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ABOUT THE GAME

HitPoint is a multi-purpose card game where players engage in fast-paced and interactive battles either as a standalone trading card game or seamlessly integrate their customized deck into an epic tabletop role-playing adventure.

Things You Need to Play

HitPoint Deck

Your deck represents your health, which quickly decreases throughout the game as you play cards and take damage.

Dice

Many cards require a dice roll. A standard set of seven polyhedral dice is required. There are many free online dice rollers (e.g., [Google dice roller](#)) you can use.

Counters

You may use counters or dice to keep track of certain effects, your total bonuses, or your total armor value throughout your turn.

Things to Assist with Gameplay

These items are optional but greatly enhance gameplay.

Calculator

There is a lot of quick math involved in HitPoint. Rolling one or more dice, totaling them up, adding bonuses, and subtracting your opponent's armor will be easier with a calculator.

Card Sleeves

Plastic sleeves can prevent your cards from getting bent or scratched. If you use card sleeves, they all must be the same, so your cards aren't marked. Unique card sleeves also help you identify which cards are yours in case some move around to other players during the game.

CHARACTER CREATION

Species Selection

Each species has its own unique benefits so choose the species that fits the vision of your character.

Karnal

Overview

These extraordinary beings bear a striking resemblance to humanity's diverse races, but an aura of antiquity and mystique cloaks their very presence. With hair that dances in hues of midnight black, golden blonde, ethereal gray, fiery red, serene sage green, and even the rarest of shades, the mystical light purple, they are a living testament to nature's boundless creativity.

What truly sets the Karnals apart is their astonishing longevity, with the passage of two centuries being the norm for their existence. Yet, some among them defy time itself, gracing the world for a remarkable 275 years. Explore the captivating saga of the Karnals, where ancient beauty meets boundless wonder, and the mysteries of the ages await your discovery.

Karnals embody a unique blend of attributes, with slightly above-average strength and speed honed through their daily toil in the fields. Their physical prowess extends to hand-to-hand combat, as they liken wielding a sword to swinging a shovel, emphasizing their exceptional skill in close-quarters combat. Yet, it's their innate charm that truly sets them apart, as they rely on the art of persuasion and diplomacy to extricate themselves from predicaments before resorting to violence. Additionally, Karnals possess a profound proficiency in the arcane arts and spellcasting, further enhancing their versatility and rendering them a multifaceted and formidable species in the world of Basilda'an.

History

The Karnals' rich history harks back to the mystical Awakening of Basilda'an, firmly establishing them as one of the world's most ancient races with profound roots. Their vibrant towns resonate with the echoes of time, and their families proudly bear a lineage that spans generations. As you delve into their enduring story, you'll encounter a history as old as the world itself, inviting you to explore a world where time's passage is etched in every corner of their existence.

Lifestyle

Karnals are an incredibly sociable and outgoing people, deeply rooted in the warmth of family and community ties. Their lives revolve predominantly around the world's bountiful harvests, making them renowned as the world's foremost agricultural stewards, responsible for supplying the planet with a wealth of fruits and vegetables. Each week, Karnals, alongside other species of Basilda'an, come together in a harmonious celebration, gathering to feast, revel in camaraderie, and fill the air with the joyful melodies of song.

Location

Karnals are a ubiquitous presence across the diverse continents and regions of Basilda'an, but the greatest congregation of this remarkable species can be discovered in the bustling heart of the capital city, New Daenan, and amidst the thriving farmlands of the Golden Plain. Their primary focus centers on the lower reaches of Basilda'an's expansive continents, where their unwavering commitment to land

cultivation knows no bounds. Witness their widespread influence as they spread their wings across this enchanting world, dedicated to nurturing and coaxing the land's potential to its fullest.

Temperament

Karnals are inherently warm, kind, and compassionate individuals, displaying both empathy and sympathy for the struggles of various species, often taking the lead in offering a helping hand to those in need. With an innate magnetic charisma and an unparalleled capacity for love, people are naturally drawn to them, captivated by their irresistible charm. Nevertheless, like many species across the world, they too grapple with the temptation of greed and power, occasionally resorting to any means necessary to fulfill their desires.

Creating a Karnal

Stat Bonuses:

+1 to Charm

+1 to Knowledge

Size:

Medium

Speed:

Moderate

Language:

Omni (the common language among species in Basilda'an)

Daenan

Overview

Deep within the intricate tapestry of Basilda'an, the Daenan reign supreme as the world's most ancient species, their existence marked by a profound duality, split into two extraordinary factions.

The Tulde' (pronounced Tool-Day), tall and lithe, grace the landscape with their grey skin, adorned by striking silver and black hair. Possessing rugged, robust physiques, they exude an aura of fierce determination. Their distinctive ears, tapering towards the ground from the lobes and ending with subtle points, speak of their unique identity.

In stark contrast, the Atha (pronounced Ah-Thah), equally towering and slender, bear golden-hued skin and silver-blond tresses, radiating a regal air of skill and intelligence. Like their Tulde' counterparts, they boast impressive physical prowess, their ears characterized by small points at the lobes, while the upper portion points upwards, gracefully terminating at the apex of their heads.

Within the enigmatic Daenan society, one's fate isn't predetermined by birth but rather shaped by individual development and personality. Resisting the allure of power results in a silvery-gray transformation, relegating one to the tribal lands. Conversely, those who seek power through dark means become gilded, destined for the ranks of the ruling elite in Basilda'an's five major cities.

Daenans defy the conventional constraints of mortality, living for millennia, their life expectancy an enigma, as none have succumbed to old age or even shown a trace of it. Instead, as the years pass, they grow more enchanting and more formidable, aging in a way that defies both time and expectations.

The Daenan, as a collective, exhibit remarkable strategic acumen and intelligence, characterized by their ability to maintain a composed demeanor, and avoid succumbing to anger, displaying emotional restraint most of the time. Their ancient lineage bestows them with advanced combat proficiency and a deep comprehension of the arcane arts, allowing them to wield a potent combination of martial prowess and mystical knowledge. These attributes render them a formidable and calculated force, solidifying their reputation as a species of exceptional strategic thinkers and masterful tacticians.

History

Ancient as the very bedrock and boundless as the skies, the Daenan are a living relic of a bygone era, one of the rare pre-Awakening species in the storied realm of Basilda'an. Within their enigmatic society, a gripping tale of conflict unfolds as the two factions of Daenan have endured a timeless feud. The ruthless Atha faction, driven by a relentless pursuit of power, cast down their Tulde' counterparts, deeming them lacking in the unyielding tenacity deemed necessary to lead their people.

Intriguingly, the Tulde' bore witness to the enslavement of other species, a dark chapter in their shared history. While they refrained from actively participating, they remained passive observers, earning them a dubious reputation in the eyes of the world, where trust in a Daenan is a scarce commodity.

Yet, in the eyes of the enigmatic Daenan themselves, such external judgments seldom sway them, for they navigate their existence with a detached air of indifference, their perspectives shaped by the intricacies of their age-old traditions and complex interplay of factional dynamics.

Lifestyle

The Tulde' have embraced a rustic, tribal life on the fringes of Basilda'an, dedicated to the well-being of their own and the protection of their lands. They may appear fierce to outsiders but radiate warmth and empathy within their close-knit circles. Despite their preference for seclusion, they engage in essential trade with other groups, keeping their interactions brief and to the point. In contrast, the Atha revel in opulence, residing among the world's wealthiest, and, following The Grand Revolution, they have skillfully reinstated themselves in positions of power across Basilda'an's cities, influencing events through financial manipulation and employing those who were once enslaved, their actions teetering on the brink of upsetting the world's fragile peace.

Location

Given their significant presence in Basilda'an's history, the Daenan can be spotted across the landscape. The Tulde' tend to inhabit rural regions, while the Atha gravitate toward densely populated areas such as cities and villages. It's not uncommon to find them intermingling with other species in various locations. While reputation holds weight, practicality takes precedence in their interactions.

Temperament

Both factions of the Daenan, marked by their historical backdrop and less-than-stellar reputation, exhibit a mild temperament, often taking a reactive approach to the situations they encounter. The

Tulde' lean towards a quieter disposition, while the Atha, perhaps due to their circumstances, often come across as more assertive, if not slightly arrogant.

Creating a Daenan

Atha or Tuldé

Stat Bonuses:

+1 to Strength

+1 to Precision

+1 to Knowledge

-2 to Charm

Size:

Medium

Speed:

Moderate

Language:

Omni (the common language among species in Basilda'an)

Daenish

Cynoce

Overview

The Cynoce, a bipedal canine species, comprises two distinct groups: the Brachio, known for their impressive size and strength, and the Dolio, who embody swiftness and cunning. Brachios, often towering at heights from 6 to 8 feet, exude an imposing muscularity rooted in their lineage. Meanwhile, Dolios, ranging from 4 to 6 feet, possess a slender build, coupled with remarkable agility. Both groups display a range of hair lengths, with a shared color palette featuring a captivating blend of black, white, red, brown, blonde, or gray, occasionally adorned with patches and spots of various other hues.

The Cynoce enjoy an average lifespan of 125 years, with some members extending their existence to an impressive 160 years. Remarkably, their youthful ones achieve full-grown adult size by a mere 11 years of age, a testament to their unique growth patterns.

The Brachio are known for their extraordinary strength and brute force, often preferring to rely on their physical might to overcome challenging situations, rather than seeking peaceful resolutions through words. On the other hand, the Dolio, smaller in stature, possess remarkable swiftness and agility, which they employ in roles such as thievery and assassination. Despite these distinctions, as a unified Cynoce species, they function at their best when operating in packs, where their collective strength and abilities are fully harnessed, making them even more formidable. However, even as individuals, Cynoce are not to be underestimated, for their innate abilities render them a formidable force on their own.

History

The origins of the Cynoce trace back to the momentous Awakening of Basilda'an. Much like the stories of many other races during this time, the Cynoce initially kept to themselves but eventually began to

migrate and integrate with other species. For some, this transition was a resounding success, granting them the freedom to lead their lives alongside friends and packs. However, for the majority, their journey led to enslavement, as they found themselves subjected to servitude under Daenan rule, along with the Karnals.

This shared experience of enslavement and the subsequent emancipation during the first age forged profound bonds between the Karnals and the Cynoce. As a result, they now choose to coexist harmoniously, with deep-rooted ties binding them together, living in unity and peace within each other's company.

Lifestyle

While the Cynoce have seamlessly integrated into the world, they remain staunchly aligned with a pack mentality, a tradition deeply rooted in their history as guardians and warriors. This legacy has bestowed upon them an innate wariness towards newcomers, often making them appear standoffish and skeptical. However, once you breach this initial barrier, the Cynoce reveal a remarkable depth of loyalty that transcends all other species in Basilda'an. For those they hold dear and consider as family, there is nothing they wouldn't do, unwavering in their devotion and readiness to go to any lengths to protect and support their loved ones.

Location

It's a common sight to encounter Cynoce in every nook and cranny of Basilda'an's diverse continents and regions, but the densest congregation of Cynoce can be found alongside the Karnals in the bustling heart of New Daenan, as well as within the flourishing farms of the Golden Plain. While many Cynoce harness their exceptional abilities for roles as guards or military personnel, they are adaptable and proficient in a multitude of vocations. No town or city throughout Basilda'an lacks the presence of at least one Cynoce, reflecting their pervasive influence and ubiquity within the world.

Temperament

The Cynoce possess a natural skepticism, often exhibiting a defensive posture when encountering new individuals. While their initial demeanor might seem sharp, their loyalty runs deep once a genuine connection is established. In truth, their bite may appear worse than their bark, but for those who take the time to truly know them, the Cynoce reveal themselves as one of the most devoted and steadfast species in all of Basilda'an.

Creating a Cynoce

Brachio

Stat Bonuses:

+1 to Strength

+1 to Charm

Size:

Medium

Speed:

Moderate

Language:

Omni (the common language among species in Basilda'an)

Dolio

Stat Bonuses:

+1 to Precision

+1 to Charm

Size:

Medium

Speed:

Moderate

Language:

Omni (the common language among species in Basilda'an)

Fivelli

Overview

The Fivelli, a species of bipedal rodents, encompassing all creatures of the Cricetidae family, are among the smaller denizens of Basilda'an, typically measuring between 2 to 4 feet in height. These creatures boast an array of fur textures, ranging from short to long, with striking black eyes that pierce through their appearance. Their fur displays an enchanting blend of colors, including Black, Brown, Red, and White, complemented by their typically dark-hued eyes. The tallest among the Fivelli often mirror the characteristics of rats, while the shorter Fivelli bear a closer resemblance to hamsters and mice. With lifespans of up to 80 years, they bring their unique charm and vitality to the vibrant world of Basilda'an.

While the Fivelli may not boast physical strength, they are by no means any less formidable. Their profound spirituality, deeply intertwined with the world's forests, grants them a unique ability to tap into the Sooth, which some believe to be a direct energy connection to the very heart of the world. This connection imbues them with a certain mystique and power that makes them a force to be reckoned with, despite their physical limitations.

History

From a historical perspective, little is documented about the enigmatic Fivelli. While speculations suggest their presence dating back to the Awakening, they remained hidden until the first age, following the fall of the Daenan from power and the emancipation of the other species. Their long-standing secrecy adds an air of mystery to their past, leaving much yet to be unveiled about their origins and history.

Lifestyle

The Fivelli are a nomadic folk known for their penchant for traveling, often shifting from one forest to another during the evening hours, a practice they uphold to safeguard the secrecy of their locations. They occasionally depart from the forests to trade their wares with people from across the continent.

While their wanderings take them far and wide, it's uncommon to spot the Fivelli in frigid regions like the northernmost continent of Banor, a land that remains largely uncharted. Additionally, the Fivelli emerge from the forests during seasonal transitions to host festivals in the main cities, marking the onset of a new season. Among these celebrations, the grandest takes place during the Autumn Harvest at the New Daenan Bazaar.

Location

The Fivelli thrive within forests that offer them everything necessary for their existence, from sustenance to clothing. Consequently, much of their appearance is shaped by the distinctive qualities of their surroundings. They hold a deep fondness for these lush woodlands due to the ease of camouflage they provide, enabling them to blend seamlessly with their environment. Additionally, the forests furnish a bountiful supply of natural resources, sustaining their way of life and reinforcing their strong affinity for these verdant habitats.

Temperament

The Fivelli are a profoundly wise and spiritually attuned race, known for their affinity for offering sage advice and their unique perspective on life's myriad situations. Their wisdom is deeply rooted in their devotion to the five forest gods that traverse the world, influencing their spiritual connection with the natural realm. They approach interactions with an air of neutrality, neither extending unwarranted trust nor suspicion. Their genuine kindness and love for engaging in conversations and celebrations with others are endearing, yet they also maintain an enigmatic aura, relishing their role as a mystery to most.

Creating a Fivelli

Stat Bonuses:

- +1 to Precision
- +1 to Knowledge

Size:

Small

Speed:

Moderate

Language:

Omni (the common language among species in Basilda'an)

Tustram

Overview

Coming soon...

History

Coming soon...

Lifestyle

Coming soon...

Location

Coming soon...

Temperament

Coming soon...

Creating a Tustram

Stat Bonuses:

+1 to Strength

+1 to Knowledge

Size:

Small

Speed:

Moderate

Language:

Omni (the common language among species in Basilda'an)

Class Selection

Each class has its own unique benefits and plays a different role in every adventuring party. Choose the class that fits the vision of your character.

Brutalist

Overview

The Brutalist class is a formidable and primal force to be reckoned with. Hailing from an honorable tribal order, they have embraced brute force as their primary weapon. Wielding massive axes, two-handed swords, and large clubs, they strike fear into the hearts of their foes with each swing. Excelling in close-quarters combat, Brutalists rely on their immense power and raw aggression to overwhelm opponents. They are masters at delivering bone-crushing strikes and devastating blows, with the ability to cleave through armor and shatter bones through their mighty swings. Their expertise with two-handed weapons allows them to inflict massive damage, often leaving their enemies incapacitated or lifeless in their wake.

History

Brutalists have a strong inclination towards a settled and homebound way of life, preferring the company of their tribes to a nomadic existence. Tribal ranks are typically composed of individuals born into the tribes, although they occasionally extend membership to outsiders, who, however, do not achieve full tribe status until they've battled at the Aratta festival. The diversity of the Brutalist class is a

defining feature, welcoming individuals from all species, making them one of the most inclusive and diverse classes in all Basilda'an.

Lifestyle

Brutalists form tribes that encompass all the diverse species within Basilda'an. Many Brutalists adhere to an age-old principle: "If you fight hard enough, anything can be yours." Within the Brutalist tribes, if an individual desires what another possesses, they must stake their claim and engage in combat to secure it. This rule serves as the cornerstone of their entire way of life. Within these tribes, strength and honor determine one's standing, with the strongest and most honorable individuals rising to the highest ranks, reflecting the fundamental values that guide their society.

Location

Brutalists tend to inhabit the more remote corners of the world, such as deserts and mountains, with the Cooked Spine in the southwest being their renowned battleground. It's here that all the various tribes congregate annually for the Aratta festival, a grand occasion to compete and revel in the essence of their way of life. Additionally, this event serves as the primary forum for tribal leaders to discuss important matters of business. Brutalists from across Basilda'an journey here, spanning from the northern mountains of Swallow Lake in the east to Mykiir in the west, forming a diverse and widespread assembly of this formidable class.

Temperament

Brutalists are known for their warm yet resolute demeanor when it comes to friends and family. Their every action is rooted in the bedrock of honor, a guiding principle that they hold in the highest regard. When it comes to the battlefield, retreat is never an option for these formidable warriors. Many have been awestruck by the relentless and primal ferocity of a Brutalist in combat, but few have survived to recount the tale of their encounter, bearing witness to the indomitable spirit that drives them forward.

Creating a Brutalist

Health:

| Growth Seeds | Health |
|--------------|--------|
| 0 | 25 |
| 1-10 | 55 |
| 11-20 | 85 |
| 21-30 | 115 |

The number of "." in front of the ability is the number of times you can invest in the skill. You must invest at least 1 seed into a skill before moving on to the next.

| | | |
|--------------------|------------------|-----------------|
| Earthshaker | Brutalist | Guardian |
|--------------------|------------------|-----------------|

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| | . For the first attack in each combat, you can choose to attack ferociously. Doing so will give you an edge on your attack, however you will take 2x the amount of damage until your next Prelude. | |
| | .. +3 HP | |
| .. +1 to First Strike | | .. +1 Natural Armor |
| . Cleave - Your next Close-Range attack card can target any number of creatures within range. You may use this once per Full Rest. | | . If an ally within close-range of you is being targeted for an attack, you may use your Reaction to add your shield's defense to their Armor. |
| . Warcry – You can use your Action to give 2 allies within mid-range a bonus to their next attack equal to your Strength. You can do this once per Full rest. | | . You can use a shield when attacking. The attack inflicts damage equal to the shield's Defense (add the applicable stat bonus). |
| | .. +1 Strength | |
| . +1 Attack when using your Action. This can be an Attack card or attacking with an equipped weapon. | | ... Second Wind - As an Action, heal for 1d10 + Strength. You may use this ability once for every level selected, per Full rest. |
| | . Whenever you're healed, add your Knowledge to the total amount healed. | |
| ... Intimidate - As a Reaction, subtract your Strength from an opponent's attack against you. You may use this ability once for every level selected, per Full rest. | | . Sentinel's Vigil - Your senses are heightened and cannot be surprised in combat. |
| ... Mortal strike - The next time you inflict damage to a target, that target's next healing effect is reduced by the amount of damage dealt. This does not stack. You may use this ability once for every level selected, per Full Rest. | | ... Sentinel's call - rally your allies, giving them +1 to Armor while within close-range of you. |

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| | . Toughened armor - gain resistance to physical damage. | |
| . Use your Reaction to re-roll your attack. You must use the new rolls. You may use this once per Full Rest. | | . Use your Reaction to re-roll an attack against you. You must use the new rolls. You may use this once per Full Rest. |
| . +2 to Strength Conflicts. | | . +2 to Charm Conflicts. |
| | ... +1 to any stat | |
| . Dual Wield 2 two-handed weapons. | | . Dual Wield 2 two-handed Shields. |
| . Frenzy - Double your dice when attacking for 1d4 rounds. Exhaust all equipped Armor. Cannot use if no Armor is equipped. | | . Iron skin - Gain resistance to all types of damage. Doesn't stack with damage you already have resistance to. |
| | . Counter strike - Use your Reaction to counter with an attack card or attack from an equipped weapon. | |
| | . Bulwark Wall - Targets the same size or smaller than you cannot move through your space unless you let them. | |
| . Berserker Rage - Gain an extra Action. You cannot block with Armor or take Reactions until your next Prelude. You can use this once per Full Rest. | | . Divine shield - Become immune to all damage for 1d4 turns. Exhaust all equipped Armor. Cannot be used if no Armor is equipped. You can use this once per Full Rest. |
| | . Resilience - The duration and potency of conditions against you are halved. | |
| . Juggernaut - Double your dice when attacking and become immune to all incoming damage for 1d4 turns. Can only use once per Full Rest. | | . Sanctuary - create a protective mid-range zone for 1d4 turns where all allies gain a bonus to Armor and when healed equal to your Strength. |

Overview

Brigands are adept masters of cunning, dwelling in the shadows and motivated by their personal gain. They possess an insatiable desire to acquire whatever they can, resorting to theft as a means to secure their advantage. Proficient with precision weaponry, such as daggers and crossbows, they also employ poisons to navigate their way into or out of any given situation. This shrewd class is driven by their unyielding pursuit of personal interests, often operating in the covert recesses of society to achieve their objectives.

History

Brigands are often born into lives of poverty, with their ranks teeming with outcasts and orphans who discover a sense of belonging within their enigmatic orders. These factions hold no bias or discrimination, extending an open welcome to men, women, and children of any species who seek to join their ranks. In the world of Brigands, financial contributions hold great significance, as the more gold you bring to your order, the swifter your ascent through its hierarchy, with the potential to emerge as a prominent leader among them.

Lifestyle

Brigands typically find their preference in working within packs or organized orders, where they engage in the sharing of knowledge, techniques, and pilfered goods. These tightly knit communities not only foster a sense of belonging and security but also present collaborative opportunities for more significant undertakings. Given the clandestine nature of their trade, trust and loyalty hold paramount importance within these groups. Brigands cultivate a strong sense of camaraderie, relying on their fellow order members for support and reinforcement during perilous endeavors. They adhere to their own code of conduct, often including principles like refraining from harming innocents, honoring their commitments, and safeguarding their own kind. Nonetheless, there exist occasional loners who eschew these codes and choose to live a life detached from any formal orders.

Location

Brigands typically establish their abodes in concealed hideouts or safe houses, strategically positioned in remote areas or amid bustling cities, allowing them to vanish or blend into their surroundings with ease. These covert dens serve as the hub for planning heists, engaging in espionage, and exchanging critical intelligence with their order comrades. Their living quarters are often filled with pilfered treasures, maps, and an assortment of tools of the trade. Brigands have a knack for cropping up wherever valuable goods can be seized, and the largest orders can be located at the northern and southern extremities of the world. In the north, they set up camp in The Strand, an inhospitable and barren region bereft of civilization. In the south, they occupy the tropical islands of Westram and Eastram, situated on the southernmost tip of Basilda'an, driving out any previous inhabitants and befittingly christening the area as Brigand Bay.

Temperament

Brigands are renowned for their razor-sharp intellect, adaptability, and resourcefulness. Their keen eye for detail allows them to discern weaknesses, be it in their adversaries or the environment, which they skillfully exploit to their advantage. Patient and calculated, they bide their time, waiting for the perfect

moment to pounce. Brigands possess a natural affinity for secrecy and subterfuge, often opting for the covert path rather than confronting their enemies head-on. While their activities may often be morally ambiguous, Brigands are not inherently evil. Their motives and allegiances exhibit vast diversity, ranging from mercenaries seeking wealth to rebels battling oppressive regimes. Nevertheless, the underlying principles of self-preservation and survival are paramount in a Brigand's mentality.

Creating a Brigand

Health:

| Growth Seeds | Health |
|--------------|--------|
| 0 | 20 |
| 1-10 | 45 |
| 11-20 | 70 |
| 21-30 | 95 |

The number of “.” in front of the ability is the number of times you can invest in the skill. You must invest at least 1 seed into a skill before moving on to the next.

| Butcher | Brigand | Marauder |
|--|--|---|
| | . Ambush: +1d4 extra damage to your Close-Range attacks when attacking a target that is within Close-Range of an ally. | |
| | ... +1 to First Strike | |
| ... Vital Strike - Aim for an enemy's weak points. Once per Full Rest, you may gain an Edge on an attack against a target. The amount of uses per Full rest is equal to the level of this trait. | | ... Smokescreen - Once per Full Rest, you may use your Reaction to toss a smokescreen on your location. Any creatures targeting you are burdened until your next Prelude. The amount of uses per Full rest is equal to the level of this trait. |
| | . Agile Defense: You gain an Edge when resolving a Conflict to dodge an attack. | |
| .. +1 to all attack damage. | | ... +1 to your starting hand size. |
| ... Poisoned Blade: You may burn out 3 cards to Coat your weapon with poison 1. (+1 level of poison for each level of this trait). | | . Disguise Kit - You gain the knowledge to effectively use a disguise kit to alter your appearance. You gain an edge on any conflicts involving uses of disguise. |

| | | |
|---|---|---|
| | +2 to Precision Conflicts. Additionally, you leave no trace when moving through an area. | |
| .. Enhanced Ambush - +1d4 extra damage when attacking a target that is within Close-Range of an ally. Additionally, Ambush will trigger even when not using a Close-Range attack. | | . +1 Reaction |
| | .. Linguist: Learn and understand 1 additional language. | |
| . Silent Kill - Whenever you make the killing blow to an enemy, you may kill them silently, without alerting others. | | . Parkour - You can now jump and climb equal to your running speed. |
| . Enhanced Critical - You may add +1 to the result of 1 die when making an attack. | | ... Negotiation Skills - When you successfully resolve a Conflict relating to haggling or selling something, you can get a +10% discount if buying or +10% more gold if selling. |
| | . Poison Resistance - You become resistant to poison damage (doesn't include the poison condition). | |
| . Evasion: Once per Full Rest, when being affected by an area of effect attack, you may use your Reaction to half the damage. | | . Quick Reflexes - Once per full Rest, you may play an Action using your Reaction. |
| | . Your movement becomes Fast. | |
| ...Perfected Ambush - +1d6 extra damage when attacking a target that is within Close-Range of an ally. Additionally, your extra dice from Ambush and Enhanced Ambush become d6's. | | ... Whenever you start combat, you may search your deck and add a card to your hand. Your starting hand size doesn't change because of this effect. You can search for 1 card for each level of this trait. |

To embody the mantle of a Soothsayer is to become harmonious with nature and the world surrounding them. Their power stems from a profound bond with the wild, allowing them to access what they term the Sooth—an energy interwoven with the world, distinct from the Arcane. Soothsayers harness this power as the very foundation of their existence. Their inherent passiveness, philosophical disposition, and exceptional magical prowess are unparalleled throughout the world. Coupled with their extraordinary capacity to seamlessly merge with their environment, especially within wooded areas, Soothsayers are formidable adversaries, albeit only when they are driven to it.

History

Soothsayers hail from various corners of the world, and their calling is often revealed through visions or dreams that set them on the path of becoming guardians of nature and wielders of spiritual magic. These individuals frequently embark on personal quests to locate ancient sites that unlock their latent potential. Upon reaching their destinations, they discover sanctuaries that double as training grounds for those aspiring to become Soothsayers. Within these secluded locations, they undergo rigorous training in both spirituality and magic, under the guidance of seasoned mentors and venerable elders. These teachings encompass the delicate equilibrium of nature, communication with elemental spirits, and the harnessing of the boundless powers that the natural world bestows upon them.

Lifestyle

The Soothsayer's way of life is defined by its simplicity and humility. They are frequently sought after for their wisdom and counsel, as their profound insight and intimate understanding of the natural world render them exceptional advisors. They offer guidance with unwavering patience and empathy, aiding those who lend an ear in their quest for balance and harmony in life. In gatherings, the Soothsayer adopts a serene and observant demeanor. They favor listening to conversations and absorbing the collective experiences and knowledge shared by others. When they do choose to contribute, their words carry a remarkable weight, often brimming with profound insights that ignite deep introspection and contemplation.

Location

The majority of Soothsayers prefer to dwell in forests, where their power is most potent, but they are willing to journey wherever their presence is required. The expansive forests around the world are adorned with towering ancient trees that stretch skyward, shielded by the forest gods that wander the land. These grandiose trees serve as both meeting and training grounds for Soothsayers, where they establish thriving settlements at their bases and even within the branches themselves. The most prominent of these settlements lies to the east, known as Thisteltop. To the west, Soothsayers congregate at the venerable tree in Haustfyr, forming vital centers of learning and spiritual communion within the heart of nature.

Temperament

Soothsayers avoid starting conflicts but fiercely defend the well-being of the world they love. They empathize with those facing life's struggles and live in harmony with nature. Residing in tranquil woodland sanctuaries, their rustic homes blend seamlessly with the environment. Through meditation and communion with nature, they attune their senses to tap into a vast wellspring of spiritual energy, forming the foundation of their magical powers.

Creating a Soothsayer

Health:

| Growth Seeds | Health |
|--------------|--------|
| 0 | 15 |
| 1-10 | 40 |
| 11-20 | 65 |
| 21-30 | 90 |

The number of “.” in front of the ability is the number of times you can invest in the skill. You must invest at least 1 seed into a skill before moving on to the next.

| Spirit | Soothsayer | Totem |
|---|--|---|
| | . The first turn of combat, you may play your first Totem or Spirit as a Free Action. | |
| ... Efficient Casting - -1 to the cost of your Spirit spells. | | ... Efficient Casting - -1 to the cost of your Totem spells. |
| | ... +1 to any stat | |
| | ...+1 to Knowledge Conflicts. | |
| ... Feral Fury - +1d4 to Spirit spells that require a dice roll. | | ... Sacrificial Totem - As an Action, you may sacrifice 1 of your active Totems to gain health equal to the remaining duration of the sacrificed Totem. Multiply the health by the level of this skill. |
| | ... +1 to Knowledge | |
| . Vengeful Spirits - Once per Full Rest, you may use your Reaction to cast a Spirit spell, regardless of the spells casting time. | | . Shamanic Insight - Draw 1 card whenever a totem destroyed. |
| | . Gaze of the Owl - Gain enhanced sight. You can see perfectly at long-range or in darkness. | |

| | | |
|--|-------------------|---|
| . Elemental Attunement - +1d6 Power when using a Spirit that shares a damage type with the current environment. | | .. Soul Link: Whenever you play a totem, choose 1 ally to also gain the effects. +1 ally for each level of this trait. |
| . Ancestral Insight - Draw an extra card at the beginning of each turn. | | ... Enhanced Totems: +1 to your totem's duration. |
| . +1 Attack when using your Action. This can only be used when using 2 Spirits. | | . Totem Infusion - As an Action, you may pay the Exhaust of an active totem to trigger it immediately. |
| . Your swimming speed is equal to your running speed. | | . Elemental Prowess - Gain resistance to the damage type of your most recently played totem. |
| ... Predator's Ferocity - Double your dice when using a Spirit for 1d4 rounds. Each Spirit card used when this is active becomes Burnt Out. The number of uses per Full Rest equals this traits level. | | . Totems of Illumination: You may have your active totems emit light in within Close-Range. |
| | . +1 to Knowledge | |
| ... Lifeforce Infusion - As a Free Action, you may have your next damaging Spirit card heal you equal to the amount of damage inflicted. The number of uses equals this trait's level. | | .. Totem Recycle - As a Free Action, return 1 totem card from your Exhaust to your deck and then shuffle. You can use this equal to this ability equal to the number of levels of this trait, per Full Rest. |
| . Apex Onslaught - Once per Full Rest, you may draw 10 cards and then play all Spirit cards from your hand without paying their costs. All cards played this way are Burnt Out. | | . Primordial Convergence - Once per Full Rest, unleash a storm of elemental forces, summoning every totem from your deck without paying their costs. Each support and hindering effect affect all allies and enemies, respectively. When each totem expires, they become Burnt Out. |

Luthier

Overview

Luthiers are unique specialists who seamlessly blend music, magic, and physical prowess to navigate life's myriad challenges. With their enchanting melodies and arcane harmonies, they possess the ability to inspire allies, manipulate emotions, and cast spells that tap into the formidable power of sound.

When the situation demands it, they can also employ their musical talents in combat to effectively fight their way out of tight spots. In a world brimming with musicians, poets, and scholars, being a Luthier is a rare and exceptional distinction, and they often emerge as commemorated celebrities in the eyes of the world, their talents setting them apart as something truly special.

History

The lineage of Luthiers is steeped in the heritage of an ancient order known as the Six Strings, a group of musicians who unearthed the latent potential of music and the manipulation of sound. Their quest led them to explore the enigmatic facets of harmonies, melodies, and rhythm, ultimately unraveling a magical connection to the arcane energies that course through the world. Across generations, these dedicated individuals underwent extensive study, training, and the refinement of both their mental and physical faculties. This arduous journey culminated in the Luthiers' mastery, where they fused the art of music, martial combat, and spellcasting, emerging as revered figures esteemed by the people of Basilda'an.

Lifestyle

Luthiers are an interconnected community, their unity bound by music, artistry, and an unquenchable thirst for knowledge. They maintain a profound reverence for every facet of music and harbor a profound insight into its intrinsic potency. Often, Luthiers gravitate towards vibrant cities and cultural hubs, where they can display their skills and engage in a mutual exchange of wisdom with fellow musicians. In these bustling locales, they immerse themselves in the world of music, embracing its various forms and immersing themselves in the rich tapestry of the musical arts.

Location

Luthiers flourish in environments celebrated for their rich musical heritage and artistic atmosphere. Festivals, concert halls, and taverns featuring live music top their list of preferred venues for showcasing their magical talents. They are known to be present in lively cities, esteemed arts academies, and can even be encountered within traveling caravans, sharing their harmonious magic with diverse communities. Most Luthiers can be found in Basilda'an's prominent cities like New Daenan, Barth Canot, Gideon, Ol' Nord, and Bomore. However, their presence extends to smaller villages, remote hamlets, and even isolated homesteads, reflecting the pervasive influence of their extraordinary musical and magical prowess across the world.

Temperament

Luthiers are typically charismatic and expressive individuals, brimming with an unabated ardor for their chosen craft. Their outgoing nature, accompanied by strong social skills, grants them a natural aptitude for entrancing audiences. These individuals harbor a profound affinity for beauty, creativity, and emotional connections, channeling these sentiments through their music and spellcasting. Empathy is

one of their distinguishing qualities, enabling them to comprehend the emotions of others and employ their powers for purposes ranging from healing and motivation to the manipulation of emotions when circumstances necessitate it. Although charm and artfulness are their trademarks, Luthiers are also well-versed in self-defense, evident in the reinforcement and transformation of their instruments into weapons, capable of inflicting pain on any who threaten their harmony.

Creating a Luthier

Health:

| Growth Seeds | Health |
|--------------|--------|
| 0 | 20 |
| 1-10 | 45 |
| 11-20 | 70 |
| 21-30 | 95 |

The number of “.” in front of the ability is the number of times you can invest in the skill. You must invest at least 1 seed into a skill before moving on to the next.

| Harmonic | Luthier | Discordant deceiver. |
|--|---|--|
| | . Dramatic Melody - You draw an additional card during each of your Draw Chapters. | |
| | ... +1 Knowledge | |
| ... Efficient Casting: -1 to the cost of your Support cards. | | ... Melodic Distraction: As a Reaction, you may distract an attacking enemy and subtract your Knowledge from the total of their Attack roll. You must declare this before the enemy's dice is rolled. You can use this equal to the level of this trait per Full Rest. |
| | ... +1 to any stat | |
| | ... Illusory Doppelganger: As a Reaction, create a duplicate illusion of an ally targeted for an attack. The illusion becomes the new target. You can use this equal to the level of the trait per Full Rest. | |

| | | |
|---|---|---|
| <p>. Inspiring Melody - Choose 1 other target at the start of each combat encounter. That target draws an additional card during each of their Draw Chapters.</p> | | <p>... Dissonant strike - The next time you inflict damage to a target, that target's next attack is reduced by the amount of damage dealt. This does not stack. You may use this ability once for every level selected, per Full Rest.</p> |
| <p>... Rhythmic Resilience - As an Action, grant 1 ally immunity from debuffs for 1d4 turns. The number of allies you can target with this increases for each level of this trait. You can use this once per Full Rest.</p> | | <p>. Once per Full Rest, as an Action, make an enemy weak to physical damage.</p> |
| <p>... Soothing Serenade - As an Action, remove 1 random debuff from all allies and heal them for 1d10 + your Knowledge bonus. You may use this equal to this traits level, per Full Rest.</p> | | <p>. Deafening Onslaught - As a Reaction, you may have an enemy within Close-Range of an ally reroll one of their dice. They must use the new roll. This can be used after the enemy's dice is rolled.</p> |
| | <p>. Sonic Shadows - Once per Full Rest, as an Action, you may cover yourself in a mist, increasing your Precision Conflicts by 10 for 1 hour. While active, you leave behind no trace.</p> | |
| <p>. Inspiring Onslaught: As a Reaction, you may have an ally within Close-Range of you reroll one of their dice. They must use the new roll.</p> | | <p>. Once per Full Rest, as an Action, make an enemy weak to 1 type of damage of your choice.</p> |
| <p>. Sanctuary Song - Once per Full Rest, as an Action, you may create a temporary haven for your allies. This haven lasts 1 Full Rest. From the outside, your allies and all belongings are invisible to an average being. Inside always remains a perfect temperature. Anyone that accidentally touches it from the outside simply cannot pass through.</p> | | <p>...Distorted Resonance - Weaken your enemy's bonds, hurting morale. As a Reaction, you can Burden 1 enemy on their next turn. You may use this equal to the level of this trait, per Full rest.</p> |
| | <p>... Practiced Performer: +1 to Charm Conflicts.</p> | |

| | | |
|--|--|---|
| <p>...Harmonious Resonance - Strengthen your party's bonds, boosting teamwork. As a Reaction, you can give 1 ally an Edge on their next turn. You may use this equal to the level of this trait, per Full rest.</p> | | <p>... Song of Sabotage - As a Reaction, grant 1 enemy immunity from buffs until the end of the current turn. The number of times you can use this is equal to the level of this trait, per Full Rest.</p> |
| <p>. Harmonic Embrace - Once per Full Rest, as a Free Action, you may perform a harmonious melody that links all allies for 1d4 turns, sharing healing and beneficial effects between them. Whenever you or someone else plays a card that positively affects one of the linked allies, it takes effect for all allies. If a dice roll is made, the result is the same for all allies.</p> | | <p>. Enthralling Dismay: Once per Full Rest, as an Action, perform an enthralling and haunting melody that inflicts a combination of random debuffs on all enemies, disrupting their strategies and weakening their abilities. Roll 1d6 and use the table of random debuffs to determine what ailments the enemy is affected with. All ailments last 1d4 turns.</p> |

| | | | |
|-----|----------------------------|--------------------|--------------------------------------|
| 1-2 | Sleep | Weak to all damage | Loss of Buffs |
| 3-4 | Immobile | Loses Reactions | Subtract your Knowledge from Defense |
| 5-6 | Movement reduced by 1 tier | Loses Abilities | Subtract your Knowledge from Attacks |

Levels

Player levels normally ranges from 0-30 but can go beyond that to fit your play style.

This is how character progression is measured. Every player has levels which can be earned at the GM's discretion.

When a player gains a level, they may invest points equal to their Level into their Growth Trees.

Growth Trees

Each class has defined abilities which players may choose to grow into. When creating a character, players who start at level 0 are classless. They may enter a class when they get their first Seed. You start from the root of the Tree and work your way up if you invest into 1 level of each trait along the way. You may multi-class into different classes but start at the bottom of the new tree. Once chosen, you cannot change where points are invested unless otherwise stated by the GM.

Stats

Each character has a set of 4 base stats that coincide with their strengths and weaknesses. Your stat totals are determined by your equipment, items, and traits.

Strength

Strength [add icon] reflects how physically strong your character is.

Strength determines the equipment and abilities you can use, as well as the bonus damage to certain attacks.

Precision

Precision [add icon] reflects how dexterous your character is.

Precision determines the equipment and abilities you can use, as well as the bonus damage to certain attacks.

This determines how agile your character is and influences your turn in the combat order.

Knowledge

Knowledge [add icon] reflects how intelligent your character is and influences your character's awareness in the world around them.

Knowledge determines your magic potency.

Charm

Charm [add icon] reflects how charismatic your character is and influences your social encounters.

Stat values are determined by adding up the bonuses from your equipment, class, species, items, and any temporary effects. You add these values to rolls you make corresponding to the specific trait.

All stats start at 0 and can be lowered to negative values based on items and effects.

Conflicts

Players will be forced to resolve conflicts from various obstacles throughout their adventure. For example, dodging a trap, fighting off a poison, or grappling with an enemy.

To resolve a conflict, players will roll a d20 and add their corresponding stat bonuses.

Conflict Table

As guidance, follow this table for difficulty ratings:

| Difficulty | Number to Succeed |
|-------------------|--------------------------|
| Very Easy | 10 |
| Easy | 15 |
| Moderate | 20 |
| Hard | 25 |
| Very Hard | 30 |
| Almost Impossible | 35 |

Examples of common conflicts include, but are not limited to:

| Strength | Precision | Knowledge | Charm |
|-----------------------|-----------------------|------------------------------|------------------------------------|
| Moving an object | Being stealthy | Investigating a room | Persuading or deceiving someone |
| Grappling a person | Pickpocketing someone | Recalling moments in history | Performing in front of an audience |
| Intimidating a person | Dodging a trap | Foraging food and water | Resisting possession |

Effort

Players can Burn Out cards from their Deck to put extra effort into Conflicts.

When a player resolves a Conflict, they may Burn Out the top card of their Deck to add the Exhaust as a bonus to their roll.

Players may only expend extra effort once per Conflict and must declare so before they roll. If effort is used and the player still fails the Conflict, the consequences are worse than what they would normally be if no extra effort was used. The GM may use discretion when determining consequences.

Edge

When a player has an edge on a roll, they get the same benefits as Effort except the card is put to the bottom of the deck.

Burden

Burden functions similarly to Edge, but the card's Exhaust cost is subtracted from the roll.

Character Appearance

Once you know the basic game aspects of your character, it's time to flesh them out as a person. Your character needs a name. Spend a few minutes thinking about what they look like and how they behave in general terms.

Give them a personality and a background to how they started adventuring. Some helpful things to think about are:

- What are your character's motives?
- What are their fears?
- Do they have any close bonds or ties to people, places, or things?
- What does your character love?
- What does your character hate?

GAME CARDS

Equipment – Armor



Name

This is the name of the card and how it's identified during gameplay.

Type

Describes the card on a specific level. Other cards may interact with a card's specific type.

Category

This is the [Equipment Zone](#) used when playing this card. This is unique to Armor and Weapons.

Bonus

The number added to rolls from any items you have equipped. Since this has a "+1" in the icon on the top left, it will give a +1 bonus to all other cards and effects activated with a matching icon. Remember, ***"If the icons in the left corner match, add the bonus."***

Defense

The amount of damage blocked. This is unique to Armor and Shields.

Card Description

This is where the card's effect is located.

Set/Rarity/Card ID

This is how to [identify the card](#) and determine its [rarity](#).

Equipment – Weapons



Name

This is the name of the card and how it's identified during gameplay.

Type

Describes the card on a specific level. Other cards may interact with a card's specific type.

Category

This is the [Equipment Zone](#) used when playing this card. This is unique to Armor and Weapons. Weapons either use one or two hands.

Bonus

The number added to rolls from any items you have equipped. Since this doesn't have a "+X" in the icon in the top left, it will receive the bonus from your Armor with a matching icon. Remember, ***"If the icons in the left corner match, add the bonus."***

Power

The number of dice rolled to activate an effect. This can be damage, healing, or a variety of other effects. All weapons can be used to attack unless otherwise stated. A player may make an unarmed attack if they have no weapons equipped. The damage is always 1+Strength.

Card Description

This is where the card's effect is located.

The "A" in the effect indicates that effect will use 1 Action. The same applies to Reactions with "R".

Set/Rarity/Card ID

This is how to [identify the card](#) and determine its [rarity](#).

Attacks and Support

Name

This is the name of the card and how it's identified during gameplay.

Type

Describes the card on a specific level. Other cards may interact with a card's specific type.

Exhaust

The number of additional cards you must [Exhaust](#) from the top of your HP Deck to play a card. All cards must Exhaust themselves after being played unless otherwise stated. You may choose to [Exhaust](#) cards from your hand to pay for a cost instead of randomly from the top of your deck.

Bonus

The number added to rolls from any items you have equipped. Since this doesn't have a "+X" in the icon in the top left, it will receive the bonus from your Armor with a matching icon. Remember, ***"If the icons in the left corner match, add the bonus."***

Power

The number of dice rolled to activate an effect. This can be damage, healing, or a variety of other effects. Some cards don't require a dice roll.

Action/Reaction/Free Action

Identifies the speed to play. An "A" signifies an Action is used. A "R" signifies a Reaction is used. If a card has both "A" and "R", you may use it as an Action on your turn or as a Reaction. If a card doesn't have an "A" or "R", it's a Free Action and can be used on your turn without using an Action or Reaction.

Card Description

This is where the card's effect is located.

Set/Rarity/Card ID

This is how to [identify the card](#) and determine its [rarity](#).



Items



Name

This is the name of the card and how it's identified during gameplay.

Type

Describes the card on a specific level. Other cards may interact with a card's specific type.

Exhaust

The number of additional cards you must [Exhaust](#) from the top of your HP Deck to play a card. All cards must Exhaust themselves after being played unless otherwise stated. You may choose to [Exhaust](#) cards from your hand to pay for a cost instead of randomly from the top of your deck. Items are usually removed from the game after being used, unless stated otherwise.

Action/Reaction/Free Action

Identifies the type of action needed to play this. An "A" signifies an Action is used. A "R" signifies a Reaction is used. Since this card has both "A" and "R", you may play it as an Action on your turn or as a Reaction. If a card doesn't have an "A" or "R", it's a Free Action and can be used on your turn without using an Action or Reaction.

Card Description

This is where the card's effect is located.

Set/Rarity/Card ID

This is how to [identify the card](#) and determine its [rarity](#).

Flavor Text provides a backstory for the card. Not all cards will have this.

PLAYMAT

The playmat helps you organize your cards during a game. When you use your cards, you place them on the playmat. Different kinds of cards are placed in different zones.

Each player should have their own playmat while battling. A paper playmat is provided in some products. The cards you “control” are the cards on your side of the field.

Once you learn the basics of the game, feel free to reorganize your field as you see fit.



1. HP Deck Zone

At the start of a game, your HP Deck is placed facedown here after shuffling. You draw or [Exhaust cards](#) from the top of your HP Deck to your hand or to the Exhaust Zone, respectively. If a card requires you to reveal cards from your HP Deck, or look through it, shuffle it and put it back in this space afterwards.

2. Exhaust Zone

When cards are played, paid for a cost, or you incur damage, they're sent face-up to this space. The contents of all players' Exhaust Zones are [public knowledge](#). Your opponent can look through your Exhaust Zone at any time and vice versa. The order of the cards in the Exhaust Zone may not be changed.

3. Equipment

This is where you put your [equipped items](#). You can have up to one card in each equipment zone. Two-handed weapons use both hand zones.

4. **Inventory**

This is where you put [unequipped armor, weapons, and other items](#). You could only have one item equipped per zone at a time. You may switch your equipped items from this zone with your equipment during your [Equip Chapter](#).

5. **Burnt Out**

Place cards face up here when they are removed from the game. They do not go back to your deck when healed.

6. **Combat Zone**

This zone is provided as a place to play cards and to put long-lasting effects, like totems. When you play a card from your hand, place it in this zone for other players to clearly see and respond to, if they choose.

HOW TO PLAY

Turn Sequence

Each turn is divided into chapters.

1. **Prelude**

Resolve any effects before the Draw Chapter.

2. **Draw Chapter**

This is the first phase. The Active Player draws 1 card from the top of their HP Deck. A player with no cards left in their HP Deck does not draw and must play with the cards remaining in their hand.

3. **Equip Chapter**

In this phase, the Active Player may equip or swap 1 piece of [Equipment](#) from their Inventory. Only one piece of equipment may be equipped per turn.

4. **Action Chapter**

This is when most cards are played. Any card with an Action may be played here. Alternatively, the Active Player may attack with a [weapon\(s\)](#) they have equipped. Each Action Chapter is divided into smaller phases:

A. Action

The Active Player may choose a weapon to attack with, activate an effect, or play a card from their hand. That player must choose the targets (if any) before rolling dice.

Players get one Action per round unless otherwise specified.

B. Reaction

Once the Active Player's action is declared, any player may play a card from their hand as a Reaction (starting with the player to the left and continuing clockwise).

Players get one Reaction per round unless otherwise specified.

C. Resolution

Once all players have played their Actions and Reactions, the turn moves to Resolution. This is where all cards are resolved in a stacked order (see the [Order of Consequence](#)) and final totals are calculated.

5. Final Chapter

The end of the turn is announced during this phase and any card effects activate before moving to the next player's turn.

Additionally, if the Active Player used no Actions on their turn, they draw an additional card from the top of their Deck.

Exhausting Cards

Exhausting is one of the main mechanics of HitPoint. To do this, you take the top card of your Deck and put it in your [Exhaust Zone](#). Repeat this for each card you must Exhaust. Some circumstances you'll need to Exhaust are:

- When cards are played
 - o In this instance, you may choose cards in your hand and Exhaust them instead of from the top of your HP deck.
- When you take damage
- To pay for a cost

Reactions

During the Reaction phase, players can only play cards or activate effects with a Reaction (R).

Order of Consequence

The Order of Consequence is a way to order the resolution of multiple cards/effects played in a single chapter.

When a card is played, the opponent is always given the opportunity to respond with a Reaction, adding that card to the Order of Consequence. Players may add effects to the Order of Consequence until all players choose not to add anything else, then each card is resolved in the reverse order, starting with the last card played.

You must always be careful not to resolve the effects of cards before asking opponents if they wish to play anything.

Calculating Totals

Calculate totals based on the dice rolls, adding or subtracting any outside effects. For example: bonuses, reactions, etc.

For example: If you're attacking an opponent with a dagger:

1. Roll 1d6 and add your bonus to Precision.
2. Take this total and apply any effects from opponents' cards.
3. Take this total and subtract your opponent's Armor.
4. The result is the total amount of damage inflicted from your dagger attack.

Deck Building

Card Limitations

Players are allowed up to 3 copies of a card in their deck, unless otherwise specified.

Deck Building Tips

When deck building, a good starting point is to add Equipment equal to about 1/3 of your deck and the rest as Actions and Reactions.

You should add Armor with a similar stat bonus to the Weapons and Actions/Reactions you put in your deck so you can get the best bonus to your rolls.

COMBAT

Combat Sequence/First Strike

To determine combat sequence, all participating creatures resolve a Precision Conflict. The highest roll goes first (this is called First Strike), and the turn order passes to the left. Any creatures entering combat after the sequence is determined will enter in that corresponding spot of the turn order. One rotation in combat equals 10 seconds in-game, regardless of the number of participants in battle.

Health and Your Deck

The Deck represents your character's remaining hit points and consists of several cards including attacks, abilities, reactions, etc.

When finishing combat, all players put whatever cards remain in their hands on top of their deck, which is shuffled at the beginning of each combat encounter.

You never want to run out of cards in your deck, or else your character dies. Death is covered later in this book under Adventuring.

Exhausted Cards

The Exhaust Zone represents your character's exhaustion while adventuring.

Cards will be placed in the Exhaust Zone to pay for a cost, when you incur loss of life, or several other ways. Your cards will remain here until you finish a Full Rest or are healed.

Burnt Out Cards

Cards that become burnt out are placed in the Burnt Out zone and can only be restored during a Full Rest. Healing does not return these to your deck.

Cards Removed from the Game

Some cards become removed from the game when used. These cards are either returned to the GM or removed entirely from play.

Playing Cards

Attacking and Damage

All attacks automatically hit. To inflict damage, you must roll the damage dice indicated, add any bonuses, and that becomes your total damage.

The attack target will normally have an Armor Value which is then subtracted from the total damage rolled in the previous step. Any damage left over will be deducted from the target's HP pool. If the result is less than or equal to zero, that attack is a miss.

Actions in Combat

Players may have one Action and one Reaction unless stated otherwise. Cards with no Action or Reaction icon are Free Actions. These can be played without using your Action but can only be played on your turn.

Class traits and some equipment cards will give you additional actions or reactions.

Actions out of Combat

A player may look through and use any action in their HP deck whenever they're out of combat. Any actions that are exhausted may only be used if the player heals that card or after a rest. Additionally, any costs of the card are still paid.

Dual Wielding

When a player equips two one-handed weapons, both are used when using an Action to attack (unless the player decides to only use one). If the weapons each have a different stat, you choose one stat bonus to add. Any effects on either weapon that activate on a hit resolve regardless of the amount of damage inflicted if it is 1 or more.

Readying an Action

Players can "ready" an action on their turn by identifying the action they want to do and declare a specific trigger.

Readying an Action uses your action to perform the "ready" and your reaction to complete the "readied action".

If readying a card, you will declare and reveal the card from your hand. When it is used, pay the exhaust, and then exhaust the played card. If it's not used, exhaust only that card at the beginning of your next Prelude.

Hand Sizes

Starting hand sizes may be changed for various reasons such as armor, weapons, items, etc. There is no maximum hand size.

Reactions

Some cards include reactions that can be used in response to Actions or other Reactions.

Range

HitPoint is designed so exact distance is ambiguous.

Close-Range: Cards with “Close-Range” in its type can be played against targets adjacent to you but cannot be played against targets from a distance.

Mid-Range: Cards with “Mid-Range” in its type can be played against targets within a reasonable distance if you can see them.

Long-Range: Cards with “Long-Range” in its type can be played against targets from any distance if you can see them.

Damage Modifiers

Out-of-reach halves the damage or an effect. Example: When you’re using a close-range attack on an enemy that is just outside of your reach (flying above you), you can attempt to jump and hit it. This will allow you to make contact, but your hit won’t be as strong, therefore you only inflict half the damage. This is usually at the discretion of the GM.

Out-of-sight means you cannot be targeted. Example: If an enemy ducks behind a rock, they are out-of-sight and can’t be targeted.

Resistant means you take half the damage, rounded down.

Weakness means you take twice the damage.

Criticals occur when you roll the maximum numbers whenever you roll one or more dice. When you get a critical, double the dice rolled for that play.

ADVENTURING

Resting

To return cards from the Exhaust Zone to the Deck, players must rest.

A full rest takes anywhere from six to eight hours in-game.

Players may also regain cards by using abilities, cards, or items.

Burnt Out cards can only be returned to the deck during a Full Rest.

Players shuffle all cards from their exhaust, hand, and burnt out zone into the deck, drawing 6 cards at the beginning of each combat.

Conflicts

Players will be forced to resolve conflicts from various things throughout their adventure. For example, dodging a trap, fighting off a poison, or grappling with an enemy.

To resolve a conflict, players will roll a d20 and add their corresponding stat bonuses.

Difficulty Table

As guidance, follow this table for difficulty ratings:

| Difficulty | Number to Succeed |
|-------------------|-------------------|
| Very Easy | 10 |
| Easy | 15 |
| Moderate | 20 |
| Hard | 25 |
| Very Hard | 30 |
| Almost Impossible | 35 |

Death

When a player is reduced to 0 HP, they are dead. They may only be revived by a Death Ritual (card), performed by either another player or an NPC. When a player is revived, they suffer from Death Sickness, meaning their HP is permanently halved (rounded down). Any HP they gain moving forward is also halved (rounded down). If a player dies a second time, that character is permanently dead, and their body quickly crystallizes into Vivianite. GMs and player groups may adjust the duration of Death Sickness to fit their play style.

Currency

Gold is the standard currency used throughout the game.

CREATURES

Creature Sizes

Mini, Small, Medium, Large, Monstrous

Creature Speeds

Slow, Moderate, Fast

Other types of Movement

Players may encounter obstacles where they're forced to climb, swim, jump, etc. Unless otherwise stated, creature speeds for anything other than walking/running are one tier lower than their identified movement speed. For example, a player may have a movement speed of Moderate, which would be their walking/running speed. If that player were to climb or swim, their speed would be Slow. Alternatively, a bird may have a flying speed of Fast but a walking/running speed of Moderate.

Rough Terrain

Creatures will encounter rough terrain such as rooting forests, icy mountains, rough waters, etc. Movement speed is one tier lower when moving through difficult terrain. For example, a character whose movement is Moderate would have a Slow movement speed if they were running on ice.

Moving Through Creatures

Creatures can move through other creatures' spaces if they are smaller than the creature standing on the space they are moving through.

Prone

Being prone has advantages and disadvantages. While prone, you become a smaller target and may be considered out-of-sight. You may also be harder to detect when being stealthy. Alternatively, while prone in combat, you are Burdened on Strength or Precision based Conflicts and you lose your Reaction. You can stand up using an Action if nothing is interfering with your attempt to get up.

Appendix A – Character Sheets and Game Formats

Character Sheets

Character sheets are templates that can be printed on any 8.5 x 11” printer paper.

Character sheets consist of two pages.

Page One

Page One includes the items you will be referring to the most.

This includes:

- Character Name
- Growth
- Stats
- Max HP
- Total Armor Score
- Movement
- Inventory
- Currency

Page Two

Page Two is class specific skill tree. If players multi-class, they can utilize multiple class tree sheets.

Game Formats

RPG

Standard

The most common type of RPG. A group of players come together to form a party and a Game Master runs the sessions, unveiling the world around the players.

Sentience

Similar to Standard except that the Game Master has their own character deck and fights alongside the players in a randomized format.

PVP

Winning

You win when all opponents’ HitPoints are reduced to 0 or they run out of playable cards, and you have cards remaining in your HP Deck or your hand.

If you and your opponent both reach 0 HitPoints at the same time, the game is declared a draw.

An important thing to note – if you lose all your health playing a card or activating an ability, that card or ability resolves, and then you lose. Think of it as your final attempt to overcome your opponent before you collapse.

Standard

Deck Size: 60 Cards

Preparing to Play

Before starting a game, follow these steps.

1. Gather all items outlined in the section, "[THINGS YOU NEED TO PLAY](#)".
2. Select up to 1 set of Equipment and place them into each Equipment slot. Shuffle all other Equipment cards into your Deck.
3. Shuffle your Deck thoroughly. Then you may shuffle and cut your opponent's cards. Be careful when handling cards that you don't own.
4. After cutting the decks, place your Deck face-down in the [respective zone](#) on the table.
5. Roll 1d20 and add any Precision bonuses. The player with the highest total goes first. Play continues clockwise.
6. Draw 6 cards from the top of your Deck. This is your starting hand.
7. Starting with the first player, it's time to battle!

Format Specific Rules:

- You may swap or equip any number of [Equipment](#) pieces during the [Equip Chapter](#) of your turn (either from your hand or Inventory).
- When blocking damage with Armor, you must declare which Armor you're blocking with. You may choose as many as you want, if you have them equipped. Add up the total [Defense](#) of your Armor and subtract that number from the incoming damage. Once the Action resolves, any used Armor is Exhausted. You may then equip any Armor you have sitting in your Inventory.
- Card range doesn't apply when determining if a card can be used.

Appendix B - OTHER RULES

Public Knowledge

The number of cards in a player's hand and HP Deck, the cards in their [Exhaust Zone](#), and the cards in the [Inventory/Equipment](#) are all public knowledge. Any player may verify these items at any time. If asked, you must answer truthfully. You are allowed to pick up and view the cards in each player's [Exhaust Zone](#), with their permission, but cannot change the order in which cards appear.

Rules vs. Card Effects

If there is a discrepancy between the basic rules and a card's effect, the card effect takes precedence. The only exception to this rule is the adjustment of maximum HitPoints. This number may not change throughout the game since it would require players to add or remove cards from their HP Deck.

Player Priority

The Active Player always starts with Priority. This is the choice to act first. If that player has Priority, opponents may not play cards or effects except for cards that trigger automatically.

Players must pass Priority around the table, starting with the person to their left when moving through the phases of their turn.

Duration

Some cards have a duration, which means they stay in the Combat Zone for that many turns. The card will specify which point during the turn that the counter counts down. For example, *Duration: 3 of Your Preludes* means the card duration will disappear during the third turn and counts down during each of your Preludes.

Looting the Hoard (Optional PVP Mechanic)

Whenever a player runs out of HitPoints (they run out of cards in their Deck and hand), whatever equipment they had on them is available for looting. Each piece of [Equipment](#) is auctioned off to the person who pays the highest Exhaust.

For example, if Player 1 loses all their HP and has a Long Sword equipped with a Long Bow in their Inventory, that player will choose which item goes up for auction first. Starting with the player on the left, each player will either pass or bid on that item using Exhaust.

Player 1 chooses to put the Long Sword up first.

Player 2 will bid 2 Exhaust for the Long Sword.

Player 3 will bid 5 Exhaust for the Long Sword.

Player 2 will then pass, and Player 3 will get the Long Sword and Exhaust the 5 cards.

This will be repeated for the Long Bow. If no one bids for an item, that item is removed from the Hoard and play continues.

Conditions

Some cards leave long-lasting conditions (e.g. Poison, Burn, Bleed, etc.). For a comprehensive list of conditions, see [Appendix A – Conditions](#).

Dual Wielding Weapons

When selecting [Equipment](#), players have a choice of 1 two-handed weapon or 2 one-handed weapons. When you choose to attack with your dual-wielded weapons, roll the total power on both cards (using one Action).

Some One-Handed Weapons allow you to equip an identical copy during 1 [Equip Chapter](#).

Set and Rarity



ORDINARY



UNCOMMON



UNIQUE



LEGENDARY



ANCIENT

APPENDIX C – CONDITIONS

Conditions are a lasting effect caused by various cards and effects. Multiple conditions of the same type stack and become more powerful but still count as 1 condition. For example, if you are affected with Bleed II and then inflicted with Bleed III, you will then have Bleed V. However, it counts as 1 condition, so you only need 1 Action to remove it.

Bleed

You lose X HP at the beginning of your [Prelude](#) (ignores Armor). You can use your [Action](#) to stop the bleeding and remove the condition.

X is equal to the level of Bleed inflicted.

For example: Being inflicted with Bleed III will cause you to lose 3 HP at the beginning of your [Prelude](#).

Poison

You take X damage at the beginning of your [Prelude](#) for 1d4 turns (ignores armor).

X is equal to the level of Poison inflicted.

For example: Being inflicted with Poison II will cause you to lose 2 HP at the beginning of your [Prelude](#).

Burn

You take X damage whenever you draw a card for 1d4 turns (ignores armor).

X is equal to the level of Burn inflicted.

If the target is an enemy with a stat block and no deck, this effect will work the same as Poison, above.

For example: Being inflicted with Burn I will cause you to lose 1 HP whenever you draw a card from your HP Deck.

Prone

While prone, you become a smaller target and may be considered out-of-sight. You may also be harder to detect when being stealthy.

Alternatively, while prone in combat, you are Burdened on Strength or Precision based Conflicts and you lose your Reaction. You can stand up using an Action if nothing is interfering with your attempt to get up.

APPENDIX D – Bestiary

| Creature Name | | | |
|---|-------|--|---------------------|
| Shroomp | | | |
| Size | Small | Speed | Moderate |
| HP | 25 | Total Armor | 6 |
| Stats | | Equipment | |
| Strength | +3 | Leather Chestguard | 4 |
| Precision | +7 | Leather Shoes | 2 |
| Knowledge | +4 | Wooden Spear | 2d4 |
| Charm | +0 | Iron Dagger | 1d4 |
| Actions | | | |
| Iron Dagger | | Close-Range Attack | 1d4 + 7 (Precision) |
| Wooden Spear | | Close or Long-Range Attack | 2d4 + 7 (Precision) |
| Abilities | | | |
| Pack Animals | | +7 Precision to attacks, effects, and Conflicts when an ally is within Close-Range. | |
| Hidden in Plain Sight | | While the Shroomp remains still, they are indiscernible from regular, large mushrooms. | |
| Behaviors | | | |
| If the Shroomp is completely disarmed, they tend to run away. | | | |
| Sentience Table | | | |
| 1-2 | | Move into Close-Range to the nearest enemy and attack with a Wooden Spear. | |
| 3-4 | | Move into Close-Range to the nearest enemy and attack with the Iron Dagger. | |
| 5 | | Heal themselves or an ally with a potion. | |
| 6 | | Attack with the Wooden Spear from a Long-Range. | |

APPENDIX E – DEFINITIONS

Control

Cards you action on/with are considered under your control.

Owned

Cards that you start the game with are considered owned by you.

Reveal

To show your opponents.

Cost

The cost is the requirement needed to play or activate a card.

Round

A round is a full rotation of turns. For example, one round from when you play a card will conclude when you complete your next turn.

Turn

A single player's turn from beginning to end.

Bury

Select a card from your hand and place it face down on the bottom of your HP Deck.