. This mastery gives you access to [Survival Abilities](#). Common uses of the Survival skill are listed below.

- Foraging for food or natural remedies
- Tracking enemies or prey
- Setting traps



Combat Skills

Armored Combat (Co + Br)

The armored skill is for warriors who wish to specialize in armored combat. Wearing heavy armor, carrying shields, and fighting in situations where movement is limited. This skill gives you access to [Armored Combat Abilities](#).

Melee Combat (Co + Ag)

Melee is the art of fighting in close combat regardless of wearing armor or not. This skill teaches you how to make the best use of your weaponry and to fight effectively in all sorts of situations. This skill gives you access to [Melee Abilities](#).

Ranged Combat (Co + In)

This is the mastery for making a ranged attack using a mechanical weapon, such as a bow or crossbow, or by throwing weapons designed for ranged combat. Different bows and thrown weapons will have modifiers for attack at different distances. This skill gives you access to [Ranged Combat Abilities](#).

Tactical Combat (Co + Mi)

Tactical combat provides you with the necessary tools to maneuver for advantage, make use of positioning, and exploit weaknesses in your enemies. Most of what you gain here works regardless of what armor you wear or weapon you hold. This skill gives you access to [Tactical Combat Abilities](#).

Martial Arts (Co + Wi)

If you want to be able to defend yourself with your bare hands this skill allows you to make specialized unarmed hand-to-hand attacks. It also teaches you the discipline to control your body and mental state to be more powerful in combat. This skill gives you access to [Martial Arts Abilities](#).

Magic Skills

Alchemy (Ma + In)

Alchemy is a way to create spells to be used at a later time. Some potions need to be swallowed to take effect, while others can be splashed on a target, or simply exposed to the air to trigger its effect. All potions are made using herbs, minerals, magical ingredients, and Author's Ink. Alchemy is described in detail in the Author's Ink section later in this book. You cannot create alchemical potions without this mastery. This skill gives you access to [Alchemy Abilities](#).

Arcana (Ma + Ag)

Arcana is the study of all forms of magic and metamagic. It helps you create and edit your spells more effectively and gain greater power from them when casting. Spell editing is described in greater detail in the Author's Ink section later in this book. This skill gives you access to [Arcana Abilities](#).

Defiance (Ma + Wi)

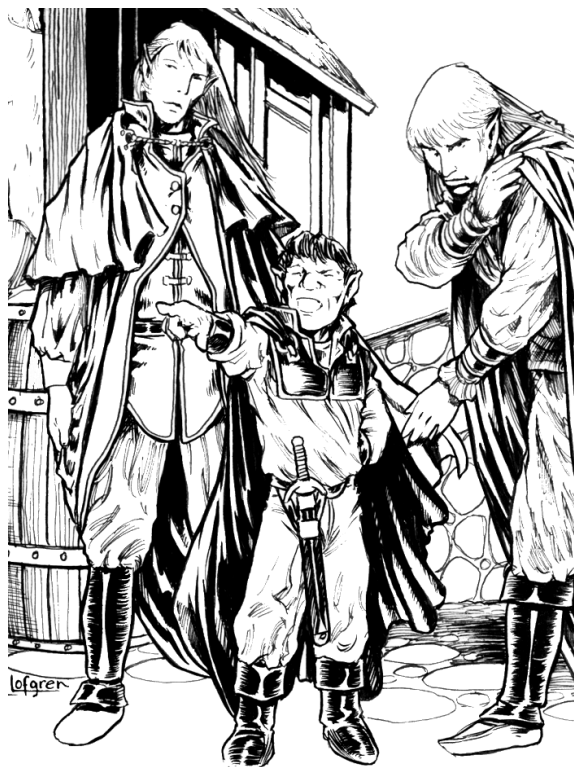
There are Ikons who come from cultures that feared or despised magic. Over time these Ikons learned the way of Defiance, mental and spiritual methods for resisting the powers of Scrivening. If you have this skill, you get a +1 **bonus** when making Resist checks against spells and magical abilities. This skill gives you access to [Defiance Abilities](#).

Inkforging (Ma + Br)

Ink Forging is how Ikons create magical artifacts to aid in their quest to defeat Corruption. It involves using Author's Ink with Crafting and Scrivening to produce powerful weapons and items. Inkforging is described in detail in the Author's Ink section later in this book. This mastery gives you the Enchant spell for free and grants you access to [Inkforging Abilities](#). You cannot create Inkforged items without this skill.

Scrivening (Ma + Mi)

Scrivening is the skill, or art, of creating magic within The Story. It is accomplished by writing words and symbols of power using Author's Ink onto scrolls and cards of Paper of Creation. This skill is used for making any spell attack rolls and scrivening skill checks. Scrivening is described in detail in the Author's Ink section later in this book. This skill gives you access to [Scrivening Spells](#).



Social Skills

Bravado (So + Br)

You use your force of will and physical presence to try to bluff or intimidate a foe. This can be done to interrogate a suspect, bluff in a card game, convince an enemy to back down, or demand better pay from a patron. The greater the failure, the more favorable the results are. This skill gives you access to [Bravado Abilities](#).

Leadership (So + Wi)

Leadership represents your ability to inspire and motivate your allies, as well as your skill in giving orders and managing resources. For example, with a Leadership mastery you might be able to rally your team before a battle, granting them a bonus to morale checks. Or you might delegate tasks more effectively, allowing your team to work more efficiently and complete objectives more quickly. This skill focus gives you access to [Leadership Abilities](#).

Observation (So + In)

Observation is more than making a simple Awareness check. This mastery focuses on studying a person or group of people to learn information through various subtle cues and patterns. The way they are dressed, holding their head to the side, tripping over certain words, or avoiding eye contact can tell you a lot about their intentions, truthfulness or motivations. This skill gives you access to [Observation Abilities](#).

Performance (So + Ag)

This skill is how you go about manipulating (usually in a good way) entire crowds of people as well as individual targets. This skill is often paired with whatever Trade skills you have focused on performing arts, such as music. You can roll skill checks using Performance when applying those Trade skills. This skill gives you access to [Performance Abilities](#).

Persuasion (So + Mi)

You use the persuasion mastery when you wish to manipulate other people to respond in a desired way. You can use it to calm an angry person, convince a captive to reveal their secrets, or con someone into giving you money. Any number of circumstances can modify your chances of success. The Narrator should carefully consider all the factors that could be involved in each situation to determine difficulty. The greater the success of the check, the more favorable the results will be for you. This skill gives you access to [Persuasion Abilities](#).

Sneaky Skills

Skullduggery (Sn + Br)

A good number of the talents you need to engage in criminal activities are improved by the Skullduggery skill. Shadowing and eavesdropping on potential marks, robbery, and engaging in the politics of society's underbelly are all activities that fall under this form of skill. This skill gives you access to [Skullduggery Abilities](#).

Stealth (Sn + Wi)

When trying to hide or act without being noticed by your enemies, you will likely be asked to make a Stealth skill check. Stealth attempts are often specialized to prevent either being seen or heard and may have different challenge levels or modifiers depending on these circumstances. This skill gives you access to [Stealth Abilities](#).

Subterfuge (Sn + In)

Your Subterfuge mastery increases your chance of fooling an enemy through lies and disguises. It also helps you see through the deceptions of others and find the truth. This skill often uses

props to increase believability or effectiveness. A successful skill check may be crucial to convincing a town guard that you just "stumbled upon the body". This skill gives you access to [Subterfuge Abilities](#).

Thieving (Sn + Ag)

Thieving is focused on activities that will help you steal desired objects or avoid getting caught in the process. Picking pockets, stealing a priceless treasure while avoiding alarms, opening a locked door, and disarming a tripwire are all good uses of this mastery. This skill gives you access to [Thieving Abilities](#).

Trickery (Sn + Mi)

While Trickery seems to be similar to other skills in this group, the activities here are more focused on physical and even mechanical forms of trickery. Sleight of hand, distractions, mimicry, and even ventriloquism all fall within the purview of Trickery. This skill gives you access to [Trickery Abilities](#).



Abilities

Abilities are learned techniques and powers that make you stronger, adaptable, and better equipped to survive in The Realm. Everyone starts the game with 5 Edit Points to spend on spells, abilities, arts and crafts. Additional spells and abilities can be purchased after gaining more EP from earning experience. Note that you can only purchase spells if you have the Scrivening skill and you must have the correct Skill to buy its associated abilities.

ADVENTURE ABILITIES



Acrobatics

Name	Description	Cost	Action
Acrobatic Evade	Add your Acrobatic skill rank to your Defense this round. You may also move up to 10 meters in any direction.	1 Health	Big Action

Athletics

Name	Description	Cost	Action
Adrenaline Boost	Gain a +2 bonus to your next Initiative roll.	1 Health	n/a
Iron Grip	Focus your Mana in your hands and feet in order to stick to any solid surface for 1 minute. +3 to any Climbing check.	1 Mana	Small Action
On Your Marks...	Push off the ground with a burst of Mana, doubling your Pace for 1 round.	1 Mana	Small Action

Healing

Name	Description	Cost	Action
Vivifier	By forcing Mana out through your hand you can jolt 1 target's system and remove the Stunned condition.	1 Mana	Small Action
Detox Diet	You gain a +2 bonus for Resisting poisons.	n/a	Passive
Blood Cleanse	By flowing Mana through your bloodstream you gain a +3 bonus to one Resist check against poison or disease.	2 Mana	Small Action

Riding

Name	Description	Cost	Action
Boost Mount	By sharing some Mana you can coax your mount to go faster than normal, doubling their speed for 1 hour.	2 Mana	Passive
Calm Mount	You can use Mana to force a mount to calm down. +3 to any Adventure check for calming or handling a mountable creature.	1 Mana	Action
Shared Aura	You link your Mana with your mount allowing it to Resist magical spells using your Resist aspect and bonuses.	1 Mana	Small Action



Survival

Name	Description	Cost	Action
Walk it Off	You focus your Mana on dealing with your injuries. Remove 1 Wound. Can be done only once per day.	3 Mana	n/a
Second Sight	By gathering Mana into your eyes, you can bring out finer details of the environment, gaining a +3 to tracking and searching Awareness checks.	1 Mana	Small Action
Tracker	You have a +2 to all rolls for tracking prey or enemies in the wilderness.	n/a	Passive

COMBAT ABILITIES

Armored

Name	Description	Cost	Action
Upper Hand	If you score a Strong Hit or Devastating Blow with a Heavy Weapon, you gain +1 Defense and +1 to attacks against that foe for the rest of this engagement. This can only be gained once.	n/a	Passive
Shield Bash	Any time you miss an attack with your first weapon, you can make an attack with your shield, with a -1 to the roll. Damage is based on the shield type. Buckler: 1d4, Full: 1d6, Wall: 1d8.	1 Health	Small Action
Armored Brawler	If wearing heavy armor on your hands or forearms, you increase the damage done by Unarmed Strikes by +1.	n/a	Passive
The Armor Adds 6 Inches	You are more imposing when wearing armor that provides at least 2 DR. You gain a +1 to all Social checks.	n/a	Passive
Armored Tackle	If you use the Charge attack while wearing armor that provides at least 2 DR, you gain +1 Attack and +1 damage.	n/a	Passive

Martial Arts

Name	Description	Cost	Action
Ground Fighter	You fight while Downed without penalty. Attackers still get their attack bonus against you.	n/a	Passive
Staggering Blow	If your next attack hits, the opponent is Stunned for 1 round.	1 Health	Passive
Kick Up	You can get up immediately from the Downed condition.	1 Health	Small Action
Pinning Pummel	After a successful grapple, +2 attack bonus and +1 damage on your next Unarmed attack against this foe.	n/a	Passive
Yadomejutsu	You can use the Defend action against ranged attacks without a weapon or shield.	1 Health	Passive

Melee

Name	Description	Cost	Action
Combat Savvy	Reroll any "1" result on your Combat Die. If the second roll is a 1 the result stands.	1 Mana	Passive
Written in Ink	By focusing Mana into your weapon, you can damage Misprints this round as if you wielded an Inkforged weapon.	1 Mana	Small Action
Steel Cutter	Focusing Mana on the edge of a blade will allow you to cut through materials normally too difficult to cut, like iron, stone, or crystal. This ability confers no combat bonuses.	1 Mana	Small Action
Armored Abs	When taking a hit, you pool Mana at the point of contact and gain +1d4 Damage Reduction against that attack.	2 Mana	Small Action

Ranged

Name	Description	Cost	Action
Marksman	Penalties for attacking a target out of range are -2 and -4 for over double range.	n/a	Passive
Aimed Shot	Take extra time to carefully aim and gain a +2 to your next ranged attack.	1 Health	Small Action
Take Wing	Infuse your weapon with Mana allowing your next attack to have double normal range.	1 Mana	Small Action
Double Arrow	Fire two arrows from a bow simultaneously. If fired at 1 target, make 2 attack rolls at -2 each. If fired at 2 targets, each attack roll is -3.	1 Health	Action

Tactical

Name	Description	Cost	Action
Giant Hunter	Bonus +1 to attack rolls when fighting foes of Amazing, Heroic, and Legendary size.	n/a	Passive



MAGIC ABILITIES

Alchemy

Name	Description	Cost	Action
Brewmaster	Drinkable potions created by you last longer than normal. +1 rank of Duration for the potion's effects.	n/a	Passive

Arcana

Name	Description	Cost	Action
Penmanship	You have a +2 bonus to Scrivening when creating scrolls.	n/a	Passive

Defiance

Name	Description	Cost	Action
Mind Lock	You have a +2 bonus to Resist checks for any magical effect that tries to read, influence, or alter your mind, including illusions.	n/a	Passive

Inkforging

Name	Description	Cost	Action
Blitz	You pour extra Mana into an Inkforged item to increase one of its bonuses by an additional +1 for every 3 Mana you use. This effect lasts for 1 round.	3 Mana	Small Action
Vivify	You pour your own life force into an Inkforged item to increase one of its bonuses by an additional +1 for every 2 Health you use. This effect lasts for 1 round.	2 Health	Small Action

Scrivening

Scrivening has spells instead of abilities. Please refer to the Spell List later in this section.

SOCIAL ABILITIES

Bravado

Name	Description	Cost	Action
Walk it Off	You focus your Mana on dealing with your injuries. Remove 1 Wound. Can be done only once per day.	3 Mana	Small Action

Leadership

Name	Description	Cost	Action
Tactical Positions	You and all your allies are allowed an extra Small Move this round.	1 Mana	Small Action
Team Anchor	If you are unwounded and showing positive spirits, your allies gain a +1 to all checks against fear or loss of morale.	n/a	Passive
War Cry	Boosting your voice with Mana, you inspire your allies giving them all a +1 Attack for 3 rounds.	2 Mana	Small Action

Observation

Name	Description	Cost	Action
Read Opponent	Every time you get a hit on your opponent you gain insight on their fighting style giving you a +1 to attack rolls against them, to a maximum effect of +3.	n/a	Passive

Performance

Name	Description	Cost	Action
Eyes on Me	You can choose a target to banter with, causing them to focus their attention on you. Anyone else attempting a Stealth, Subterfuge, or Trickery check on them will gain a +2.	n/a	Action

Persuasion

Name	Description	Cost	Action
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Master of Insults	The PC can insult a foe so pointedly and with such wit that the target is forced to make a Resist check or become emotionally unstable. Difficulty is your Social skill rank and if they fail the enemy is -1 to all rolls for 1d4 rounds.	1 Mana	Small Action
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SNEAKY ABILITIES

Skullduggery

Name	Description	Cost	Action
Infighter	When attacking a foe you are grappling with, cut the Impairment penalty in half for attack rolls against that opponent.	n/a	Passive
Parkour!	You can move across uneven and cluttered terrain and climb at your normal pace.	n/a	Passive
Close Up Killer	If you do damage in melee while grappling with a target, damage rolls are +1.	n/a	Passive

Stealth

Name	Description	Cost	Action
Surprise Attack	If you beat your target's initiative by 5 or more, they are considered Surprised by you this round. Target cannot already be Engaged with you for this to work.	n/a	Passive

Subterfuge

Name	Description	Cost	Action
Masterful Feint	Prevent your opponent from using the On Guard, Avoid, or Defend actions. You must act before them in Initiative order.	2 Health	Small Action

Trickery

Name	Description	Cost	Action
Hidden Weapons	You can use your Trickery skill to disguise weaponry and devices, making them to appear harmless or as different gear of a similar size.	n/a	Passive

Thievery

Name	Description	Cost	Action
Cutpurse	You get a +2 bonus to checks when pickpocketing or planting items on a target.	n/a	Passive

Spells

When you use the Scrivening skill you are casting spells. A spell is the basic function or effect you want to occur in The Realm. They are purchased and used similarly to Abilities. Spells are broad in scope and use, limited only by your imagination and what the Narrator agrees is reasonable. Every “spell” in Inkforged is a seed that can grow in an infinite number of ways, letting you cast almost any spell found in other games.



Spell List

Name	EP Cost	Description
Earth	2	Create and manipulate earth, sand, and stone.
Heal	1	Heal damage and wounds.
Water	2	Create and manipulate water, mist, and ice.

Belongings

The final step in character creation is to equip your character with the clothes, weapons, armor and gear they will need to be successful in their adventures. This section covers the basics needs of starting characters and how to equip them. There are two ways The Narrator can allow players to equip their characters. The first is for The Narrator to assign each character an amount of money (we suggest between 50 and 100 silver) and let the players purchase all their starting weapons, clothes, and gear.

Armor Chart

Armor	Quality	Requirements	Motion Penalty	Damage Reduction	Cost
Wool Armor	Average		-1	1	2s
Patched Leather	Average		0	1	5s
Sleeves & Greaves	Average		0	1	6s
Leather Harness	Average		0	1	4s
Light Leather	Uncommon		-1	2	20s
Studded Leather	Uncommon		-1	2	25s
Hardened Leather	Remarkable		-3	3	35s
Chainmail Shirt	Remarkable	Uncommon Brawn	-2	3	50s
Splint Mail	Remarkable	Uncommon Brawn	-2	3	55s
Breastplate	Remarkable	Uncommon Brawn	-2	3	70s
Chain Hauberk	Amazing	Remarkable Brawn	-3	4	110s
Scalemail	Amazing	Uncommon Brawn	-3	4	100s
Full Plate	Heroic	Remarkable Brawn	-4	5	300s

Gear Chart

Gear	Description	Cost
Backpack	Oiled leather sack with loops for wearing on your back. Fairly waterproof if kept well oiled. Can hold up to 4 kits with room for a few basic supplies. Wearing one causes an Agility penalty of -1.	3s
Bedroll	Thick blanket of wool stitched with strips of cloth for tying up when rolled tight.	3c
Cloak	Wool and/or soft leather cape with attached hood. Quality ones are oiled for waterproofing.	2s
Clothing - Fine	Clothes of fine material and construction. Often made of linens, silks, and softened leather, and adorned with brass, silver, or ivory.	10s
Clothing - Simple	Basic peasants clothing, made of wool, linen, and rough leather.	1s
Grappling Hook	Heavy iron three pronged hook for climbing.	2s
Kit - Camping	Flint & steel, kindling, tent pegs, canvas tarp, twine, and a small spade.	6s
Kit - Fletching	Wire, twine, feathers, and whittling knives. All tools needed to craft and repair arrows, quarrels, and bolts. Kit comes with enough feathers and spare arrowheads to craft two dozen arrows.	12s
Kit - Healing	Linen bandages, salves, oils, splints, alcohol, fine needles and thread. Necessary to perform quality healing and first aid. Lacking a healing kit will raise the difficulty of your healing attempts by 1 rank.	15s
Kit - Thieving	Tools for breaking and entering, copying keys, and picking locks. +1 to lock picking attempts.	25s
Lantern	Brass, iron, or steel lantern filled with lamp oil and a rope wick. Higher quality lanterns may have glass casing around the fire or retractable hoods to adjust light levels. When fully bright, it lights your surroundings for 10m in all directions. It contains enough oil to burn for 4 hours.	6s
Pouch	Small leather or cloth bag with a drawstring that can hold small objects such as coins, sling bullets, or trail rations.	8c
Quiver	A waterproofed leather box or cylinder designed to carry up to two dozen arrows, quarrels, or bolts. Can be worn attached to a belt at the hip or over the shoulder.	
Rope	A length of hemp rope. Can hold up to 200 kg of weight before snapping. Price is per meter of rope purchased. Silk rope costs 10 times the price but weighs far less and is less bulky.	1s
Travelers Boots	Weatherproofed leather boots made for walking and riding.	4s
Weapons Belt	Versatile leather belt with brass or steel fittings. Can be worn around the hips, threaded into pants, or slung over your shoulder. Designed to easily attach weapon scabbards, pouches, and quivers.	6c



Mounts Chart

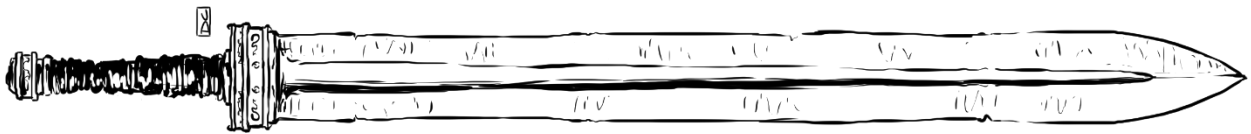
Type	Description	Cost
Barding - Heavy	Plate armor made to be worn by a mount. Must be custom made to fit each mount. Adding barding increases your mount's Defense, but lowers their stamina.	400s
Donkey	A very sure footed mount and pack animal. High stamina and confident demeanor, but not meant to be ridden for extended journeys.	15s
Horse - Riding	A swift, but sturdy horse trained for long journeys. Can only wear light barding.	80s
Horse - War	A massive horse trained to stay calm in the thick of battle, even when attacked by wild animals. Can wear any barding and is trained to respond to spoken and whistled commands.	500s
Riding Gear	Bit, bridle, and brush. That and all the basic essentials for riding and caring for your mount.	2s
Saddle	A cloth and leather seat that straps to the back of a mount to improve riding conditions.	12s
Saddlebags	A pair of large leather satchels that hang over the sides of your mount. They can each hold as much as a backpack.	5s

Shields Chart

Shield*	Quality	Requirements	Motion Penalty	Damage Reduction	Cost
Wooden Buckler	Average		-2	1	5c
Hide Buckler	Average		-1	0	1s
Hide Target	Average		-2	1	1s
Buckler	Uncommon		-1	1	4s
Wood Target Shield	Uncommon		-1	2	5s
Hide Full Shield	Uncommon		-1	2	7s
Kite Shield	Remarkable		-3	3	12s
Target Shield	Remarkable		-3	3	10s
Wood Heater Shield	Remarkable		-2	2	8s
Heater Shield	Amazing	Uncommon Brawn	-2	3	20s
Bouche Shield	Amazing	Uncommon Brawn	-2	3	24s
Tear Shield	Heroic	Uncommon Brawn	-4	4	45s
Pavise Shield	Heroic	Remarkable Brawn	-4	5	60s
Dragonscale Shield	Legendary	Remarkable Brawn	-3	4	200s

Supplies Chart

Type	Description	Cost
Ale	Small wooden cask or leather jug that holds about 1 liter of ale.	8c
Arrows	A bundle of 12 iron-tipped arrows.	1s
Lamp Oil - Large	A leather lined cask of lamp oil. Enough to keep a lantern filled for 1 long journey. Requires a pack animal or porter to carry.	3s
Lamp Oil - Small	A clay jug of lamp oil. Enough to keep a lantern filled for 1 short journey.	1s
Oats - Large	A barrel of oats. Enough to feed a single mount or pack animal for a long journey.	15c
Oats - Small	A large sack of oats. Enough to feed a single mount or pack animal for a short journey.	5c
Pitons	A set of 10 iron pitons for securing ropes.	1s
Rations - Long	An assortment of waxed cheese, hardtack, flour, and dried meats. Encased in waxed wooden casks. Enough to last for 1 long journey. Requires a pack animal or porter to carry.	2s
Rations - Short	An assortment of waxed cheese, nuts, hardtack, dried meats and fruits. Enough to last for 1 short journey.	7c
Salt	A waterproof wooden box holding enough salt for use in a long journey.	5s
Sling Bullets	A leather bag of 24 lead or stone sling bullets.	3c
Spirits	A small wood cast or metal flask filled with .5 liters of hard liquor. Price can vary based on quality, up to 50X listed cost.	3s
Tinderbox - Small	A small waterproof box or cask of tinder for starting fires. Enough to last for a short journey.	1s
Torches	This is a kit of oiled cloth strips, kindling, and wax twine allowing you to make about 6 torches if you have enough stout branches to work with.	6c



Weapons Chart

Weapon	Type	Requirements	Damage	Range	Cost
Longbow	Bows	Remarkable Brawn	d8	60m	30s
Recurve Bow	Bows	Uncommon Brawn	d6	80m	40s
Shortbow	Bows		d6	40m	20s
Flail	Heavy	Uncommon Brawn	d10	n/a	30s
Greataxe	Heavy	Uncommon Brawn	d10	n/a	22s
Maul	Heavy	Remarkable Brawn	d10	n/a	20s
Morning Star	Heavy	Uncommon Brawn	d10	n/a	22s
War Mattock	Heavy	Uncommon Brawn	d10	n/a	24s
Dagger	Light		d6	n/a	3s
Rapier	Light		d6	n/a	35s
Short Sword	Light		d6	n/a	5s
Broadsword	Medium		d8	n/a	18s
Club	Medium		d6	n/a	4c
Hand Axe	Medium		d8	n/a	5s
Mace	Medium		d8	n/a	4s
Scimitar	Medium		d8	n/a	20s
Quarterstaff	Reach		d8	n/a	1s
Spear	Reach		d8	n/a	3s
Throwing Knife	Thrown		d4	10m	1s

Armor

Armor is purchased and equipped in complete sets that define the level of damage reduction they provide and the motion penalty that they give to the wearer.

Damage Reduction

This is the number of damage points that are ignored when your character takes a hit in combat. This modifier is not applied to attack spell damage and natural elemental damage (such as fire). Note that some monster abilities may deal damage that ignores this defense as well.

Motion Penalty

Due to the added weight and bulk of the armor or shield, this number is subtracted from the following:

- any rolls that use the Agility Die
- any use of your Agility Rank, such as the Defense trait
- Your Initiative score
- your Pace

Gear

Gear covers all the tools and multi-use equipment your character needs to support their skills, care for their weapons, provide shelter, and potentially help out in tricky situations. Things like rope, thieves tools, climbing gear, bedrolls, and cloaks all fall into this group of equipment.

Shields

Shields are a staple of any adventurer's arsenal and an important aspect of combat. They provide valuable protection against melee, ranged, and magical attacks and come in a variety of shapes, sizes, and materials.

Defense

This is the increase to your Defense trait when you equip a chosen shield.

Motion Penalty

This works exactly like the motion penalty for wearing armor.

Special Action

Anyone with a shield can "hide" or crouch behind the shield to gain Cover equal to the Quality rank of the shield. This cover only applies to attacks from 1 direction. This is a regular Action.

Weapons

One of the most important tools of a seasoned adventurer is a solid, reliable weapon to get them through the more trying (and violent) events they will experience. Any piece of equipment that has been specifically constructed for offensive use in combat is considered a weapon and will follow all rules associated with using a weapon.

Weapon Types

Weapons are classified by their size and use in combat into broad types, which are associated with different combat Abilities your character can learn. Note that you may encounter specific weapons that have modified attributes from what is listed here, such as a bow with a longer range. You can use any weapon that matches any Combat skill focus you have assigned.



Writing Your Destiny

The Book brought you here with a purpose in mind. Saving the Realm from Corruption. When you first arrive you will quickly learn that while you have been given great gifts, you are not ready to simply "save the world". Your skills need to be honed, your powers cultivated, and your understanding of The Book broadened. To do that, you must go out and explore the Realm, meet people, find other Ikon, and gain valuable knowledge and experience.



Experience

Characters need a method for tracking their progression in the game world, allowing them to get more powerful and increase their skills and abilities. Experience is the way most games track this progression. Inkforged works a little differently, dropping the use of experience points altogether and allowing players to incrementally improve their characters in almost every game session. As your Ikon "experiences" events and situations in The Story, they will learn from their adventures and accrue Edit Points (EP) which are used to edit your Ikon. These can be spent immediately or saved up to gain greater advantages.

Character Arc

In Inkforged, the character arc refers to the personal growth and development of an Ikon over the course of the campaign, generally centered upon the Ikon's Foible. Completing a character arc involves collaborative storytelling between the player and the Narrator. Here's a step-by-step guide on how a character arc can be completed:

Establish The Ikon's Goal or Conflict:

At the start of the campaign the player works with the Narrator to establish a personal goal or conflict for your character related to their Foible. This could be overcoming a fear, seeking redemption, finding healing, or any other personal journey.

Incorporate Hooks Into The Campaign:

Collaborate with the Narrator to weave elements of your Ikon's arc into the overall campaign narrative. This could involve introducing NPCs from your character's past, uncovering clues related to your Ikon's goal, or facing challenges that directly tie into your Ikon's conflict.

Seek Character Development Moments:

Actively engage in roleplaying your Ikon during sessions. Make decisions and choices that align with your Ikon's arc. Look for opportunities during the campaign for your character to experience growth and development. This could be through overcoming challenges, forming meaningful connections with other characters, or learning important life lessons.

Communicate With The Narrator:

Regularly communicate with the Narrator about your Ikon's arc. Discuss how the campaign can further explore and develop your Ikon's story line. Share your ideas and be open to any suggestions or twists the Narrator might introduce.

Integrate Arc Milestones:

The Narrator can define specific milestones or key events that mark significant progress in your Ikon's arc. These could be moments of revelation, facing a major antagonist tied to the Ikon's conflict, or achieving a personal breakthrough. Acknowledge that completing a character arc often involves change. Be open to allowing your character to evolve, even if it means departing from initial concepts or expectations.

Culmination and Resolution:

As the campaign progresses, you and the Narrator should work towards a climax or resolution for your Ikon's arc. This could involve a dramatic confrontation, a pivotal decision, or the achievement of the Ikon's goal. Collaborate with Narrator to ensure the arc concludes in a satisfying way.

Celebrate the Journey:

Once the character arc is complete, celebrate the journey and growth your Ikon has undergone. Share the experience with your fellow players and Narrator and appreciate the collaborative storytelling that occurred during the campaign.

Overcoming Challenges

Not all obstacles in the game will be in combat. Players will find themselves in situations where they will need to overcome an obstacle in some form that impedes their progress or prevents a desired outcome. They can be physical obstructions like a locked door, mental puzzles such as a hedge maze, or even hostile NPCs that can be defeated without combat. These situations are called challenges.

Sometimes players just need to figure out the correct course of action to beat a challenge - such as talking to wary guards and explaining you were sent by the chancellor to bolster their forces. Other times a player will need to use one of their Traits or Skills to beat the challenge, such as choosing to use Brawn to bash down a locked door. The same player could decide to use their Subterfuge skill to pick the lock of that door.

Feats of Strength and Skill

When a challenge appears, The Narrator must determine what actions are capable of defeating the challenge and what level of difficulty the challenge is. Players are encouraged to figure out their own solutions as well and may argue they can use a different skill or even a trait by trying a different tactic. It is usually more difficult to solve problems with just the raw power of traits. Having skill and practice in each activity will generally yield better results as skills take trait bonuses into account. Note that magic spells or technological devices can often be used to bypass challenges.



Challenge Levels

Challenge levels are described in terms like the Trait and Skill Ranks and there are an equal number of them.

Challenge	Rank	Difficulty
Trivial	0	3
Average	1	5
Uncommon	2	7
Remarkable	3	9
Amazing	4	11
Heroic	5	13
Legendary	6	15

Skill Checks

A skill check consists of rolling the correct Skill category die and the most appropriate Trait die. Roll both dice and add them together. Any relevant modifiers, such as Skill Bonus or magical assistance are applied. If the total result is greater than the difficulty target, the attempt is successful. If the result is exactly the difficulty target, then your character enjoys partial success. What success and partial success exactly mean is entirely up to The Narrator to describe to the table.

Negotiating Success

One thing we want you to understand about Inkforged is that it was designed with player participation in mind. We want you to feel that you have greater control over your Ikon's options and ultimate destiny in the Story. With that in mind, we encourage all players to Negotiate for Success. This means you should be looking at every situation to find options that lower the difficulty of a challenge or increase your chances of making a successful attempt. This is bound only by your imagination, cleverness, and the Narrator's willingness to negotiate the situation.

For example, say you need to ford across a rushing river. The Narrator tells you the difficulty in crossing without being swept away is an Amazing challenge. You might tell the Narrator that you are looking for a deeper part of the river that is moving slower. You now may have to hold your breath at some point, but the difficulty of fighting the current has dropped to Remarkable. By tying a rope to a tree and hooking the other end on the rocks at the far bank, you might make the challenge even lower.

Failed Attempts

If you roll under the target number, the attempt has failed, and your character suffers whatever appropriate consequences failure would bring. You cannot make another attempt at the skill unless The Narrator determines another opportunity has presented itself, or something changes the circumstances relating to the attempt.

Trait Checks

Occasionally you will need to perform an action that is purely a test of one of your Traits, such as picking up a heavy object (Brawn). This is called a Trait Check. A trait check consists of rolling the appropriate Trait die twice, adding the results together and applying any relevant modifiers, such as a Trait Bonus or magical assistance. If the total result is greater than the difficulty target, the attempt is successful. If the result is exactly the difficulty target, then your character enjoys partial success. What success and partial success exactly mean is entirely up to The Narrator.

Movement Challenges

While normally movement outside of combat is not explicitly tracked for speed or distance, there will be situations in and out of combat that call for Trait or Skill checks relating to precise movement. For example, your character may be running to get through a portal before it closes. When seconds count, The Narrator needs to know how fast your character can move in a single round, called their Pace, and what it will cost them.

Movement	Pace	Cpst
Walk	10m	You can walk 1 hour per rank of Brawn and Adventure skill before having to rest and regain your stamina.
Jog	20m	You can jog for 20 minutes per rank of Brawn and Adventure skill before having to rest and regain your stamina.
Run	30m	You can run for 5 minutes per rank of Brawn and Adventure skill before having to rest and regain your stamina.
Sprint	50m	You can run for 1 round per rank of Brawn and Adventure skill before having to rest and regain your stamina.

Pushing yourself to move until you are forced to rest is likely to leave you Impaired, the extent of which will be determined by the Narrator.

Player Contests

Normally all challenges are resolved from the player's perspective. You will roll the dice to determine the outcome. NPCs will always provide a difficulty rank to roll against. Where this changes is when two or more players are competing against each other in some form of contested action. In these situations, all players involved will roll their most appropriate Skill or Trait checks and compare rolls. The higher rolls beat the lower rolls, simple as that. The Narrator then provides more context to how the events play out.

Group Efforts

In some situations, you may face a challenge that is better solved with a little help from your friends. A very common challenge would be searching a large room for loot or secrets. Instead of having everyone make separate skill checks, the Narrator may ask for one person to be agreed upon by the group to make the check, and a bonus is applied based on how many additional people are helping. The player making the check gets a +2 bonus for every person assisting. So in the case of the room search, if 3 additional party members assisted, then you would get a +6 bonus to the attempt.

Awareness

Inkforged also handles character perception using the challenge system. Awareness checks are a common challenge Narrator's use to see if you are aware of important things in view or occurring nearby. This is the basic form of an awareness check and is used in most any situation that isn't considered a Search. You make an Awareness check using your Instinct die and whatever skill die the Narrator deems most appropriate. For example, if you are being followed by a wolf in the woods, the Narrator may ask you to use your Adventure die, but you may need to use your Combat die if something important is happening in the heat of combat.

As with any other challenge The Narrator first assigns a difficulty level to the check. In some cases, this may be defined by an NPC, PC, condition, or event. An example of this would be trying to notice an enemy sneaking up on your character. The challenge level would be equal to the Sneaky Rank of the enemy. You then make the check and compare your results to the challenge level.

Success

A successful check means your character is aware of whatever The Narrator was testing them on. The higher the roll is above the success target, the more information The Narrator should feel comfortable conveying to you.

Partial Success

A result that matches the challenge level exactly is a partial success. This would mean your character is vaguely aware of the situation, perhaps has a gut feeling about it, but doesn't really know anything specific.

Failure

This of course means your character is still in the dark, so to speak, about what is happening and is given no information. A particularly bad roll may even warrant giving you bad or contradictory information.

Searches

When you need to search an object or area for whatever reason (looking for loot, suspicion of a trap, etc.) it is

handled like any other awareness check with some modifications. The dice used for searches are Instinct and Sneaky dice. A typical search attempt covers a 10m x 10m area and takes about 10 minutes.

When searching an area the following conditions can apply:

- A rapid search for less than 5 minutes will cause you to suffer a -2 penalty on the check.
- If you have time to spare, you can take it slow and careful, gaining a +2 bonus to the check.
- If you explain to The Narrator exactly what and where you are searching, the difficulty rank of the challenge can be modified up or down based on how accurate your search decisions are.
- The Narrator can reduce the time taken to search when a group effort is used or modify it up or down based on the size of the area being searched.

Surprise & Ambushes

There will be times when one combatant will surprise an opponent, either intentionally or accidentally. This usually occurs because a player fails to make a successful awareness check or is successful in performing a sneak attack on an enemy. When that happens, the combatant is Surprised. A surprised combatant can take **no action that round** and has a -2 Initiative penalty the following round. The opponent that surprised the combatant gets a **+2 bonus** on their **first attack** roll made against the surprised foe.

Resisting Effects

One type of challenge you will face is having to overcome or survive a condition or effect that threatens you, such as being poisoned or having a spell cast upon you. Some conditions can be resisted by your character to avoid or lessen the danger they pose. This works just like any other challenge, with you making a Resist check to try to overcome the threat.

Conditions will normally be listed with what Skills and Trait dice to use in the Resist attempt. You then add your Resist value to the die result and compare against the difficulty of the challenge. When a condition is applied due to an opponent's actions the challenge level of the effect is equal to the Skill or Trait rank of the opposing entity.

Here is a sample list of things The Narrator could allow your character to resist:

- Spell Effects
- Poison
- Disease
- Freezing
- Intoxication
- Falling Damage
- Dehydration



Engaging In Combat

This section of this book outlines the procedures and guidelines for resolving armed conflicts in the game. It explains the mechanics of attacking and defending, as well as the resolution of damage. This section is crucial for understanding the dynamics of combat and ensuring fair and enjoyable play. Whether characters are facing off against each other in a duel or battling against a common enemy, the rules described here will provide a structured and exciting experience. So, grab your dice and get ready to engage in epic battles filled with danger, adventure, and glory

Combat Rounds

When seconds count, and The Narrator needs to determine which combatant is doing what and at what time, game time is broken down and segmented to help facilitate player decisions and keep track of the action. Inkforges uses a simple Initiative based combat system.

Order of Play

1. All combatants roll Initiative
2. Combatants declare their intended Actions and act in order of highest to lowest Initiative
3. Any damage and wounds that occur are applied at the end of the round.
4. Return to step 1

Initiative

Initiative is used to determine the order in which members of your party and NPCs act when in time sensitive situations, such as combat. Everyone rolls Initiative using a D8 and adds their Initiative Bonus. Tied results indicate those combatants are acting simultaneously.

While getting a high score is beneficial, since you have the opportunity of defeating an opponent before they get the chance to fight back, the biggest benefit is that your decisions influence the course of play by forcing everyone slower than you to react to your choices. The counter to this is that lower scored combatants can more readily perform defensive actions to counter the faster combatants.

All the forms of combat actions and their results are covered in the following pages:

Combat Actions

When combat is triggered a specific set of actions becomes available for players to choose for their characters. These combat actions are used to attack, defend, and perform special maneuvers to gain an advantage. There are four types of combat actions, categorized by the amount of time

and/or mental concentration that must be spent to perform them. These are Small Actions, Standard Actions, and Big Actions.

Small Actions

A small action doesn't require your full attention or concentration to complete. Every round you are allowed to make 1 small action along with any regular action you take. Below is a list of example small actions.

Action	Description
Activate Item	Use or activate an item that The Narrator decides will take most of the round to do, such as opening a bottle, closing a padlock, pulling a lever, or opening a box.
Awareness Check	Make an Awareness check to avoid being surprised, or to notice something important in the fight or environment.
Draw an Arrow	Pull an arrow, quarrel, or bolt from a quiver and place it in a bow or crossbow.
Drop Concentration	Stop concentrating on a spell, skill, or ability.
Drop Item	Drop a held item onto the ground. Fragile items might need to make a breakage check.
Engage	Engage a target in melee combat. Target can no longer move unless they Avoid this Engagement action.
Move	Move your normal pace (10m)
On Guard	Add +1 to your Defense this round.
Pick Up Item	Grab an item off a table, shelf, or the floor.
Ready Weapon	Ready a weapon, removing it from a sheathe, strap, or holder.
Stow Weapon	Return a weapon to its sheathe, strap, or holder.
Use Ability or Skill	Use an ability or skill that requires an Small Action.



Actions

The standard actions you can take during a single round of combat.

Action	Description
Activate Item	Use or activate an item that The Narrator decides will take most of the round to do, such as jotting down a note, opening a complicated lock, or reading a scroll.
Attack	Attack a target using one of the combat skills. Attacking a target in melee automatically Engages with that target.
Avoid	Dodge out of the way of attackers, doubling the amount your Agility provides to Defense this round. Can be used to avoid Engagement, or to Disengage from an enemy, provided you don't get hit by them this round.
Defend	Focus entirely on protecting yourself or another target, doubling the amount your Combat provides to Defense this round against melee attacks. If you are using a shield this can also be applied against ranged and magical attacks.
Disarm	Force a Combat Skill contest between you and 1 enemy. If you win, you disarm your foe. If you lose, you need to make a Remarkable Agility check or drop your own weapon. If you tie the weapons become locked and you both have to continue the contest next round.
Dismount	Dismount from your ride (horse, cart, etc).
Grapple	Use your attack to try to grab and hold your opponent. If you score a hit, instead of taking damage the target is Grappled.
Maintain Concentration	Continue to concentrate on a skill or spell to maintain its effect.
Quick Move	Walk or jog up to twice your normal Pace (20m).
Recover Mana	Rest and focus on gathering Mana. At the end of the round you roll your Will + Scrivening. The total is the amount of Mana you recover.
Sweep	Attempt to knock a foe off their feet. You attack your target in melee and if you score hit, instead of taking damage the target is Downed.
Use Ability or Skill	Use an ability or skill that requires an Action.



Big Actions

Some actions are complex or slow to perform, taking the entire round. These are called big actions. This usually means casting spells, powering up a special ability, or interacting with objects. When you perform a big action, you cannot take a small action this round.

Action	Description
Activate Item	Use or activate an item that The Narrator decides will take longer than a single round to do, such as turning a winch to open a gate, reloading a crossbow, or eating a whole cake.
All Out Attack	Concetrates on total offense this round, adding +2 to the attack roll.
Charge	Run up to your full Pace and attack a target, trying to knock the down. If you hit, roll your Brawn die for damage and the target is Downed.
Full Move	Run or sprint up to 5 times your normal Pace (50m).
Full Parry	Concetrates on total defense this round, doubling your Defense value.
Move & Act	You can walk or jog up to your normal Pace (10m) and perform any other action on this list with a -2 to the roll (if applicable).
Recover Health	Take the time to regain stamina and block out the pain. At the end of the round you roll your Brawn die. The result is the amount of Health you recover.
Reload	Reload a slow preparation firearm such as a crossbow or flintlock.
Throw	Attempt to throw a foe on to the ground. You attack your target in melee and if you score hit, the target takes 1d6 damage and is Downed.
Use Ability or Skill	Use an ability or skill that requires a Big Action.

Attacking & Defending

Sometimes you can't talk your way out of a situation, weapons are drawn, and things get intense. If you end up in a fight the following rules, come into play.

Attacking

When attacking you must decide what kind of attack you are making, based on your skills, abilities, weapon equipped, and desired result. This could be as simple as swinging a sword, shooting an arrow at a monster's weak spot, or trying to sweep the legs out from under a foe. The mechanics of this attack is determined based on the skill focus used.

Melee Attacks

Make a hand-to-hand attack with a melee weapon to harm or defeat the target. Roll your Combat skill die and your Brawn die, then add any bonuses you may have. The total is compared against the enemy's Defense.

Magical Attacks

Make an attack with a magical spell, ability, or power. Roll your Magic skill die, and your Agility die, then add any bonuses you may have. The total is compared against the enemy's Defense. Note that non-physical magical attacks, such as elemental attacks ignore the DRV of armor.

Ranged Attacks

You make a ranged attack with a thrown or missile weapon to harm or defeat the target. Roll your Combat skill die, and your Agility die, then add any bonuses you may have. If your target is outside the range for the chosen weapon, -3 is subtracted from the attack roll. If the target is more than double the range, then the attack penalty is -6. The total is compared against the enemy's Defense.



Unarmed Attacks

Make a hand-to-hand attack with your fists or feet to harm or defeat the target. Roll your Combat skill die, and your Style's trait die, then add any bonuses you may have. The total is compared against the enemy's Defense.

Grappling

Any attempt to grab, tackle, or take hold of an opponent is considered a Grapple attack. When you try to grapple someone, you make an unarmed attack as normal. If you get a solid hit or better, then instead of doing damage you have successfully grappled the opponent. You are now both considered to have the Grapple condition until either you let go or your foe breaks free. The enemy can use an Action to initiate a Brawn contest with you to try to break free. If you win, the grapple continues. If they win, they are free.

Abilities

You may have purchased some combat abilities that give you additional options in a fight. When using abilities, just follow the description and adjust the rolls accordingly based on the associated combat Focus. In most cases the ability will provide an attack bonus or determine a special outcome for a successful attack.

Defense

Targets being attacked all have a Defense value that is the target number that must be equaled or surpassed to get a hit on an opponent. Defense is equal to your character's Agility rank.

Defensive Gear

Some enemies may be wearing protective gear such as armor or they may carry a shield. You can also buy these items for your character to increase their survivability in combat. Each provides a different type of protection.

Armor

Wearing armor protects the user from damage when they do get hit. Armor will have a damage reduction value listed in its description. This number is subtracted from any damage taken when a target is successfully hit in combat.

Shields

Using a shield in combat will provide a bonus to your Defense. The amount is noted in the shield's description. Note that this bonus isn't used if you are Surprised or attacked from behind and don't see the attack coming.

Attack Results

After making your attack roll and applying all modifiers the target's Defense is subtracted. Refer to the following chart to determine the results of the attack.

Remainder	Result
-1 or less	The attack has missed or failed to penetrate the opponent's armor.
0	Glancing blow. Target takes 1 damage.
1 - 5	Solid hit. Roll damage based on weapon or ability.
6 - 10	Strong strike! Roll damage +1d4
11+	Devastating attack! Max damage for weapon or spell. -1 to any Defeat check.

Damage

If your attack hits, then you get to roll Damage. This is usually a single die and is defined in either the weapon or ability description. Any modifiers due to magic, weapon, or ability are then applied. Finally, the target's Armor damage reduction is subtracted, giving you the total damage dealt.

Taking Damage

Damage taken is subtracted from your Health trait at the end of the round. When your Health reaches zero you incur 1 Wound. If the damage was great enough to reduce your Health to zero multiple times, you will take +1 Wound for each time it hits zero.



Wounds

Inkforged uses a simple wound track system. You can see on your character sheet there are 5 dice outlines near where you marked down your Health. These represent the 5 Wound Ranks your Ikon can potentially continue to fight through. Taking a sixth wound will cause you to be instantly Defeated, possibly even killed.

Every time you take a wound you mark 1 rank on the wound track. When you are wounded you must make a Brawn check with the difficulty defined by the current wound rank. If your roll succeeds, you manage to push through the pain and continue fighting. If you fail the Brawn check, then you have succumbed to the Wound and are Defeated.

Wounds	Target #
1	3
2	5
3	7
4	9
5	11
6	Defeated

Wounds are painful and deal lasting damage that must be cared for beyond simple rest. For every wound you have you receive a -1 penalty on all skill checks, trait checks, and attack rolls. This penalty is removed when each wound is healed. *Note that you do not need to include this penalty in future wound checks, it is already accounted for in the increased difficulty targets.*

Conditions

Some spells, abilities, and damage may leave your Ikon with a Condition, such as Defeated. These conditions are described below, detailing how they affect your Ikon.

Bound

When you are Bound your movement has been restricted to prevent you from performing physical actions. Some skills and abilities may still be usable, depending on the nature of the binding, but most skill use will be prevented. Any movement is done at half normal Pace.

Cover

You might find yourself protected from ranged attacks due to being behind Cover. This could be from moving behind a covering object, like a wall, or from defensive spells and abilities. While Covered, you replace your Defense virtue with that provided by the Cover, based on its ranking.

Ranking	Defense	Example Cover
Trivial	3	Holding a backpack in front of you
Average	6	Hiding behind a small tree
Uncommon	9	Crouched in a foxhole
Remarkable	12	Behind a large rock
Amazing	15	Behind a wood wall
Heroic	18	Behind a stone wall
Legendary	21	Shielded by a dragon's wings

Defeated

If you are Defeated, you are unable to continue fighting, use skills, or move. You could be unconscious, heavily injured, physically exhausted, or have simply lost the will to act. In any case you are unable to do anything unless helped by someone or restored with healing or magic. Your base Defense is 0 and opponents get a +4 bonus to their attack rolls.

Downed

You have been knocked off your feet and must use an Action to get back up. If you make any skill attempts (including attacks) while still downed, you have a -2 penalty to the roll. Anyone attacking you gets a +2 bonus to their attack rolls.

Grappled

When you are Grappled, you are considered Impaired at a rank equal to your attacker's Brawn. You are also held in place and cannot move without initiating a Brawn contest against your foe as a Small Action. If you win, you can move up to half your normal pace. If you win the contest by +3 or greater, you can break free of the grapple for an Action. Regardless of the results, when you initiate a Brawn contest the attacker is automatically Impaired at a rank equal to your Brawn, unless they forfeit the contest and let you free (which costs them a Small Action to do).

Immobilized

You have been physically restrained to prevent movement. Your arms can move, but you cannot move from the spot you are currently in. Your base Defense is 0 and opponents get a +2 bonus to their attack rolls.

Impaired

Some effect has limited your ability to act normally, leaving you with a penalty to your Defense and all rolls made until the impairment is removed. Depending on the form of Impairment, the Narrator may also apply this penalty to your Pace. There are all sorts of things that can impair you; loss of vision, fighting underwater, poisons, spell effects, or fear. Impairment is ranked to determine what the numeric penalty is.

Removing the penalty requires dealing with the effect causing the impairment, although you might think of ways to counteract or lessen the effects, such as wearing goggles during a sandstorm, or inflicting pain on yourself to snap out of a paralyzing fear. Note that if the penalty to your Defense results in a negative Defense value, that amount is given as an attack bonus to any opponents attacking you.

Ranking	Penalty	Examples
Trivial	-1	Distracted
Average	-2	Fogged Vision
Uncommon	-4	Under Water
Remarkable	-6	Stricken with Terror
Amazing	-8	Completely Blind
Heroic	-10	Blind and held fast
Legendary	-12	Totally Paralyzed

Poisoned

Being poisoned can be a quick path to defeat or even death. All poisons will be listed with a toxin rank and a description that includes the effects and how to cure it. The toxin rank of the poison for determining the challenge rank of the resistance check. When you become poisoned, you must make a Brawn check to fight off the poison's effects.

Stunned

When you are Stunned, you are limited in your actions during the time you are stunned. You can only perform 1 Small Action any round you are stunned.

Surprised

If you get surprised, during that same round you cannot take any action that round. This includes using any defensive actions. The opponent that surprised you gets a +2 bonus on their first attack roll made against you.



Author's Ink

Much like the mystical reality of The Book, all true magic in the world comes from a single source, the Author's Ink. This strange and possibly divine substance permeates the entire world but can only be accessed when it pools in hidden places and forms into Inkwells and Inkblots. Author's Ink looks much like real world ink, except that it shifts color and plays with light much like oil floating on water. It is more energy than it is liquid. Making the Ink very impermanent, soaking into the ground, absorbing into nearby objects, or simply dissipating into the air. Special care must be taken to capture and preserve Author's Ink. Equipment enchanted with spells or Inkforged to collect and hold the ink is needed, otherwise it will simply evaporate in moments.

Inkwells

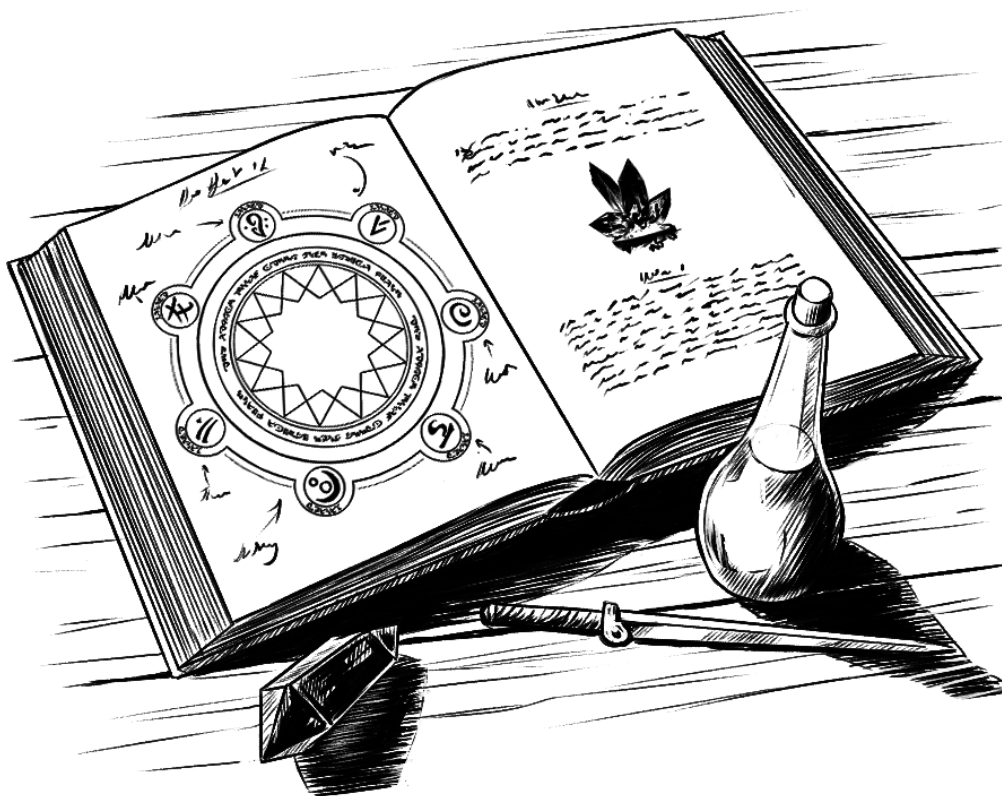
Inkwells are manifestations of Author's Ink in the Realm. They can appear anywhere, even sprouting in midair. They appear as wispy springs, pools, or fountains that ebb and flow erratically like the wind. Inkwells are highly sought after by Ikons and some natives. If you decide you want to try and tap the well to obtain Author's Ink, realize that doing so will cause it to stop flowing permanently. If you have the necessary equipment to obtain the Ink, roll an Inkforging skill check. The total x10 is the number of grams of Author's Ink you can extract.

Inkblots

When Author's Ink manifests deep underground, it has nowhere to go and gets injected into the surrounding stone. The pressure of the stones causes the Ink to harden into veins of a crystalline material. The stone can be mined and processed to extract raw Ink from the veins. This process is difficult, time consuming, and requires the use of magical forges fueled by spells to work. For every 1 kg of stone mined, 1g of Ink can be recovered after about 1 hour of work.

Magick

Author's Ink is the source of all magic in The Realm. It is used to cast spells through Scrivening, create magic weapons and armor via Inkforging, and the brewing of powerful potions.





Scrivening

Scrivening is the way true magic works in The Realm. While denizens of The Realm may have their own mystical powers and abilities, none of them can perform true Scrivening. Only Ikon's chosen by The Book can work this magic.

Scrivening is the act of temporarily changing the environment or events of The Book to produce a new narrative. It is most commonly done by inscribing words and symbols of power in Author's Ink onto scrolls and parchments of Paper of Creation. Some believe these symbols are the Author's true language that The Book was originally written in. In any case, the effect is a change in The Story that manifests as a magical effect, a change in reality itself.

All Scrivening begins with a particular word or symbol that represents a fundamental element, action, or participant in The Book. Inscribe these words onto the Paper of Creation allows the caster to draw out the Spirit within themselves to change The Book. These are the most basic spells, and they are completely subject to the desires of the caster. To create a particular desired effect, you simply describe exactly what they wish the spell to accomplish and the Narrator works

with that description to narrate the ultimate result of the spell.

All spells start small and simple. The scrivener needs to expand this base spell to create larger and more elaborate effects. There are limited ways in which spells can be modified and these can generally only be done by adding more Mana into the spell.

Mana

The power to create spells comes partly from the words themselves and partly from the caster. Every spell will have a Mana cost associated with it, listed in its description. That is how much Mana you will spend to generate the most basic form of the spell.

Adding modifiers increases the Mana cost. In most cases you will simply spend more of your Ikon's Mana when casting stronger spells. In the case where you don't have enough Mana to create the spell effect you want, you can inscribe a larger series of runes, called a circle, and draw from the power of the surrounding environment. You can recover lost Mana by spending a round resting and focusing on recovering Mana. Roll your Magic die and add your Will bonus to determine how much Mana you recover. You cannot recover more than your normal maximum Mana in this fashion.

Spell Limits

Spells are limited in two ways. The rank of the modifiers used and the total amount a Spirit that can be put in a single spell. You cannot cast a spell with any parameters changed to a ranking higher than your Magic Skill rank. So, if you have Remarkable rank Magic, then you can only increase the parameters to Remarkable rank. You are also limited to using the amount of Mana equal to your **Magic Rank + Mind Rank**. This can be increased by your Scrivening Bonus and Mind Bonus, or using potions and artifacts.

Sigils

Sigils are used by some spells to focus its effects. Every caster has their own unique Sigil, composed of magical markings that speak directly to the caster's soul. Objects can only hold 1 sigil at a time, attempting to add another one initiates a contest between the Scrivening skills of the two sigil owners. The losing sigil is erased from the object.

Scrolls

By spending the Mana normally needed to cast a spell, it can be written in Author's Ink directly onto a scroll made from the Paper of Creation using the Scrivening skill. The difficulty of the check is equal to the highest rank element of the spell using the spell creation rules below. If done successfully in this manner, the spell is "trapped" in the scroll and can be cast at any time by reading from the scroll and spending only 1 Mana. If this is attempted by anyone other than the original creator of the scroll, to cast the spell successfully they must make a Scrivening check of the same difficulty as creating the scroll. Once used the scroll will go blank and the paper can be used again to create a new scroll. If the scrivener fails their check to create the scroll, the Mana, Author's Ink, and the scroll paper are all lost.

Circles

If you don't have enough Mana to cast the spell you need, you can spend the time and effort building a power circle. This entails drawing many copies of the words and runes in a geometric pattern around a large circular rune. There are five circle sizes, corresponding to the five rankings, that will contribute extra power to the spell. Each rank has a required minimum size of the circle, in radius, and the time it takes to inscribe all the intricate copies of the original spell.

Ranking	Mana	Radius	Time
Average	2	1m	2 rounds
Uncommon	4	2m	1 min
Remarkable	8	5m	5 min
Amazing	16	10m	10 min
Legendary	32	20m	30 min

Spell Types

Magical spells in Inkforged are categorized into 3 types, each with their own rules to be aware of. These are Attack spells, Resist spells, and Effect spells.

Attack Spells

If you are casting a spell with the intent to inflict damage to an enemy through physical or elemental means, it will be considered an attack spell. When casting an attack spell, you make an attack roll (just like an archer making a ranged attack) but use the Agility trait and your Scrivening skill to determine dice. Some spells when used to attack may have secondary effects for the Narrator to consider, such as a Light attack may blind rather than damage opponents. All elemental attack spells **ignore the Damage Reduction from Armor** unless the defense is magical in nature. Attack spells cannot normally have their Duration increased. Once an attack is made the spell ends.

Resist Spells

Other spells will not be direct attacks, but will target an enemy to inflict harm, a change, or penalty. For example, a Transform spell. In this case the target makes a Resist check using their Will virtue. The difficulty of the check is your Magic Rank, and the results of the roll are checked against the table below to see what happens.

Remainder	Result
-1 or less	The target fails to resist and incurs the full effects of the spell or effect.
0	The target only partially resists, halving the effectiveness of the spell or effect.
1 - 9	The target completely resists the spell or effect, taking no effects or damage.
10+	The target not only resists the spell or effect but gains a +2 to Resist the same attack for 1 day.

If the target of a Resist spell is willing or prevented from resisting the magic, there is no roll necessary. The spell affects the target in full automatically.

Direct Effect Spells

All spells that don't fall into the categories of Attack or Resist are considered Direct Effect spells. These spells generate an effect of some sort that exists or occurs without requiring an attack roll or overcoming the resistance of a target. For example, a healing spell. There are times when a spell that is normally Direct Effect will be treated as a Resist spell. Maybe the target of a healing spell is an unwilling target and doesn't want the spell cast on them. Or perhaps an Open spell is being cast on a magical lock that can resist such magic. It is up to the Narrator to make this call and figure out the chances of resisting the spell.

Creating Spells

All spells start at Trivial rank (0) in power across all aspects of the spell with a Mana cost defined per spell. To make a stronger version of a spell that does more you need to edit the spell, usually by increasing the Mana spent on one (or more) of its parameters. The following chart shows you how most spells can be edited and the increase in cost by rank. Some edits are unique to certain spells and can be found in the spell's description.

Rank	Cost	Range	Scale	Force	Intensity	Duration
Trivial	0	Touch	Mouse	d2	0	1 round
Average	1	10m	Dog	d4	+1	1 minute
Uncommon	3	30m	Human	d6	+2	1 hour
Remarkable	5	100m	Horse / 5	d8	+3	1 day
Amazing	7	300m	Elephant / 25	d10	+4	1 week
Heroic	9	1km	Dinosaur / 100	d12	+5	1 month
Legendary	12	10km	Whale / 1000	d20	+7	1 year

Duration

Spells all start basically lasting as long as 1 round. If you want a spell to have a lasting effect, then you must extend the duration of the spell. By spending extra Mana, you can cause the spell to continue working beyond 1 round. Note that certain spell types may have modified duration:

- Attack spells cannot extend their duration. They are normally the length of a single attack action.
- Spells that summon or create elements and objects do not normally require added duration. Created elements are simply there, melting, evaporating, or washing away at a normal rate.
- Moved or summoned objects are permanently in their new locations.
- Locally summoned creatures will wander off or return to their original location once control of them has worn off.

Force

The most straightforward way to scale a spell is to increase its raw power. This will increase the size of the die used, such as damage dice.

Intensity

You can also increase the intensity of a spell to give it a bonus on any associated rolls, such as damage or to-hit rolls. This can be added more than once if you want to add the bonus to multiple dice rolls.

Range

All spells start requiring you to touch the target to affect it. This can be increased in range to affect targets further away or increase the range of a movement or summon spell.

Scale

All spells start strong enough to affect a small animal or object about the size of a cat. As you increase the scale of the spell you can affect a larger target or a larger number of human sized targets. This is used instead of plotting the radius size of AOE spells. This assumes that targets will be evenly spaced out, with about a meter distance between each one. A Narrator could rule that more targets are affected if they are tightly packed together or smaller in size. Conversely, a lower number of larger or more spaced-out targets could be affected.

If it is an Attack spell you must make a separate attack roll for each target (although for large groups, you could use the Large-Scale Attack rules). If it is a Resist spell, then each target makes its own check to resist the spell effect.

Targets

Instead of mapping out square meters or circle sizes in the play area, each increase simply changes the spell to encompass a larger number of targets. This can be due to a widening of the effect, like an explosion or mist, or by having the spell send out individual attacks on separate targets.

If the spell affects an area, then it is big enough to affect as many targets as defined by the rank. This assumes that targets will be evenly spaced out with around a meter distance between each one. A Narrator could rule that more targets are affected if they are tightly packed together within the area of effect. If it is an Attack spell you must make a separate attack roll for each target. If it is a Resist spell, then each target makes its own check to resist the spell effect.

Known Spells

Earth

This spell allows you to manipulate a volume of earth, sand, stone, or crystal. You can move or shape this earth, even attack or defend with. Earthen objects or structures created by the spell are permanent, unless they are animated or temporarily held together (such as a bridge of sand), in which case they will fall apart or become inert when the spell ends.

When using earth to create objects or structures, refer to the rank of the Intensity modifier to determine the material strength rank of the creation. This is also used when using a spell to defend against an incoming attack. Trying to reshape or animate harder materials such as rock, crystal, or metal requires additional Spirit (defined by that material's Rank) to manipulate.

This spell costs **2 Mana** to cast.



Rank	Cost	Range	Scale	Force	Intensity	Duration
Trivial	0	Touch	Mouse	d2	0	1 round
Average	1	10m	Dog	d4	+1	1 minute
Uncommon	3	30m	Human	d6	+2	1 hour
Remarkable	5	100m	Horse / 5	d8	+3	1 day
Amazing	7	300m	Elephant / 25	d10	+4	1 week
Heroic	9	1km	Dinosaur / 100	d12	+5	1 month
Legendary	12	10km	Whale / 1000	d20	+7	1 year

Basic Casting

You reshape an amount of dirt, dust, or sand up to the size of a dog. This can be used to create a small object, form a hole, or move the earthen material up to 1m.

- Casting Cost = 2 Mana

Jordkatapulten

A sudden upthrust of earth and rock underneath one human-sized target within 10m sends them sailing through the air. If they fail an Agility check they will take d8 damage and are Downed.

- Mods
 - Remarkable Force
 - Average Range
 - Uncommon Scale
- Casting Cost = 11 Mana

Phao Dai Da

You reach deep into the earth with your magic and pull forth four great stone walls, creating a walled fort of stone large enough to contain a dinosaur. The walls are of Remarkable strength and durability. In the center of the box is a domed room of thin stone with a single entry portal.

- Mods
 - Remarkable Intensity
 - Average Range
 - Heroic Scale
- Casting Cost = 15 Mana

Heal

This spell uses magic to rapidly heal wounds, recover Health, and soothe both physical and emotional pain. When applied to healing lost Health the Force modifier indicates the die you roll to see how much you healed. Healing has a custom Scale modifier when determining how many Wounds you can heal in a single casting. The normal Scale modifiers are still required for healing larger or multiple targets.

You can also use this spell to remove physical effects and cure poisons and diseases. The rank of the poison or disease must be matched by the Intensity rank of the spell to heal it. Healing spells have limited range, starting at Touch. All healing and recovery occur in a single round.

This spell costs **2 Mana** to cast.



Rank	Cost	Range	Scale	Force	Intensity	Duration
Trivial	0	Touch	n/a	d2	0	1 action
Average	1	N/A	1 Wound	d4	+1	N/A
Uncommon	3	10m	2 Wounds	d6	+2	N/A
Remarkable	5	N/A	3 Wounds	d8	+3	N/A
Amazing	7	30m	4 Wounds	d10	+4	N/A
Heroic	9	N/A	5 Wounds	d12	+5	N/A
Legendary	12	N/A	All Wounds	d20	+7	N/A

Basic Casting

You heal 1 creature in melee range of d4 lost Health.

- Casting Cost = 2 Mana

Djup Helande

A soft light bathes one target up to 10m away and removes up to 2 Wounds from them over the course of 2 rounds. No Health is recovered from this spell.

- Mods
 - Uncommon Range
 - Uncommon Scale
- Casting Cost = 8 Mana

Garupa Nu Caga

This healing spell targets multiple people at once. You heal up to 5 people, recovering d8 Health and healing 1 Wound OR removing 1 poison or disease up to a Remarkable challenge rank.

- Mods
 - Uncommon Range
 - Remarkable Scale (targets)
 - Remarkable Force
 - Average Scale (wounds)
- Casting Cost = 16 Mana

Water

This spell allows you to manipulate a volume of water, mist, or ice. You can move or shape this water, even attack or defend with it. Ice objects or structures created by the spell are permanent, unless they are animated or temporarily held together (such as a bridge of snow), in which case they will fall apart or become inert when the spell ends.

This spell can be used to shift water between its solid, liquid, and vaporous states as part of the casting by adding +1 Spirit to the cost. This can be a partial change, making water freezing cold, or steaming hot. When using ice to create objects or structures, refer to the rank of the Intensity modifier to determine the material strength or defensive quality of the creation.

Note that any liquid that is mostly (90%+) water can be affected by this spell. This spell costs 1 Mana to cast.

Rank	Cost	Range	Scale	Force	Intensity	Duration
Trivial	0	Touch	Cup	d2	0	1 round
Average	1	10m	Bucket	d4	+1	1 minute
Uncommon	3	30m	Tub	d6	+2	1 hour
Remarkable	5	100m	Well	d8	+3	1 day
Amazing	7	300m	Pond	d10	+4	1 week
Heroic	9	1km	Small Lake	d12	+5	1 month
Legendary	12	10km	Lake	d20	+7	1 year

Basic Casting

You reshape 1 bucket of water, ice, or mist. This can be used to create a small object, form a hole, or move the water up to 1m.

- Casting Cost = 1 Mana

Snow Cushion

You create a pile of fluffy snow up to 20m below you able to cushion the fall of a human sized creature. This reduces the damage by 2 fall ranks.

- Mods
 - Uncommon Quality
 - Remarkable Range
 - Uncommon Size
- Casting Cost = 5 Mana

Aqua Cauda

This is a spell that allows you to create and control a tail made of water lasting 5 minutes. The tail can be used to propel you in water, as a weapon, or as an extra limb for grasping objects. You may take actions using the tail as if it were one of your natural limbs, but it does not give you any additional actions in a round. Attacking with the tail uses your Scrivening skill and deals 1d6 damage.

- Mods
 - Uncommon Quantity
 - Remarkable Quality
 - Heroic Duration
- Casting Cost = 8 Mana



Inkforging

The process known as Inkforging is known to few Ikons and even far fewer natives. It involves smithing and spellcasting and relies on using Author's Ink to invest weapons, armor, and jewelry with spell-like properties. Embedding a spell requires 2 participants, one Inkforger and one Scrivener. The Inkforger prepares the item, and the Scrivener uses Enchant to embed another spell.

Blacksmith Inkforging

1. You start with the ingredients you normally would for crafting an item with blacksmithing.
2. While forging the weapon or armor, you must carve or stamp your sigil into the item. This takes around 12 hours and requires special tools.
3. You prepare a quenching barrel with 3 drops of Author's Ink mixed into the solution.
4. While the item is at working temperature, you drip 2 drops of Author's Ink into the sigil marking for each Spirit put into the spell. If no spell is embedded, then 2 total drops are in order.
5. You then quench the item in the Ink Solution, before quenching again in your usual barrels.
6. The metal will take on the shifting colors quality of Author's Ink and it will reflect distorted images of the Realm. This tells you that the process worked.

Silversmith Inkforging

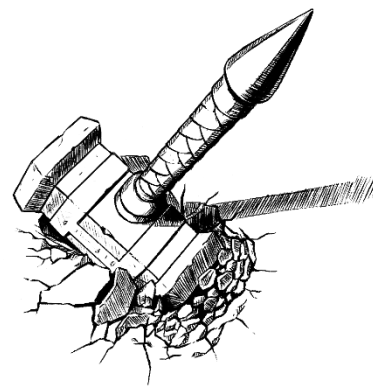
1. You start with the ingredients you normally would for crafting an item with silversmithing.
2. While carving a jewel or shaping precious metal, you need to carve your sigil into the gem or metal.
3. You then heat the metal or gem near to its breaking/melting point and drip 2 drops of Author's Ink into the sigil marking for each Spirit put into the spell.
4. The item is left to cool naturally.
5. The gem will change color to a clear crystal with a shifting, multicolored center. Precious metals will take on the shifting color sheen of Author's Ink. This tells you that the process worked.



Inkforged Weapons

Weapons are the most common items to be Inkforged in the Realm, as they provide a distinct advantage when battling Misprints. All Inkforged weapons inflict permanent harm on Misprints. Damage and wounds dealt by such weapons do not rapidly heal or grow back like with regular attacks. When spells are invested into a weapon the following effects can be achieved.

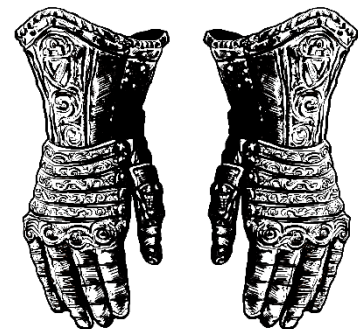
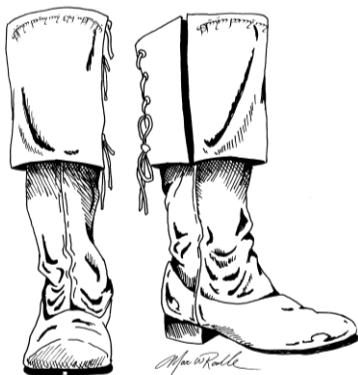
Invested Spell	Effect	Increase Mana
Bewitch	As an action you can cause one target viewing the weapon to make an Resist check or become Impaired with Fear.	# of Targets
Boost	Bonus +1 to attack rolls with the weapon.	Additional +1 Attack
Conjure	Can summon your weapon to hand as a small action.	Distance Modifier
Convey	You can swing your weapon and attack an enemy out of melee range, but in direct line of sight as if they were in range. The first time you do this against an enemy they must succeed in making a Heroic Awareness check or be Surprised.	Distance Modifier
Earth	By stabbing or hitting the ground with your weapon you generate a small earthquake that causes 1 target to make an Amazing Resist check or be Downed.	# of Targets
Enchant	This spell is used during the Inkforged process to invest other spells into the sigil. It has no effect of its own.	n/a
Fauna	As an action you can summon a local, Uncommon sized animal to fight alongside you for 1 battle.	Size
Flame	Your weapon is sheathed in flames. Any hit deals an additional d4 damage.	Damage die
Flora	If anyone else tries to hold your weapon without permission it will sprout thorn-covered vines that will attempt to Grapple them. The target must make an Uncommon Resist check or be Grappled and take 1d4 damage.	Increase Rank
Force	Bonus +1 to damage rolls with the weapon.	Additional +1 Damage
Heal	When you deal damage with your weapon it heals you 1 Health. It will not heal more Health than damage dealt.	Additional +1 Health
Illusion	When holding your weapon you appear to be slightly "offset" from your actual position to one viewing target. This gives you a +2 Attack against that target, until they dispel the illusion.	# of Targets
Light	The weapon can cast a light for a small action.	Range (radius of light)
Open	This weapon can be swung or stabbed at locks, barred openings, and sealed objects to force or smash them open.	Size
Sense	While holding your weapon you can fight Blind without penalty against a single target.	# of Targets
Shapeshift	The arm that wields this weapon grows scales and claws, becoming Armored and increasing in Brawn by 1 rank.	n/a
Sound	The weapon makes no sound when it attacks. It is completely silent.	n/a
Transfigure	The weapon can change into another weapon of roughly the same size, as a small action.	# of Weapons
Water	Your weapon is icy cold and covered in frost. Any hit deals an additional d4 damage.	Damage die
Weather	By having the weapon on your person, you can ignore the wet, cold, or heat of inclement weather conditions.	# of Targets
Wind	The weapon can create wind attacks when swung. Attacks are treated as if the weapon itself was hitting the target and use your Combat skill to attack.	Distance



Inkforged Armor

Magical armor can also be created through the Inkforging process. This armor is highly protective against Corruption, doubling its usual Damage Reduction value against Misprint and Corruption attacks. It is also more durable than normal armor, requiring less maintenance and repairs. Ink-dipped armor does exist, but it is rare, as it conveys no special properties beyond the reflective color patterns.

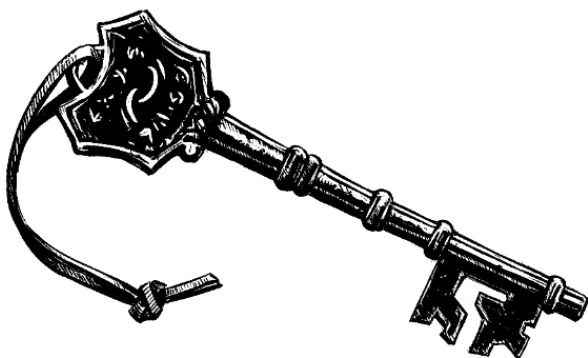
Invested Spell	Effect	Increase Mana
Bewitch	Anyone looking to attack you with a Ranged attack must make a Uncommon Resist check or see you as unthreatening and a non-viable target.	Increase Rank
Boost	As a small action you can increase your Brawn trait, gaining +1 to your next Brawn check.	Additional +1 Brawn
Conjure	Can summon your armor onto your body from up to 1m away as an Action.	Distance
Convey	Any weapon that hits you for a glancing blow is automatically teleported 1m away in a random direction.	Distance
Earth	By crouching on the ground and using an Action you create a mound of earth and stones to well up around you and provide you with Uncommon Cover. You must spend an Action to "shed" the cover and stand up. Until you do, you are immobile.	Increase Rank
Enchant	This spell is used during the Inkforge process to invest other spells into the sigil. It has no effect of its own.	n/a
Fauna	While wearing the armor you can communicate with animals.	Distance Modifier
Flame	Your armor can heat up until it burns at a touch. Anyone Grappling you must let go or take 1d4 damage. You do not feel the heat.	Damage die
Flora	The armor blends into any natural flora. Enemies have a -1 to any Awareness checks to see you while hiding or moving stealthily.	-1 Penalty
Force	On a glancing hit against you, the force is reflected back onto the attacker. They must make an Uncommon Agility check or be knocked aside 1m and Downed.	Increase Rank
Heal	The amount of Health damage reduced by the armor this round is recovered as healing the following round.	Additional +1 Health
Illusion	Your armor makes you appear to be slightly "offset" from your actual position to one viewing target. This gives you a +2 Defense against that target, until they dispel the illusion.	# of Targets
Light	As an Action you can make your armor flare up brightly. All within 30m distance and looking at you must make an Uncommon Resist check or be Impaired for 1d4 rounds due to blindness.	Increase Rank
Open	While you are wearing this armor you can bash through barricades and locked doors with a +1 to your challenge rolls.	Additional +1 to roll
Sense	As a small action you can give yourself a +1 to your next Awareness check by increasing your senses.	Additional +1 to roll
Shapeshift	Once per day the armor can sprout wings allowing you to glide, slow a fall, or make short flights. It lasts for 1 minute.	Duration Modifier
Sound	This armor makes no sound while you are moving. No penalties to Stealth checks.	n/a
Transfigure	The armor can change into another armor of the same size, as a small action.	# of Armors
Water	Your armor is icy cold and covered in slippery frost. +1 Defense bonus against Grapple attacks.	Additional +1 Defense
Weather	By wearing the armor, you can ignore the wet, cold, or heat of inclement weather conditions.	# of Targets
Wind	While in this armor you gain a +1 Defense against and +1 to Resist any effects caused by wind, fog, or dust.	Additional +1 Defense and Resist



Inkforged Artifacts

The last form of Inkforging involves using silversmithing and jewel crafting to produce magical rings, gems, and jewelry. Most of these artifacts work simply by being worn or through an activation command, gesture, or concentration.

Invested Spell	Effect	Increase Mana
Bewitch	As a small action you can give yourself a +1 to your next Persuasion or Subterfuge roll.	Additional +1 Bonus
Boost	Bonus +1 to a single Trait. Cannot be used to exceed +5.	Additional +1 Bonus
Conjure	This jewelry can be linked to another object to allow you to summon it to you.	Distance
Convey	For a small action you can double your Pace for 1 round.	Distance
Earth	As a small action you can turn your skin hard like stone, gaining a +3 Defense and losing -3 Agility. This lasts for 1 round.	Duration
Enchant	This spell is used during the Inkforge process to invest other spells into the sigil. It has no effect of its own.	n/a
Fauna	As an action this jewel can transform 1 body part into an animal's equivalent part, such as giving yourself bat ears or bear claws. This lasts for 1 round.	Duration
Flame	Wearing this jewelry makes you resistant to fire damage. +1 Damage reduction from and +1 to Resist rolls for fire attacks.	Additional +1 Bonus
Flora	Concentrating on the jewel allows you to sense types of plants in a 1m range nearby that may be helpful or dangerous.	Distance
Force	The jewel wraps one of your hands in an invisible shape of pure force. You can make unarmed attacks that hit as if done by a medium weapon of choice with +1 Damage.	Additional +1 Damage
Heal	By spending an Action and 1 Spirit you can heal yourself or a target 1d4 Health.	Damage die
Illusion	Wearing this jewelry creates an illusion over you that allows you to change your clothing or your physical appearance to look like someone else you have seen recently. It lasts for 1 round.	Duration
Light	By using an action this jewel radiates a scintillating light that dispels visual illusions. Any illusion with 10m of the jewel must win a Spirit contest or be dispelled.	Additional +1 Spirit
Open	Touching this jewelry to any lock will cause it to pop open if it fails an Uncommon Resist check.	Increase Rank
Sense	Depending on the jewelry's type and location it will provide you with a +1 to Awareness checks focused on a single sense. Such as earrings that improve hearing.	Additional +1 to roll
Shapeshift	As an action you can shapeshift into a specific animal up to 1 size rank smaller or larger than you, or back to your normal form. This lasts for 1 round.	Duration Modifier
Sound	By tapping the jewelry you can make yourself heard by 1 target up to 1km away as if you were standing right next to them.	Target Modifier
Transfigure	This jewelry can transform into a small sized object, like a key or dagger, by using a small action. If a weapon is chosen it is considered Inkforged, but has no spells or bonuses.	# of Objects
Water	This jewelry can purify 1 liter of any liquid or mixture you dip it into. All harmful impurities are leached out, leaving clean drinking water.	Size
Weather	The stones in this piece of jewelry change color to predict upcoming weather, the darker the color, the more severe the approaching weather front.	Distance
Wind	As an action you can make this jewel summon wind to swirl around you. You gain a +1 Defense against Ranged attacks for 1d20 rounds after which the wind dissipates.	Additional +1 Defense



The Corruption

It is not known what exactly causes the Corruption, or how it manages to spread throughout The Book. It could be related to the Author in some way, as it manifests itself as putrid, flowing, pulsating ink. Blobs, tendrils, seeping puddles of it. Oozing, moving, bubbling, and consuming.

The Corruption appears and begins to warp everything around it, turning it darker, washing out the colors, and smearing everything with fine layers of inky filth. Nothing healthy grows on corrupted land and Misprints can appear without warning in areas of heavy contagion.

Direct contact with Corruption inflicts 1d4 damage and saps 1 Spirit per round you touch it. Only Scrivening magic and Inkforged weapons can destroy the Corruption, cleansing objects and locations of its pollution. If left unchecked the Corruption will spread and grow until all The Book is bleak, colorless, and choked with monsters.

Wells of Corruption

Most of the time Corruption appears in sparse patches or in the form of a Misprint. Occasionally though, you may encounter a greater concentration of corruption, focused on a single spot. These are known as Wells. They are highly dangerous, capable of spawning extremely dangerous misprints and spreading Corruption rapidly to their nearby lands.

Misprints

The Misprints are the true enemies of The Realm. While there are many magical and dangerous beasts, characters, and locations within The Book, none can destroy like Misprints. As their name implies, every Misprint was once something native to the realm. Somehow, through contact with the Corruption or manipulation by the Dark Editors, that very nature of what that thing was changed. This manifests itself in The Book in the real world as a misprinted word innocently found in the text. In the realm however, this change to its true name has warped its form and function, driving it wild and filling it with power. That power seeds more Corruption, growing in destructiveness and eventually creating more Misprints.

Misprint Attributes

Inkforged assigns all Misprints and native Enemies a starting Challenge ranking based on the 5 levels seen elsewhere in this book. These rankings define the basic Traits and Skills of your enemies in a simple fashion for the Narrator to work with. It is straightforward. If an enemy is a Remarkable enemy (Rank 3), then all their dice rolls are made using the

Remarkable die and all Secondary Traits are based on the Remarkable ranking.

Note that this is only the starting point to build Misprints and other enemies from. The Narrator is free to modify individual Traits higher or lower and to decide what Skills they may have and at what level. For example, a rank 3 enemy that is supposed to be fast, but fragile could have lower Health, but use a d10 for Initiative rolls.

Rank	Die	Def	Health	Init	Resist	Mana
Trivial	d2	1	3	0	0	2
Average	d4	2	5	1	1	4
Uncommon	d6	3	7	2	2	6
Remarkable	d8	5	9	3	3	8
Amazing	d10	7	12	4	4	10
Heroic	d12	9	16	6	5	12
Legendary	d20	11	20	8	6	14



The Realm

The totality of lands and kingdoms found within The Book are collectively known as The Realm. The first thing to understand about The Realm is that it encompasses all The Author's imagination and will. There are as many lands to be found within The Realm as there are tales to be told in The Book. The common thread that connects all lands is that they are all classical fairy tale realms of fantasy and whimsy. Some may be more advanced than others, but none have reached levels of advancement beyond the early Renaissance of history.

A Changing Landscape

The Realm has no border and its lands are impermanent. Two countries that border each other one day, may be impossibly far away on another occasion. The Realm isn't pure chaos however, things don't change constantly or within the context of an ongoing adventure. As the players' Ikons travel across The Realm, they may notice that everything is connected by the stories and adventures they are experiencing. If a "story" demands it, all necessary people, places, and things will stay connected physically and narratively. After completing an adventure, should the Ikons return to the place they travelled to in the past, they may find that landmarks have changed, neighboring villages or kingdoms no longer exist or are further away.



Natives of the Realm

The Realm is home to all kinds of people and creatures, referred to in this book as Natives. The natives vary greatly from land to land across the realm, but most kingdoms and other civilizations are usually human or near human in nature. This is the greatest evidence we have that The Author was human, as most lands and the stories within them tend to be centered around human settlements or kingdoms. Nearly all these civilizations are similar to human civilizations found on Earth between the Dark Ages and Early Renaissance periods.

Humans are not the only inhabitants of The Realm, however. These lands are filled with all sorts of magic and fantastical creatures and peoples. Trolls, werewolves, ghosts, dragons, and talking animals are just a small example of the fantastic creatures and beings Ikons will encounter in their adventures. While some of these will be described later in

this book, Narrators are encouraged to populate their adventures with whatever amazing creatures they can think of. The following section gives you an easy-to-use set of rules for applying game attributes to your creations.

Inkforged Adventures

You may be asking yourself what types of adventures the Ikons are supposed to be having in Inkforged. If The Realm is already made up of stories, and those stories are already populated with characters, including villains and heroes, then what part do the Ikon's play? First you need to understand that The Realm isn't just a bunch of endlessly repeating stories stuck in time loops, waiting for Ikons to interact with them. The Book spawned a living, breathing universe, full of additional characters, side stories, backstories, and "another story for another time" adventures. Not only that, but the Corruption has infected many of the existing stories and begun to "break canon". It is that situation that Ikons are most likely to find their purpose.

Side Stories

The stories and tales of The Book are far from static. While through some magic or property of The Realm, many Ikons will find themselves interacting with story during its most essential events, this is not always the case. The lives of these people continue beyond the original story, both before and after the story's main events. Not only that, but the people that fill in the story's logistics and supporting cast have their own lives and even their own adventures worthy of attention. This is often where the Ikons can find their own paths intertwine or bypass those of the "heroes" and "main characters" of the original stories.

- Perhaps the blacksmith that promised to forge The Spear for the hero to slay The Dragon has realized that he doesn't have enough mystic iron to make the spear. Will the Ikons gone on a quest into the Mine of Lost Souls to retrieve enough ore for him?
- Maybe The King realized that sending 3 cutthroat thieves to rescue The Princess from the evil sorcerer wasn't the most rational plan. Will the Ikons follow the "heroes" and ensure that The Princess returns home safe and sound after she has been stolen out of The Serpent Temple?
- Or it could be that when freeing a rather angry harpy from the clutches of a witch, The Hero accidentally let loose a monster that is now ravaging the local villages and countryside. Since The Hero has moved on with their quest, will the Ikons act to chase down and put a stop to the harpy's rampages?

There are lots of different ways new stories can come about from the events of the original. There are also ways the Ikons can interact with the main story without interfering with the story arc of the main characters (or at least without their direct knowledge). Narrators should be inventive in looking at the surrounding events of classic tales and see how they could be adjusted to provide all new adventures for their players.

Corrupted Canon

The other major way Ikons will interact with the stories of The Book is when they are needed to fix stories that have been "damaged" by the Corruption. These instances are known as corrupted canon and occur when a well of corruption appears within the confines of a story, or misprints occur and cause the events of the story to be changed in significant ways. The Ikons are needed to find the source of the corruption, eliminate it, and do their best to repair the damage that occurred to the story.

- For example, in one case The Heroes could have gone missing and is unavailable to complete the adventure, leading to some terrible calamity. The Ikons will need to figure out what happened to the Heroes, deal with this threat the Heroes were unable to defeat on their own and restore things to their rightful place - perhaps even completing the adventure in the Heroes stead.

- Another situation could be that a well of corruption has opened and the entire countryside between the main character and their destination has become tainted and crawling with Misprints. The Ikons will be tasked with finding the source of the corruption and dealing with any Misprints encountered in the area.
- Or perhaps it runs deeper than that. Maybe there is a Dark Editor purposely screwing with this part of The Realm. Trying to gain knowledge, amass power, or simply mess with the Ikons. The Ikons may be tasked with uncovering their enemy unmasking and bringing them to justice.

Cleaning corrupted cannon is quite possibly the most important mission that an Ikon can engage in. The more the Corruption spreads within The Book the greater the risk to the entire Realm. Most adventure modules we will create to share with you will be of this type and we encourage Narrators to create their own.



Creature Attributes

Inkforged assigns all creatures a challenge ranking following the same pattern as Skill challenges. These rankings define the basic Traits and Skills of every animal, monster, and being encountered, all in a simple fashion for the Narrator to work with. It is straightforward, if an enemy is a Remarkable enemy (Rank 3), then all of their dice rolls are made using 2d8 and all Aspects are based on the Remarkable ranking.

Rank	Die	Def	Health	Init	Resist	Mana
Trivial	d2	1	3	0	0	2
Average	d4	2	5	1	1	4
Uncommon	d6	3	7	2	2	6
Remarkable	d8	5	9	3	3	8
Amazing	d10	7	12	4	4	10
Heroic	d12	9	16	6	5	12
Legendary	d20	11	20	8	6	14

Note that this is only the starting point to build creatures and other enemies from. The Narrator is free to modify individual Traits or Aspects higher or lower, and to decide what Abilities they may have. For example, an Uncommon enemy that is supposed to be fast but fragile could have less Health, but a higher bonus to Initiative rolls. The Narrator could also mix and match dice to add more granularity

between rankings, for example having a slightly more dangerous Remarkable enemy use 1d8+1d10 instead of 2d8.

Creature Abilities

All creatures and enemies encountered in Inkforged will need Abilities assigned to them to define what they are capable of in combat. Creature abilities are like Ikon abilities but are not general from those lists. They are descriptions of attacks, special abilities, and powers that a creature has at their disposal to use in combat. To keep combat flowing and lessen burden on the Narrator, all creatures are capable of 1 action per round and don't have abilities that are classified as Small or Big Actions.

Example Abilities

Spectral Blade: A 2d10 melee attack

~ Deals d10 damage on hit

Aura of Fear

~ When first engaging with a Phantom Warrior each combatant must make a Will Resist check. If they fail, they are Impaired due to fear for 2d6 rounds.

~ Sensing fear causes the Phantom to increase its attack fervor, increasing its damage rolls by +2.

For more examples of the creatures and beings that can be encountered in The Realm, please check out the [Fantastical Fauna and Flora](#) section of www.inkforgedrpg.com.



Quick Adventure: The Pumpkin Patch

A small farm is being terrorized by an unknown force, damaging crops and spiriting away livestock.

Premade Ikons

The following is the stats and data for five premade characters that new players can pick from and transfer to a fresh character sheet. They should name and describe the Ikons themselves, but use the data as is, they are balanced for the quick start sample adventure described here. Also note that the images are simply examples, the Ikons can look however the players desire.

The Rogue

Flair: Persuasive Personality

Foible: Jealous

Boon: Sudden Strike

Traits

- D12 Agility
- D10 Instinct
- D8 Will, D6
- Brawn
- D4 Mind

Skill Groups

- D12 Sneaky
- D10 Combat
- D8 Adventure
- D6 Social
- D4 Magic

Aspects

- 5 Health
- 2 Mana
- 3 Resist
- 4 Initiative
- 9 Defense
- 1 Damage Reduction

Skills

- Martial Arts
- Skullduggery

Spells & Abilities

- Hot Knife Through Butter
 - Cost 2 Mana
- Staggering Blow
 - Cost 1 Health

Armor

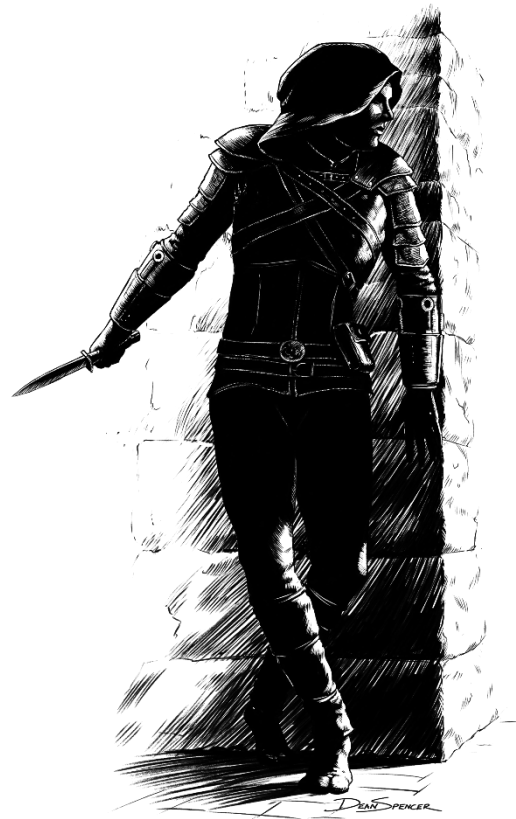
- Leather Harness
- Leather Boots

Weapons

- Hunting Knife

Gear

- Pouch, Bedroll, Thieving Kit, 10m Rope



The Warrior

Flair: Intimidating

Foible: Reckless

Boon: Second Wind

Traits

- D12 Brawn
- D10 Agility
- D8 Instinct
- D6 Will
- D4 Mind

Aspects

- 9 Health
- 2 Mana
- 2 Resist
- 3 Initiative
- 7 Defense
- 3 Damage Reduction

Skills

- Melee Combat
- Armored Combat

Spells & Abilities

- Written In Ink
 - Cost 1 Mana
- He's Still Standing!
 - Cost 2 Health

Armor

- Splintmail
- Pot Helm
- Studded Leather Boots

Weapons

- Morning Star (2 handed)
- Short Sword
- Buckler

Gear

- Cloak, Pouch, Bedroll, Tinderbox

Skill Groups

- D12 Combat
- D10 Adventure
- D8 Social
- D6 Sneaky
- D4 Magic



The Scrivener

Flair: Math Wiz

Foible: Withdrawn

Boon: Empathic

Traits

- D12 Mind
- D10 Will
- D8 Agility
- D6 Instinct
- D4 Brawn

Aspects

- 4 Health
- 10 Mana
- 4 Resist
- 2 Initiative
- 5 Defense
- 1 Damage Reduction

Skills

- Scrivening

Spells & Abilities

- Earth Spell
 - Cost 2 Mana
- Sound Spell
 - Cost 1 Mana

Armor

- Patched Leather Armor
- Leather Boots
- Felt Cap

Weapons

- Walking Staff
- Dagger

Gear

- Cloak, Pouch, Scrivening Satchel

Skill Groups

- D12 Magic
- D10 Social
- D8 Adventure
- D6 Combat
- D4 Sneaky



The Spellblade

Flair: Witty Repartee

Foible: Vain

Boon: Quickdraw

Traits

- D12 Agility
- D10 Instinct
- D8 Brawn
- D6 Will
- D4 Mind

Aspects

- 7 Health
- 4 Mana
- 2 Resist
- 4 Initiative
- 10 Defense
- 1 Damage Reduction

Skills

- Scrivening
- Tactical Combat

Spells & Abilities

- Heal Spell
 - Cost 2 Mana
- Erode Defense

Armor

- Leather Harness
- Leather Boots
- Wide Brimmed Hat

Weapons

- Rapier
- Dagger

Gear

- Cape, Pouch, Bedroll, Scrivening Satchel

Skill Groups

- D12 Combat
- D10 Adventure
- D8 Magic
- D6 Social
- D4 Sneaky



The Inkforger

Flair: Sense of Direction

Foible: Temperamental,

Boon: Blind Fighter

Traits

- D12 Instinct
- D10 Agility
- D8 Mind
- D6 Brawn
- D4 Will

Aspects

- 7 Health
- 7 Mana
- 1 Resist
- 5 Initiative
- 7 Defense
- 2 Damage Reduction

Skills

- Inkforging
- Ranged Combat

Spells & Abilities

- Imbue, Cost 2 Health
- Take Wing, Cost 1 Mana

Armor

- Inkforged Light Leather
 - No Agility penalty
- Leather Boots

Weapons

- Hunting Bow
- Hunting Knife
- 2 Inkforged arrows
 - Force (+2 damage)
- 2 Inkforged arrows
 - Light 50m radius)
- 2 Inkforged arrows
 - Earth (shakes ground where it lands causing enemies to fall if they fail a check)
- 12 normal arrows

Gear

- Cloak, Pouch, Bedroll, Inkforging Kit, Quiver

Skill Groups

- D12 Adventure
- D10 Magic
- D8 Combat
- D6 Sneaky
- D4 Social



Adventure Setup

In this short adventure the Ikons are assumed to be a functioning party that knows each other and is already travelling together. They are passing through a small village in a rural area of no great importance. The crux of the adventure is that a local farmer is desperate for help from anyone brave enough to watch over his farm at night. Strange things have been happening on the farm and livestock and pets have gone missing on his land. The village folk think the farm is cursed and no one is willing to help for fear of the curse spreading.

The Setting

The adventure begins in the small farming village of Fisher's Well. It is situated on a carriageway that leads to the Queen's road, which the party is trying to reach so they can travel to the capital city. The village consists of less than a dozen buildings, with a small inn, smithy, general store, and farrier with stables being the major points of interest. The Jennings farm is about 3 miles from the village, one of the further out farms, bordering a large forest to the south.

The Natives

- Ross Jennings - The Farmer
 - Farmer Jennings is desperate for help. He will be first encountered by any party members who go to the inn for goods, food, or shelter for the night. As the party approaches the inn, he is in the process of being thrown out onto the street. Various inn patrons are involved, and they are all yelling at him to leave and not come back. Jennings will look imploringly at the party, but will not initiate conversation, instead just picking himself up and running out of town toward home.
 - If the party follows Jennings or heads to his farm after this event he will be found tending to his usual chores (depending on the time of day they arrive). He is wary of strangers, but desperate enough for help that he will plead for assistance in saving his farm.
- Goodwife Molly - The Jennings Head of Household
 - If any party members head to the farm before Ross returns, they will be met by Goodwife Molly and two of her sons out searching for missing chickens. She will greet the party and inquire if they are there because of her husband. If not, she will tell the party about the mystery surrounding the farm, the townsfolk superstitions, and her need for help.
 - When engaged at the farm itself, she will thank the Ikons for helping save their farm and offer them food, a spicy chicken and pumpkin stew with a flagon of watered down mead. She will bring it out to wherever they decide to stake out the farm for the night. She will also explain that the boys are staying with family friends at night until the farm is assured to be safe.
- Delbert - Farmhand
 - Delbert is older than Ross and has been their farmhand for nearly the entire time that Molly and Ross have been working the farm. While not the smartest guy, he knows the goings on around this farm even better than the Jennings family. He is currently terrified of working the farm during dawn and dusk and is currently unwilling to do any work at night.
 - If tracked down during the day and questioned he will talk about seeing strange moving shadows at night, often near the barn and out in the fields. He hasn't seen any animal tracks but has spotted small shallow holes or depressions in the softer soil, like someone was poking the ground with a stick.
- Henry Beechwood - Innkeeper
 - Henry acts as the innkeeper, barkeep, and the town mayor. He can be found in and around the small inn that serves as the town's social and political center. If spoken to, he will claim that he is not superstitious and that he has been trying to talk sense into the townsfolk, hoping to drum up help for the Jennings. He is clearly uncomfortable talking about it however, and if pressed he will hint that a curse can't be ruled out, and he unfortunately doesn't have any spare money in the town treasury to help deal with the issue.
- Margaret Hollins - Village Gossip

- Margaret hangs out near the village well, presumably to help the elderly and children get water when she takes breaks from selling fruit and nuts from her family farm. She is really there to absorb town gossip and pass it along to anyone who will listen. Margaret is very friendly and doesn't gossip just to be nosy or spread rumors - she just likes to be well informed of the goings on around her.
- She knows the timeline of what is happening at the farm better than anyone. Talking to her will reveal the following bits of information:
 - The trouble started at the farm about 3 weeks ago, a few days after a small forest fire occurred in the woods bordering the farm.
 - Some of the townsfolk think that one of the Jennings kids started the fire in the woods and upset the spirits of the forest, which in turn cursed (or are haunting) the farm in retaliation.
 - Others think that Jennings is behind the whole thing, trying to drum up sympathy because his farm isn't doing very well. Their radish crop is weak and pumpkins grow wild in the woods nearby, so that crop isn't highly valued.
 - Margaret thinks it is something else because animals have started going missing. Family pets, young goats and sheep have disappeared. Which doesn't make a lot of sense for either rumor.

Plot Points

The most likely introductions to the adventure at the farm will occur when the party first enters the village and begins to interact with the townsfolk. Heading to the inn will introduce them to farmer Jennings. Stopping at the well will engage them with Margaret Hollins. Poking around town and interrogating other citizens will provide smaller returns, mostly confirmation of Margaret will tell the party only with fewer details. Not much else of any interest is happening in town and all rumors and interactions lead toward the farm in the long run.

The Jennings Farm

The farm has a very basic layout. A dirt road leads past the farm from the village. The farmhouse sits back about 100m back from the road and a gravel path connects the two. A small stable sits off to the side of the farmhouse and a large barn can be seen another 100m or so past it. To the left of the barn is a large field of turnips about 1 hectare in size. There are two more fields of the same size. One filled with cabbage to the right of the barn and one growing pumpkins behind the barn. Beyond the pumpkin patch was the forest, stretching as far as you can see to the left and right.

Arriving at the farm the party will be greeted by Goodwife Molly and invited into the farmhouse to discuss matters. She will ask the party to spend the night (in the barn) to keep watch and hopefully learn more about the strange happenings. Farmer Jennings will be taking their children to a family relative to stay until everything is sorted out at the farm. The farmhand Delbert will be at the party's disposal to answer questions and show them about the farm.

The Barn & Fields

The barn is your typical two-story tithe barn capable of storing extra yield, hay for the animals, manure, and various farm tools. The second-floor loft is crude and only used to store hay but can be climbed up to reach the roof through a skylight. There are a few milking stools and water barrels for the party to sit on, two oil lamps hanging from the rafters, and a pile of harvested pumpkins filling one of the three stalls. Otherwise, there is nothing of interest in the structure.

The fields are split into three crops, radishes, pumpkins, and cabbage. Each are about equal size, but the pumpkin field is slightly larger and stretches out to the nearby forest. Inspecting the fields during the day yields very little to go on. There are some odd shallow holes or depressions scattered about the fields, but hard to pick out from the mouse and snake dens that dot the field. The center of the pumpkin patch holds a collection of prize pumpkins and a large tangle of pumpkin vines. It is very difficult to reach and inspect, but nothing appears out of the ordinary.

The only truly odd thing is how bereft of wildlife the fields are. There are no rabbits, snakes, birds to be seen, not even crows. Even the barn appears to be free of rats and mice. If asked about this, the party will learn that it has gotten steadily quieter on the farm and the family is now keeping their pets locked up inside the house after two cats and a dog went missing.

Spending The Night

When the party spends the night in the barn, they will be subject to some odd noises and sights in the middle of the night.

- Sounds of an animal crawling across the roof the barn.
- Sounds of animals moving furtively among the vegetables in the fields.
- Moving shadows, low to the ground out in the pumpkin patch and where the patch borders the other two fields.
- Clusters of glittering reflections of the lamp light out in the dark that disappear if given any attention.
- Out of place pumpkins and disappearing pumpkins.

The Pumpkin Patch

Investigating these strange sights and sounds will eventually reveal the culprits to the party. The Jennings' pumpkin patch is infested with Pumpkin Spiders, giant spiders that mimic the look of ripe pumpkins. If any lkon moves too far from the barn alone, they are likely to be attacked by one or more spiders. Close inspection of an out of place pumpkin will also reveal the creature and prompt an attack. To add more tension and danger, a few of the pumpkins in the pile in the barn are also spiders waiting for the opportunity to pounce.

Once the party knows what to look for, spotting the false pumpkins drops 1 challenge rating in difficulty. The spiders are spread about, but mostly confined to the pumpkin patch. If the party goes to the center where the prize pumpkins are, they will either encounter a nest of 5 spiders or the Mother Pumpkin, depending on what the Narrator feels is appropriate for the party size.

Enemies

Pumpkin Spiders - Depending on the party size, between 5 and 12 spiders are scattered around the field and by the barn.

Challenge Rank - Uncommon

Size - Average

HEA: 5

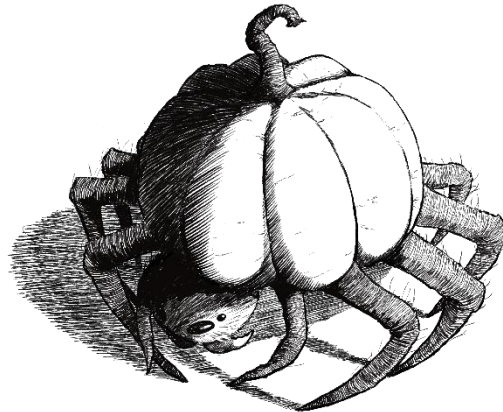
DEF: 3

SPI: 0

INI: 2

WIL: 1

PACE: 4m



Poison Bite: A d6 melee attack

- Deals d6 damage on hit
- Victims that take 2 points or more damage from a bite must make a Remarkable Brawn check or be Impaired. Level of impairment is 1 rank for each point you missed the check by

Ankle Snare

- Some pumpkin spiders set tripwire webs in the pumpkin patch. Anyone walking through a pumpkin spider's territory will need to make an Uncommon Agility check or fall Prone. This also alerts any nearby spiders to the presence of their next meal.

Mother Pumpkin - A oversized pumpkin spider that has been corrupted and turned into a Misprint.

Challenge Rank - Uncommon

Size - Uncommon

HEA: 7

DEF: 5

SPI: 0

INI: 2

WIL:3

PACE: 6m

Poison Bite: A d10 melee attack

- Deals d8 damage on hit
- Victims that take 2 points or more damage from a bite must make a Remarkable Brawn check or be Impaired. Level of impairment is 1 rank for each point you missed the check by.

Claw Spear: A d10 melee attack

- Deals d10 damage on hit

Loot

The farmer will pay the party for their help in uncovering and exterminating the spider infestation, but the spiders themselves drop no loot.

- 1 small Rations per party member
- 15 silver pennies
- Family heirloom - Broach with a small gem that is actually a crystal inkblot. It has no inherent properties but is worth up to 50 silver to the right buyer and is a prime candidate for making an inkforged artifact.




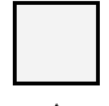

Adventure Wrap Up

Defeating all of the spiders on the farm is considered a great success for the party. They will be thanked and adored by the family, with offers to stay awhile and partake in their food and hospitality. Word will also reach the town and boost the party's reputation among the townsfolk (and potentially beyond). Free drinks at the tavern and oats for their horses will be among the offerings of gratitude. The party will learn or realize that the spiders were pushed out of the forest by the fire and the mayor will offer them a bounty for each spider found and killed if the party is willing to stick around and sweep the forest. If they do so, this is a good opportunity for the Narrator to string this into another adventure as there are still unanswered questions:




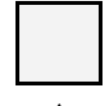

- How did the fire happen?
- How did one of the spiders become Corrupted?

Name _____ EP _____ Owner _____







Trait

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 _____
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




Skill Group

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 _____
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<u>Skills</u>	<u>Bonus</u>
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Health 
 Mana 
 Resist 
 INIT 
 DEF 
 DR 

Wound Track

 3
  5
  7
  9
  11

Flair _____

Foible _____

Boon _____

Description _____

<u>Spells & Abilities</u>	<u>Cost</u>
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Iron

Silver

Gold

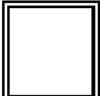
Armor & Clothing






History

Weapons & Ammo

Treasure

Gear

RANK
 Mount
Name

HEA SPI INI DEF DR
    

Wound Track 