

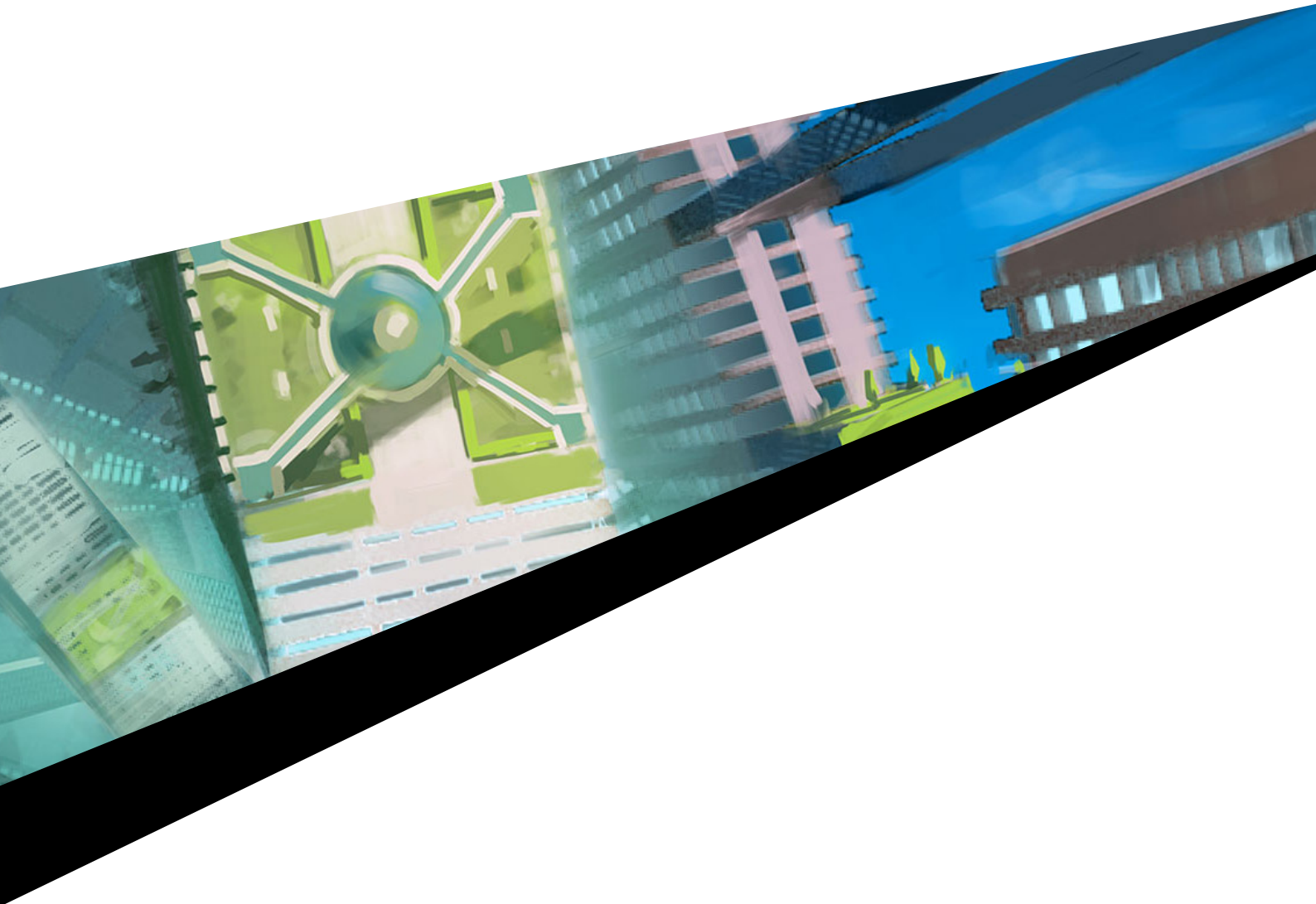


**CODEX  
FANTASIA**  
-alter ego-

# ACTUS REUS

A CODEX FANTASIA ADVENTURE  
FOR TIER 1 CHARACTERS





# ACTUS REUS

A CODEX FANTASIA ADVENTURE

*You are renegades and rogues, thriving in the shadows of Halcyon, the City of Endless Streets. When a mysterious client approaches your crew with an intriguing proposition—to steal the truth from those who would erase it—you gear up for the heist of your lives...*

A Two-Hour Adventure for Tier 1 characters.  
Optimized for Average Player Level 3.

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A soft copy of this adventure can be found at  
<http://codexfantasia.makersof.moe/material.html>

This content is playtest material, and is not necessarily representative of the final version of Codex Fantasia. If you would like to participate in the process of refining and improving Codex Fantasia by providing feedback, do contact us at [codexfantasia@gmail.com](mailto:codexfantasia@gmail.com), or through our Twitter or Instagram pages!



# ADVENTURE PRIMER

*"Possession is ten-tenths of the law."*

## BACKGROUND

**HALCYON** is the City of Endless Streets, an influential city-state ruled by the **HEGEMONY**, a monolithic, authoritarian government that promises its people a transcendent utopia even as it conditions them into obedient, unquestioning model citizens. However, rogues and revolutionaries lurk in the cracks of Halcyon's glorious facade, biding their time and planning their next move.

Beneath Halcyon's glittering cityscape, shady machinations are under way. **REUS ALCIDES**, a crooked business tycoon, has his eyes set on a political career with the Hegemony. However, when a job offer causes the crew's path to cross **ALCIDES**, it quickly becomes clear that he is not what he seems.

**CHIE FURUKAWA**, a renegade scholar, approaches the crew with an intriguing proposition, and the player characters gear up to take history out of the hands of the victors.

## EPISODES

The adventure is spread over four episodes that take approximately two hours to play in total. The adventure begins with Setting the Scene. The story begins with the player characters, as a crew, being approached by Chie, who offers them a job.

### EPISODE ONE—SETTING THE SCENE

The characters introduce themselves and their specialties, and establish their crew's name. Chie approaches the crew discreetly, at a meeting she's set up at a bar they frequent. She tells the crew about the unusual nature of the job—she needs them to enter Psyche and retrieve a lost historical text.

### EPISODE TWO—GATECRASHERS

The characters infiltrate Reus' mansion during a party and search for the rift that they can use to enter Psyche.

### EPISODE THREE—INTO PSYCHE

The characters enter Psyche through the rift, arriving in the Alcenaum, where they find themselves in a gallery. However, Shadow Reus confronts them with the book they seek, and they must defeat him in order to obtain it.

### EPISODE FOUR—DARING ESCAPE

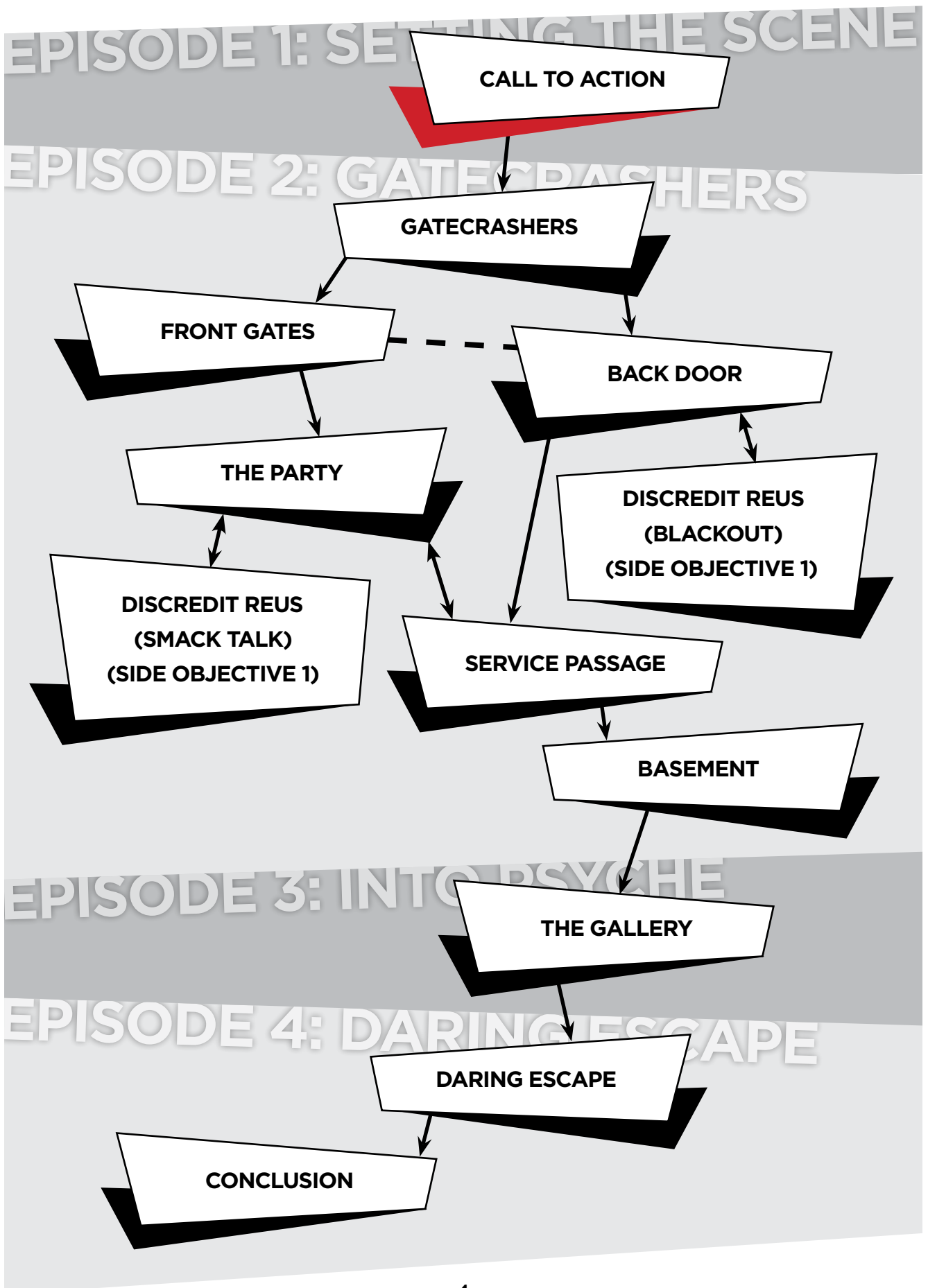
With Shadow Reus defeated, Psyche becomes unstable and the characters must find a way to extract themselves before it degenerates into formless limbo. Upon extracting from Psyche, they must then escape from Reus's mansion and rendezvous with Chie.

#### FIRST TIME PLAYING?

If it's your first time playing a tabletop role-playing game, or you're unfamiliar with the rules, don't worry about it! You can find a wide range of resources online to help you pick up the rules and how the game is played, such as <https://bit.ly/2Rj6k8q>! There are also open license rules, which can be found at <https://bit.ly/1V7Flb9>.

You can also use the pregenerated characters included with this adventure to leap right into the action without having to build your own from scratch! (See the appendix for details.)

## EVENT FLOW



## EPISODE ONE

# SETTING THE SCENE

*Estimated duration: 30 minutes*

The characters are members of a thieving crew in the underworld of Halcyon, working together for mutual benefit.

## ASSEMBLING THE CREW

This scene enables the players to introduce and describe their characters. Use the list of questions below as a guide for each player.

- ▶ What's your name?
- ▶ What's your appearance?
- ▶ How did you awaken to Psyche?
- ▶ What drives you to delve?
- ▶ What specialty do you bring to the crew?
- ▶ What's your cover story?

### ADVENTURES IN CODEX FANTASIA

Welcome to the world of Codex Fantasia! It's a tabletop roleplaying game (TRPG) inspired by the aesthetics and tropes of anime, manga, and video games, and is designed to work with the world's greatest TRPG. Codex Fantasia is set in the world of Mundus Magica, an urban fantasy setting which alloys modernity with magic—21st century technology and infrastructure is built on a foundation of thaumaturgy and spellcraft that underpins the entire world, infusing the setting with its own unique look and feel. Arcane lamps—or arclights, as they're colloquially known—illuminate the city streets, whilst air elementals are bound into compressors to cool skyscrapers and larger-than-life illusory advertisements play over crowded intersections.

### HALCYON AND PSYCHE

Note that the equipment and gear that the characters possess may not all be present with them in Halcyon—nobody casually walks down the street in full battle order, after all. Only upon entering Psyche does a character's full outfit and equipment appear—these are manifestations of the character's self-image, the persona that protects them from the ravages of Psyche. As such, characters typically have two appearances: their regular, everyday look, and their delver outfit that manifests in Psyche.

It is possible for some weapons to be carried in Halcyon, provided they are small enough to be concealed, for instance, a gun or a knife. However, do note that possession of a deadly weapon is illegal in Halcyon, so the character must take care not to get caught.

Go around the table and allow each player time to describe their character. When the characters are done introducing themselves, have them come up with a name and modus operandi for their crew.

**DM NOTE:** The 'Assembling the Crew' section can be run in advance of the session proper, so as to keep things moving quickly during the session. Gather each character's details, as stated above, and share them with the rest of the group. The play session can begin with the adventure hook, 'An Attractive Proposition'.

**DM NOTE:** During the 'Assembling the Crew' section, note down a unique aspect of each character, such as their awakening or their drive, for use during the 'Delving into Psyche' scene in Episode Two.



The following tables present a number of examples that should be presented to players to help spark their imaginations in coming up with their own Awakenings, Drives, Specialties and Cover Stories. Players may also choose freely from these tables, or roll a d6 to determine their traits if they prefer.

### EXAMPLE AWAKENINGS

An Awakening is a turning point, an event or experience that snaps a character out of their Hegemony conditioning and opens their mind to the existence of the otherworld. In rejecting the rules of one reality, they awaken to another: Psyche. Such events will typically be traumatic, forcing the character to confront issues that they never had cause to examine before.

d6	Awakening
1	In my studies, I discovered a secret, forbidden fact about Halcyon's history that opened my eyes to the otherworld. (Revelation)
2	My trust in the Hegemony's system was forever destroyed when I was convicted of a crime I didn't commit. (Injustice)
3	I found myself in a life or death situation that shattered my fundamental assumptions about the world, and I drew on Psyche to save myself. (Preservation)
4	I used to serve the Hegemony until I refused to commit atrocities in the name of preserving order—I lost my job, but I saved my soul. (Redemption)
5	I was exploited by a Hegemony official who abused their power for their own personal gain, until one day I refused to give in. (Defiance)
6	I had a mentor who, unbeknownst to me, was a delver. They taught me that there was more to this world than meets the eye, and helped me enter Psyche for the first time. (Mentor)

### EXAMPLE DRIVES

A character's drive is what motivates them to keep delving, to take the risks and brave the dangers of entering the otherworld.

d6	Drive
1	I'm in it for me, myself, and I—all I want out of Psyche is a quick buck that I can't find anywhere else. (Greed)
2	I see Psyche as a repository for Halcyon's lost past, a history that was robbed from us. When I delve, I reconnect with the heritage I was denied. (Identity)
3	To me, Psyche means freedom—freedom from the Hegemony's regulations, freedom from society's expectations, freedom to be the best version of me I can be. (Freedom)
4	Delving is an act of defiance, my way of spitting in the Hegemony's eye and using its own tools to bring about its downfall. (Revolt)
5	Psyche is a source of power, and with that power I can accomplish things I could never dream of in Halcyon, under the Hegemony's watchful eye. (Power)
6	I'm intrigued by what Psyche means on a magical and metaphysical level, and I'm keen to experiment and discover what I can do within it. (Curiosity)



## EXAMPLE SPECIALTIES

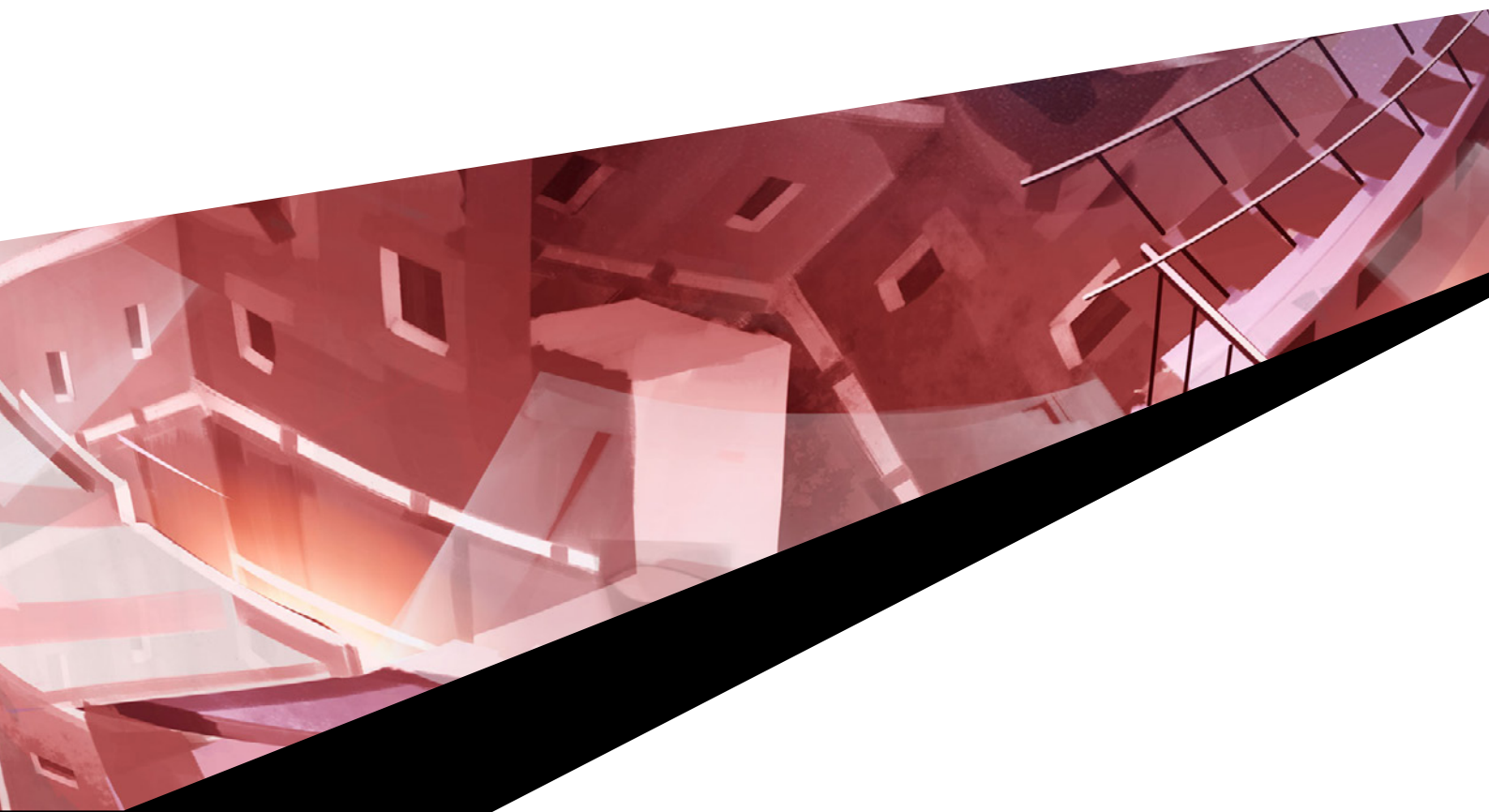
A specialty is an expertise or skill that a character possesses that is useful for the crew's heists. Each character may have a range of capabilities, but their specialty is their specific role within the crew.

d6	Specialty
1	I'm the muscle of the group—if a door or person needs breaking down, I've got it covered. (Muscle)
2	I specialise in gathering information and scouting the site of our heists in advance, ensuring that we don't go in blind. (Intelligence)
3	I'm a smooth talker, using my wits and charm to defuse difficult situations and create opportunities for the group to seize. (Charm)
4	I'm the strategist of the group, planning our course of action, devising contingencies, and making sure that the heist is a success before it even begins. (Strategy)
5	I specialise in infiltration and feats of dexterity, slipping past the mark's guard and getting the goods before they suspect anything. (Infiltration)
6	I'm a counter-security specialist—no lock or safe can stand in the way when I'm on the job. (Safecracker)

## EXAMPLE COVER STORIES

A cover story is essentially a character's day job, or what they do to maintain the appearance of respectability whilst they engage in clandestine nighttime activities.

d6	Cover Story
1	I'm a student in one of Halcyon's schools, struggling through the endless exams that make up the Hegemony's education system.
2	I'm an office worker, slogging through the mindless tedium that makes up my day-to-day routine.
3	I'm in business, cutting deals and juggling numbers to try and get ahead in Halcyon's competitive economy.
4	I'm a performer, trying to make my voice heard over the Hegemony's stifling censorship.
5	I'm a laborer, working myself to the bone each day to make rent.
6	I'm a shut-in. I only leave my house under the cover of darkness, to keep me protected from the world outside.



## AN ATTRACTIVE PROPOSITION

Choose one of the characters (someone with the Sage or Criminal background would be particularly appropriate). That character receives a tip-off that someone's looking for a thieving crew to take on a job for them, and that they should meet at the Dead Drop for more details.

## THE DEAD DROP

### DIMENSIONS & TERRAIN

The Dead Drop is a small, hole-in-the-wall bar, its nondescript entrance and lack of a sign ensuring that only those well-connected in the underworld are informed of its whereabouts. The bar is 60 feet by 80 feet, and has a number of private booths in addition to the bar counter.

### LIGHTING

The bar is dimly lit, with warm arclights focused mainly on the tables so that patrons' faces remain shaded.

### CREATURES/NPCS

Chie Furukawa, an Archivist, waits for the characters in a private booth at the back of the bar. She greets them cautiously, seeming somewhat ill at ease with the shady meeting place.

#### Objectives/Goals

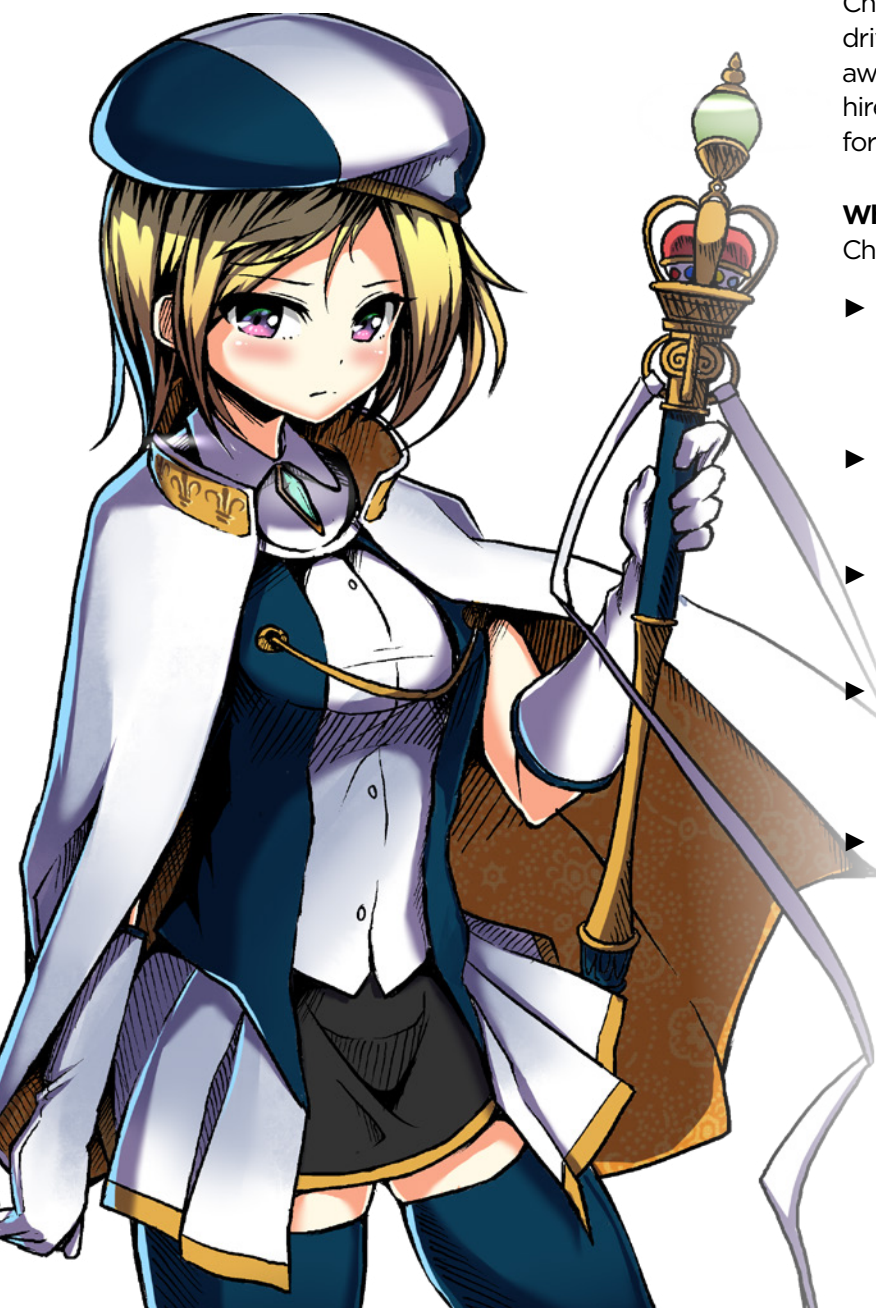
As an Archivist, Chie is committed to remembering the true history of Alcyone and preserving what pieces of it she can from the Hegemony's depredations. She has recently learnt of a historical text that might still survive, and wishes to recover it for preservation, but its location makes acquiring it herself difficult.

Chie is studious and somewhat shy, but very driven about her duties as an Archivist. She is aware of the existence of Psyche, and wishes to hire the party to enter it and retrieve the book for her.

#### What does she know?

Chie tells the characters the following:

- ▶ Her research indicates that an apocryphal historical text survived the **Silent War**, an artifact that would be priceless to the Archivists.
- ▶ The text was located in the Alcenaum, a famous museum that was consigned to Psyche during the climax of the war.
- ▶ The ruins of the Alcenaum were built over after the war, and the site is now a manor owned by one Reus Alcides.
- ▶ Alcides is a shady business tycoon trying to earn favor with the Hegemony to boost his business and potentially become a politician himself.
- ▶ The Archivists suspect that Alcides' family fortune was built on scavenging the ruins of the Alcenaum and selling off art and artifacts thought to be lost to the war.



- ▶ Tomorrow evening, Alcides will be holding a political fundraiser at his manor, which she hopes will give the characters the opportunity to sneak in and enter Psyche.
  - ▶ **SIDE OBJECTIVE:** Chie despises Reus and his family for plundering Alcyone's past, and asks the characters if they can sabotage his fundraiser.
- ▶ The best point to delve from will be the basement, which is built on a foundation of stones from the original Alcenaenum.

### THE SILENT WAR

The Hegemony that rules over Halcyon came to power in the wake of the Silent War, a magical civil war that devastated the city and shattered reality. The Silent War never truly ended—the Hegemony simply dropped entire swaths of the old city, Alcyone, into Psyche and plastered over the cracks in reality with its own vision, creating Halcyon. The Hegemony then rewrote history to state that there was never such a war, nor was there ever any opposition to their views. Questioning the official narrative is illegal.

### Roleplaying Chie

Chie is a serious, model student who just happens to engage in sedition and crimes against the state in her spare time. Associating with overtly shady individuals (for instance, the characters, or the other patrons in the bar) makes her uneasy, which she tries to cover up by putting up a strong, confident front. She only drops the act when she talks about the true history of Alcyone (see the Silent War sidebar) or her role as an Archivist, subjects which she is passionate about.

- ▶ “I take it you’re the crew I’ll be working with. Excellent. Please, take a seat.”
- ▶ “You’re delvers, yes? Then you should know where you’re really going each time you step into Psyche. It isn’t just the otherworld. When we delve from here, we’re entering Alcyone. Not Halcyon. Not this artificial plastic utopia

the Hegemony wants you to believe is real. The real city, the old city, the truth behind the Silent War—it’s all there. That’s Alcyone.”

- ▶ This can bridge into the exposition in the Silent War sidebar, if the characters are interested in learning more about it.
- ▶ “They stole our history, our heritage, from us! All we’re doing is taking back what’s rightfully ours!”
- ▶ “If we don’t learn from the past, we’re just going to end up making the same mistakes. And we can’t do that if we don’t have a past to learn from!”
- ▶ “N-no, I can’t follow you for the job. That’d be a bit... you know. I can’t risk being exposed by the Hegemony. I’ll pay you, though!”
- ▶ “I have no problem with you taking whatever you can grab from Reus’s place, provided you bring the text to me. That man’s nothing more than a maggot, feasting on the bodies of—sorry. I get carried away sometimes.”

### DEVELOPMENTS

After meeting with Chie the characters should have a plan to infiltrate the party and get to the basement.

**NOTE:** If play time is limited, consider skipping the Preparing for the Job section below and proceeding directly to Episode Two. Assume that the characters have already made all necessary preparations and provide them with the information below based on their passive Perception and Investigation scores.

### PREPARING FOR THE JOB

Over the course of the next day, the characters have the opportunity to make preparations for the job and take a long rest. Each character can only take one action. Here are some examples of actions the characters can take to prepare:

- ▶ Forging a document. By spending \$10 and making a Dexterity (Deception) check, a character can forge a document. The result of the check is the DC of the Wisdom (Insight)

check to detect that the document is a fake. A character with proficiency in the forgery kit makes this check with advantage. Examples of documents that could be forged include, but are not limited to, an invitation, a shipping manifest, or an identification card.

- Creating a disguise. By spending \$10 and making a Charisma (Deception) check, a character can create a disguise. The result of the check is the DC of the Wisdom (Insight) check to detect the disguise. A character with proficiency in the disguise kit makes this check with advantage.
- Gather Information. See 'Gathering Information'.
- Case the Joint. See 'Casing the Joint'.
- Other actions as appropriate. If the character proposes an action that makes sense and progresses the story, improvise and allow it. If appropriate, you may allow characters to use skill checks with different abilities, such as a Charisma (Investigation) check.

## GATHERING INFORMATION

Any character that takes this action makes a Intelligence (Investigation) or Charisma (Persuasion) check, obtaining the following information depending on the result of the check:

Result	Information
5	The event is private, and an invitation will be required to get through the door.
10	Security will be extra tight during the party, as Alcides wishes to present himself as a 'tough guy'.
13	Police who patrol the area are known to accept bribes from Alcides.
16	There is a service entrance around the back of the manor that leads to the basement level.
19	The manor is short-staffed because of the party, and are looking for temporary waiters for the event.

## CASING THE JOINT

Any character that cases the joint (ie: scout Alcides' manor) makes a Wisdom (Perception) check, obtaining the following information depending on the result of their check.

Result	Information
10	The manor's main entrance has a large gate that is currently shut, with a lectern that has been set up in front of it. There are two guards stationed at the gate.
13	Five guards patrol the grounds outside the manor. Two of the guards (on seperate patrols) have a guard dog with them.
15	There is a guard post and loading bay area around the back of the manor, which is where the service entrance is also located. There is a guard manning the guard post.

## DEVELOPMENTS

Once the characters have declared and resolved the preparations they wish to make, and a plan is made, proceed to Episode 2: Gatecrashers. If the characters did anything to draw the attention of Alcides' staff or guards, the guards will be on high alert during the party, and all Charisma (Deception or Persuasion) and Dexterity (Stealth) checks by the players are made with disadvantage.

If the characters decide to infiltrate the manor before the party, note that the guards at the front gate turn away any strangers. If they approach by the service entrance, proceed to Scene C of Episode 2.



## EPISODE TWO

# GATECRASHERS

*Estimated duration: 30 minutes*

### OBJECTIVE

Get to the basement of Reus's manor and enter Psyche.

### SETTING DESCRIPTION

Reus Alcides' manor is a three-story edifice to wealth and excess. The front gates are made of gilded steel, wrought in an elaborate design that spells out the Alcides family name. Tall, sturdy walls block out the outside world, reinforced by a perimeter of decorative trees whose foliage obscures the view of the manor within.

#### SCENE A

## THE FRONT GATES

### AREA INFORMATION

#### DIMENSIONS & TERRAIN

A large double gate (30 ft wide and 20 ft high) stands open at the entrance to the manor, allowing guests in. The path to the manor is surrounded by shoulder-height decorative shrubs that have arclights embedded in them, making them glow from within.

### LIGHTING

The gate and path are brightly lit.

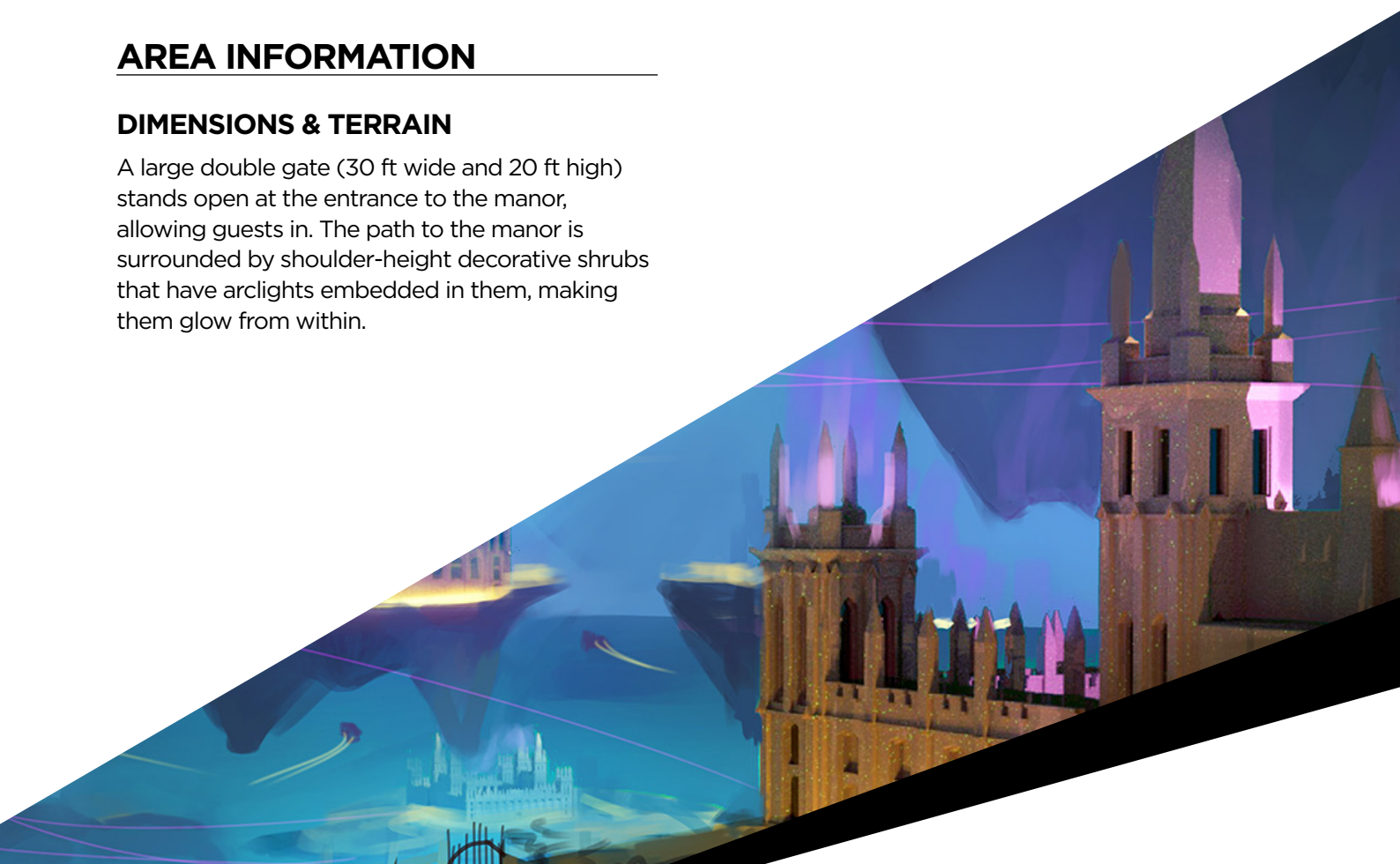
### ACTIVITIES

Guests are lined up at the gate, presenting their invitations to the doorman who stands behind the lectern, checking their names off a list.

### CREATURES AND NPCs

The following NPCs are stationed at the gate.

- **Doorman.** The doorman stands behind the lectern and checks each guest's invitation before letting them into the manor. He uses the commoner stat block.
- **Guards.** Two guards stand watch at either end of the gate. One steps in at any sign of trouble with the doorman and tells the offending guest to step back. If a character causes trouble, a guard insists on searching their person before allowing them to enter the manor. The guard makes an Intelligence (Investigation) check against the character's Dexterity (Sleight of Hand) check. If the guard succeeds, he raises the alarm. The characters have 3 turns to get to the basement before the guards eject them from the premises. The guards use a modified version of the guard stat block (see Appendix).







## SCENE B

# THE PARTY

### AREA INFORMATION

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#### DIMENSIONS & TERRAIN

The reception is held in the main foyer of the manor, which is decorated lavishly, with white marble flooring and pillars, and varnished mahogany furniture. The foyer is 60 feet by 40 feet, and the ceiling is 30 feet high. The corridor that leads to the basement is located in the northwestern corner of the foyer, behind a screen. A flight of stairs along the left wall leads upwards to the rest of the manor, but is cordoned off.

#### LIGHTING

The area is brightly lit by arclight lanterns that levitate overhead and give off a warm glow.

#### ACTIVITIES

Guests mingle and chat as servants with trays of hors d'oeuvres and cocktails mill about, and a string quartet plays an air. Reus Alcides is not in attendance yet, but is expected to give a speech later in the evening.

#### CREATURES AND NPCs

The following NPCs are located in the foyer:

- ▶ 20 guests are spread across the room in loose groups, talking amongst themselves. They are upper-class, rich snobs, and treat anyone they perceive to be below their social station with disdain and scorn. However, they are also sycophants—they treat anyone who appears to outrank them with deference and respect. They use a modified version of the noble stat block (see Appendix).
- ▶ **SIDE OBJECTIVE:** The characters can attempt to discredit Reus's reputation at the party. Have the characters make a DC 13 group Charisma (Persuasion) or (Deception) check. On a success, they

manage to smear Reus's name amongst the guests. Have the characters roleplay out how they discredit Reus, and award advantage if appropriate. This counts as completing the side objective.

- ▶ 6 servants move throughout the room, serving drinks and food. They use the commoner stat block.
- ▶ 4 musicians perform on a raised platform at one end of the room. They use the commoner stat block.
- ▶ 2 guards stand at either end of the room, ensuring that nothing funny happens. If the characters cause any sort of commotion, one steps in to break things up. One guard stands in front of the stairs. One of them stands in front of the screen that leads to the service passages. The following methods can be used to get past him.
  - ▶ A DC 13 group Dexterity (Stealth) check allows the characters to sneak past him.
  - ▶ A DC 15 Charisma (Deception) or (Persuasion) check allows the characters to talk their way past him. Reward the players for coming up with a good excuse by awarding advantage, if appropriate.
  - ▶ A bribe of \$100 convinces him to look the other way while the characters go past him.

#### DEVELOPMENTS

If the characters manage to make it past the guard without causing a commotion, proceed to Scene D. If they cause a commotion, the guards in the foyer raise the alarm, and all Charisma (Deception or Persuasion) and Dexterity (Stealth) checks by the players are made with disadvantage from that point onwards. Refer to the *The Chase Is On* sidebar on the next page for further details if the characters raise the alarm whilst inside the manor.



## SCENE C

# THE BACKDOOR

## AREA INFORMATION

### DIMENSIONS & TERRAIN

Dimensions & Terrain. The loading bay area is 60 ft by 45 ft, with various trucks parked around. The trucks are about 10 ft tall. There is a raised concrete platform that leads to the service entrance for loading and unloading, and a ramp that goes up to the platform. The guard post is at the front of the loading bay area, with a gantry. Each side of the guard post has a glass window, so the guard can observe the entire loading bay. The road is made of asphalt and the paving is made of concrete.

### THE CHASE IS ON

If the characters alert the guards while they are inside the manor, each guard in that scene begins to converge on their position, chasing them down so that they can detain them and eject them from the manor. If the guards in that scene do not manage to chase the characters down, they will attempt to follow the characters. The guards in each scene the characters enter from that point on also attempt to chase down and detain the characters. Guards will attempt to grapple and restrain any character they can reach.

## LIGHTING

The loading bay area and guard post are dimly lit by white arclights, but the service entrance itself is brightly lit by an arclight lamp directly above it.

## ACTIVITIES

Workers are in the process of unloading food and drink supplies from a truck and bringing them through the service entrance. A guard stands in the guard post, ensuring that anyone who enters the loading bay has the proper documentation (eg: identification card, shipping manifest).

## CREATURES AND NPCS

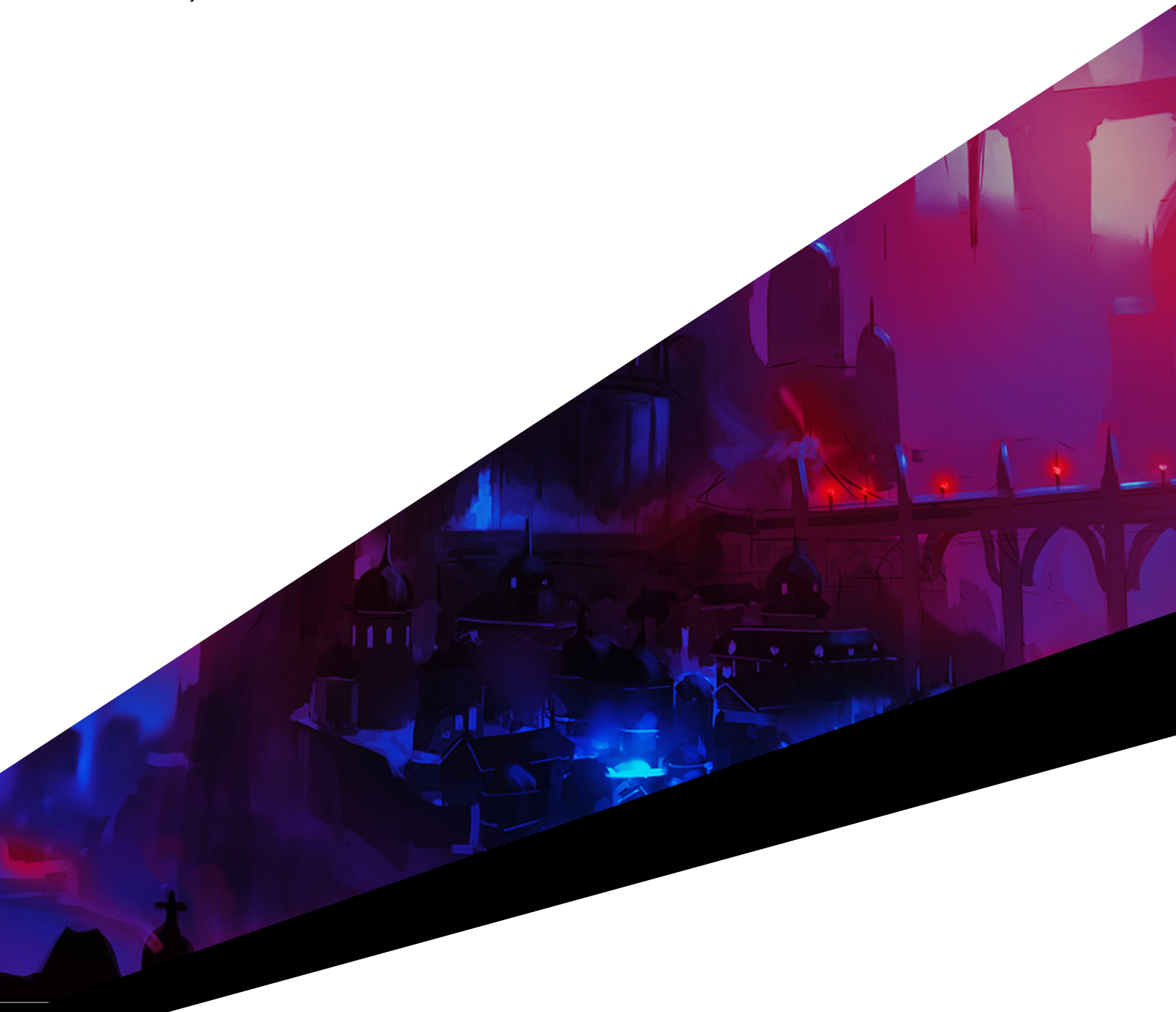
The following NPCs are located in the loading bay area:

- ▶ 5 workers who are busy unloading supplies into the service entrance. They use the commoner stat block.
- ▶ 1 guard at the guard post. He uses a modified version of the guard stat block (see Appendix). If the characters cause a commotion, he raises the alarm. Refer to the The Chase Is On sidebar for more details.
- ▶ The following methods can be used to get past the guard:
  - ▶ A forged document can be presented. Use the guard's passive Insight score (10) to determine whether the forgery passes inspection.
  - ▶ A DC 13 group Dexterity (Stealth) check allows the characters to sneak past him.
  - ▶ A DC 15 Charisma (Deception) or (Persuasion) check allows the characters to talk their way past him. Reward the players for coming up with a good excuse by awarding advantage, if appropriate.
  - ▶ A bribe of \$100 convinces him to look the other way while the characters go past him.

## OTHER FEATURES

A generator powered by a fire elemental stands in an alcove to the side of the loading bay, providing power to the manor. It is locked behind a wire cage, but the lock can be picked with a DC 13 Dexterity (thieves' tools) check or broken with a DC 15 Strength (Athletics) check. A DC 15 Intelligence (Investigation) check reveals that the generator can be overloaded with 1 minute of work and a DC 15 Intelligence (Arcana) check, and doing so would cause a temporary blackout in the manor. If the characters do this, 2 servants and 2 guards arrive in 1 minute to repair the generator. The blackout ends in 5 minutes, or 1 minute if a servant inspects and repairs the generator.

- **SIDE OBJECTIVE:** The blackout causes panic and distress amongst the guests, and ruins Reus's speech. This counts as completing the side objective.





## SCENE D

# THE SERVICE PASSAGE

## AREA INFORMATION

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### DIMENSIONS & TERRAIN

The service passage is a long corridor with four doors along it leading to the kitchen, a cleaning supply closet, the loading bay, and the basement. The corridor is 60 feet long and 15 feet wide. The ceiling is 20 feet high. The door to the basement is locked, and will require either the key or a DC 13 Dexterity (thieves' tools) check to unlock. The key is located in a drawer in the cleaning supply closet (DC 11 Intelligence (Investigation) check to find).

### LIGHTING

The service passage is brightly lit by a strip of arclights set into the ceiling.

### ACTIVITIES

Servants hustle up and down the corridor, moving back and forth between the kitchen and the foyer. The kitchen is too crowded to enter.

### CREATURES AND NPCS

The following NPCs are located in the service passage area:

- 10 servants move between the kitchen and the foyer, carrying drinks and food. They use the commoner stat block. If the characters cause a disturbance, one runs to the guard in the foyer, just outside the screen, and asks him to look into it. Otherwise, the servants are busy and aren't particularly concerned with what the characters are doing.



## SCENE E

# THE BASEMENT

## AREA INFORMATION

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### DIMENSIONS & TERRAIN

A 30 foot long ramp, along with a flight of stairs leads downwards into a large room (50 feet by 40 feet). The ceiling is 30 feet high. Pipes run across the walls and ceiling.

### LIGHTING

The basement is dimly lit.

### ACTIVITIES

There is nobody in the basement. However, as the characters descend the stairs, they become aware of a strange warping in the air, and a sound that they can hear with their minds, but not their ears. They recognise this as a rift, a point where the barriers between Halcyon and Psyche are at their weakest.

### DELVING INTO PSYCHE

Once the characters locate the rift, it's time for them to delve into Psyche. Use the unique points of each character from 'Assembling the Crew' as elements in the narration, making the experience of delving as personal and individual as possible. Emphasize the alien, unnatural aspect of Psyche, and the individual character's connection to that world. The sample passages below provide a guide as to how to tailor narration to fit a character's unique points.

For instance, the following narration might fit a character with the Preservation Awakening, or the Infiltration or Safecracker Specialty:

- You reach out, and your fingers disappear into thin air. You pull your hand back, and a swath of reality comes away with it, as if you've pulled aside the curtain covering the otherworld. Beyond it lies a howling void that draws you in, the veil snapping into place behind you as you fall into Psyche.

The following narration might fit a character with the Revelation Awakening, Identity Drive, or Intelligence Specialty:

- You meditate on the story you've been told your whole life - that Halcyon is the only city that stands on this ground, that it has never known war or conflict, and that the Hegemony has always been truthful with its citizens. You reject it as the lie you know it to be, and the world before you cracks, shatters, and collapses, like thin ice giving way to the weight of your disbelief. You fall into the void. You fall into Psyche.

The following narration might fit a character with the Defiance Awakening, Revolt Drive, or Charm Specialty:

- Everything around you insists that this is what existence should look like, but you refuse to accept that answer. You speak, and the world listens. You tell the world what you want it to be, and it rushes to obey you. Space and time bend to your will, and your words part the veil of reality. You step through, and fall into Psyche.



## EPISODE THREE

# INTO PSYCHE

*Estimated duration: 30 minutes*

As the characters emerge into Psyche, read or paraphrase the following.

- ▶ You emerge into a luxurious gallery, with beautiful pieces of art lining the walls and glass cases on stone pedestals housing mysterious sculptures and artifacts.

### OBJECTIVE

Locate the book Chie wants.

### LIGHTING

The gallery is dimly lit by arclights set into the walls.

### OTHER FEATURES

- ▶ Paintings line the walls of the gallery, but some of the frames are empty. A DC 13 Intelligence (Investigation) check reveals that the paintings in the frames appear to have been cut out neatly.
- ▶ A small pedestal stands near the far end of the room, with an arclight focused on it. A velvet cushion sits atop the pedestal, with some glass shards scattered on it. A DC 13 Intelligence (Investigation) check reveals the following:
  - ▶ There used to be a glass case around the pedestal, but it has been broken.
  - ▶ There is an indentation in the velvet cushion that looks about the right size for a book. If the characters interact with the pedestal, proceed to the next scene, Confrontation.
- ▶ A mannequin (refer to the stat block in the Appendix) wearing a black and silver mask (a mask of disguise, see Appendix) stands in one of the glass display cases, with an arclight focused on it. A DC 13 Intelligence (Investigation) check reveals that the case is unlatched. A DC 13 Intelligence (Arcana) check reveals that the mask appears to be magical. If the characters open or damage the case, the mannequin comes to life and attacks them. It does not stop until it is reduced to 0 hit points, at which point it falls inert.

### TACTICS

The mannequin is mindless and attacks the nearest living creature, preventing the characters from taking the mask. At the beginning of each of the mannequin's turns, the mask activates, disguising the mannequin to look like one of the characters at random.

## THE GALLERY

### AREA INFORMATION

#### DIMENSIONS & TERRAIN

The gallery is 100 feet long and 60 feet wide. The ceiling is 40 feet high, and a 20 foot tall purple curtain stretches across the far wall of the gallery. Pillars run from the floor to the ceiling of the gallery, though some are broken and lying on the ground. The sides of the gallery are at a 5 foot elevation, and there are stairs to the upper level at regular intervals. There are waist-height chrome railings around the upper level.

The walls, floor and pillars are made of black marble, with gold embellishments. Though the area is still and appears to have been undisturbed for a long time, there is no dust on any of the surfaces, and the air doesn't feel stale. Characters who look behind them may note that there does not appear to be an exit.

## ADJUSTING THE ENCOUNTER

- ▶ Very Weak: Reduce the mannequin's hit points to 30 and its AC to 13.
- ▶ Weak: Reduce the mannequin's hit points to 40.
- ▶ Strong: Give the mannequin resistance to nonmagical piercing damage.
- ▶ Very Strong: Give the mannequin resistance to nonmagical bludgeoning, piercing and slashing damage.

## DEVELOPMENTS

Once the mannequin is reduced to 0 hit points, it falls inert and stops moving. The mask deactivates as well, and the characters may retrieve it from the mannequin.

## CONFRONTATION

When the characters interact with the pedestal or the curtains, read or paraphrase the following.

- ▶ The curtains fly open to reveal a man standing at the top of a set of steps, glaring down disdainfully at the characters. He wears a golden crown, purple robes with gold trim, and is holding a jewelled goblet. As he makes his entrance, he snarls at the characters. "What are *you* doing in *my* collection, you scum?"

## SHADOW REUS

The man before the characters is a cognitive shadow of Reus Alcides manifested in Psyche. Reus's own narcissistic personality is amplified a thousandfold in his shadow, and compounded by the fact that Reus views the ruins and spoils of the Alcenaeum as the rightful property of his family, granting his shadow real power over the Alcenaeum in Psyche. He flies into a tantrum when he finds intruders in his domain, and cannot be reasoned with.

Behind Reus, the characters can see a pile of tapestries thrown together with some sculptures that have been toppled to make a sort of bed. Paintings of beautiful women litter the floor around it, including one that has been wrapped around a cushion. Characters with passive Perception 15 notice that a book lies neglected at the side of the pile. They also notice that a hole has been cut in the painting and the cushion.

## ROLEPLAYING SHADOW REUS

Much like the real Reus, shadow Reus is boorish, uncultured, and inarticulate. He views himself as the only important thing in the world, and assumes that everyone else exists either to serve him or steal from him. The objects he wears and sleeps on are all priceless historical artifacts that he cannot appreciate the true value of, and he uncaringly uses them for mundane purposes.

**Quote:** "*You no-good thieves are always stealing from me, taking things that don't belong to you! Sad!*"

As Reus grows enraged, the air in the gallery grows frigid, and the walls freeze over. Wisps of frost begin to coalesce around Reus, crystallizing into the form of a dragon with icy scales. The arclights around the gallery dim and die, leaving the room dimly lit.

## TACTICS

Shadow Reus attacks the character nearest to his lair, attempting to isolate them with his Ice Shards lair action so that he can kill them undisturbed. If the characters fight Shadow Reus in the open, he uses his Last Gasp breath weapon on as many as them as possible. Otherwise, he uses Freezing Fog and Ice Shards on alternate rounds, trying to keep the characters divided from each other so that he can deal with one at a time.

## ADJUSTING THE ENCOUNTER

- ▶ Very Weak: Remove Reus's damage resistances and immunities, and decrease the recharge of Last Gasp to 6.
- ▶ Weak: Remove Reus's damage resistances.
- ▶ Strong: Reus makes an additional claw attack when he uses Multiattack.
- ▶ Very Strong: Increase the recharge of Last Gasp to 4-6.

## DEVELOPMENT

Once Reus is defeated, read or paraphrase the following text:

- ▶ As you defeat Reus, he disintegrates into black mist with a pathetic moan. At the same time, the gallery begins to shake, and large cracks begin to appear in the black marble. Through those cracks, you can see into the unbridled chaos of Psyche—what look like city streets swirl and tangle together like intestines, and swell with peristaltic motion before they are torn to shreds by a plume of flame. Above that, an alien sky stretches, filled with distant stars.

The characters are free to retrieve the book at this point. A character who goes up the steps to retrieve the book realises that the exit to the gallery is located just beyond the pile of artifacts. Emphasize that the gallery is beginning to disintegrate, and that the characters are in danger if they fall into Psyche, and proceed to Episode Four: Daring Escape.

## EPISODE FOUR

# DARING ESCAPE

*Estimated duration: 30 minutes*

As the characters exit the gallery, read or paraphrase the following text:

- As you emerge into a hallway, the gallery fully disintegrates behind you, and the cracks start to spread down the hallway. The rift you entered from is gone, but there should be another. If Psyche is bound by the Alcenaem's logic, an exit from the Alcenaem should be an exit from Psyche as well.

## OBJECTIVES

Get to the exit of the Alcenaem.

## STARSTRUCK

Read or paraphrase the following text:

- The black marble walls start to crack, and within those cracks you see what looks like a starry night sky, with thousands of glittering points of light in the blackness. But as you look closer, you realise they're not stars. They're eyes. Looking at you.

## DEVELOPMENTS

A DC 15 Intelligence (Arcana) or (Religion) check allows a character to recall that in Psyche, minds in the waking world can sometimes appear as eyes in the sky. A character who knows this can make a DC 15 Charisma skill check to sway the collective subconscious—let the character roleplay it out, and award advantage if appropriate. A character who succeeds on this check gains inspiration. A character who fails on this check takes 1d6 psychic damage as the eyes bore into their mind, unsettling them.

## THE ALCENAEUM

### AREA INFORMATION

#### DIMENSIONS & TERRAIN

The hallways of the Alcenaem are made of black marble, with gold embellishments and red carpet.

#### LIGHTING

The hallways are dimly lit by arclights set into the walls.

#### RUNNING THE SCENE

The characters must get past a series of skill and ability checks en route to the exit as they deal with the alien nature of Psyche and devise means of overcoming it. Run through the following encounters in order.



## TO INFINITY

As the characters proceed down the hallway, they come to a fork in the road. Both sides of the split have different exhibits along the walls—one has a vase, whilst the other has a large wall mural. Whichever side the characters choose, read or paraphrase the following text:

- As you go down the path you chose, you come to another fork in the road, just as indistinguishable as the one you just encountered.

Repeat this process as many times as the characters decide to keep going down paths, describing new exhibits with each branch.

If the characters turn around, read the following text:

- You turn around, trying to retrace your steps, but the moment you look behind you, you find another fork in the road. That's impossible.

Whilst the characters are trying to figure out how to proceed, emphasize that the Alcenaum is continuing to disintegrate, the distant rumbling drawing ever closer. However, any cracks that appear in the walls change each time the characters look around, and don't help them navigate.

### DEVELOPMENTS

After the characters realise they're trapped in an infinitely branching maze of paths, call for a DC 15 Wisdom (Perception) or Intelligence (Investigation) check. A character who succeeds on this check notices a map of the Alcenaum on the wall that they keep running past. According to the map, the exhibits they seem to keep running past are all on different floors of the Alcenaum, but they're all in front of the elevator on those floors. Once characters realise this, they can turn around and find that the elevator is behind them. Otherwise, each character takes a level of exhaustion as they run down the endless hallways until one of them finally notices the map.

## ELEVATOR? I HARDLY KNOW HER

Having located the elevator, the characters note that it isn't on the floor that they're currently on (the seventh). If they press the call button, the panel above the elevator lights up, but shows that it's currently on infinity.

### DEVELOPMENTS

A DC 13 Strength (Athletics) check allows the characters to force open the elevator doors, letting them look down the shaft. The bottom floors of the Alcenaum have already disintegrated, letting the characters stare directly into the endless depths of Psyche, but at the bottom of the shaft, there's a telltale warping in the air that indicates a rift, beginning to fade away.

If the characters choose to climb down the shaft, call for a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check. On a failure, the character falls down the shaft, and must make a DC 13 Constitution saving throw or be stunned for 1 round when they emerge. (Inform the player of the outcome of the save only after all players have made their rolls.)

Alternatively, a character can make a DC 15 Charisma (Persuasion) or (Deception) check, drawing on the collective belief of the crew to warp Psyche enough to force the elevator to arrive at their floor. As they get in, they note that all the buttons on the elevator point down. As they ride the elevator down, the Alcenaum continues to degrade, and they feel the elevator shake. Then they hear a loud snap. The cable has snapped, sending the elevator into freefall. It falls into the rift, and emerges with the characters. Another DC 15 Charisma (Persuasion) or (Deception) check enables the characters to will the cable back into existence, stopping the fall and allowing the characters to get to the rift safely.





## EXTRACTION

The characters find themselves back in the basement of Reus's manor.

### DEVELOPMENTS

If the characters took the elevator out of Psyche and didn't stop it from falling, it emerges with the characters, and crashes into the basement, causing a loud crash that alerts the guards (if they aren't already alerted). If any character fell down the elevator shaft and failed the Constitution save, they are stunned for 1 round on emerging. Otherwise, the characters emerge without incident.

If they raised the alarm on the way in, the entrance to the basement is guarded, and the guards in each scene are on alert (Refer to the The Chase Is On sidebar above). If the guards saw them entering the basement, there are 5 guards searching it as the characters emerge from Psyche. As the characters emerge, each guard in the basement suffers from Dissonance, taking 2d6 psychic damage, and becoming frightened of the characters.

### DISSONANCE

Dissonance is the state of mind arising when one tries to perceive conflicting realities without being able to reconcile them. In Halcyon, this is most often caused when non-delvers are exposed to Psyche. The effects of Dissonance on a person vary, and can include memory loss, mental breakdown, or in rare cases a stroke.



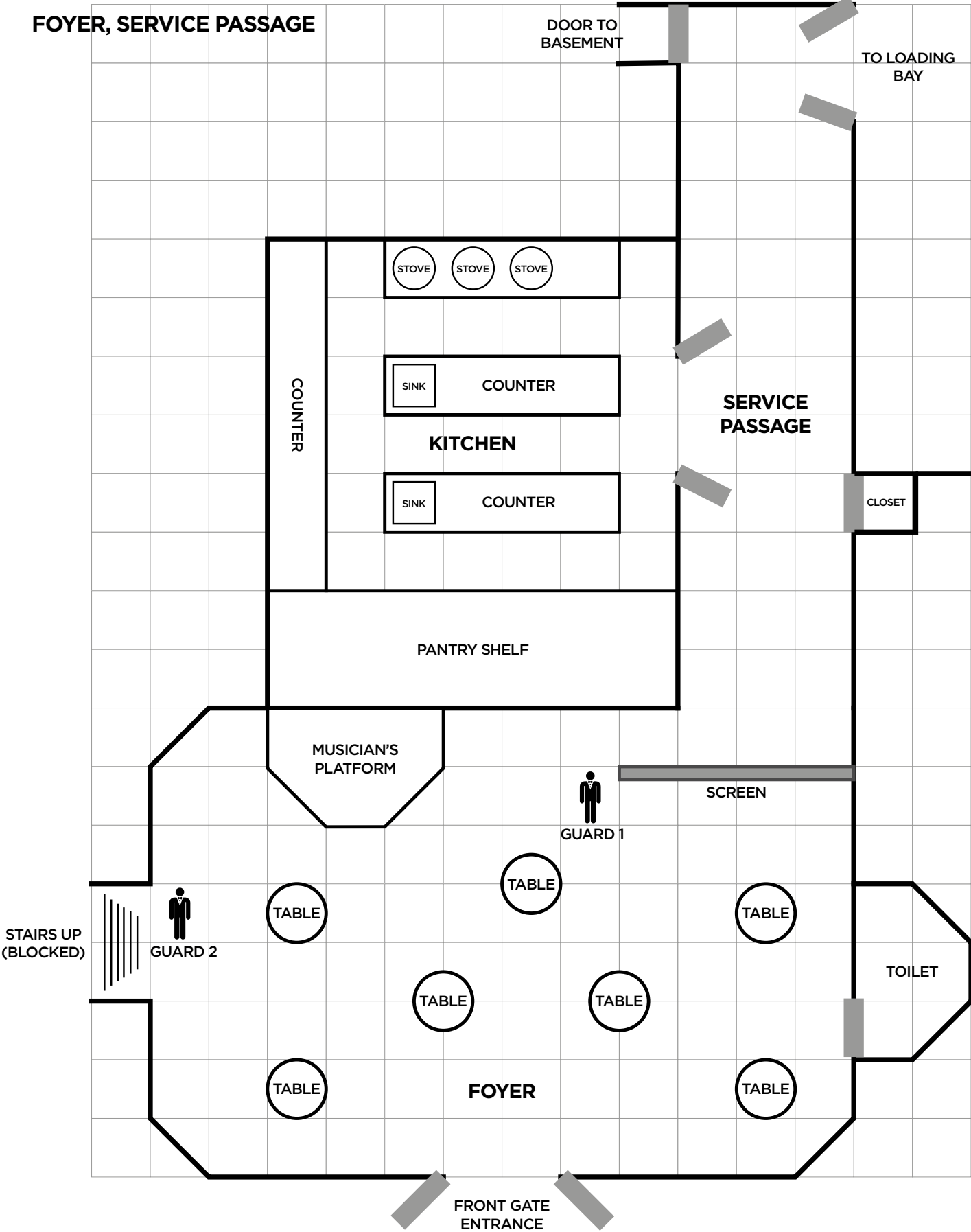
## JOB DONE

The characters make their escape and rendezvous with Chie, who collects the book from them and congratulates them on a job well done. If any of the characters died, Chie looks stricken, and writes their name down in her journal, promising that she will tell their story. If the characters completed the side objective, she smiles and types something quickly on her phone. "Perfect." She pays the characters \$100 each (\$150 if they completed the side objective), and takes the book from them, treating it with reverence. "How many times have these truths been destroyed by the Hegemony? No more. The world will know our story."

Chie runs her hand over the book's cover, and the golden words embossed into the leather shimmer and reform, shifting into words that the characters can read. The title reads: Codex Fantasia.

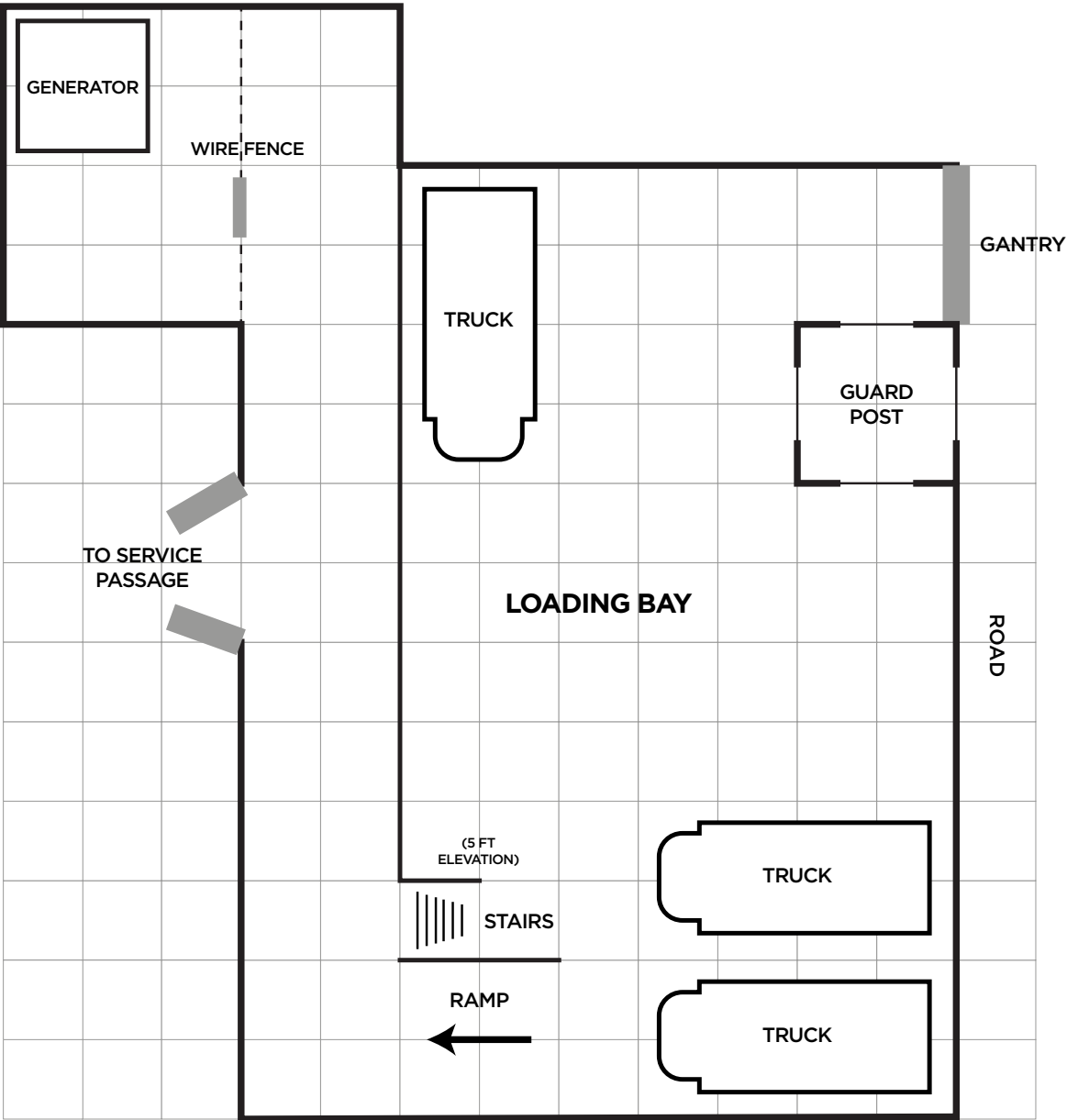
APPENDIX: MAPS

FOYER, SERVICE PASSAGE



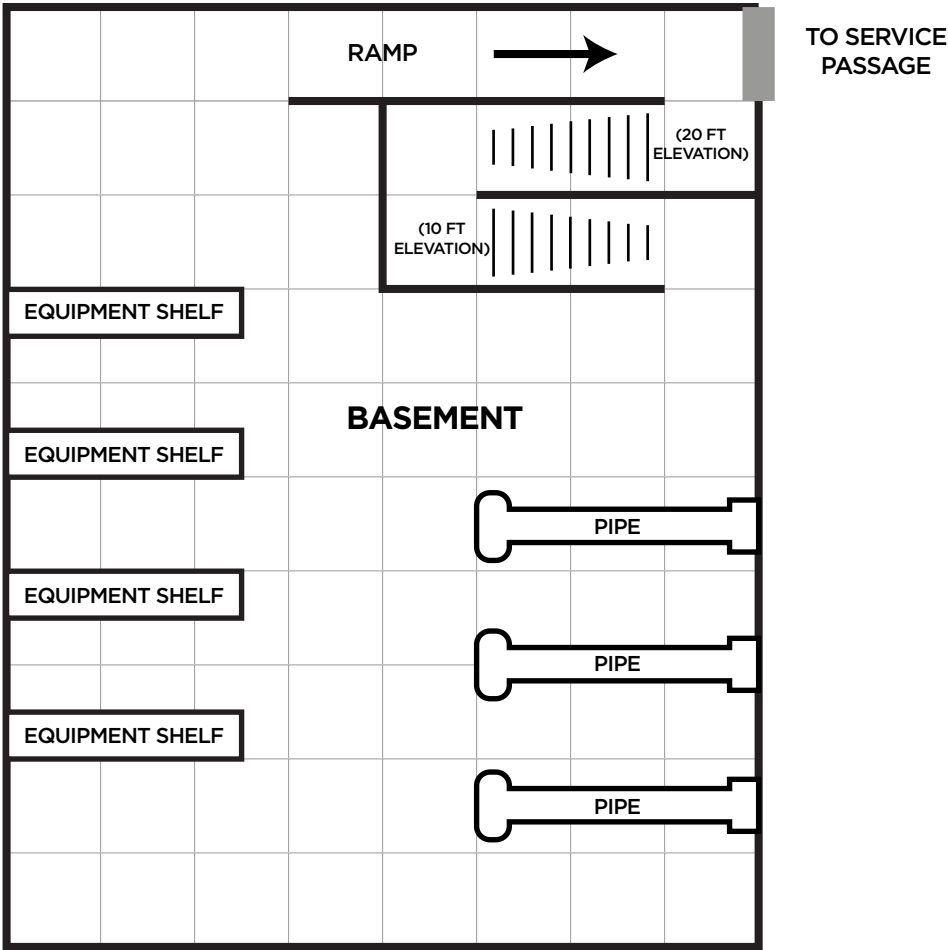
APPENDIX: MAPS

LOADING BAY



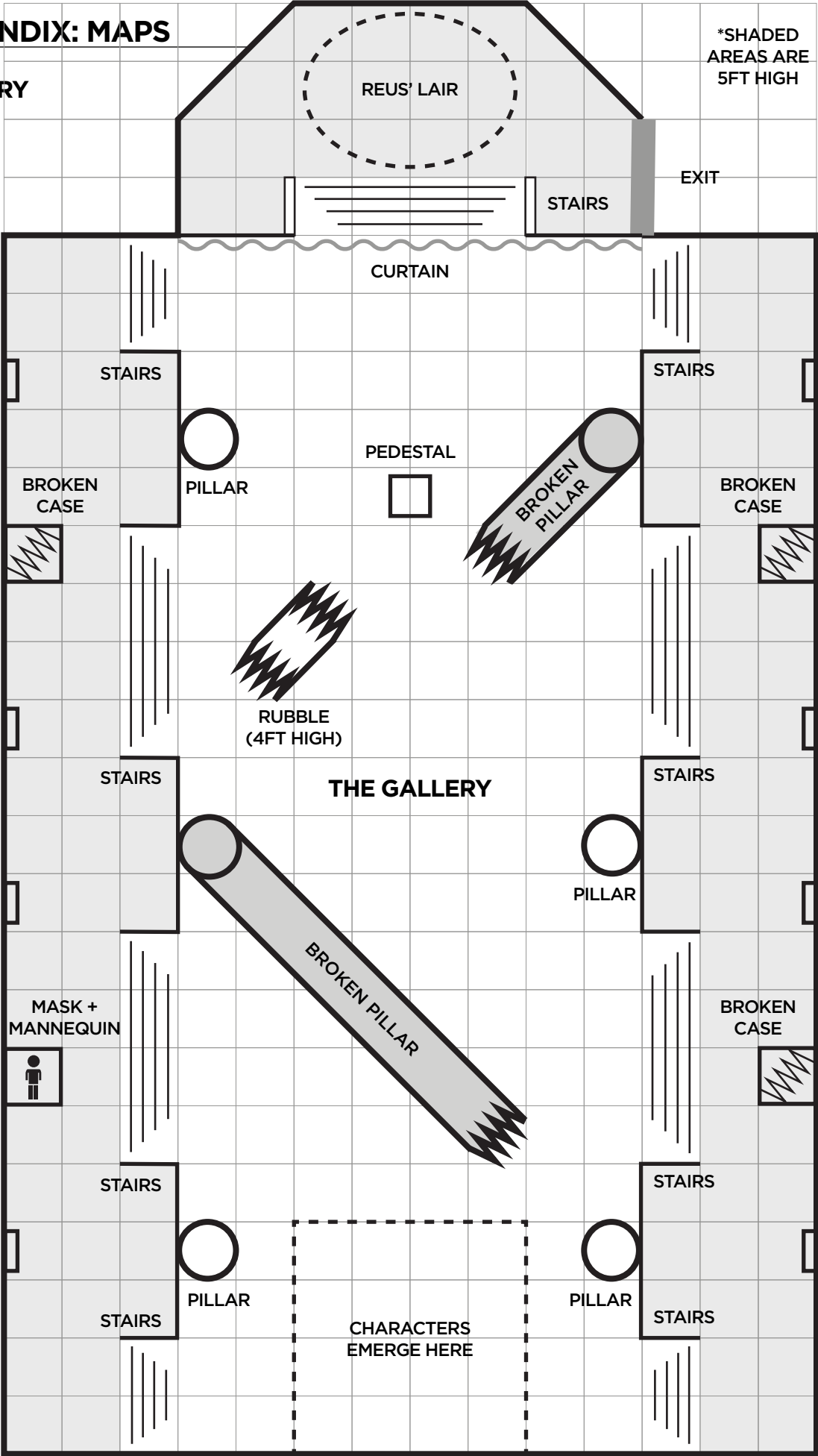
**APPENDIX: MAPS**

**BASEMENT**



APPENDIX: MAPS

GALLERY





## APPENDIX: GLOSSARY

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### HALCYON

A small but influential city-state suffused with space-folding magic that enables it to expand many times beyond its geographical boundaries. It is viewed as an utopia by most of the world, though some criticize its government for its draconian policies.

### PSYCHE

An otherworld born from the collective unconscious of humanity. Delvers are able to enter it and use its bizarre properties to achieve impossible deeds. Few know of its existence, and even fewer dare to speak of it.

### DELVER

A person who is aware of the existence of Psyche, and is able to enter it safely and draw on it for power.

### HEGEMONY

The authoritarian government that rules over Halcyon and maintains the space-folding magic that makes the city what it is. It suppresses all dissent and works tirelessly to ensure that its citizens follow the approved national narrative, which maintains that the Silent War never occurred and Psyche does not exist.

### ALCENAEUM

A famous museum, home to many historical artifacts, that was lost during the Silent War. Today, hardly anyone remembers it ever existed, except Archivists.

### THE SILENT WAR

A magical civil war that was fought in Alcyone, the old city. Reality was torn asunder in the war, and the winning side used this to drop its opponents, along with whole swaths of Alcyone, into Psyche. The victors of the Silent War plastered over the wounds in reality with their own vision, creating Halcyon, and eventually became the Hegemony.

### ARCHIVIST

A underground order of librarians and scholars dedicated to preserving Alcyone's true history and protecting the truth from the Hegemony's attempts to erase and rewrite it.

## APPENDIX: MAGIC ITEM

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### MASK OF DISGUISE (HAT OF DISGUISE)

**Wondrous item, uncommon**

Crafted from silver and black satin, this mask is an ornate masterwork that wouldn't look out of place at a masquerade ball. Once you are attuned to it, it magically adheres to your face with a touch. While wearing the mask, you can use an action to cast the Disguise Self spell from it at will. The spell ends if the mask is removed.

## APPENDIX: CREATURES/NPCS

### GUARD

*Medium humanoid, neutral*

**Armor Class** 14

**Hit Points** 11

**Speed** 30 ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	8 (-1)	10 (0)	8 (-1)

**Skills** Perception +2

**Senses** passive Perception +2

**Languages** Common

**Challenge** 1/8

#### ACTIONS

**Pistol.** Ranged Weapon Attack: +3 to hit, range 50/150, one target. Hit: 7 (1d12+1) piercing damage.

**Pistol.** Melee Weapon Attack: +3 to hit, reach 5ft, one target. Hit: 4 (1d6+1) bludgeoning damage.

### NOBLE

*Medium humanoid*

**Armor Class** 15

**Hit Points** 9 (2d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	12 (+1)	11 (0)	12 (+1)	14 (+2)	16 (+3)

**Proficiency Bonus** +2

**Skills** Persuasion +5, Deception +5, Insight +4

**Senses** passive Perception 12

**Languages** any two languages

**Challenge** 1/8 (25 XP)

#### ACTIONS

**Slap.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d2 + 1) bludgeoning damage.

#### REACTIONS

**Bluster.** The noble adds its Charisma modifier to its AC against one melee attack that would hit it. To do so, the noble must see the attacker and be able to speak.

### MANNEQUIN

*Medium construct, neutral*

**Armor Class** 15 (Natural Armor)

**Hit Points** 52 (7d8 + 21)

**Speed** 30 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (0)	16 (+3)	6 (-2)	11 (0)	7 (-2)

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 10

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned

**Languages** understands commands given in any language but can't speak

**Challenge** 2 (450 XP)

#### SPECIAL TRAITS

**False Appearance:** While the mannequin remains motionless, it is indistinguishable from an inanimate statue.

#### ACTIONS

**Multiattack:** The mannequin makes two attacks with its claws.

**Claws:** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

## SHADOW REUS

*Large dragon, neutral evil*

**Armor Class** 15 (Natural Armor)

**Hit Points** 70 (14d10+56) (halved)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (0)	18 (+4)	6 (-2)	11 (0)	12 (+1)

**Saving Throws** Dex +2, Con +6, Wis +2, Cha +3

**Skills** Stealth +2

**Damage Resistances** Nonmagical bludgeoning/slashing/piercing

**Damage Immunities** Cold, Necrotic

**Damage Vulnerabilities** Fire, Radiant

**Senses** darkvision 120 Ft., passive Perception 10

**Languages** Common

**Challenge** 4

### LAIR ACTIONS (INIT COUNT 20)

**Freezing Fog:** An 20-ft radius sphere becomes heavily obscured and the temperature within falls, dealing 2d8 cold damage to any creatures within it (DC 13 Con save half). The fog lasts until initiative count 20 on the next round.

**Ice Shards:** The dragon exhales onto the ground, raising shards of ice 15ft tall, 30 ft long, and 5 ft thick. The shards provide total cover. They must be contiguous with each other, but need not form a straight line. They have 50 hp, and shatter on initiative count 20 on the next round.

### ACTIONS

**Multiattack:** Reus makes two attacks: one with his bite and one with his claws.

**Bite:** Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 4) piercing damage plus 4 (1d8) cold damage.

**Claws:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 4) slashing damage.

**Last Gasp** (Recharge 5-6): Reus steals life and heat in a 30-foot cone in front of him. Each creature in that area must make a DC 13 Constitution saving throw, taking 15 (3d8) cold damage and 15 (3d8) necrotic damage on a failed save, or half as much damage on a successful one. Reus gains temporary hp equal to the total necrotic damage dealt this way.

## APPENDIX: FIREARMS

Mundus Magica is a 21st century world, with 21st century weapons—chief among which are firearms. The product of careful artificing and alchemical ingenuity, guns put significant firepower in the hands of characters who may not have offensive spells or magical weapons.

Characters proficient in simple or martial weapons are also proficient in firearms that fall under those categories, as shown in the table below. Characters proficient in specific simple or martial ranged weapons, such as the shortbow or longbow, are instead proficient in firearms that fall under those categories. For instance, a character who is only proficient with the shortbow would instead be proficient with all simple firearms.

Likewise, if a character's starting gear refers to any simple or martial weapon, or a specific simple or martial ranged weapon, that character replaces that weapon with a firearm from the appropriate category.

Feats, class features, or other abilities that refer to specific types of weapons that are obsoleted by this change (eg: Crossbow Master) may be amended to be compatible with an appropriate type of firearm, at the DM's discretion.

Firearms use ammunition, and some of them have special properties.

### AMMUNITION

The ammunition of a firearm is destroyed upon use. Modern firearms use bullets.

### BURST FIRE

A weapon that has the burst fire property can make a normal single-target attack, or it can spray a 15-foot-cone area within normal range with gunfire. The entire area must be within the weapon's normal range. Each creature in the area must succeed on a Dexterity saving throw against DC (8 + the attacker's proficiency modifier + the attacker's Dexterity modifier) or take the weapon's normal damage. This action uses ten pieces of ammunition.

### COMPACT

A weapon with the compact property can be concealed on one's person and carried in Halcyon without attracting suspicion. Concealing a compact weapon requires a Dexterity (Sleight of Hand) check opposed by the Wisdom (Perception) or Intelligence (Investigation) check of anyone trying to find the weapon.

### RELOAD

A limited number of shots can be made with a weapon that has the reload property. A character must then reload it using an action.

Firearm	Damage	Properties
<b>Simple Firearms</b>		
Pistol	1d10 piercing	Ammunition (range 50/150), reload (12 shots), compact
Revolver	2d6 piercing	Ammunition (range 40/120), reload (6 shots), compact
<b>Martial Firearms</b>		
Hunting Rifle	2d10 piercing	Ammunition (range 80/240), reload (5 shots), two-handed
Assault Rifle	2d6 piercing	Ammunition (range 80/240), reload (30 shots), two-handed, burst fire
Shotgun	2d8 piercing	Ammunition (range 30/90), reload (2 shots), two-handed, burst fire

CLASS

Rogue (Phantom)

NAME

LV 3

PROFICIENCY +2

PLAYER

RACE Human

BACKGROUND Charlatan

8

STRENGTH

-1

MOD

-1

SAVE

-1

ATHLETICS

16

DEXTERITY

+3

MOD

+5

SAVE

+5

ACROBATICS

+7

STEALTH

+5

SLEIGHT OF HAND

14

CONSTITUTION

+2

MOD

+2

SAVE

12

INTELLIGENCE

+1

MOD

+3

SAVE

+1

ARCANA

+1

HISTORY

+1

NATURE

+3

INVESTIGATION

+1

RELIGION

10

WISDOM

+0

MOD

+0

SAVE

+0

ANIMAL HANDLING

+0

SURVIVAL

+0

MEDICINE

+2

PERCEPTION

+0

INSIGHT

14

CHARISMA

+2

MOD

+2

SAVE

+4

DECEPTION

+2

INTIMIDATION

+2

PERFORMANCE

+4

PERSUASION

Dagger

Pistol (50ft)

+5

+5

1d4+3 piercing

1d10+3 piercing

24

14

+3

HP/ ARMOR CLASS / INITIATIVE

weapon (type/range) / attack / damage



Thieves' Tools

Dagger

Pistol

Bullets (20)

Leather Armor

EQUIPMENT NAME

Thieves' Tools (Expertise) (+7)

Disguise Kit (+4)

Forgery Kit (+5)

OTHER PROFICIENCIES

10 / 30 Ft

PASSIVE PERCEPTION/SPEED

CHARACTER SHEET

# CLASS FEATURES

## EXPERTISE

---

Your proficiency bonus is doubled for any ability check you make that uses Stealth or thieves' tools.

## SNEAK ATTACK

---

You know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

## TECHNIQUES

---

You know 4 techniques, and have a pool of 4 technique dice that you can use to execute these techniques. You may execute any number of techniques per turn, as long as you have the appropriate action to do so. Refer to the Spells and Techniques page for details.

## CUNNING ACTION

---

Your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

## ARCHETYPE: PHANTOM

---

You are a Phantom, an honorable thief who uses disguise and deception to bring justice to the wicked. You gain certain abilities unique to this archetype.

## SPELLCASTING

---

You gain a mana pool of 8 mana, and can use it to cast spells. Refer to the Spells and Techniques page for details.

## SUBTLETY IS MY MIDDLE NAME

---

You are a student of subtlety and subterfuge. You may cast Phantom spells without any somatic or verbal components, disguising these as part of your normal body language and speech.



# SPELLS

CASTING ABILITY  
CHARISMA

SAVE DC  
12

ATTACK BONUS  
+4

MANA  
8

Spell descriptions can be found at <http://www.5esrd.com/spellcasting/all-spells>

## CANTRIPS (0 MANA)

- ▶ Dancing Lights
- ▶ Mage Hand
- ▶ Minor Illusion

## 1ST LEVEL SPELLS (1 MANA)

- ▶ Charm Person
- ▶ Disguise Self
- ▶ Fog Cloud
- ▶ Identify
- ▶ Silent Image

# TECHNIQUES

TECHNIQUE DICE  
D6

NUMBER OF DICE  
4

## WALLRUN

### TIER 1 TRACEUR BOOST (BONUS ACTION)

You take the Dash action, and gain a climb speed equal to your total movement speed until the end of your turn. You must end your turn on a surface you can stand on, or you fall. Make a technique die roll and add the result to your AC until the start of your next turn.

## COMBAT ROLL

### TIER 1 TRACEUR COUNTER (REACTION)

As a reaction when an enemy makes an attack roll against you, make an Acrobatics check, adding your technique die to this check. You may use your AC or the result of this check as your effective AC against the incoming attack. After resolving the triggering attack, you may then move up to half your speed without provoking opportunity attacks.

## CLOAK OF SHADOWS

### TIER 1 SCOUNDREL STANCE (PASSIVE)

While in this stance, you have half cover (+2 to AC and Dexterity saves) against attacks, spells and other effects from enemies you're hidden from.

## AIMED SHOT

### TIER 1 SNIPER ATTACK (ATTACK ACTION)

You can only execute this technique if you haven't used any movement during your turn. Make a ranged weapon attack roll against a target, adding your technique die to the attack roll. After you execute this technique, your movement becomes 0 for the rest of the turn.

**CLASS** Rogue (Agent)

**NAME** \_\_\_\_\_ **LV** 3 **PROFICIENCY** +2

**PLAYER** \_\_\_\_\_ **BACKGROUND** Spy

**RACE** Deathless

**10** **STRENGTH** **MOD** +0 **SAVE** +0

+0 ATHLETICS

**16** **DEXTERITY** **MOD** +3 **SAVE** +5

+5 ACROBATICS +7 STEALTH

+3 SLEIGHT OF HAND

**10** **CONSTITUTION** **MOD** +0 **SAVE** +0

**14** **CHARISMA** **MOD** +2 **SAVE** +2

+6 DECEPTION +4 INTIMIDATION

+2 PERFORMANCE +4 PERSUASION

**14** **INTELLIGENCE** **MOD** +2 **SAVE** +4

+2 ARCANA +2 HISTORY +2 NATURE

+6 INVESTIGATION +2 RELIGION

**12** **WISDOM** **MOD** +1 **SAVE** +1

+1 ANIMAL HANDLING +1 SURVIVAL

+1 MEDICINE +1 PERCEPTION +1 INSIGHT

**26 / 15 / +3**

**HP / ARMOR CLASS / INITIATIVE**

Dagger  
Pistol (50ft)

+5  
+5

1d4+3 piercing  
1d10+3 piercing

**WEAPON (TYPE/RANGE) / ATTACK / DAMAGE**

Thieves' Tools  
Dagger  
Pistol  
Bullets (20)  
Leather Armor

**EQUIPMENT NAME**

Thieves' Tools (Expertise) (+7)  
Disguise Kit (+4)  
Forgery Kit (+5)

**OTHER PROFICIENCIES**

**11 / 30 Ft**

**PASSIVE PERCEPTION / SPEED**



CHARACTER SHEET

## CLASS FEATURES

### EXPERTISE

Your proficiency bonus is doubled for any ability check you make that uses Investigation or thieves' tools.

### SNEAK ATTACK

You know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

### TECHNIQUES

You know 4 techniques, and have a pool of 4 technique dice that you can use to execute these techniques. You may execute any number of techniques per turn, as long as you have the appropriate action to do so. Refer to the Spells and Techniques page for details.

### CUNNING ACTION

Your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

### ARCHETYPE: AGENT

You are an Agent, a master of spycraft and subterfuge. You gain certain abilities unique to this archetype.

## AGENT PROVOCATEUR

You gain expertise in Stealth and Deception. This benefit is already reflected in the pregenerated character sheet.

### DEEP UNDERCOVER

You gain the ability to cast the disguise self spell at will, without expending mana. Your spellcasting ability for this spell is Charisma. While disguised, you may use Deception in place of Stealth to become hidden even when you are being observed. While hidden in this manner, you are not revealed by entering an enemy's vision, and attempts to detect you must be made with an Insight or Investigation check against your Deception check, instead of Perception.

## RACIAL FEATURES

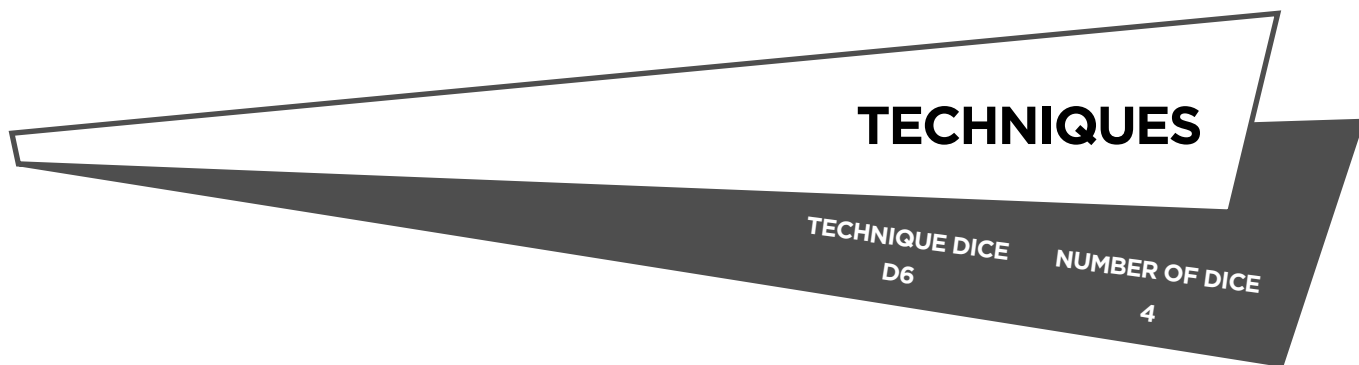
### DARKVISION

You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

### DEATHLESS NATURE

Your unique physiology provides you with the following traits:

- ▶ Your Hit Dice is a d12, regardless of your class levels.
- ▶ You count as both undead and humanoid for the purpose of spells and abilities. You have advantage on saving throws and ability checks against spells and abilities that affect undead.
- ▶ You don't need to eat, drink, or breathe. You must still get 8 hours of uninterrupted rest to receive the benefits of a long rest.



## SMOKESCREEN

---

### TIER 1 SCOUNDREL BOOST (BONUS ACTION)

You produce a cloud of smoke that confounds your enemies and covers your escape. Smoke fills the air in a 10-ft radius around you. Make a technique die roll. Enemies attempting to see into or through the smoke take the result as a penalty to their Perception checks and passive Perception scores. The smoke lasts until the end of your next turn.

## COMBAT ROLL

---

### TIER 1 TRACEUR COUNTER (REACTION)

As a reaction when an enemy makes an attack roll against you, make an Acrobatics check, adding your technique die to this check. You may use your AC or the result of this check as your effective AC against the incoming attack. After resolving the triggering attack, you may then move up to half your speed without provoking opportunity attacks.

## LAY LOW

---

### TIER 1 SNIPER STANCE (PASSIVE)

While in this stance, you don't have disadvantage on ranged weapon attacks while prone. (You can benefit from advantage as per normal.) In addition, you can make Stealth checks to become hidden from targets you're attacking while prone even if you don't have cover.

## AIMED SHOT

---

### TIER 1 SNIPER ATTACK (ATTACK ACTION)

You can only execute this technique if you haven't used any movement during your turn. Make a ranged weapon attack roll against a target, adding your technique die to the attack roll. After you execute this technique, your movement becomes 0 for the rest of the turn.

**CLASS** Paragon (Defiance)

**NAME** \_\_\_\_\_ **LV** 3 **PROFICIENCY** +2

**PLAYER** \_\_\_\_\_ **RACE** Human **BACKGROUND** Noble

**16** **STRENGTH** **MOD** +3 **SAVE** +3

+5 **ATHLETICS**

**10** **DEXTERITY** **MOD** +0 **SAVE** +0

+0 **ACROBATICS** +0 **STEALTH**

+0 **SLEIGHT OF HAND**

**14** **CONSTITUTION** **MOD** +2 **SAVE** +2

**10** **INTELLIGENCE** **MOD** +0 **SAVE** +0

+0 **ARCANA** +2 **HISTORY** +0 **NATURE**

+0 **INVESTIGATION** +0 **RELIGION**

**10** **WISDOM** **MOD** +0 **SAVE** +2

+0 **ANIMAL HANDLING** +0 **SURVIVAL**

+0 **MEDICINE** +0 **PERCEPTION** +3 **INSIGHT**

**14** **CHARISMA** **MOD** +2 **SAVE** +4

+0 **DECEPTION** +4 **INTIMIDATION**

+0 **PERFORMANCE** +4 **PERSUASION**

**28 / 16 / +0**

**HP / ARMOR CLASS / INITIATIVE**

**WEAPON (TYPE/RANGE) / ATTACK / DAMAGE**

Greatsword  
Shotgun (30ft) | +5 | 2d6+3 slashing  
+2 | 2d8 piercing

**EQUIPMENT NAME**

Greatsword  
Shotgun  
Shells (10)  
Chain Mail

**11 / 30 Ft**

**PASSIVE PERCEPTION/SPEED**

**OTHER PROFICIENCIES**

—



CHARACTER SHEET

# CLASS FEATURES

## IDEAL (DEFIANCE)

---

You have chosen the Ideal of Defiance to guide your path, and strive to achieve this Ideal through your thoughts and deeds. You gain certain features unique to this Ideal.

## SIC SEMPER TYRANNIS

---

You designate one creature as the target of your righteous fury, and dedicate yourself to causing its downfall. As an action, choose a creature within 60 ft of you that you can see and spend 2 mana. You gain advantage on attack rolls against the target for 1 minute or until it drops to 0 hit points or falls unconscious.

## REGROWTH

---

As an action, spend any amount of mana (up to your Paragon level) and touch a creature within 5 ft of you. That creature regains 5 hit points for each point of mana spent this way.

Alternatively, you can expend 1 point of mana to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Regrowth, expending hit points separately for each one.

## SMITE

---

When you hit a creature with a melee weapon attack, you can expend mana to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 1d8 for each point of mana spent. You can't spend more mana on a single use of Smite than your proficiency bonus.

## FIGHTING STYLE (GREAT WEAPON FIGHTING)

---

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

## TECHNIQUES

---

You know 4 techniques, and have a pool of 4 technique dice that you can use to execute these techniques. You may execute any number of techniques per turn, as long as you have the appropriate action to do so. Refer to the Spells and Techniques page for details.

## BREAKER OF CHAINS

---

Your conviction enables you to shatter the bonds that hold. As a bonus action, choose one creature you can see within 30ft of you (including yourself) and spend 4 mana. That creature gains the benefit of the freedom of movement spell until the beginning of its next turn.

# SPELLS

CASTING ABILITY  
CHARISMA

SAVE DC  
12

ATTACK BONUS  
+4

MANA  
11

Spell descriptions can be found at <http://www.5esrd.com/spellcasting/all-spells>

## CANTRIPS (0 MANA)

- ▶ None

## 1ST LEVEL SPELLS (1 MANA)

- ▶ Shield
- ▶ Bless
- ▶ Heroism
- ▶ Protection from Evil and Good

# TECHNIQUES

TECHNIQUE DICE  
D6

NUMBER OF DICE  
4

## COMMANDER'S STRIKE

### TIER 1 COMMANDER ATTACK (ATTACK ACTION)

Make a melee weapon attack against an enemy. If you hit, make a technique die roll. Until the start of your next turn, whenever an ally (including yourself) hits that enemy with a weapon attack, that ally adds the result of your technique die roll to their damage roll.

## LEAD FROM THE FRONT

### TIER 1 GUARDIAN STANCE (BONUS ACTION)

While in this stance, enemies that you threaten (ie: that are within your melee attack range) have disadvantage on attack rolls against allies other than you.

## PARRY

### TIER 1 BLADEMASTER COUNTER (REACTION)

As a reaction when a creature makes an attack roll against you, make a melee weapon attack roll, adding your technique die to this roll. You may use your AC or the result of this attack roll as your effective AC against the incoming attack. You can decide to use this ability after you learn the result of the incoming attack.



**CLASS** Icon (Idol)

**NAME** \_\_\_\_\_ **LV** 3 **PROFICIENCY** +2

**PLAYER** \_\_\_\_\_ **BACKGROUND** Entertainer

**RACE** Animus

**8** **STRENGTH** **MOD** -1 **SAVE** -1

+0 ATHLETICS

**14** **DEXTERITY** **MOD** +1 **SAVE** +2

+4 ACROBATICS +3 SLEIGHT OF HAND +3 STEALTH

**10** **CONSTITUTION** **MOD** +0 **SAVE** +2

**12** **INTELLIGENCE** **MOD** +1 **SAVE** +2

+2 ARCANAS +2 HISTORY +2 NATURE +2 INVESTIGATION +2 RELIGION

**14** **WISDOM** **MOD** +2 **SAVE** +2

+4 ANIMAL HANDLING +3 SURVIVAL +3 MEDICINE +4 PERCEPTION +3 INSIGHT

**16** **CHARISMA** **MOD** +3 **SAVE** +5

+4 DECEPTION +4 INTIMIDATION +5 PERFORMANCE +5 PERSUASION

**22 / 15 / +5**

**HP / ARMOR CLASS / INITIATIVE**

**Claws**  
**Revolver (40ft)** | +5 | 1d4+3 slashing  
+5 | 2d6+3 piercing

**WEAPON (TYPE/RANGE) / ATTACK / DAMAGE**

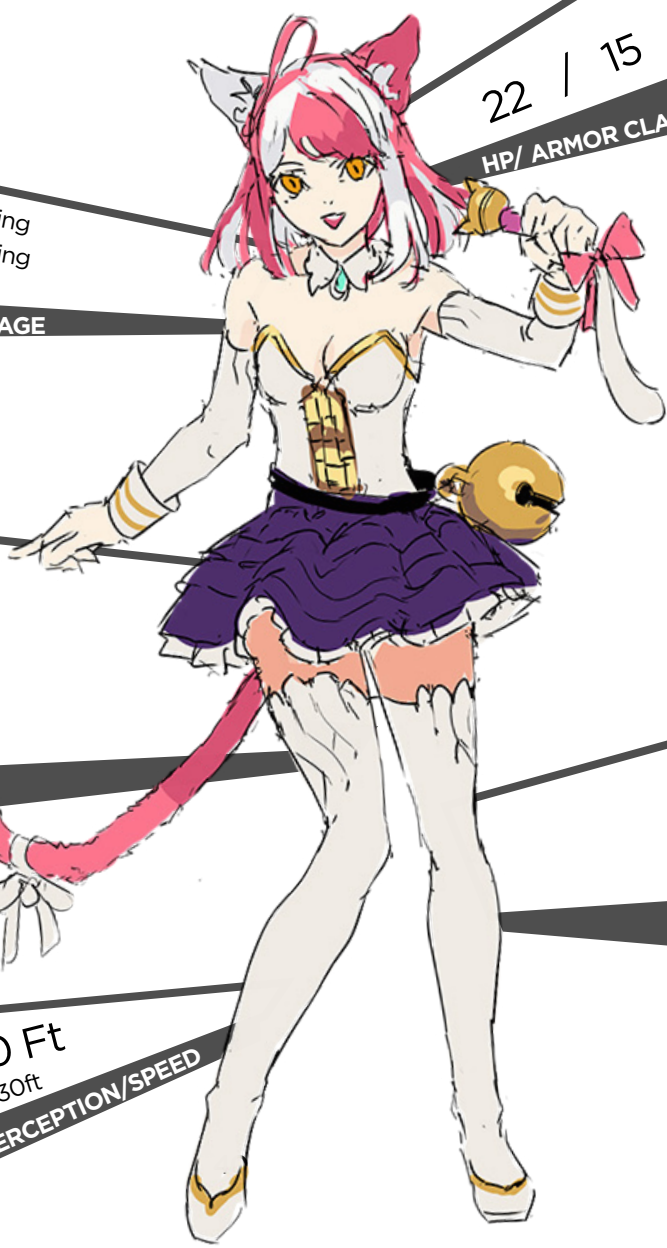
**Revolver**  
**Bullets (20)**  
**Leather Armor**

**EQUIPMENT NAME**

**14 / 30 Ft**  
**Climb 30ft**

**PASSIVE PERCEPTION/SPEED**

**OTHER PROFICIENCIES**



CHARACTER SHEET

# CLASS FEATURES

## INSPIRE

---

Your enthusiasm and motivation are contagious, letting you spur your allies to do their best with an encouraging word or gesture. As a bonus action, spend 1 mana and choose an ally other than yourself within 60 feet of you who can see or hear you. That creature gains one Iconic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Iconic Inspiration die, but must decide before the GM says whether the roll succeeds or fails. Once the Iconic Inspiration die is rolled, it is lost. A creature can have only one Iconic Inspiration die at a time.

## EMPOWER

---

Your passion burns bright, inflaming you or your allies with an incredible fervor for battle. As a bonus action, spend 2 mana and choose yourself or an ally other than yourself within 30 feet of you who can see or hear you. The affected ally gains the following benefits for 1 minute. You can't use this feature on more than one creature at a time.

- ▶ It has advantage on Strength checks and Strength saving throws.
- ▶ When it makes an attack, it rolls your Iconic Inspiration die and adds half the result, rounded up, as a bonus to its damage roll.
- ▶ It has resistance to bludgeoning, piercing, and slashing damage.

## ICONIC ARCHETYPE

---

You have chosen to be an Idol, an Iconic Archetype that best reflects your personal style. You gain certain features unique to this Iconic Archetype.

## PANACHE

---

You learn how to wield your charm and personal magnetism as your sword and shield. As long as you're wielding a weapon you're proficient with, you may use your Charisma modifier instead of your Strength or Dexterity modifier for attack and damage rolls. In addition, as long as you're wearing light or no armor, you may add your Charisma modifier to your AC.

## JACK OF ALL TRADES

---

You add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus. This bonus is already reflected in the pregenerated character sheet.

## SPELLCASTING

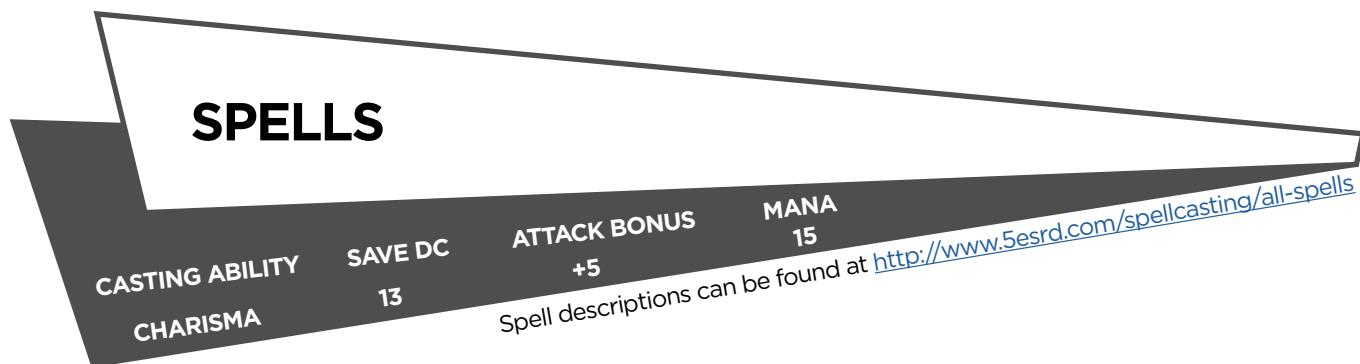
---

Your maximum mana increases, and you gain the ability to cast spells. Refer to the Spells page for details.

## CENTER STAGE

---

You are the center of attention — nobody steals your limelight, and nobody beats you to the punch. You may add your Charisma modifier to initiative rolls.



## **CANTRIPS (0 MANA)**

- ▶ Vicious Mockery
- ▶ Prestidigitation

## **1ST LEVEL SPELLS (1 MANA)**

- ▶ Healing Word
- ▶ Faerie Fire
- ▶ Thunderwave
- ▶ Bane

## **2ND LEVEL SPELLS (3 MANA)**

- ▶ Phantasmal Force
- ▶ Enhance Ability

**CLASS** Icon (Vanguard)

**NAME** \_\_\_\_\_ **LV** 3 **PROFICIENCY** +2

**PLAYER** \_\_\_\_\_ **BACKGROUND** Entertainer

**RACE** Human

**14** **STRENGTH** **MOD** +2 **SAVE** +2

+4 **ATHLETICS**

**12** **DEXTERITY** **MOD** +1 **SAVE** +1

+3 **ACROBATICS** +2 **STEALTH**

+2 **SLEIGHT OF HAND**

**14** **CONSTITUTION** **MOD** +2 **SAVE** +4

**10** **INTELLIGENCE** **MOD** +0 **SAVE** +0

+1 **ARCANA** +1 **HISTORY** +1 **NATURE**

+2 **INVESTIGATION** +1 **RELIGION**

**8** **WISDOM** **MOD** -1 **SAVE** -1

+0 **ANIMAL HANDLING** +0 **SURVIVAL**

+0 **MEDICINE** +0 **PERCEPTION** +0 **INSIGHT**

**16** **CHARISMA** **MOD** +3 **SAVE** +5

+4 **DECEPTION** +5 **INTIMIDATION**

+5 **PERFORMANCE** +4 **PERSUASION**

**34** / **16** / **+4**

**HP / ARMOR CLASS / INITIATIVE**

**WEAPON (TYPE/RANGE) / ATTACK / DAMAGE**

Greataxe  
Revolver (40ft) | +5 | 1d12+3 slashing  
+5 | 2d6+3 piercing

**EQUIPMENT NAME**

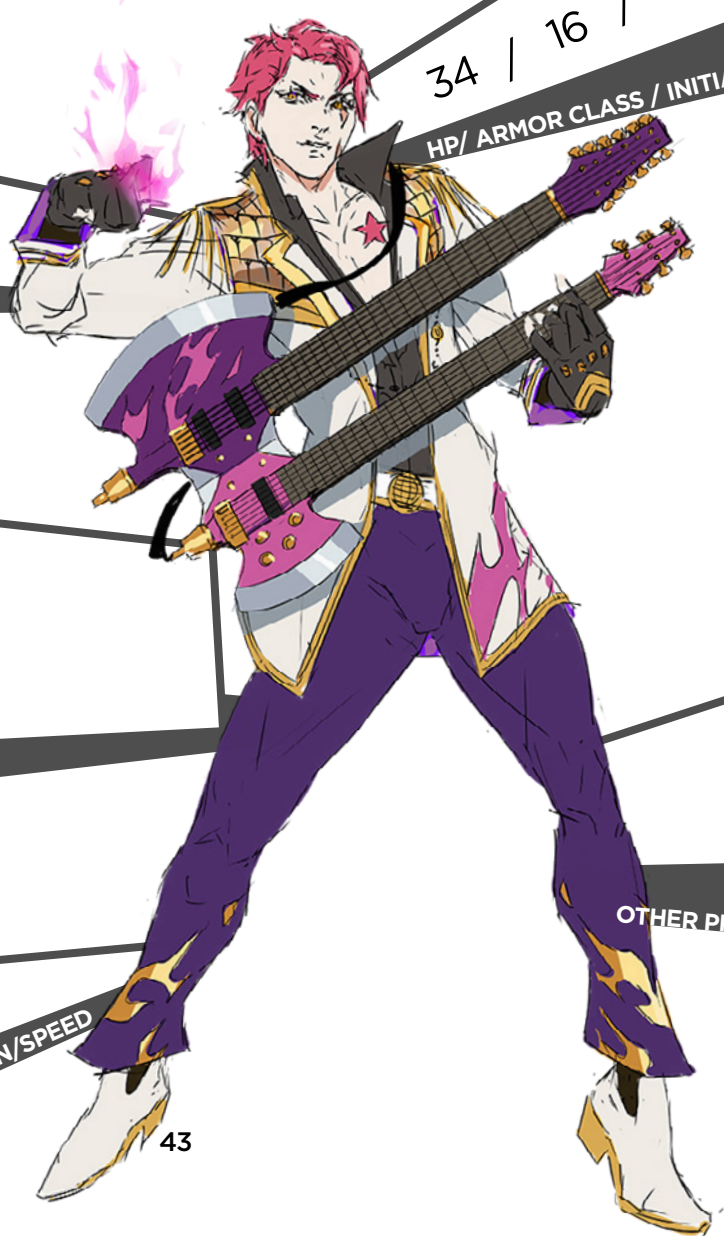
Greataxe  
Revolver  
Bullets (20)  
Studded Leather

**10 / 30 Ft**

**PASSIVE PERCEPTION / SPEED**

**OTHER PROFICIENCIES**

—



CHARACTER SHEET

# CLASS FEATURES

## INSPIRE

---

Your enthusiasm and motivation are contagious, letting you spur your allies to do their best with an encouraging word or gesture. As a bonus action, spend 1 mana and choose an ally other than yourself within 60 feet of you who can see or hear you. That creature gains one Iconic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Iconic Inspiration die, but must decide before the GM says whether the roll succeeds or fails. Once the Iconic Inspiration die is rolled, it is lost. A creature can have only one Iconic Inspiration die at a time.

## EMPOWER

---

Your passion burns bright, inflaming you or your allies with an incredible fervor for battle. As a bonus action, spend 2 mana and choose yourself or an ally other than yourself within 30 feet of you who can see or hear you. The affected ally gains the following benefits for 1 minute. You can't use this feature on more than one creature at a time.

- ▶ It has advantage on Strength checks and Strength saving throws.
- ▶ When it makes an attack, it rolls your Iconic Inspiration die and adds half the result, rounded up, as a bonus to its damage roll.
- ▶ It has resistance to bludgeoning, piercing, and slashing damage.

## ICONIC ARCHETYPE

---

You have chosen to be a Vanguard, an Iconic Archetype that best reflects your personal style. You gain certain features unique to this Iconic Archetype.

## TECHNIQUES

---

You know 4 techniques, and have a pool of 4 technique dice that you can use to execute these techniques. You may execute any number of techniques per turn, as long as you have the appropriate action to do so. Refer to the Spells and Techniques page for details.

## COMBAT READY

---

Your hit point total increases by 6. This bonus is already reflected in the pregenerated character sheet.

## PANACHE

---

You learn how to wield your charm and personal magnetism as your sword and shield. As long as you're wielding a weapon you're proficient with, you may use your Charisma modifier instead of your Strength or Dexterity modifier for attack and damage rolls. In addition, as long as you're wearing light or no armor, you may add your Charisma modifier to your AC.

## JACK OF ALL TRADES

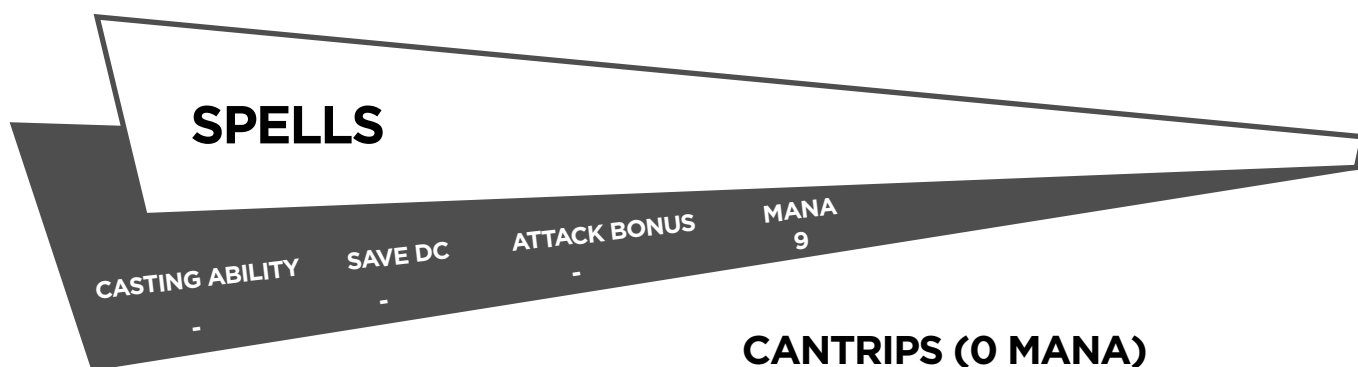
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You add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus. This bonus is already reflected in the pregenerated character sheet.

## CENTER STAGE

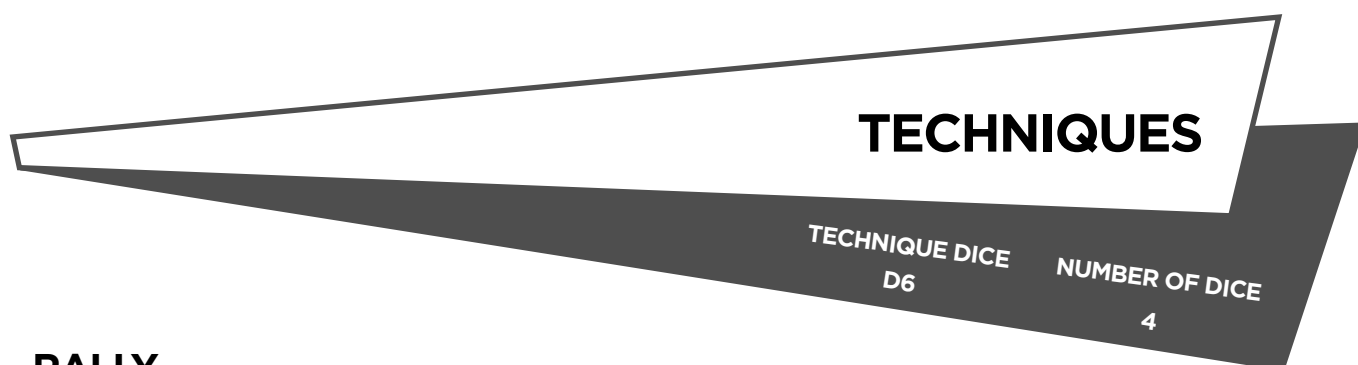
---

You are the center of attention — nobody steals your limelight, and nobody beats you to the punch. You may add your Charisma modifier to initiative rolls.



## **CANTRIPS (0 MANA)**

► None



## **RALLY**

### **TIER 1 COMMANDER BOOST (BONUS ACTION)**

Make a technique die roll. Other allies within 30 ft of you who can see or hear you gain temporary hit points equal to the result, and can use their reaction to move up to 10 ft without provoking opportunity attacks.

## **TAKE THE HIT**

### **TIER 1 GUARDIAN COUNTER (REACTION)**

As a reaction when an ally within 20 ft of you is attacked, you may move to a square adjacent to them without provoking opportunity attacks and change the target of that attack to you. Make a technique die roll and add the result to your AC for this attack.

## **TAUNT**

### **TIER 1 GUARDIAN BOOST (BONUS ACTION)**

Make an opposed Intimidation check against each enemy within 30 ft of you that can see or hear you. Add your technique die to this check. Each enemy who fails can't attack or cause effects that affect any target except you on their next turn, and can't move away from you that turn.

## **LEAD FROM THE FRONT**

### **TIER 1 GUARDIAN STANCE (BONUS ACTION)**

While in this stance, enemies that you threaten (ie: that are within your melee attack range) have disadvantage on attack rolls against allies other than you.

**CLASS** Martial Artist

**NAME** \_\_\_\_\_ **LV** 3 **PROFICIENCY** +2

**PLAYER** \_\_\_\_\_ **RACE** Human **BACKGROUND** Hermit

**12** **STRENGTH** **MOD** +1 **SAVE** +1

+1 ATHLETICS

**14** **DEXTERITY** **MOD** +2 **SAVE** +4

+4 ACROBATICS +2 STEALTH

+2 SLEIGHT OF HAND

**14** **CONSTITUTION** **MOD** +2 **SAVE** +2

**10** **INTELLIGENCE** **MOD** +0 **SAVE** +0

+0 ARCANA +0 HISTORY +0 NATURE

+0 INVESTIGATION +2 RELIGION

**16** **WISDOM** **MOD** +3 **SAVE** +5

+3 ANIMAL HANDLING +3 SURVIVAL

+5 MEDICINE +5 PERCEPTION +3 INSIGHT

**8** **CHARISMA** **MOD** -1 **SAVE** -1

-1 DECEPTION -1 INTIMIDATION

-1 PERFORMANCE -1 PERSUASION

**Katana** **+5** **1d10+3 slashing**

**WEAPON (TYPE/RANGE) / ATTACK / DAMAGE**

**24 / 15 / +2**

**HP / ARMOR CLASS / INITIATIVE**

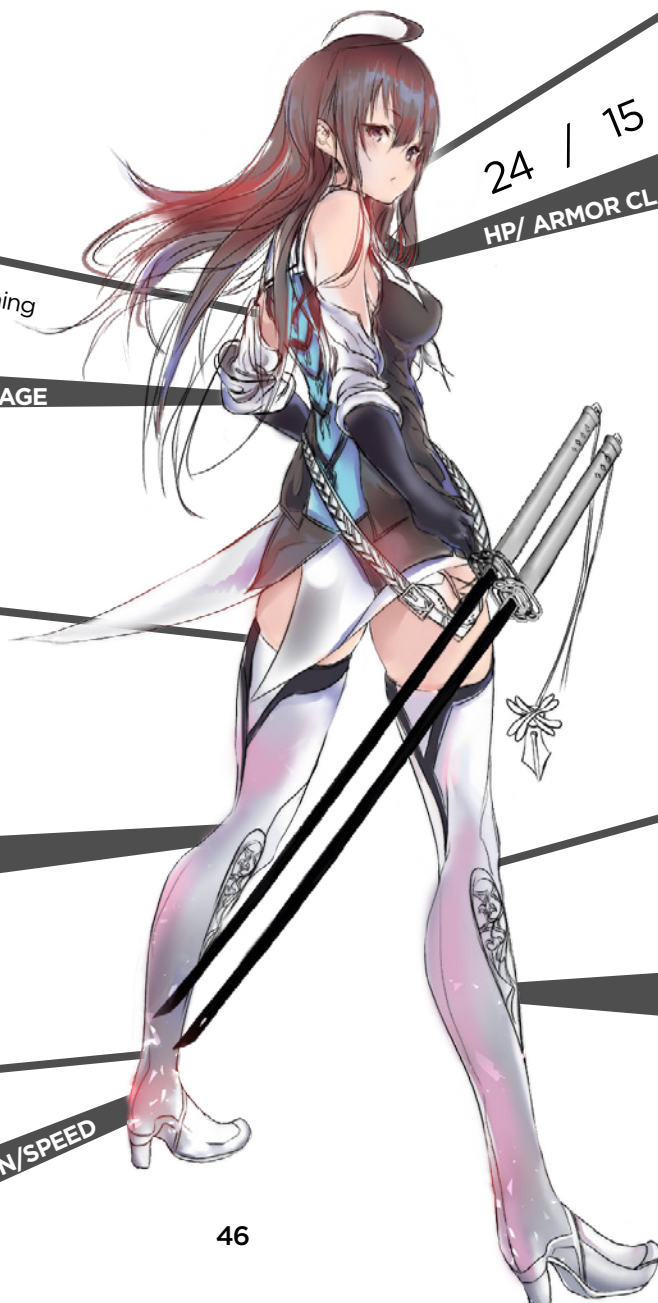
**Katana**

**EQUIPMENT NAME**

**OTHER PROFICIENCIES**

**15 / 30 Ft**

**PASSIVE PERCEPTION/SPEED**



CHARACTER SHEET



# CLASS FEATURES

## PROWESS

---

You gain the following benefits when you aren't wearing armor or wielding a shield:

- ▶ Your AC equals 10 + the higher of your Strength or Dexterity modifier + your Wisdom modifier.
- ▶ You may use the higher of your Strength or Wisdom modifier for the attack and damage rolls of weapons you're proficient with.
- ▶ You add your Wisdom modifier to the maximum number of technique dice you have.

These benefits are already reflected in the pregenerated character sheet.

## TECHNIQUES

---

You know 5 techniques, and have a pool of 7 technique dice that you can use to execute these techniques. You may execute any number of techniques per turn, as long as you have the appropriate action to do so. Refer to the Spells and Techniques page for details.

## KI

---

You are able to combine your innate magical power with the natural flow of energy within you, manifesting them in the form of ki powers. You gain a mana pool of 9 mana. To activate a ki power, you must spend the appropriate amount of mana. You regain all your mana when you finish a long rest. You start knowing two such features: Skillful Strength and Swift Recovery.

## SKILLFUL STRENGTH

---

When you make a Strength or Dexterity ability or skill check, you may spend 2 mana to add your Wisdom modifier to the result.

## SWIFT RECOVERY

---

After you use a technique or take the Attack action, you may spend 3 mana to immediately recover an expended technique die.

## UNARMORED MOVEMENT

---

Your speed increases by a number of feet equal to your Wisdom modifier x 5 while you are not wearing armor or wielding a shield.

## SKILLED TECHNICIAN

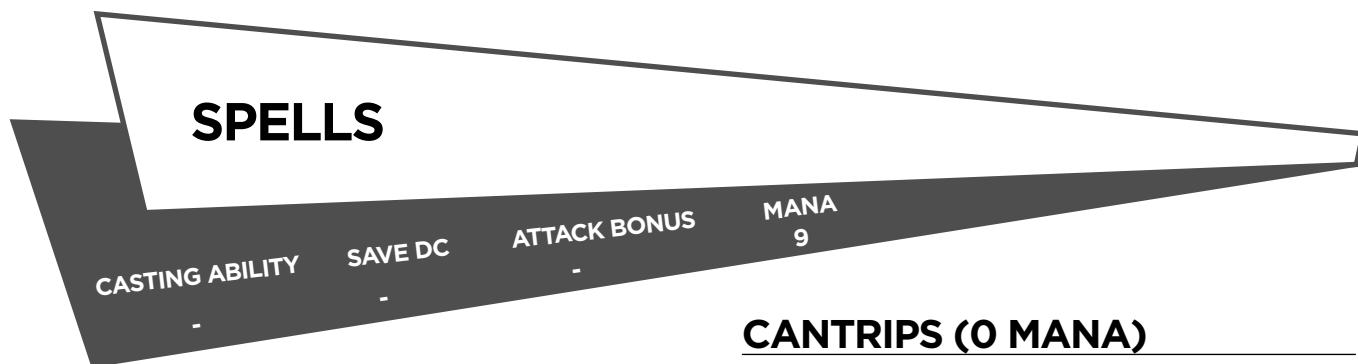
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Whenever you use an attack, boost or counter, you may pay 1 mana. If you do, for that technique, roll your technique die twice and take the higher result.

## STYLE FOCUS (WINDRUNNER)

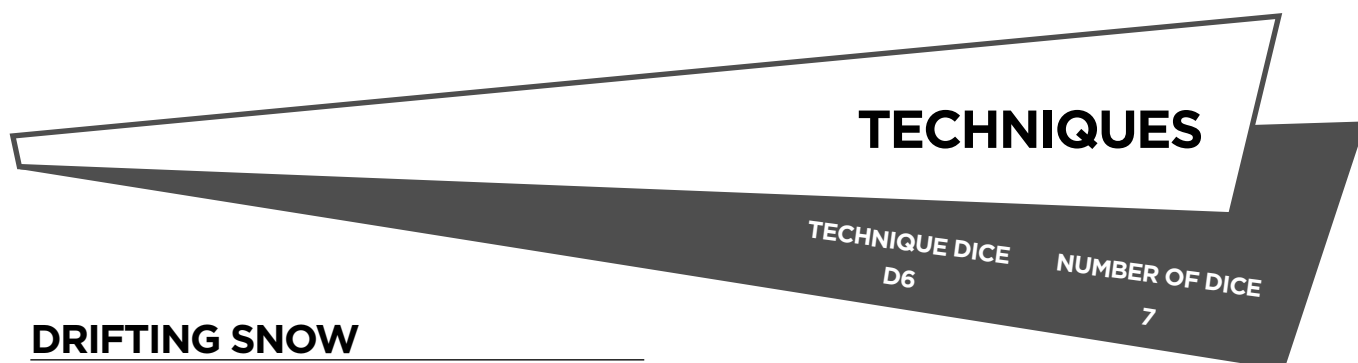
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Whenever you execute a Windrunner boost or counter, you gain temporary hit points equal to your Wisdom modifier until the start of your next turn.



## CANTRIPS (0 MANA)

► None



## DRIFTING SNOW

### TIER 1 WINDRUNNER STANCE (PASSIVE)

While in this stance, when you hit an enemy with a melee weapon attack, you may move to any space adjacent to that enemy without expending movement or provoking opportunity attacks from any enemy.

## TREAD ON AIR

### TIER 1 WINDRUNNER BOOST (BONUS ACTION)

You take the Dash action, and gain a fly speed equal to your base movement speed this turn. You must end your turn on a surface you can stand on, or you fall. Make a technique die roll and add the result to your AC until the start of your next turn.

## CLOSE THE GAP

### TIER 1 BLADEMASTER ATTACK (ATTACK ACTION)

As part of this Attack, you move up to your speed and make one melee weapon attack against an enemy at the end of this movement, adding your technique die to the damage roll. You get a +2 bonus to this attack roll, but take a -2 penalty to your AC until the start of your next turn.

## FIGHT DIRTY

### TIER 1 SCOUNDREL COUNTER (REACTION)

As a reaction when an enemy within 10 ft of you makes an attack roll, you fling dirt, sand or mud in its eyes, reducing its accuracy. Make a technique die roll. That enemy takes a penalty to its attack rolls equal to the result. This penalty also applies to the triggering attack, and lasts until the start of that enemy's next turn.

## COMBAT ROLL

### TIER 1 TRACEUR COUNTER (REACTION)

As a reaction when an enemy makes an attack roll against you, make an Acrobatics check, adding your technique die to this check. You may use your AC or the result of this check as your effective AC against the incoming attack. After resolving the triggering attack, you may then move up to half your speed without provoking opportunity attacks.



# **CODEX FANTASIA** —alter ego—




[codexfantasia.makersof.moe](http://codexfantasia.makersof.moe)

Comments on this adventure? Tell us!

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