

ADVANCEMENT

Level	Exp.	Prof.
1	0	+2
2	300	+2
3	900	+2
4	2,700	+2
5	6,500	+3
6	14,000	+3
7	23,000	+3
8	34,000	+3
9	48,000	+4
10	64,000	+4
11	85,000	+4
12	100,000	+4
13	120,000	+5
14	140,000	+5
15	165,000	+5
16	195,000	+5
17	225,000	+6
18	265,000	+6
19	305,000	+6
20	355,000	+6

ABILITY MODIFIERS

Score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30	+10

COMMON LANGUAGES

Language	Alphabet	Language	Alphabet
<i>"The Tongues of Man"</i>		<i>"The Tongues of the Sky People"</i>	
Altherian	Altharin	Harnen	Kio
Auxunite	Khitani	Kio	Kio
Cancerese		<i>"The Tongues of the Serpent"</i>	
Coryani, High	Coryani	Eloran	Ssethric
Coryani, Low	Coryani	Ss'ressen	Ssethric
Dailish	Coryani	Ssethric	Ssethric
Erdukene	Altharin	<i>"The Unique Tongues"</i>	
Hunai	Altharin	Hells Speak	Infernal
Khitani, High	Khitani	Myrantian	Myrantian
Khitani, Low	Khitani	Pidgin Trade	None
Maghir	Khitani	Udor	Udor
Milandisian	Coryani	Unden	Coryani/Kio
Yhing hir	Khitani	Yamandrake	Yamandrake

ASSOCIATED SKILLS

Ability Score	Skills
Strength	Athletics
Dexterity	Acrobatics, Sleight of Hand, Stealth
Constitution	None
Intelligence	Arcana, History, Investigation, Linguistics, Nature, Psionics, Religion
Wisdom	Animal Handling, Insight, Medicine, Perception, Survival
Charisma	Deception, Intimidation, Performance, Persuasion
Passive Skill Vaule. 10 + Proficiency Bonus + Ability Score Modifier	

TASK DIFFICULTY

Difficulty	DC	Difficulty	DC
Trivial	5	Hard	20
Easy	10	Very Hard	25
Moderate	15	Nearly Impossible	30

MOVEMENT

Climb: 1/2 move speed, 1/4 on difficult terrain, STR check may apply.
Crawl: While Prone, 1/2 move speed.
Long Jump: After moving 10', = 3+STR mod in feet, <i>from standing:</i> STR mod in feet.
High Jump: After moving 10', = STR mod in feet, <i>from standing:</i> 1/2 STR mod in feet.
Stand: 1/2 move speed
Swim: 1/2 move speed, 1/4 in rough water. STR check may apply.

FAME

Gaining Fame. Players may be awarded fame for completing particular objectives for their nation, Church, secret society, or powerful noble families.

Benefits of Fame. Players may temporarily spend fame with a faction they are part of. These benefits must fit within the context of the faction involved, and be available at the hero's current location. Heroes regain spent fame at the rate of 1 point per long rest.

2 points: faction provides them with information on a specific location, local personages, contacts with the black market, or agreements with local guilds.

3 points: gain a bonus equal to your maximum fame on any Charisma check made to gather local news, rumors, or information if you are asking someone in your faction.

5 points: Use faction's resources to find some useful information related to your factions' major goals. This is primarily a way for the GM to help get the story back on track.

10 points: Ask for a single favor from your faction, such as mounts for you and your allies, or a safe house for a few days. These favors cost 10 points each and may or may not be available at the GM's discretion.

Infamy. Infamy is gained when a hero intentionally fails a mission, fails too often, or acts in opposition to their faction. Tracked alongside fame, if infamy ever exceeds fame with a faction, they will be less inclined to trust them or offer benefits. If infamy doubles their fame with a faction, that faction will either exile or excommunicate them, or even mark them for death.

TRACKING

Ground Surface	DC	Conditions	DC
Soft (Snow, Mud)	10	Each day passed	+5
Dirt or Grass	15	Trail, such as blood	-5
Bare Stone	20		

TRAVELING

Pace	Minute	Hour	Day	Effect
Slow	200 ft	2 miles	18 miles	Able to Stealth
Normal	300 ft.	3 miles	24 miles	-
Fast	400 ft.	4 miles	30 miles	-5 pass. perception
Heroes may travel for 8 hours/day before suffering exhaustion.				

FATE

Using Fate.

- Spend a Fate Point to gain advantage on any ability check, attack roll, or saving throw.
- Player chooses to use Fate either before or after they make the roll, before they know the outcome.

Fate Pool.

- Start every session with 0 Fate.
- Players may have number of Fate equal to their proficiency bonus.

Awarding Fate. While GMs award Fate, players are encouraged to nominate their fellow players for fate awards.

Common reasons to award Fate:

- Amazing Moments (Player does something outstanding or roleplays their character in such a way that enriches the story, even if it's to the detriment of the party.)
- Playing up a flaw to their detriment.
- Playing up their personality trait, bonds, and ideals.
- Heroic actions.
- GM Option: Awarding out-of-the-box thinking, particularly funny moments in game that caused the entire table to erupt in laughter, a player recalling a bit of obscure Arcanis lore relevant to the story at hand, etc.

Losing Fate.

- GM may remove a hero's Fate points for performing or taking actions that are decidedly not heroic.

MUNDANE LIGHT SOURCES

Light Source	—Radius in Feet—		
	Bright	Dim	Duration
Candle	5 feet	+5 feet	6 hours
Torch	20 feet	+20 feet	1 hour
Lamp	15 feet	+30 feet	6 hours
Lantern, bullseye	60 foot cone	+60 feet	6 hours
Lantern, Hooded			6 hours
- Open	30 feet	+30 feet	
- Closed	-	+5 feet	

COMMON MAGICAL SOURCES OF LIGHT

Source	—Radius in Feet—		
	Bright	Dim	Duration
<i>Continual Flame</i>	20 feet	+20 feet	Until Dispelled
<i>Dancing Lights</i>	-	10 feet	1 minute
<i>Spirit Fire</i>	-	10 feet	1 minute
<i>Flame/Nier's Blade</i>	10 feet	+10 feet	10 minutes
<i>Flaming Sphere</i>	20 feet	+20 feet	1 minute
Holy Aura	-	+5 feet	1 minute
<i>Light</i>	20 feet	+20 feet	1 minute
<i>Moonbeam</i>	-	5 ft cyl	1 minute
<i>Prismatic Wall</i>	100 feet	+100 feet	10 minutes
<i>Wall of Fire</i>	60 feet	+60 feet	1 minute
Illiir Lights My Way	20 feet	+20 feet	1 hour/bl. rank
<i>Aura of Radiance</i>	10 feet	+10 feet	1 minute
<i>Circle of Radiance</i>	20 feet	+20 feet	1 minute
<i>Lighting Armor</i>	10 feet	+10 feet	10 minutes
<i>Mantle of Unassailable Flame</i>	10 feet	+10 feet	1 minute
Lighting Rune	10 feet	+10 feet	while activated
Fire Rune	20 feet	+20 feet	while activated

OBJECT ARMOR CLASS

Substance	AC	Substance	AC
Cloth, paper, rope	11	Iron, Steel, Sarishan Steel	19
Crystal, glass, ice	13	Glass Steel, Tempered Sarishan Steel	22
Wood, bone	15	Fervidite	23
Stone	17	Adamantine	24

Objects with a **Damage Threshold** are immune to all damage unless a single Attack or effect deals damage equal to or greater than its damage threshold, in which case it takes damage as normal.

COVER

Cover	Effect
1/2	+2 to AC and Dexterity saving throws
3/4	+5 to AC and Dexterity saving throws
Full	Can't be targeted by an attack or spell

OBSCURATION

Condition	Hindrance	Examples
Lightly Obscured	Disadvantage on Perception checks relying on sight	Dim light, patchy fog, moderate foliage
Heavily Obscured	Effectively blinded when you try to see something obscured by it.	Darkness, opaque fog, dense foliage

RULES FOR STEALTH

- Creatures cannot attempt to hide if they are under direct observation. If they come into a creature's field of view, some kind of concealment is required to remain hidden.
- Once hidden, they can still be detected via sight or other senses. If an observing creature's perception check or passive perception is higher than the stealth roll, they are detected.
- Attacking while hidden grants advantage on their first attack roll. Attacking while hidden, regardless of whether it hits or misses, exposes their position, and they are no longer hidden.
- Anyone attacking a hidden creature they cannot directly detect does so at a disadvantage.

TRAPS: SAVE & ATK BONUS

Trap Danger	Save DC	Atk. Bonus
Setback	10-11	+3 to +5
Dangerous	12-15	+6 to +8
Deadly	16-20	+9 to +12

DAMAGE SEVERITY BY LEVEL

Char. Level	Setback	Dangerous	Deadly
1-4	1d10	2d10	4d10
5-10	2d10	4d10	10d10
11-16	4d10	10d10	18d10
17-20	10d10	18d10	24d10

OBJECT HIT POINTS

Size	Fragile	Resilient
Tiny (Bottle, Lock)	2 (1d4)	5 (2d4)
Small (Chest, Lute)	3 (1d6)	10 (3d6)
Med. (Barrel, Chandelier)	4 (1d8)	18 (4d8)
Large (Cart, 10ft x 10ft Window)	5 (1d10)	27 (5d10)
Huge (Wagon, Hut)	DM's Discretion	

DAMAGE TYPES

Acid
Bludgeoning
Cold
Fire
Force
Lightning
Necrotic
Piercing
Poison
Psychic
Radiant
Slashing
Thunder

ARCANUMS

Arcane (Elder)
Arcane (Eldritch)
Divine
Primal
Psionics

OPPORTUNITY ATTACK

- Make an opportunity attack when a hostile creature that you can see moves out of your reach. There are specific abilities which may trigger an opportunity attack.
- Use reaction to make a melee attack against the provoking creature. The attack occurs right before the creature leaves your reach.
- Avoid provoking an opportunity attack with the Disengage action. You don't provoke opportunity attacks while teleporting or when moved without using your movement, action, or reaction.

SHOVE

- Using the Attack action. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.
- The target must be no more than one size larger than you and must be within your reach. Instead of an attack roll, make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses which). If you win, knock target prone or push it 5 feet away from you.

GRAPPLING

- Use the Attack action. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.
- Requires a free hand, Target may be no more than one size larger and must be within reach. Roll Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses which ability to use). If successful, target is subject the grappled condition. Grappler can release the target whenever they like (no action required).
- **Escaping a Grapple.** A grappled creature can use its action to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by the grappler's Strength (Athletics) check.
- **Moving a Grappled Creature.** When the grappler moves, they can drag or carry the grappled creature with them, but their speed is halved, unless the grappled creature is two or more sizes smaller.

DONNING ARMOR

Type	Don	DoFF
Light	1 min	1 min
Medium	5 min	1 min
Heavy	10 min	5 min
Shield	1 action	1 action

CONDITIONS

BLINDED

- Can't see, automatically fail ability checks that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

CHARMED

- Can't attack the charmer or target the charmer with harmful abilities or magical effects.
- The charmer has advantage on any ability check to interact socially with the creature.

DEAFENED

- Automatically fail any ability check that requires hearing.

FRIGHTENED

- Disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- Can't willingly move closer to the source of its fear.

GRAPPLED

- Speed becomes 0, can't benefit from bonuses to speed.
- Condition ends if grappler is incapacitated or if moved out of range of grappler/grappling effect.

INCAPACITATED

- Can't take actions or reactions.

INVISIBLE

- Impossible to see without the aid of magic or a special sense.
- For Hiding, the creature is heavily obscured. Creature's location can be detected by any noise it makes or any tracks it leaves.
- Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

PARALYZED

- Is incapacitated (see the condition), can't move or speak.
- Automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

EXHAUSTION

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

PETRIFIED

- Creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.
- Incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- Attack rolls against the creature have advantage.
- Automatically fails Strength and Dexterity saving throws.
- Resistance to all damage.
- The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

POISONED

- Disadvantage on attack rolls and ability checks.

PRONE

- Can only crawl unless creature stands. Every foot of movement while crawling costs 1 extra foot.
- Disadvantage on attack rolls.
- Attacks against creature within 5 feet have advantage, otherwise attacks against creature have disadvantage.

RESTRAINED

- Speed becomes 0, can't benefit from bonuses to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- Disadvantage on Dexterity saving throws.

STUNNED

- Is incapacitated (see the condition), can't move, and can speak only falteringly.
- Automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.

UNCONSCIOUS

- Is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- Drops whatever it's holding and falls prone.
- Automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

CONCENTRATION

The following factors can break concentration:

- **Casting/Manifesting another spell that requires concentration.**
- **Taking damage.** Constitution saving throw DC of 10 or half the damage taken, whichever is greater. Must make a saving throw for each source of damage.
- **Incapacitated or killed.**
- **Being overwhelmed by an enormous distraction.** (GM discretion) Succeed on a DC 10 Constitution saving throw to maintain concentration.

SUFFOCATING

- A creature can hold its breath for 1 + CON Mod. minutes (min. 30 seconds).
- When it runs out of breath, it can survive for a number of rounds equal to its CON Mod. At the start of its next turn, it drops to 0 hp and is dying.

SS'RESSEN FRENZY

- **Trigger.** When ss'ressen of different egg clutches come within 30 feet of each other they must make a successful DC 10 Wisdom saving throw or fly into an uncontrollable Frenzy.
- **While in Frenzy.** Gain advantage on melee weapon attack rolls using Strength, while suffering dis-advantage on any attack roll or ability check that is not directed at the ss'ressen who triggered the frenzy. For the duration of the frenzy all attack rolls against the frenzied ss'ressen have advantage. At the end of each of their turns, they can attempt a new Wisdom saving throw. If they succeed, their frenzy ends. Their frenzy also ends when there are no living ss'ressen of an unrelated egg clutch within 30 feet or a ssanu comes within 30 feet, if they consciously suppress the pheromones causing the frenzy.
- **Resisting Frenzy.** If they succeed on the Wisdom saving throw for the next hour, they can resist the maddening scent of the egg clutch whose members triggered the frenzy. If they come across ss'ressen of a different egg clutch, they must make a new Wisdom saving throw, or fly into a frenzy once more.

DEATH AND DYING

Instant Death	Damage that reduces a hero to 0 hit points and there is damage remaining, they die if the remaining damage equals or exceeds their hit point maximum.
Falling Unconscious	At 0 hit points (and not dead), hero falls unconscious. They remain so until they regain any hit points.
Death Saving Throws	DC: 10 - Stabilize on 3 Successes, Die on 3 Failures Roll of 1 = 2 Fails, Roll of 20 = Regain 1 HP
Damage at Zero Hit Points	Any damage taken while you have 0 hit points results in a death saving throw failure. If a critical hit, they suffer two failures instead. Damage that equals or exceeds their hit point maximum results in an instant death.





ARCANIS



THE WORLD OF SHATTERED EMPIRES



