



A classless and modular Fantasy TTRPG for any setting



Authored by Lachlan

Illustrated by Olivia  
*@candicornart*

Disclaimer: This is a living document that will be updated periodically.  
Many placeholder spaces exist for future artwork and redesign.

Version 0.92 Beta - Nov 12th, 2024



Anyventure D12 © 2022 is licensed under CC BY 4.0. To view a copy of this license, visit <http://creativecommons.org/licenses/by/4.0/>



<b>Objective</b>	<b>3</b>
<b>Introduction</b>	<b>4</b>
What is Anyventure D12?	4
Online Play	5
How to Play	5
Requirements	5
Players:	5
How do I use this manual?	6
1. Modules	7
<b>Chapter 1 : Core Concepts</b>	<b>7</b>
2. Attributes	13
3. Skills	13
4. Skill Checks	15
5. Time, Distance & Weight	20
6. Character Advancement	22
7. Health	24
8. Focus	25
9. Vision & Alternative Senses	26
10. Size	27
27	
11. Resting & Recovery	27
12. Narrative Dice	28
13. Food and Eating	29
14. Languages	29
<b>Chapter 2 : Combat</b>	<b>30</b>
1. Components of Combat	30
2. Engagements	31
3. Actions	32
4. Free Actions	34
5. Heroic Actions	34
6. Bonus Actions	35
7. Reactions	35
8. Resolving Combat	37
9. Special Rolls	38
10. Mitigating Damage	39
11. Attack Types	40
12. Area Types	40
13. Conditions	41
14. Fighting Stances	45
15. Advanced Combat	45
15. Environmental Hazards	48
16. Magical Hazards	49
17. Injuries	50
<b>Chapter 3 : Magic</b>	<b>51</b>
1. Channeling Magic	51
2. Charging Spells	52
3. Spell Levels	52
4. Schools of Magic	53
5. Conduits	54
6. Essence Burn	55
7. Components	56

8. Spell Scrolls	56
9. Learning Spells	57
10. Channeling in Armor	57
11. Upgrading Conduits	58
12. Rituals	58

## **Chapter 4: Equipment & Items 59**

1. Objects	59
2. Equipment	60
3. Items	63
4. Magical Items	64
5. Currency	64

## **Chapter 5: Creating a Character 65**

1. Determine Starting Level	65
2. Choose an Ancestry	65
3. Pick an Origin Trait	65
4. Choose a Size	66
5. Allocate Attributes	67
6. Spending Module Points	67
7. Add Starting Items	69
8. Optional Backstory	69
9. Example: The Human Paladin	70
10. Example: The Kobold Wizard	71

## **Chapter 6: Non-Player Characters 74**

1. Stat-Blocks	74
2. Special Character Types	77
3. Creature Types	77

## **Chapter 7: Secondary Characters 79**

1. Pets	79
2. Mounts	81
3. Companions	82
4. Familiars	83

## **Chapter 8: Crafting 85**

1. Professions	85
2. Ingredients	86
3. Crafting Checks	86
4. Catalysts	87
5. Overcrafting	88
6. Infusions	88
7. Augmentations	88

## **Chapter 9: Exploration 90**

1. Local Exploration	90
2. Regional Exploration	93

## **Chapter 9: Helpful Tables 94**

<b>Objective</b>	<b>3</b>
<b>Introduction</b>	<b>4</b>
What is Anyventure D12?	4
Online Play	5
How to Play	5
Requirements	5



## Objective

The objective for the AVD12 System is to create a unique role-playing experience that rewards creativity. The intent of this game system is to take the strong foundation of other TTRPGs and improve upon the ideas they offer. There are 7 pillars that guide AVD12's mission:

**Familiarity:** AVD12 is designed to be an easy alternative for people familiar with more popular TTRPG systems. It shamelessly cherry picks from some of our favorite TTRPGs of all time and delivers new and modern spins on many familiar concepts.

**Modularity:** AVD12 is a system without the limitation of classes. Everything from your Culture to your Skills are based on Modules. We wanted to be able to create characters that could be anything and represent some of our favorite tropes found in the Fantasy and Sci-Fi genres.

**Accessibility:** AVD12 should be free and accessible to everyone. We consider ourselves an online-first TTRPG, with a website that provides tools for our players to thrive. Our webpage is built to allow players to create and manage characters in the same place where all the rules and material to play the game are available.

**Malleability:** AVD12 is a system that strives to evolve with its player base and be legitimately community driven. Because we do not plan on having any physical resources, we can simply change things that are not working and correct oversights. We are full prepared to embrace the opinions and desires of people who play this system.

**Engaging:** AVD12 had the goal of simplifying combat and making it more engaging. With only 2 Actions, potent Reactions and the need to actively defend your character when being attacked, we hope to mitigate players feeling like they are "checked out" when it is not their turn.

**Inclusivity:** AVD12 System seeks to support people from all walks of life. We want to define systems that facilitate players being able to make whatever fantasy they desire. We want to have conversations with the people who feel underrepresented and make sure they have a home in our game by incorporating systems to support them.

**Customizability:** AVD12 is built to support any setting as we have strived to keep many of the rules and systems generic. It may be jarring to see an Assault Rifle in the same damage category as a Heavy Crossbow, but this is intentional and part of our overall goal. Everything on our website is made to be customizable, from Items, Monsters, or Modules themselves, we want to give players the power to create.



## Introduction



### What is Anyventure D12?

AnyventureD12 is a tabletop role-playing game (TTRPG) that emphasizes imagination, strategy, and customization. Like other TTRPGs, the AVD12 system serves as a mechanism for collaborative storytelling between a gamemaster (GM) and one or more player characters (PCs). What sets a TTRPG apart from a traditional story is the inclusion of rules and a structured way of resolving the actions and intentions that the player characters wish to undertake. This framework allows for an interactive narrative where the outcome is not predetermined but instead shaped by the decisions and creativity of the players.

The player characters must use their imaginations to determine how their characters will react to the environment and non-player characters (NPCs) portrayed by the GM. This involves not only role-playing their character's personality and motivations but also employing strategic thinking to

overcome challenges presented within the game world. The GM, in turn, brings the world to life by managing the settings, events, and NPCs, ensuring that the world reacts dynamically to the player characters' actions. This reciprocal interaction between the players and the GM weaves together to create an epic journey filled with unexpected twists and memorable moments.

AnyventureD12 offers a high level of customization, allowing players to tailor their characters' abilities, backgrounds, and equipment to fit the story they wish to tell. The game's mechanics encourage strategic planning, whether in combat scenarios, problem-solving situations, or social interactions. By combining imagination with structured gameplay, AnyventureD12 provides a rich and immersive experience that is unique to each group of players. The collaborative nature of the game ensures that every session contributes meaningfully to the overarching narrative, making the adventure truly engaging for everyone involved.

AnyventureD12 is a versatile high-magic system adaptable to various settings. Whether your preference is a world equipped with energy rifles and plasma swords or one steeped in traditional medieval fantasy, AnyventureD12 is intentionally designed to be flexible and inclusive, accommodating a wide range of thematic environments. The system achieves this by referencing types of equipment in general terms, such as light 1-handed slashing weapon instead of defining individual weapons. In one setting a heavy



ranged weapon could be a plasma rifle as opposed to a long bow in a medieval setting.

## **Online Play**

AnyventureD12 distinguishes itself from other tabletop role-playing games (TTRPGs) by adopting an "online-first" approach, providing players with all the tools and resources they need completely free of charge. While this guide serves as a solid foundation, the official resources on the AnyventureD12 website can help ease common tasks such as creating and managing characters. The game is best experienced using supported virtual tabletops (VTTs) like FoundryVTT or Roll20.

## **How to Play**

In AnyventureD12, each player controls a character with the goal of collaborating with others to accomplish one or more objectives during the game. This game could be a short story concluded within a single session or an expansive epic, typically called a campaign, spanning multiple years. A session is a scheduled time and place where the Game Master (GM) and players agree to meet—either in person or online—for a predetermined duration to play. Since there are numerous ways to run and enjoy a tabletop role-playing game (TTRPG), a game might look entirely different from one group to another, and AnyventureD12 is no exception. For example, some games may focus heavily on role-playing with an emphasis on intrigue and mystery, while others might have player characters engaged

in constant, high-stakes battles. In essence, there's no single way to play; it will vary based on the friends you have available.

In AnyventureD12, gameplay flows with the Game Master (GM) describing a scene or scenario, and the player characters (PCs) reacting to it. The GM then resolves the PCs' actions by applying both the game rules and improvisation. Typically, when a PC attempts something non-trivial, the GM will ask the player to roll a 12-sided die (d12). The result of this roll, often modified by the character's skills and traits, determines whether the action succeeds or fails.

AnyventureD12 is built upon the well-known trio of pillars: social interaction, exploration, and combat, each given equal importance. For example, a typical adventure might see the party conversing with a merchant who alleges that he was robbed of a family heirloom near an old, abandoned mineshaft en route to the city. The players decide to locate and investigate the mineshaft, navigating its perilous tunnels until they are ambushed by a group of bandits using it as their hideout. The party then discovers the heirloom is far more valuable than the merchant initially let on, presenting them with an intriguing dilemma.

## **Requirements**

### **Players:**

At least two people are required to play with one taking on the role of the GM and the others taking on the role of the player characters. The recommended size for a game



would be one GM and four to five player characters.

The GM has a large amount of responsibility in running the game. They take the role with the most authority in both guiding the story and being the sole arbitrator of the rules. Realistically, the GM will dedicate significant time towards preparing a game.

The players have the responsibility of creating a character and role-playing them faithfully to the world they are part of. AnyventureD12 does not have classes that define what a character can or cannot do. Instead, players can choose what they want their character to excel at within a modular framework. This is covered in great detail in **Chapter 5: Creating a Character**.

### Dice:

Dice are essential to resolving interactions within all three pillars of play. To play the game, both the GM and each of the players will need a standard set which includes a 4,6,8,10,12, and 20-sided dice if playing in person. If playing online, there are various tools that allow the rolling of virtualized dice.

### Battlemaps and Tokens:

Combat in AVD12 is tactical in nature and often involves precise strategy based on placement of characters in a physical space. For this reason, **battle maps** with square grids are heavily encouraged. Battle maps can be as simple as a piece of graph paper or 3d terrain.

Characters are represented by **tokens** that are placed upon the battle map to represent their location within a space. Tokens can range from complex painted resin miniatures to coins or bottle caps.

## How do I use this manual?

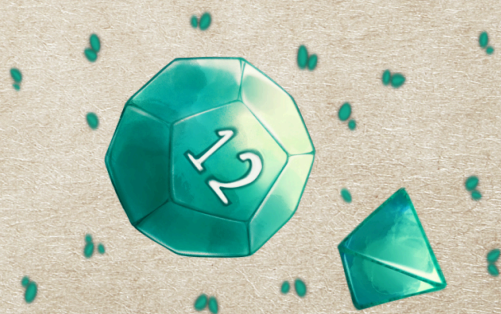
This manual contains both rules and guidance on playing the game, organized into chapters. Occasionally, you will encounter colorized descriptions and styling that mean certain things.

**This is an Example**  
*This text provides an example on how to apply the rules to a fabricated scenario.*

**This is a Rule**  
This box contains an important rule with the intention of making it more visible

**This is an Optional Rule**  
This box contains an alternate rule which may work better with certain types of play styles.

**This is an Important Note**  
This box contains an important note that should be considered by the players.





## Chapter 1 : Core Concepts



### 1. Modules

Modules are the core part of player characters in the AVD12 System. Instead of a character being restricted to a class or template, they are composed of modules where you pick exactly what your character is good at. Rather than being based on Attributes, skills with weapons, spells, and various other talents are acquired through options only available in modules. For instance, the damage you deal with a slashing weapon is based on how many traits you have that add to that bonus, rather than your strength score.

Modules are organized into tiers that act as a skill tree with progression starting at the top tier which is gained when the module is purchased using module points.

There are 4 types of modules in the AVD12 System: **origin**, **core**, **secondary** and **alteration**. Each type of module has a different layout and module cost for advancing. Any module, regardless of type, requires 2 points to buy which also grants the first tier. Each odd tier has 1 option and each even tier allows the choice between 2 options. Player must progress through a tree from top to bottom, spending module points to unlock each subsequent option.

There are no limits to how many modules of each type a character can have. As long as the character has enough module points to purchase a module, they can do so. A character is limited by the number of module points they have which be discussed in greater depth in the **Character Progression section** later in this chapter.



## Origin Modules

Origin Modules represent a character's ancestry and culture. All characters have at least one base origin module that they are granted.

The origin system is flexible and allows a player to shape their character based on their desired culture groups and character backstory rather than their phenotype. It allows a path forward to be an Elf, for instance, who was raised by Orcs and shares their cultural values and can invest module points to represent that in a meaningful way. This allows scenarios where characters can be from mixed heritages and they can invest their module points in the cultures are important to their character.

Because the base origin module is a representation of ancestry, a character gains the first tier of the cultural module and two additional traits directly related to their bloodline.

The example below shows the origin module for the "Elf Culture" which is based on their cultural importance of astronomy and living with nature. An Elf character would gain the first tier, "Elven Striders", as well as both Ancestry abilities upon character creation. Ancestry abilities cannot be learned and can only be granted at that time.

### Cultural : Elf

#### Elven Striders

Elven culture requires quick feet and decision making to survive their harsh homeland. Gain +1 Movement Speed and +1 Initiative.

#### Action : Bladedancing

As part of the Elven culture, you have perfected the Bladedancer form. Make an Attack with a Slashing Weapon and gain a 1d4 Bonus to Dodge Checks until the start of your next turn.

#### Naturopathy

Living in the wilderness has caused a more homegrown focus on healing. Gain +1 Alchemy and +1 Medicine.

#### Astral Navigators

The Elven culture are trained to move with the guidance of celestial bodies and cannot get lost while under the stars. Gain +1 Search and +1 Wilderness.

#### Gift from the Stars

Those who grow up within the Elven culture are exposed to the magic of the stars. sYou Learn 3 Beginner and 3 Novice Level Cosmic Spells and gain +2 Arcane Mitigation.

#### Efficient Archery

The Elven culture teaches bowmanship at a young age. Gain +1 Attack and +1 Damage with Ranged Weapons. Additionally, Basic Ammunition you make gains 1 Infusion Slot.

#### Elven Woads

Cumbersome armor is rare within Elven Society and most fight with little in the way of protection, often opting to show painted skin. Gain +2 Dodge while not wearing armor.

### Ancestry

#### Born of Starlight

You are Immutable and cannot be affected by Magic that alters your form, changes your size or transmutation spells that affect the speed at which you move or act.

#### Action [Daily] : Nebulous Eyes

Your eyes glow hazy and dark with the power of the cosmos. For the next Minute, you gain Truevision and a 1d4 Bonus to Resistance.



## Core Modules

**Core Modules** represent the most basic of a character's skill-set such as the types of magic schools they know, the weapons they wield and the armor they wear. Unlike the other module types, core modules have restrictions on how far a character can advance based on level. The first 5 tiers can be purchased with module points at any point, but beyond that, the 6<sup>th</sup> tier requires a character make level 5, the 7<sup>th</sup> requires level 6 and so on.

The "Piercer" example below shows the core module for a character who wants to utilize piercing weapons effectively. Due to the modular nature of the module system, that piercing weapon can take many different forms; a spear, a short sword or plasma lance. Effective characters will typically utilize at least 2 or 3 core modules which dictate their archetype.





## Secondary Modules

**Secondary Modules** are thematic additions to a character, either by enhancing their core abilities or providing specialized archetypes. From being a thespian to harnessing the power of a martial artist, these choices will help provide characters with a variety of tools to help in both combat and non-combat situations. With only 5 tiers, secondary modules have less options than their core counterparts but offer more specific themes.

The investigator secondary module below shows options that allow a character to play the detective fantasy, gaining important investigative skills while also providing some combat utility.

### Submodule : Investigator

#### Investigator

Gain +1 Search and +1 Insight

#### Investigative Research

At the end of a Full Rest, you choose one Knowledge Skill. Until the end of your next Full Rest, you become Good at that Skill.

#### Quick Evaluations

Whenever an Initiative Check or Modifier is used, you can use your Insight Skill instead

#### Specialist

You choose a Creature Type besides a Beast or Construct. When you are on the receiving end of a True Hit from a Creature of this Type, it is downgraded 1 Tier. Additionally you gain a +2 Bonus when making Search and Insight Checks against this Creature Type. You can change this Creature Type when you Level or spend at least 1 Week of down time in a Settlement.

#### Good Cop

Gain +1 Persuasion and +1 Performance

#### Bad Cop

When you have dealt Damage to a Creature within the last Minute, you gain a 1d4 Bonus to Insight and Persuasion Checks against them.

#### Free Action : Deduction

You attempt to read a Creatures body language and predict their most likely move by rolling a Contested Insight Check against their Performance. On a success, you gain a 1d4 Bonus to any Defensive Check you make against that Creature until the start of your next turn. This ability does not work on Beasts or Constructs.

### Caution : Too Much Variety

With nearly 100 secondary modules to choose from, it can be tempting to invest into several different themes. However, due to limitations in acquiring module points to spend, players should be wary of making their character too “wide” in the sense that they have a lot of variety, but not a lot of effectiveness.



## Alteration Modules

Alteration Modules differ from the other module types because they are typically not something a player can just choose to invest in. Instead, these modules are borne of circumstance such as contracting vampirism or becoming enthralled to an entity and being sworn to a pact. Unlike the other modules, alteration modules have no cost of entry as they are granted by events, not bought.

Depending on the preference of the GM, alteration modules can be chosen at character creation. However, having a character with one of these alterations can have large implications on other members of a party so such decisions should be made with caution. For example, a character that wants to be a vampire will naturally have difficulties in sunlight, limiting what the rest of their party can accomplish.

### Alteration : Pact

#### Contracted

You have acquired a Pact, gaining a Pact Trait. Additionally, you learn 4 Beginner Spells from your Patrons school of magic

#### Martial Knowledge

Gain +1 Damage to all Melee Weapons and +1 Strength

#### Arcane Knowledge

Gain +1 Spell Damage and +1 Arcanum

#### Guiding Hand

Gain +1 Spell Attack and +1 to Melee Attacks.

#### Gift of Focus

Gain +1 Concentration and Immunity to the Charmed Condition

#### Gift of Comprehension

Learn the Magical Language of your Patron and gain +1 Insight

#### Improved Pact

Learn 4 Novice Level Spells of your Patrons school of magic and gain a Pact Familiar.

#### Action : Infused Weapon

You make a Weapon Attack but convert the Primary Damage to Arcane Damage. If you are fully aligned with your Patron, you gain a 1d4 Bonus to your Attack Roll.

#### Free Action : Infused Spell

You Charge a Spell from your Patrons school of magic. If you are fully aligned with your Patron, you gain a 1d4 Bonus to your Attack Roll.

#### Journeyman Pact Magic

Learn 4 Journeyman Level Spells of your Patrons school of magic and gain +1 Spell Attack.

#### Enhanced Core

Gain +12 Power and +12 Power Regeneration

#### Reaction : Planar Defense

In response to being targeted by an Attack, make a Persuasion Check instead of your normal Defense Check. On a success, your Patron defends you from the Attack and you take no Damage.

#### Pact Bound

Learn 4 Expert Level Spells of your Patrons School of Magic, gain +1 Spell Attack and +1 Spell Damage.

### Ancestry

#### Reaction [Daily] : Favor of the Patron

In response to making any Skill Check, add 2d4 to the result. This is decreased to a 1d4 if you have negative alignment with your Patron and does not add any bonus if you have -3 alignment.

#### Pact Alignment

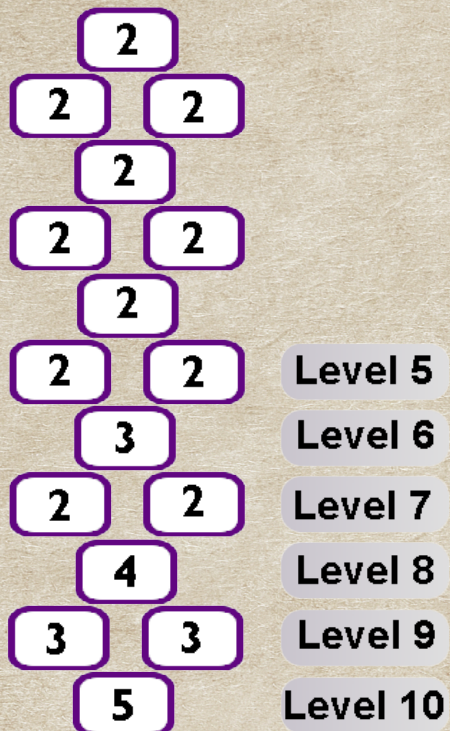
Your Patron lends you power with the expectation that your actions will align with their interests. You start your Pact fully aligned with your Patron. When you defy the wishes of your Patron, you lose an alignment, up to a maximum of 3. For each alignment you lose, your Spell Attacks from your Patrons School of Magic suffer a -1 Attack Penalty. At -3 alignment, you can no longer Channel Spells from your Patrons School. Alignment can be restored by fulfilling tasks for your Patron or taking significant actions that please them.



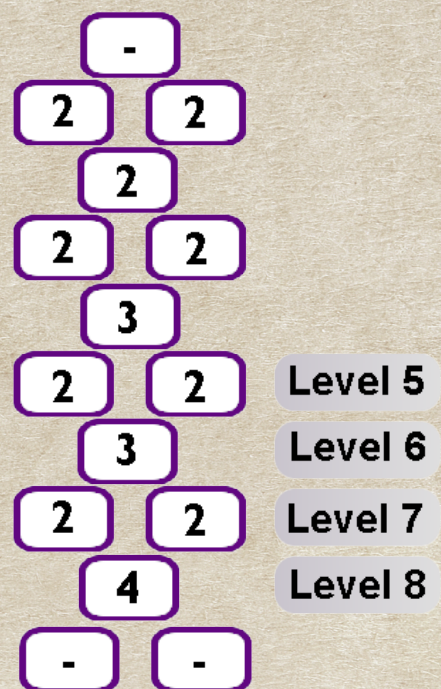
## Module Structure Cost

These are the costs associated with the different module types:

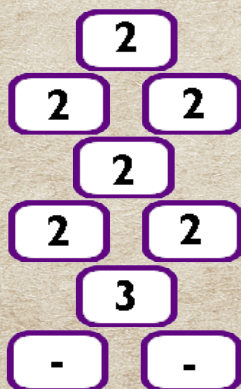
### Core Modules



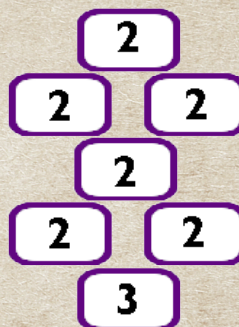
### Alteration Modules



### Origin Modules



### Secondary Modules





## 2. Attributes

In the AVD12 System, there are five attributes that all characters have. These are **might**, **agility**, **willpower**, **knowledge** and **social**. All characters start off with 0 in these attributes as that is considered average. Attributes may be raised by normal, periodic progression which is explained further in **Chapter 5: Creating a Character**.

While attributes can help define a character's play style, they have a very minor effect on combat effectiveness. For instance, accuracy and damage with certain weapons are determined through module selections rather than being based off might or agility. Spells likewise do not utilize attributes in determining their effectiveness.

Attributes are merely simple representations of a character's overall skills on a very high level. Attribute values are not referenced directly in game play, but to determine the base value of a set of **skills**.

## 3. Skills

Unlike attributes, skills are an often-referenced part of the game and are used as a resolution mechanic whenever a character wants to attempt something. There are several skills – most of which fall under the umbrella of one of the previously mentioned attributes. The value of an attribute determines the base bonus of all skills that fall under that attribute in a 1:1 ratio. The following list shows the attributes and their associated skills. Besides a character's base attributes adding to a **skill bonus modifier**, character's also increase skills by selecting

traits within modules. A skill bonus modifier is a good measurement of how proficient a character is in a skill.

Example:

*A character has 2 might. As a result, their skill bonus modifier for athletics, strength and block is +2. The character takes the Athlete secondary module which adds +1 to their strength. Their new strength bonus modifier is +3.*

## Might

### Athletics

The ability for a character to apply their strength to coordinated and skillful tasks such as jumping, riding mounts, swimming, climbing and sport. Athletics also determines how far a character can throw objects, such as weapons.

### Block

The ability for a character to halt an incoming attack from weapons, projectiles, and certain spells.

### Strength

The ability to use raw power to overcome obstacles such as lifting heavy objects, kicking down doors or forcing levers. This also influences the amount of weight a character can carry or pick up.

## Agility

### Acrobatics

The ability for a character to fall gracefully, avoid grapples and navigate treacherous conditions such as tight corridors or moving through an enemy's space.



### **Stealth**

The ability for a character to move and act quietly without drawing attention to themselves.

### **Dodge**

The ability for a character to avoid attacks such as projectile and melee attacks.

## **Willpower**

### **Concentration**

The ability to focus while in distracting environments. This skill is also used to maintain focus which is described in the **Focus section** later in this chapter.

### **Resilience**

The ability to push through both physically and mentally, such as persevering against diseases and poisons or being able to avoid effects that make a character afraid.

### **Resistance**

The ability to resist magic and other mind-altering effects that may cause a character to lose control of themselves.

## **Knowledge**

### **Wilderness**

The knowledge of the outdoors and nature. From building a campfire, navigating a ravine, to determining if a berry is poisonous.

### **Academics**

The knowledge of subjects that could be taught at an academy, such as tactics, mathematics, history, and religion. Academics represents how “book smart” a character is.

### **Arcanum**

The knowledge of magics and how they work such as predicting a magical effect or interpreting runes.

### **Medicine**

The knowledge of both anatomy and the treating of wounds and diseases, specifically relating to beast and humanoid type creatures.

### **Thievery**

The knowledge of more shady activities, such as knowing how to pick a lock, pick a pocket or cheat at a game of cards.

## **Social**

### **Persuasion**

The art of moving someone to your point of view, be it by lying, intimidating, or through persuasive reason.

### **Insight**

The ability to interpret another characters' actions and speech, deducing their true intentions by studying their body language.

### **Performance**

The ability to entertain and play a part, be it by using a musical instrument, recanting a play or pretending to be someone else.

### **Animals**

The ability to form bonds with animals and to handle them.

## **Universal**

Universal Skills are not affected by attributes and can only be increased through modules.



### Search

The ability to find things in your environment by looking for hidden characters, objects, passages or finding clues. This can be by using any of the five senses.

### Initiative

The speed at which you react to events, such as starting combat, avoiding a trap or grabbing an object before someone else.

### Attack Skills

Attack skills are not attached to any attributes and instead are acquired purely through selecting traits within modules. They represent your overall accuracy with a weapon type. The attack types are the following: **slashing, crushing, piercing, ranged, unarmed** and **spell**. In addition to attacks, each category of attack has a corresponding **damage bonus modifier** which represent the potency of the attack. These skills being detached from other skills and attributes, allowing a character to choose precisely what they are good at.

### Crafting Skills

Crafting skills are not affected by attributes and can only be increased through modules. These skills are used to both create new items as well as gain information about the world around you. In some situations, crafting skills can be used to replace traditional skill checks if knowledge from the craft can be applied. A detailed guide to crafting can be found in **Chapter 8: Crafting**.

### Ammocraft

The ability to craft special ammunition that can be used with ranged weapons.

### Alchemy

The ability to create potions, poisons and explosives. Additionally, it aids in identifying unknown substances and chemicals.

### Smithing

The ability to create armors and weapons as well as identify metals and object compositions.

### Cooking

The ability to make special meals and snacks that assist in a variety of ways.

### Scribing

The ability to research and create spells. Additionally, it aids in creating and forging documents and interpreting texts.

### Runecarving

The ability to create magical runes which serve various purposes as well as reading and interpreting magical languages.

### Engineering

The ability to create complex ranged weapons, traps, and other structures. Additionally, it aids in determining the strength of structures and understanding complex mechanical objects.

## 4. Skill Checks

When a character wishes to attempt something that is not an automatic success or failure, a GM will ask the player to make a **skill check** for their character to determine if, and to what extent, they succeed. The process of making skill checks is a major part of the system and helps provide a resolution exploration, crafting, combat and social scenarios.



### Rule : Resolving Checks

A skill check is resolved by rolling a d12 and adding the skill bonus modifier to the result.

Some skill checks may be pass/fail scenarios, but others can have different levels of success. The target number a character needs is referred to as the **required check**. As a general guideline, the GM must decide how difficult a task is and then compare to what the player rolled to determine the outcome. A minimum or maximum roll on a d12 does not represent epic failure or tremendous success. The only number that matters is the final calculation of the roll.

A GM should avoid requesting skill checks on tasks that are mundane, cannot be failed or provide no value to the game.

#### Example:

*A player character enters a small room and asks to look under the bed. The GM should not ask for a check and instead describe what the character sees.*

General guidelines are provided to give examples of some actions and their estimated skill checks for success:

Task	Check	Example
Trivial	4	Using strength to smash down a wall with a sledgehammer
Easy	7	Using wilderness to check if a weed is edible.
Normal	10	Using medicine to determine the cause of death of a character
Difficult	14	Using stealth to sneak up on a pack of hungry beasts.
Improbable	18	Using arcanum to decipher magical runes in an unknown language
Heroic	22	Using persuasion to deceive a powerful entity

### Failing Skill Checks

The chance of consequence for the actions of a player character is a large component of what makes TTRPGs fun. In some cases, failing a skill check may result in no progress made towards the task. On the other side of the spectrum, failing may result in either death or a new and more dangerous situation for the player characters.



To make skill checks more dynamic, a GM can introduce flexibility into the required checks to account for varying levels of success or failure. This approach is especially effective for skill checks intended to gather information from a source. For example, a very low roll might result in the character gaining no information, while an exceptionally high roll could provide additional insights beyond what they were initially seeking.



**Example:**

*A GM describes an empty room in a dungeon, save a motionless humanoid face-down on the ground. One of the player characters has invested a lot into the medicine skill with a +4 bonus and wants to find out if the unlucky person is dead. The GM asks that player to roll a medicine check. The player rolls a d12, which lands on a 7 and adds their bonus of 4 to it for a total of 11. The GM then decides how much information to give based on the difficulty of the task and the player roll. In this case, the GM can be fairly specific and narrates: "After doing a quick examination, you do not see any noticeable signs of damage to the body but the body is not yet showing signs of decay, suggesting that the death occurred within the last couple of days."*

In addition to regular skill checks, there are several specialized checks for other situations:

### **Attack Checks**

Attack checks are used when a character makes an attack with either a weapon or spells. Generally, these type of checks use the attack skill modifiers but there are exceptions that allow a character to make an attack check using a skill modifier that can be acquired from modules.

### **Defense Checks**

Defense checks are made by a character in response to another character making an attack check against them. These are dodge, block, and resistance checks. A defensive check is always used to contest an attack check.

### **Cumulative Checks**

Some abilities, such as crafting recipes and other situations, may require a **cumulative check** to determine success in a scenario where one singular check will not suffice. For instance, scaling a cliff is a great opportunity to create tension, involving multiple different types of checks to complete, with each success or failure changing the narrative and introducing different paths for the players.

**Rule : Making Cumulative Checks**

To perform a cumulative check, the GM gives a total target and the amount of checks that are to be made, such as "A required check of 20 over 3 checks".

These types of checks are recommended when it makes more sense to take the average of a character's skill to resolve something rather than having an instantaneous resolution.

**Example:**

*A character challenges another character, last year's champion arm wrestling champion, to a match. The GM informs the player that in order to win the match, their character must make a cumulative athletics check of 25 over 3 checks.*

*The player's first roll on a d12 is unfortunately a 1, and with their +3 modifier, a total of 4. The GM describes the NPC champion jumping out to an early start, however, over the next 2 attempts, the character recovers and ends up with a total of 26, barely becoming the new arm wrestling champion.*



## Assisted Checks

Sometimes, a character may assist another with a skill check toward the same goal; the assisting check doesn't have to be of the same type as the original but must make sense in context and occur simultaneously. Assisted checks can make unlikely tasks more achievable, but a helper's poor roll can also be detrimental. This is not only limited to one character helping as multiple characters should be encouraged to participate, lending their skills in creative ways.

### Rule : Making Assisted Checks

To perform an assisted check, the helping character rolls their skill check at the same time as the other character. If the total value of the check is 10 or higher, the original check gets a 1d4 bonus. If the result of the assisted check is 5 or lower, the original check instead receives a 1d4 penalty.

It is important to note that even if the character who is assisting rolls a skill check that is exponentially higher than the main check, it only adds to the original check and does not warrant a success on its own. Players should be encouraged to make assisted checks with their characters often using creative combinations of skills to solve problems that would not be possible alone.

### Example:

*A character wants to make a strength check to move a large boulder. A character who has a high academics skill may want to assist by identifying a leverage point to move the object more easily. The character that initiated the check rolls a strength check, and the helping character rolls an academics check.*

*The strength check is a total of 7 and the academics check is a 10. Because the check meets the threshold, the player who rolled the strength check adds a 1d4 to their total.*





## Contested Checks

There are times where a scenario needs to be resolved between two characters that are in direct opposition to each other. In such a case, both parties would make a contested check against each other using the relevant skills. The winner is the character with the higher value. On a tie, there is assumed to be no change or resolution unless in the case of special contested checks such as an attack versus defense check where the attacker or initiator always wins ties.

### Example:

*Two player characters attempt to grab for an orb located on a pedestal at the same time. The GM calls for a contested check of the initiative skill. The player character with the higher roll is able to grab the orb first. If the result was a tie, the GM could narrate the following, "Both of you reach towards the glowing orb at precisely the exact moment, but unfortunately your hands collide and fumble into the orb, causing it to be knocked free from the pedestal and roll across the floor."*

## Persistent Skill Checks

There are times when the narrative may call for a hidden check where asking the player characters to roll may unintentionally reveal something that is meant to be hidden. Thankfully, all characters can be assumed to have a base check for all skills that the GM can roll privately against while the players are none the wiser. Instead of rolling, a persistent check is made against a static number calculated based on the character's skill modifier.

### Rule : Calculating Persistent Checks

A persistent check in a skill is calculated by adding 1 + a character's skill bonus. If a character has a base search skill of 3, their persistent search skill is 4.

The most common persistent checks will involve search and insight as many secret rolls will challenge those skills, such as a thief attempting to sneak up on a player character or a merchant trying to swindle someone out of a few coin. Because it is often up to the GM to decide when a persistent check comes into play, they should be able to access the skills of all the player characters.

### Example:

*An especially inquisitive character who is good at insight and has a +5 skill bonus modifier is questioning a non-player character. The non-player character tells a lie and the GM rolls a persuasion check in secret to determine the quality of the lie. One of the player characters has a persistent insight of 6 (5 + 1) and may detect any lies or gain some more information about questionable body language on a persuasion check of 5 or lower.*

## Party Checks

The final type of check is a **party check**, which involves three or more characters rolling together to accomplish one goal. A GM may call for a party check when an average of all participants more accurately resolves a required check. This type of calculation does not need to be mathematically precise to be useful, as its often easy to look at a spread of checks and make a ruling.



**Example:**

*The party is attempting to cross a treacherous mountain and their GM calls for a party check of either resilience or athletics. The results are 3, 11, 14 and 9. The GM has privately set 8 as the required check, causing the party to make great progress in their expedition despite the one member rolling low. This can be narrated as the player with the 14 making up for the struggling player character.*

## 5. Time, Distance & Weight

Time, distance, and weight play a large role in AnyventureD12 because it is a tactical game. These concepts are handled differently within the game world than they are in real life. For example, a great battle may be over within the game in minutes but takes nearly an hour of real world time to resolve.



### Time

While a large part of the game revolves around the game loop of acting with your character, making skill checks, and then having them resolved, a significant portion of time will be spent taking **turns** within a **round** to represent fast-paced action such as combat or situations where precise measurements of time must take place.

### Turns

A turn is a portion of time that belongs to a singular character. Typically, a character takes actions on their turn to accomplish a goal. Actions are expanded upon in detail in **Chapter 2: Combat**.

### Rounds

A round represents a span of time equal to 6 seconds in the game world where each participating character will have one turn.

### Days, Hours and Minutes

Days, hours and minutes are measurements of time used within the game that are equal to their real life counterparts. Many times, the duration of spells or effects will be measured using these units. Most of the time, the passage of time in the game world will be estimated by the GM.

**Example:**

*A party of characters is traveling through a dangerous forest and one of the party members decides to use a protection spell that lasts for 1 hour. The encounter that the players were anticipating, for whatever reason, does not occur and the GM describes the party continuing through the forest and finally reaching daylight on the other side. Unfortunately, a group of bounty hunters are waiting for the party there. The player asks the GM if their protection spell is still active. While only a few minutes have gone by in real life, several hours have passed in the game which means the spell has expired.*



## **Distance**

Distance in AnyventureD12 is abstracted into **units**. Everything from a character's speed to the distance a bolt of fire can travel is measured in them. A unit is similar in distance to a meter or yard. A tile on a battle map will be equal to exactly one square unit.

## **Movement Speed**

Movement Speed is simply how far a character can move within a certain amount of time. Speeds are broken up into several categories.

**Walk Speed:** The speed at which a character walks across terrain. If a character has a walk speed of 6 Units, they can cross 6 tiles when moving.

**Climb Speed:** The speed at which a character can move while climbing something such as a wall, cliff or rope. Unless otherwise specified, this speed is equal to 3 + a character's athletic bonus modifier. If this value is 0 or less, the character is not able to climb without making a check depending on the difficulty of the climbing surface.

**Fly Speed:** The speed at which a character can fly on all 3 axes.

**Burrow Speed:** The speed at which a character can move while burrowed underground. Most characters do not have a burrow speed by default.

**Hover Speed:** The speed at which a character can move horizontally without losing

altitude. This type of speed is almost always associated with magic or supernatural beings.

**Swim Speed:** The speed at which a character can swim while submerged in liquid such as water. Unless otherwise specified, this speed is equal to 3 + a character's athletic bonus modifier. If this value is 0 or less, the character is not able to swim without making a check depending on the difficulty, otherwise they may sink or even drown.

## **Range**

Nearly all effects, spells and other types of actions have a maximum range specified in their descriptions denoted in units. However, there are special cases where range is denoted in other ways.

**Self:** Having a range of self means that a character can only use an ability with themselves as a target.

**Touch:** This involves directly touching a target with a piece of equipment or body part.

**Hex Unit:** This is the chosen unit to represent long distances in AnyventureD12 and is equivalent to nearly 10 kilometers or 6 miles.

**Planar:** This means that the range is not limited by distance, only by the physical plane of existence a character is currently on.

**Universal:** This is unlimited range that is neither restricted by physical or planar distance.



## Weight

Weight is abstracted into mass which is an arbitrary unit close to 1/2 kilogram or 1 pound. The mass of an object or another character comes into play when considering encumbrance, and lifting or throwing objects.

### Encumbrance and Carrying Capacity

The total amount of mass a character can carry is equal to 100 plus an amount equal to their strength modifier multiplied by 20 or carrying capacity =  $100 + (\text{strength} * 20)$ .

#### Optional Rule : Encumbrance

A GM may elect to ignore encumbrance rules in exchange for **common sense encumbrance**, which dictates that exact encumbrance numbers do not need to be calculated as long as the amount of mass a character is carrying is not wildly unrealistic.

### Lifting Heavy Objects

Characters can lift objects with a mass up to a certain amount without making a skill check. This formula is equal to their strength modifier multiplied by 50 with a minimum of 25 mass.

### Throwing Objects

Many objects can be thrown to deal damage. The mass of an object is important in determining if it is a small or large object for the purpose of this mechanic. More information on throwing can be found in the **Advanced Combat** section of **Chapter 2: Combat**.

## 6. Character Advancement

The power level of a character is represented by their **level**, which in turn is calculated based on how many module points they have acquired. Module points are acquired during game play and awarded by the GM. The reason for module points being given to player characters could be from defeating a powerful monster to completing a quest for a patron or important non-player character. The only real limit is the generosity and discretion of the GM and the style of the game that is being run. However, the spirit of AnyventureD12 is that characters are constantly evolving and becoming more and more unique, so it is generally recommended to find a reason to award at least two module points per session, and more in the case that something significant was achieved.





## Calculating Levels

A character's level is calculated based on the total number of module points they have earned.

### Rule : Calculating Levels

A character's level is calculated by dividing their total module points by 8 and rounding down.

Levels do not represent significant milestones besides opening up higher tiers of certain modules, and are instead a way of quantifying the total number of module points a character has acquired.

### Example:

*A character is level 4 and has acquired a total of 38 module points. She and the rest of her party are awarded 3 module points for completing a fairly large arch within the campaign. After adding those 3 points, her character advances to level 5.*

## Milestone Leveling

While the recommended course of advancement for a character is to be awarded module points in small increments, a GM can alternatively decide to advance characters by granting levels instead. This method supports faster paced games where characters are expected to grow in power quite quickly. In essence, this is equivalent to a GM awarding 8 module points, causing a character to grow by exactly one level.

## Starting Levels

The starting level of characters within a game will vary wildly based on the tone and challenge of the campaign. Level 1 is meant to

represent a completely new adventurer making their way in the world, barely more skilled than the average commoner. In contrast, level 20 represents the ultimate power a player character can achieve with deadly skills and earth-shattering magic. Newer players are always recommended to start at a lower level so they can more organically grow their character rather than being overwhelmed by too many options.

## Gaining Attributes

A bonus side effect of gaining levels is having more attribute points to allocate. Every 4<sup>th</sup> level, a character gains one attribute point to assign to either might, agility, willpower, knowledge or social. For every two points in an attribute a player character has, they are allowed to choose to become **good** at a skill under that attribute's skill umbrella.

### Rule : Being Good at a Skill

When a character is good at a skill, instead of rolling a 1d12 as the base for a skill check, they instead roll 3d4 and add their skill bonus modifier.

Being good at skill lowers the minimum roll for a check making failures less likely. Many characters who elect to be come good at certain skills rarely fail checks that would be considered difficult.

### Rule : Special Exemptions

Dodge, block and resistance are purely combat skills. They are not able to be chosen as skills to become good at.



Example:

*A player character just became level 8. They currently have 1 might and 2 knowledge. They elect to diversify their character more and place their attribute point in might. Because they now have 2 points in might, they to become “good” at the athletics skill.*

## 7. Health

In AnyventureD12, **health** is the primary resource to represent how close to death a character is. Simply put, health determines how much damage a character can take before being taken out of a fight. When a character takes damage, they subtract the amount taken from their health.

### Rule : Calculating Health

Each player character has a base health of 10 health, and then gain 5 additional health each level. A level 2 character has 20 health without any other modifiers.

## Lifeline

When a character reaches 0 health, they are not instantly killed. Instead, a character immediately makes a **lifeline** check using their resilience skill, with the result representing their will to continue to fight on while actively dying.

### Rule : Calculating Lifeline

A character gains a total number of lifeline points equal to their resilience check, up to a maximum of 12. They can never have more than 12 lifeline points.

A character is considered to be in lifeline until they either are no longer at 0 health or they reach 0 lifeline points. When a character is out of lifeline points, they make a **death check**; a one time roll on an unmodified d12. If the result is less than an 8, they die or else they become **unconscious** which is further described in the **Conditions section** in **Chapter 2: Combat**.

A character's lifeline slowly depletes over time, with them losing one lifeline point at the end of each turn. If a character takes damage from any source, they immediately lose two points.

Additionally, if a character gains health while in lifeline, their lifeline ends and they gain one tier of the **wounded condition**. Each successive tier of the wounded condition decreases a character's resilience, making subsequent lifeline checks much more dangerous. Entering lifeline multiple times in quick succession is likely to result in death. More on the wounded condition can be found in the **Conditions section** in **Chapter 2: Combat**.

There are four different thresholds while in lifeline that determine how a character can act, with the character becoming more disadvantaged the lower their lifeline points become.

Points	Example
8+	The character acts normally.
7 to 4	The character falls to the ground and gets the prone condition, which cannot be removed until lifeline ends.
3 to 1	The character becomes unconscious.
0	The character immediately makes a death check.



## Massive Damage

In the event that a character takes a large amount of damage that is equal to or exceeds their maximum health, they make a lifeline check but the maximum amount of lifeline points they can receive is 3. Barring any traits that protect against such a thing, this generally renders a character instantly unconscious.

If a character ever takes damage double or greater than their total maximum health, they instantly die without the chance to make a death check.

### Example:

*A character has a maximum health of 15 and takes 23 damage. They are forced to make a lifeline check and the result is 6. This result becomes 3 and they fall unconscious.*

## Temporary Health

There are many circumstances where a character can acquire temporary health which acts as a buffer on top of their normal health. Such circumstances include magical shields, good morale or the after effects of eating a good meal. Whenever a character takes damage, temporary health is negated first and any remaining damage is applied to their health.

### Rule : Temporary Health

Temporary health cannot be stacked. If a character receives temporary health from another source while already under the effect of temporary health, they only keep the higher of the two values.

## 8. Focus

A character can Focus on a single task at any given time, dedicating their concentration towards it. Focus ends immediately if a character becomes unconscious or falls asleep.

Focusing on anything can also be interrupted by taking damage or being affected by some other condition determined by the GM. There are 3 types of activities that require a character's focus:

## Spells

When a spell has the **focus property**, it requires the character dedicating their focus to maintain it, otherwise the spell ends. Only a small percentage of spells require a character to maintain their focus to keep active.

## Stances

Some specialized **stances** that enhance combat abilities require a focus to maintain. Stances are defined in the **Stances section** of **Chapter 2: Combat**.

## Alert

When a character is not focusing on a stance or spell and still has the ability to focus, they are considered **alert** by default. This increases a character's persistent search and insight by 5 making it much more likely to catch someone sneaking around or trying to swindle them. Otherwise, a character that is dedicating their focus to a complex task may be easier to exploit or take advantage of.



**Example:**

*A character is not maintaining a stance or a spell and are considered alert. An enemy character is attempting to sneak up on them, and the GM has rolled a hidden stealth check of 9.*

*Because the player is alert, they gain a +5 bonus to their search check. Their normal persistent search check is 1 + their search bonus modifier which is +4 for a total of 5. Adding this bonus to the alerted value is a total of 10!*

*Because the stealth check is lower, the character becomes aware of the creature attempting to sneak up on them.*

## 9. Vision & Alternative Senses

In the AVD12 System, vision plays a large role in determining what a character can and cannot see. By default, all characters have standard vision which is affected by darkness. If there is no light, a character is considered **blinded** which is described in detail in the **Conditions section** in **Chapter 2: Combat**. A typical adventurer should be assumed to have vision adapted to low light situations like starlit nights or dimly lit rooms. If a character has the benefit of improved vision or an alternate sense, the range that it is effective is assumed to be 10 units unless otherwise specified.

### Standard Vision

The standard vision most characters have that allows sight when there is at least some light available. As in real life, there are limits to standard vision and any attempts at trying

to see something that would be difficult because of distance or picking something out in a crowd, a search check can be called for by the GM.

Adventures will very often find themselves in situations where there is little or no light available. Characters without any extra senses can mitigate darkness with light sources, such as torches, lanterns and magical effects.

### Infravision

This improved vision allows a character to be able to see the shapes of other creatures and objects based on temperature difference from the surrounding environment. For instance, a character with infravision would be able to see the aura of an animal in the distance or see an object in a pitch-black room that is much warmer or colder than the temperature of the room itself. Infravision is generally not sensitive enough to distinguish objects with slight variances in temperature, making it a poor substitute for having light.

### Ultravision

**Ultravision** is typically magical in nature and allows a character to see as if there were light available up to a certain distance.

### Deadsight

**Deadsight** is another form of improved vision which is equivalent to having ultravision with the added benefit of being able to see characters and objects that are invisible.

### Truevision

**Truevision** is equivalent to having ultravision but allows a character to see the auras of characters, revealing their true form.



Naturally, this also reveals the aura of characters who are invisible.

### Echolocation

As opposed to vision, this method involves navigating and detecting objects and creatures using sound and hearing. characters who rely on echolocation are considered blinded when they are deafened.

### Seismic Location

Another alternate to vision, this method involves navigating and detecting objects using vibrations in the ground.

A character who is flying or hovering is invisible to characters who rely on seismic location as their primary method of detection. In order to use seismic location, a character must be in contact with the ground or an object attached to it where sound and vibration could reasonably travel.



## 10. Size

All creatures have sizes which determine several advantages and disadvantages. The sizes are **tiny**, **small**, **medium**, **large**, **huge** and **titanic**. Player characters are typically limited to small, medium or large which have implications on their skills. The size of a player character is dependent on what ancestries they choose when they create their character. This is visited in detail in **Chapter 5: Creating a Character**. The effects size has on a character are listed below:

Size	Effect	Tiles
Tiny	Tiny characters are reserved for non-player characters and only occupy 1/4th a tile allowing up to 4 tiny characters within it.	1/4
Small	Small player characters gain a +1 bonus to dodge and stealth skills and a -1 penalty to movement speed and strength. Additionally, they cannot use heavy 2-handed or heavy ranged weapons.	1
Medium	Medium characters do not have any bonuses or penalties.	1
Large	Large player characters gain a +1 bonus to strength and block and a -1 penalty to dodge, acrobatics and stealth. Large characters occupy a 2x2 unit space in tiles for a total area of 4 tiles.	2x2
Huge	Huge characters are reserved for non-player characters and can occupy a 3x3 or 4x4 unit of space.	3x3 - 4x4
Titanic	Titanic characters are the largest class of creature and take up a minimum space of 5x5 units with no upper limit.	5x5+

## 11. Resting & Recovery

Recovering from a brutal battle must be managed carefully for a successful adventure. Simply having a quick sleep in a cave will not magically heal a character or recharge their magic. Instead, characters need **rest**. If a Character does not rest during a full day cycle, they receive one tier of exhaustion.



## Full Rest

Taking a full rest is the equivalent of getting a complete night of sleep and requires 6 hours of sleep within an 8 hour time frame. Even if a character is interrupted by an ambush in the middle of the night, as long as they meet those 6 hours of sleep within an 8 hour period. At the end of this frame, the full rest is considered over and the character recovers health and any abilities that refresh daily are restored. However, a full rest can only be taken once per day. The amount of health recovered at the end of a full rest is dependent on the quality of the rest.

**Favorable Rest:** A full rest that takes place in a comfortable area, such as an inn, house or a communal place. A favorable rest allows a character to recover health equal to twice their level.

**Unfavorable Rest:** An unfavorable rest is one where there is little comfort and potential danger. Locations such as camping in the wilderness or hunkering down in a dungeon would be considered unfavorable. A character is only able to recover health equal to their level at the end of an unfavorable rest.

## Taking a Breather

Besides taking a rest, characters will also need to take a **breather** from time to time, especially after taxing their abilities in combat. Taking a breather requires 10 minutes of resting uninterrupted by any skill checks. At the end of a breather, a character recharges any abilities or actions that have usage limitations placed on them. There are

no limits on how many breathers a character can take.

## 12. Narrative Dice

There are times where a skill check does not help resolve a narrative. In such cases, it can be beneficial for the GM to use **narrative dice** which can be percentile dice or two d10s that generate a result between 1 and 100. This type of roll is helpful when a player asks a question about a scenario that has no mechanical resolution.

As with skill checks, the GM comes up with a target roll for a condition to be true or false and then has a player or themselves roll the fate dice. This dice can also be used on non-absolute scenarios such as to determine the number or quality of something.

### Example:

*One of the player characters is looking to purchase a few items from a general store in a small town and the GM describes the shop as having a small bookshelf. The player character is interested in picking up a historical book that may assist with their current mission about investigating some ruins. They ask the GM if there are any books that look like they could be helpful. Because a search check or academics check is not going to change the available books and it is trivial to see all of the titles on the shelf, the GM decides to leave this to randomness. It seems fairly rare for a small town bookstore to have such a profound book, so the GM asks the player to roll a fate dice and tells them, "If you roll an 85 or higher, I will say yes."*



### 13. Food and Eating

Characters that are required to eat must consume a certain number of meals per day or they do not benefit from the health and power recovery after completing a full rest. Additionally, upon waking after a full rest without having consumed enough meals the prior day, a character must make a resilience check of 10 or higher or gain 1 tier of exhaustion.

#### Rule : Meals Required

How many meals a character must consume per day is based on their size. A small creature requires 1 meal, a medium 2 and a large 4 meals.

There are many meals that contribute to recovering health and offering other bonuses, but this is largely based on the quality of the food. A master chef can help sustain a party just as a priest who calls upon divine favor to heal the injured.



### 14. Languages

Languages play an important part in AnyventureD12 and not only allow characters to interact with each other, but with the environment as well. There are two types of languages: magical and non-magical languages. A comprehensive list of both languages types can be found at [anyventured12.com/languages](http://anyventured12.com/languages) and the **appendix**.

#### Non-Magical Languages

Non-magical languages are used solely for communication and don't have any special traits associated with them. All player characters know the **common language** which is widely spoken across most settings. Additionally, characters will start with the language from their ancestry module and gain any languages from cultural modules they add.

#### Magical Languages

Magical languages are rare and are learned only through modules. Besides being used for communication, they each have a unique property associated with them ranging from allowing a character to speak with beasts to calling on dark energy to empower their spells at a cost. Some languages are both ancient and dangerous and are capable of causing unpredictable effects, such as gaining the attention of powerful entities.



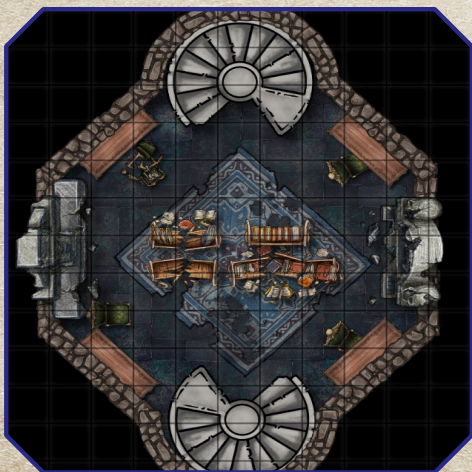
## Chapter 2 : Combat

### 1. Components of Combat

Combat has specific rules which dictate an orderly system for taking turns that make up an **engagement**. Combat is usually resolved using a **battle map** which is a representation of the area that combat is taking place. The characters involved in the combat will be represented by **tokens** which occupy a space on the map.

#### Battle Maps

There are no rules on how a GM represents battle maps but there are several different options they can choose from to best suite their group and play style. The most important aspect of a map is that there is a way to denote units, either by having tiles that represent a squared unit or measuring units with a ruler.



**Graph Paper:** Old-fashioned paper which is quick, cheap and easy to improvise with. While not the most immersive option, it allows character positions to be tracked accurately.

**3d Terrain:** The most elaborate of the options, 3d terrain provides maximum immersion. Most of the time, crafted terrain like this will not have grid for unit measurements. Instead, rulers are typically used, using inches to represent units. For instance, if a character wanted to move 6 units, they would move to a point within 6 inches from where they started.

**Printed Maps:** With excellent options for map-making software and official maps available online, printed maps are a quick and easy option for generating quick and varied maps for nearly any situation.

**Virtual Table Tops:** VTTs have become commonplace for groups that meet online. Representing battle maps using this method has several advantages such as being able to add fog of war, lighting, walls and doors as well as easily import 3<sup>rd</sup> party and community maps.

**Theater of the Mind:** This is the method of imagination with the GM responsible for describing a scene and keeping loose track of character positions mentally. While this does not require any resources, it is not the ideal method of handling combat due to the tactical nature of the game. While it isn't the best way to represent a battle field, theater of the mind is wonderful for when there is no



need to represent physical space. For instance, if the characters take an aggression action against a group of peasants that have no real way of fighting back, there is no need to set up miniatures for a combat that will end in quick slaughter.

## Representing Characters

As with battle maps, characters can be represented in many ways. The chosen method will likely depend on the method of play and what types of maps are being used. When a player wishes to move their character, they move the token representing them on the battle map. The token represents the physical space a character takes up in the world, and specifically, on the battle map.

**Miniatures:** The most traditional way to represent characters in resin or plastic miniatures, either 3d printed or purchased. Even if a GM does not own a miniature of the exact creature that is doing battle, a close approximation can go a long way in representing scale.

**Cutouts:** Cardboard cutouts with little plastic stands are much more economical than miniatures. They are cheaper to purchase and can be printed with basic equipment.

**Tokens:** Flat circular tokens can be used on any map type. The word “token” is often used to represent a character within a VTT.

**Anything else:** Old toys, bottle caps, or loose change - nearly anything can be used to

represent a character as long as it sits nicely on a grid.

## 2. Engagements

Starting combat usually involves a character taking an aggressive action, such as declaring an attack or channeling a spell that is harmful. When combat starts, characters act in order based on their initiative bonus modifier.

### Rule : Handling Initiative

Characters in an engagement take turns in order of their initiative, from highest to lowest, with ties always going to characters controlled by players.

Initiative is a neutral skill and can only be improved by modules, as detailed in the **Skills section** in **Chapter 1: Character Concepts**.

When a GM calls for an engagement to begin, they will tally the initiative scores to determine the order of combatants. In the event that two or more allied players have the same initiative bonus, they can act simultaneously. Otherwise, they decide between themselves who goes first and they maintain that order until the end of the engagement. In the event that a player character and an NPC have the same initiative bonus, the player character acts first.

Once the initiative order is decided, the engagement begins in earnest. In the order of their respective initiative bonuses, all involved combatants take turns until the



combat ends. An engagement ends automatically when one side is no longer able to take turns, or sooner if either party decides that it no longer wishes to pursue a fleeing target or one of the sides is so removed from danger, it no longer makes sense to maintain an initiative order.

In some situations, where mere seconds could be vital to the failure or success of characters, an engagement will continue until all danger has passed. An engagement can be used in any situation where time is limited and does not always need to involve combat or even opposing creatures.

**Example:**

*There are a party of characters that walked into a seemingly innocuous room. However, as they entered, the door shut behind them and the room begins to fill up with water. The wall suddenly lights up with arcane runes - a puzzle of sorts that will end the threat if solved. Because time is of the essence, the GM calls for an engagement. At the top of each round, the water rises.*

### Action Economy

When it comes to a character's turn in an engagement, they can use **2 actions** and **1 free action**.

In addition to these options, a character also has one **reaction** that can be used each round in response to a trigger such as being targeted by an attack or taking damage. This is restored upon the start of their next turn.

## 3. Actions

### Generic Actions

The group of actions that all characters have access to are called **generic actions**. These are innate to all characters in AnyventureD12.

**Attack:** Use a weapon or your body to attempt to harm a creature or damage an object. This includes both melee and ranged attacks. When making an attack with a weapon, use the attack modifier associated with that weapon type, such as ranged, slashing, piercing or crushing.

**Move:** Traverse the battlefield up to your movement speed. Once the move action is used, a creature can take a different action and then use their remaining movement speed before the end of their turn. A character may only use the move action twice each round, regardless of any extra actions they may have.

**Example:**

*A player that is playing as a martial character is taking their first turn in an engagement and has access to two actions. An enemy character is 3 units away, out of range of their battle axe. The character elects to take the move action, move 3 of their 7 total units, and then use their second action to take the attack action. They succeed and defeat the enemy character. The character still has 4 units of movement to use, so they move towards the next enemy and prepare for the next round of the engagement.*



**Shove:** Attempt to push a creature your size or smaller to knock it **prone** or **displace** it by 1 unit. To determine an eligible direction for displacement, the shoved creature must end up within a line drawn through the attacker and the target creature's initial position. In order to successfully shove another character, you must make a contested strength check against the target's acrobatics or athletics. This can also be used to attempt to dismount other characters from mounts.

**Grapple:** Attempt to engage in a wrestling contest using a free arm to restrain another character by making a contested athletics check against your target's acrobatics or athletics skill. On a success, the character who used the grapple action and the target both gain the grappled condition which is defined in the **Conditions section** later in this chapter.

**Jump:** You leap a number of units equal to half of your athletics bonus modifier rounded down. If you have moved at least 2 units on the same turn, your jump distance becomes equal to your athletics bonus modifier instead. Even without a bonus to athletics, all player characters can jump at least 1 unit from a standing position and 2 units with a running start.

**Hide:** Attempt to give yourself the **hidden condition** from one or more creatures by rolling a stealth check against the persistent search checks of all non-allied creatures.

**Search/Spot:** Attempt to look for a hidden creature or an object, look for a clue or listen

for a faraway sound by making a search check. A character can use this to attempt to deduce where an **invisible** character is in order to make an attack against them or point them out to allies. The invisible condition is explained in the **Conditions section** later in this chapter.

**Channel:** Begin, continue or finish casting a spell. Channeling contributes 1 action to a spell's action cost. This action can also be used to **charge** a spell that has already met its required cost for actions as explained in **Chapter 3: Magic**.

**Use:** Use an object by interacting with it, such as consuming a potion, pulling a lever, opening a door, equipping a piece of equipment or activating a trigger. This action is also used to control a mount.

**Delay:** If you have not taken an action yet in combat, you can choose to delay your turn, permanently moving your place in the initiative order to the bottom. This can only be done once during an engagement.

**Attach:** You attach yourself to a character that is at least 2 sizes larger than you by rolling an athletics or acrobatics check against the character's strength. If successful, you are attached to that creature, meaning if it moves, you move with it. The creature can attempt to use the shove action to remove you.

**Defend:** You take a defensive stance and gain a 1d4 bonus to block, dodge and resistance checks until the start of your next turn.



## Special Actions

In addition to several generic actions, player characters also acquire **special actions** through modules. Special actions are typically more complex than their generic counterparts and add more potency in certain situations. While a character can use a special action instead of a generic action, these abilities have a limited number of uses per engagement.

### Rule : Using Special Actions

A unique special action can only be used 3 times during an engagement unless otherwise specified and must be declared by a player before the special action is used. Some of the more powerful special actions have daily limits instead of needing a breather to recharge.

Special actions are one of the key components in giving a character their identity. All player characters should strive to have a small array of special actions they can choose from rather than relying predominantly on generic actions.

### Example:

*A player character has used the thrust special action twice and the sprint special action three times. On their next turn, they can no longer use sprint since they have used that special action three times. The thrust special action is more effective than taking the generic attack action so they elect to use it a third time. The character now has to complete a breather before having access to these special actions again.*

## 4. Free Actions

Free actions are obtained only through modules. All characters get one free action on their turn. These actions are extremely flexible as they typically enhance other actions with anything from extra attacks, executions or adding distance to your move speed. While free actions can only be used once per turn, there are no limits on how many times you can repeat the same one.

Free actions can also be used creatively or used for minor tasks that a generic action cannot already accomplish. Players should be encouraged to be inventive with their characters' free actions, such as using them to interact with an enemy socially, check to see how wounded a creature is, or judge how structurally sound a bridge is before crossing it. A character cannot attempt to hide or interact with an object as a free action because those are already tasks that can be accomplished by generic actions.

## 5. Heroic Actions

Characters do not innately have heroic actions. Instead, they are awarded to characters by the GM for doing something inspiring or heroic, such as defusing a tense situation with cleverness or defeating a massive foe. Additionally, they can be granted by fulfilling certain conditions dictated by a trait in a module. This type of action only applies to player characters. A player can never have more than one heroic action at a time, and it does not expire.



A heroic action can be used after any other character completes an action, even on another character's turn. Additionally, a heroic action allows a character to transcend limits, using actions that normally may not have any more uses. Furthermore, a heroic action does not necessarily have to be restricted to an official action and can instead use improvisation to accomplish something that in normal circumstances would not be possible. The GM will have last say when used in this way in determining success.

**Example:**

*Last week, a player executed a plan flawlessly to perform a heist and was awarded a heroic action as a result. In the following session, the player finds themselves in a precarious situation where they've been surrounded by multiple enemies who will all act first. The player elects to cash in their heroic action and use a special action called sprint to put distance between them and the encroaching foe. Despite the fact that they've already used sprint three times, they are able to use it as part of the heroic action.*

Once a character uses a heroic action, they cannot receive or use another one until the next full rest is completed.

## 6. Bonus Actions

Bonus Actions are limited to non-player characters and can vary in number based on the tier and level of the creature. A bonus action allows a character to take an action at the end of another character's turn. Bonus actions are typically reserved for strong creatures and are designed to encourage

more challenging and complex fights where an enemy under the normal action limits may get quickly overwhelmed by a large group of players due to the discrepancy in action economy.

**Rule : Bonus Actions vs Actions**

Bonus actions count as actions when an effect specifies the next action but do not count towards effects that mention the beginning or end of a turn.

It is up to the GM to decide how many bonus actions a non-player character will get based on the specific engagement and when to use them. Typically, two to three bonus actions are enough for a boss type enemy against a party of four or more players. Bonus actions are not intended to be used by minions or packs of monsters as that will greatly reduce the flow and speed of combat.

## 7. Reactions

Reactions are actions that are triggered by a certain condition, such as an enemy moving away from a character or an enemy attacking an ally with a melee weapon. Once a character uses a reaction, they cannot use another reaction until the start of their next turn.

**Rule : Using Reactions**

A player character can only use a unique reaction twice per engagement. Once a character uses a reaction, they cannot use another one until the end of their next turn.



## Generic Reactions

The most powerful reactions are learned from modules and have specific triggers. However, as with normal actions, there are **generic reactions** all characters have on an innate level. These actions are not subject to the unique reaction usage limit.

**Avert Eyes:** Voluntarily gives the character the blinded condition detailed in the **Conditions section** later in this chapter. This reaction is typically used to avoid abilities and attacks based on sight and vision.

**Cover Ears:** Voluntarily deafens the character which is detailed in the **Conditions section** later in this chapter. This type of attack is used to avoid sonic based attacks.

**Fall Prone:** Voluntarily makes the character fall prone which detailed in the **Conditions section** later in this chapter. Falling prone can be useful to quickly gain extra defenses against projectiles.

These three generic reactions are typically used to attempt to avoid certain types of attacks. Instead of the standard defense check these attacks call for, the player character rolls an initiative check instead to see if they are able to take the reaction fast enough to avoid the attack. If successful, the character is not affected by the attack but is subject to the condition resulting from the reaction used.

## Special Reactions

As with actions, there are unique reactions that become available as a character

progresses through modules. A unique reaction can be used in place of a generic reaction and can only be used twice per engagement.

The most common example of a special reaction is the **attack of opportunity** which is acquired through core modules that focus on weapon skills and allows a character to make an attack with a weapon when a character willfully steps out of melee range.

## Summary

Type	Effect
Actions	
Generic Action	A set of actions innate to all characters that are not limited in their usages and can accomplish simple tasks such as making an attack, channeling a spell or hiding from an enemy.
Heroic Action	A type of action awarded to a player character by the GM that can be used to take an action outside their normal turn. A character can never have more than one heroic action available and cannot obtain more than one heroic action a day.
Bonus Action	A type of action dedicate to strong NPC characters such as bosses that allow them to take actions at the end of another character's turn.
Special Action	A type of action acquired through a module with more complexity than a generic action that must be declared before using. Each unique action can only be used 3 times per engagement unless otherwise specified.
Reactions	
Generic Reaction	A reaction innate to all characters that allows them to avert their eyes, cover their ears, or fall prone to the ground in an attempt to protect themselves from certain types of attacks.
Special Reaction	A type of reaction acquired through a module that allows a character to react to different triggers
Free Actions	
Free Action	A free action can be used once per turn and only on a player character's turn. Free actions are acquired through modules but can also be used creatively to gather information or communicate. A unique free action has no limits on how many times it can be used in an engagement.



## 8. Resolving Combat

In the most simple terms, resolving combat is achieved by rolling dice. From attempting to hit a creature with a halberd to jumping out of the way of a massive magical explosion, a d12 will need to be rolled with a corresponding skill modifier.

In AnyventureD12, attacking a creature with a weapon or spell always involves a contested check called an **attack roll** which reflects a character's accuracy and proficiency. Attacks with weapons and spells are broken up into categories by weapon type. These categories are **piercing**, **slashing**, **crushing**, **ranged**, **unarmed** and **spell attack**. By default, all characters have an assumed skill modifier of 0 until they improve them by taking modules.

In most instances, a character targeted by an attack roll can choose how to defend themselves by making a contested block, dodge, or resistance roll. Most of the common attacks, such as those with weapons, are defended against by using the block or dodge skill. Defense against spells is more varied, with different types determining which of the three defense skills can be used. This is further defined in the **Channeling section in Chapter 3: Magic**.

### Rule : Bonus Actions vs Actions

To determine if an attack was successful or if it fails, an attack roll is made and contested by a defense roll. Ties always go to the attacker on attack rolls.

If a character makes a successful attack, the next step is resolving damage or applying the effects of a spell. The attacker calculates the damage based on the damage dice for their weapon and their bonus damage modifier for the type of attack they used. The target or targets who failed their defense checks take that damage but reduce it by their **mitigation** for the type of damage done. Mitigation reduces the damage from an attack and is further explained in the **Mitigations section** of this chapter.

The weapon damage dice will vary by weapon type. Like the attack roll, the bonus damage modifier reflects proficiency with a weapon or spell and can be improved by purchasing modules. More information on weapon types and their damage dice is contained within the **Weapons section in Chapter 4: Items and Equipment**.

### Example:

*A character with a +4 attack modifier for slashing weapons attacks a bandit using their sword. The bandit, having a +2 dodge modifier and a +1 block modifier, chooses to dodge. The character rolls a 7 and adds the +4 bonus for a total of 11. The bandit rolls a 5, adds their +2 dodge modifier, resulting in a total of 7. The character's attack hits.*

*Using a longsword classified as a heavy one-handed slashing weapon with a damage die of 1d12, the character rolls a 6 and adds their +4 slashing damage modifier, totaling 10 damage. The bandit has +3 physical mitigation and thus takes 7 damage, subtracting this amount from their current health.*



The flow of combat will nearly always follow the pattern of the previous example. Sometimes, attacks can be complicated by having multiple damage types. In this situation, a character calculates damage in the order it is shown on the ability. Typically, a weapon attack can have up to three separate types of damage that are referenced as **primary**, **secondary** and **tertiary** damage types. This becomes relevant in instances where skills or spells change the primary damage type to something different. The following example provides a situation where a character has a secondary damage type of fire.

**Example:**

*Continuing with the previous example, the player character's long sword has a magical fire component that deals 1d8 fire damage on a hit. They roll a 6 on that dice. The bandit first takes the 7 physical damage and then calculates the fire damage. Their light armor gives them a +2 to fire mitigation, so they only take 4 fire damage for a total of 11 damage.*

## 9. Special Rolls

There are several types of rolls that change the outcome of an attack:

### True Hits

When a character rolls a 12 on a 1d12 attack check, it is considered a **true hit**. A true hit is an attack that hits even if the total result of the defense check is higher than the attack. A true hit also occurs when the defender rolls a 1 on a 1d12 defense check. Besides

always hitting, true hits often trigger secondary effects on skills and spells.

### Botched Attack

When a character rolls a 1 on a 1d12 attack check or a defender rolls a 12 on a 1d12 defense check, it is considered a **botched attack**. This type of attack, if it still hits, deals only half damage factoring in mitigations.

**Rule : Canceling Out**

If both the attacker and defender roll a 12 on their checks, the attack is treated as if it were a normal attack, using the normal rules to determine if it hits. Likewise, if both the attacker and defender roll a 1, the attack is also treated the same way.

### Critical Hits

Critical hits are granted through either modules or abilities and are a way for true hits to become upgraded to deal extra damage equal to double the bonus damage modifier. For instance, if a weapon normally deals **1d8 + 4 damage**, it would instead deal **1d8 + 8 damage**.

### Brutal Hits

Brutal hits, like critical hits, are obtained through modules and abilities and even more deadly than their counterparts. When a true hit is upgraded to a brutal hit, the bonus damage modifier is doubled and the primary weapon dice are doubled. For instance, if a weapon normally deals **2d6 + 3 damage**, a brutal critical with that weapon would deal **4d6 + 6 damage**.



## 10. Mitigating Damage

Ideally, the best defense for a character is to not get hit at all, but having mitigation can greatly lower the damage a character receives, sometimes even reducing the damage to 0. Armor is the most common contributor to physical mitigation and to a lesser extent, elemental mitigations, effectively lowering the damage of many types of attacks.

However, there are several other ways a character can increase their mitigations to the various types of damage in the game.

A character by default has no mitigation or vulnerability to damage types. A character's mitigation to a certain type of hit determines how much damage is reduced from or added to that source. It is important to note that a character can have a negative mitigation, resulting in taking extra damage of a certain type.

There are several types of damage, each with their own mitigation.

**Physical Damage:** Most melee and ranged attacks as well as some spells deal physical damage. This is reduced by physical mitigation which is granted mostly by armor and protection spells.

**Fire Damage:** This damage type comes from spells, extreme heat, natural fires, the **ignited condition** or falling into lava.

**Lightning Damage:** This damage comes from spells or getting electrocuted by a machine or bolt of lightning.

**Cold Damage:** This damage type comes from spells as well as being exposed to freezing conditions.

**Psychic Damage:** This damage type comes from spells that warp and distort reality or seeing something so terrifying that it damages the mind directly.

**Dark Damage:** This damage type is typically associated with evil entities and magics such as witchcraft, necromancy, and malicious entities.

**Divine Damage:** This damage type comes from spells or vengeful gods and is associated with both the heavens and celestial magic.

**Arcane Damage:** This damage type is the result of raw, unrefined magic that deals damage by applying force.

**True Damage:** This damage type cannot be mitigated in any way. This includes some arcane spells, falling, or damage from drowning and suffocation.

**Poison Damage:** This is a special case in that there are no modules that directly contribute to mitigating poison unless they make a character completely immune. Otherwise, a character's poison mitigation is equal to their resilience modifier.

**Elemental Damage:** This damage type is listed in several modules as well as protection offered by some items. This refers to the group of fire, cold and lightning mitigations.



## 11. Attack Types

There are several types of attacks that can be defended against in different ways.

**Melee/Touch:** An attack that involves a non-ranged weapon, unarmed attack or spell that requires making direct contact with a target. This can be defended against by using the block or dodge skill.

**Projectile:** An attack which is launched or lobbed a certain distance. This can be defended against by using the block or dodge skill.

**Ray:** An attack that is a nearly instantaneous beam towards a target. This can only be defended against by using the resistance skill without traits from modules that allow blocking or dodging these attacks.

**Targeted:** An ability, such as a spell that requires line of sight on a target. This can only be defended against by using the resistance skill.

**Sonic:** An attack that can be heard, usually affecting everyone with a certain distance from the origin. This can only be defended against by using the resistance skill or by using the Cover Ears reaction.

**Vision:** An attack that affects anyone who can see the source of the attack. This can only be defended against by using the resistance skill or by using the Avert Eyes reaction.

**Force:** An attack requires the target either make an acrobatics or athletics check to avoid the effects, such as a gust of wind, an entrapping vine or an attack that can displace.

## 12. Area Types

Attacks can have one of several area types which determine the shape and geometry of the ability, determining who is and isn't affected. The defense check required to avoid attacks that target an area are still based on the type of attack, it simply requires all characters within the area to make that check. However, succeeding on a check means that the character takes **splash damage** unless the attack check is botched.

### Rule : Splash Damage

Any time an attack has a splash damage component to it, the total damage is halved before mitigations are applied to it, if a character succeeds on their defense check against it. If the attack is botched against the character's defensive check, they avoid the damage entirely.

If an ability or spell does not have an area type, it is assumed to only affect one character unless otherwise specified.

The three types of area attacks are:

- **Line:** An attack with a width and distance in units that strikes everyone in that space. A line is assumed to be as tall as it is wide and originates from the exact center of a character unless otherwise specified.



- **Cone:** An attack that originates from a single point and spreads out in a 90 degree angle in a distance equal to the units specified on the attack. The origin for a cone attack is always centered directly in the middle of a character unless otherwise specified.
- **Area:** A large-scale attack that affects everyone in a specified area. Typically, these types of attacks have a radius that extends a certain number of units from a specific point.

**Example:**

*A wizard channels a spell that calls a beam of sunlight down onto an area with a radius of 2 units, dealing fire damage. The spell has a type of "ray" and area type of "radius". Everyone in that area must make a resistance check because it is a ray attack. Because it is an area spell, even if a character succeeds, they take splash damage unless the attack is botched against their defense check.*

### 13. Conditions

Throughout an adventure, characters will be subject to all sorts of conditions that impact them. These conditions can be caused by spells, attacks, environmental situations or can even be self-inflicted.

There are several types of conditions:

#### Afraid

An afraid character cannot take reactions or free actions and must roll a resilience check

of 12 whenever they attempt to use an action. On a failure, the afraid character instead uses the move action to move away from the source of their fear a number of units equal to half the difference between the checks. On a success, the character is no longer afraid. Each attempt the afraid character makes lowers the required check by an additional 1 point

#### Blinded

A character that is blinded fails checks involving sight and has a -1d4 penalty to all attack and defense checks. A blind character is immune to vision attacks, cannot target another character and can only make attacks against characters within 3 units.

#### Bleeding

A bleeding character takes 1d4 true damage at the end of their turn. If a Character is in lifeline and is bleeding, instead of losing 1 lifeline point, they lose an amount equal to the damage received from bleeding. If a 1 is rolled on the 1d4 at any time, the bleeding condition is ended instead of dealing damage.

#### Charmed

A character that is charmed cannot take aggressive actions towards the character who charmed them. Additionally, the target who charmed the character can make suggestions as an action which the charmed character will do their best to follow. When a suggestion is made in this way, the character has a chance to break free of the charm by making a resistance check against the charmer's persuasion. The nature of the suggestion gives a bonus to the resistance check, with more harmful suggestions making it



increasingly unlikely that the charmed character will remain charmed.

Type of Suggestion	Bonus
Harmless suggestion that takes 1 action to complete.	+0
Harmless suggestion that takes more than 1 action to complete.	+3
Harmful suggestion against the charmed character or their allies that takes 1 action to complete.	+5
Harmful suggestion against the charmed character or their allies that takes more than 1 action to complete	+8

## Confused

A character who is confused must roll a 1d8 every time they attempt to take an action or reaction. They are not able to take free actions. The confused player states which action they are going to take and then rolls on the following table.

Roll	Effect
1-2	You make an attack at the closest character if any are in range. If multiple characters are in range the GM will roll randomly to decide the target.
3	Your action or reaction does not get used and instead you do nothing.
4-5	You use your full walk speed to move in a random direction.
6-7	You act normally.
8	You act normally and the confusion ends.

## Dazed

A character that is dazed has a 1d4 penalty to their next defense check before the start of their next turn and a 1d4 penalty to all concentration checks. A character cannot focus on anything new until the condition is removed and can only use the channel action once per turn.

## Deafened

A character that is deafened cannot hear and therefore fails any search check relying on hearing. They are immune to sonic attacks but suffer a 1d4 penalty to resistance checks.

## Diseased

A character who is diseased cannot recover health until the condition is removed. Additionally, they suffer a 1d4 penalty to resilience checks.

## Enveloped

When a character is either engulfed within another creature, submerged in a liquid, or buried they are considered enveloped. Enveloped characters have a 1d4 penalty to all spell and ranged attacks.

## Exhausted

A character can become exhausted due to spells or simply not getting enough sleep. 3 hours of rest can remove one tier of this condition but does not count towards the total hours required to gain a full rest. The tiers are defined below:

**Mild [Tier 1]:** A character cannot take reactions and has -2 penalty to movement speed and initiative checks.

**Moderate [Tier 2]:** A character cannot apply bonus damage to spells or attacks.

**Severe [Tier 3]:** A character can only take the attack or channel action once on their turn and cannot take free actions.

A character instantly falls unconscious when receiving a point of exhaustion beyond severe



and will not wake until they have no exhaustion remaining.

### **Frozen**

A frozen character cannot take actions, reactions or free actions. They are additionally immune to cold damage. If a character reaches 0 health while frozen, they shatter and die. A character who takes at least 10 fire damage is no longer frozen at the start of their next turn. A frozen character can not defend themselves with block or dodge checks and instead has a static defense of 4.

### **Grappled**

A character who is grappled cannot use 2-handed or offhand weapons. If a grappled character wishes to move, they must make a contested strength check against the character they are grappled with. On a success, they move up to half of their movement speed, rounded down. This check automatically fails if the character who is trying to move is 2 sizes or more smaller than the other. A character can attempt to break free from a grapple by forcing an acrobatics or athletics check against their opponents athletics check.

### **Hidden**

A hidden creature gains a 1d4 bonus modifier on their next attack check. When a hidden creature moves and wishes to remain hidden, their movement speed is halved and they must make a stealth check with a 1d4 penalty.

### **Ignited**

A character that is ignited takes fire damage at the start of their turn and gives off a 3-unit radius of light. A character can spend one

action to extinguish the flames from themselves or an adjacent character. A character who is ignited takes 1d6 fire damage at the start of their turn. On each successive turn, add an additional 1d6 to the damage to a maximum of 4d6. The ignited condition ends if two of the dice rolled are 1's. For example, on the 4th turn of being ignited, you roll a 1, 4, 3 and 1, ending the ignited condition.

### **Invisible**

An invisible character cannot be seen or be affected by a spell or ability that requires a target and gains a 1d4 bonus to stealth checks. Unless otherwise stated, an invisible character remains invisible until they make an attack or channel a spell. If an invisible creature has been spotted, other creatures can make attacks against them with a 1d4 penalty.

### **Maddened**

A character who is maddened cannot properly identify friend from foe but is not affected by other mind altering conditions such as being charmed, confused or afraid. At the start of their turn, roll a 1d4 with each number corresponding to the closest four characters. The maddened character moves towards that creature and uses the attack action against them until the effect ends or the target dies. This effect ends if the maddened character becomes unconscious.

### **Muted**

A character who is muted cannot speak and therefore cannot channel spells.



## **Paralyzed**

A character who is paralyzed cannot take actions, reactions or free actions and fails any checks based on might or agility. A paralyzed character can not defend themselves with block or dodge checks and instead has a static defense of 4.

## **Poisoned**

A poisoned character takes damage at the end of their turn in the amount and type specified by the poison. If the total poison damage is completely mitigated, the poison ends.

## **Prone**

A prone character has a 1d4 penalty on all attacks and a 1d4 penalty to defense checks against melee attacks. A character that is prone gains **partial cover** against projectiles and spatial attacks. Additionally, a prone character can only move 2 units and must spend 2 units of walk speed to remove the condition.

## **Sleeping**

A character that is sleeping is unconscious. If they take damage other than psychic, they immediately wake up.

## **Stasis**

A character in stasis is unconscious and does not need to eat, breathe, or sleep. All lifeline, poisons, diseases, and bleeding are paused.

## **Stunned**

A stunned character must use their next action or bonus action to attempt to recover by making a concentration check of 10 unless another required check is specified by the skill that stunned them. A stunned character

also cannot take reactions or free actions until the condition is removed and have a 1d4 penalty to defense checks. Each attempt they make lowers the required check by an additional 1 point.

## **Trapped**

A trapped character has a movement speed of 0, cannot take reactions, and can only take 1 action on their turn. A trapped character can elect to make an acrobatics or strength check with an action to escape the trap against either a required check for an object or a strength check against a creature. On a success, they immediately regain their penalized action.

## **Unconscious**

An unconscious character is extremely vulnerable. Instead of making a defense checks, they have a static defense of 4. An unconscious character that gets hit with a melee attack goes to 0 lifeline. Additionally, an unconscious character cannot focus.

## **Wounded**

A character gains a tier of the wounded condition immediately after making a lifeline check. The tiers are defined below:

**Mild [Tier 1]:** A character suffers a 1d4 penalty to resilience checks.

**Moderate [Tier 2]:** A character suffers a 1d4 penalty to all might and agility checks. A character can only recover up to half of their maximum health by taking a full rest with this type of wound.



**Severe [Tier 3]:** The character goes to 0 lifeline points. If they do not immediately die, they remain unconscious until they are restored to half of their maximum health.

To remove one tier of the wounded condition, a character must complete a full rest at or above half their current maximum health. If a character completes a full rest while at their maximum health, all wounded tiers are removed.

## 14. Fighting Stances

**Fighting stances** are gained through modules and allow a character to further define their combat style. A character can be in only one fighting stance at a time.

The default fighting stance is neutral, giving no bonuses or penalties. A character can change their stance outside of combat or at the start of initiative. Otherwise, it requires an action to change stances.

A complete list of all the available stances and how to obtain them is located on [anyventured12.com/stances](http://anyventured12.com/stances).

## 15. Advanced Combat

### Ranged Combat

All ranged weapons have an optimal distance they are effective at consisting of a **minimum** and **maximum range**. A character can fire a ranged weapon up to double its maximum range and at targets closer than the minimum range, but the attack roll has a -3 penalty. Having a minimum range of 0 allows a

character to make attacks with a ranged weapon at adjacent targets without a penalty.

All ranged attacks are considered projectiles that require line of sight on your target to make the attack unless otherwise specified.

Some ranged weapons can also have an **ammunition capacity** which dictates how many times the weapon can fire before needing to be reloaded. Reloading a weapon costs one free action.

#### Optional Rule : Ammo Damage Bonus

In some situations, a player may want a weapon that trades low ammo capacity for extra damage due to the inefficiency of spending a free action to reload. These are the recommended damage bonuses per ammo capacity:

- 1: +4 bonus damage
- 2-3: +2 bonus damage
- 4-6: +1 bonus damage

### Throwing

Throwing weapons and objects is a viable way to deal damage in combat. These are the different types of throwing attacks:

**Throwing Weapons:** A character can throw a light 1-handed weapon to deal damage, using the the attack modifier associated with the weapon they are throwing for the attack check. The damage bonus modifier, however, is equal to the character's athletics bonus modifier. By default, a character can throw a light 1-handed weapon 4 units + a number of units equal to their athletics modifier. The minimum range on throwing weapons is 2



units. As with melee weapons of the type, weapons thrown in this way benefit from true hits and any skills that upgrade those hits.

**Example:**

*A character has a +3 attack skill with piercing weapons and a +2 athletics bonus modifier. The optimal range on their attack is 2-6 units. The character rolls an attack check with their piercing attack skill and deals 1d6 + 2 physical damage.*

**Throwing Small Objects:** For throwing objects under 10 mass that are not weapons, a character uses their athletics modifier for the attack roll and damage. As with light weapons, the object can be thrown up to 4 units + a number of units equal to a character's athletics modifier. The damage dealt by the object is equal to that character's athletics modifier with a minimum of 1 damage. Small objects that are specifically meant to be thrown, such as throwing ammunition, deals 1d6 base damage plus the athletics bonus modifier.

**Throwing Characters:** If a character wishes to throw another character, they can do so by taking the shove action, but with a -6 penalty. For each size smaller the target character is, this penalty is reduced by 3, to a minimum of 0. On a success, the character can throw the target a number of units equal to their strength modifier, with each unit counting as fall damage.

## **Area of Control**

Every character who has the ability to take actions has an **area of control**. By default, this area includes all of the tiles surrounding the tile(s) the character is currently occupying. While not a vital mechanic on its own, many reactions are triggered when a character either enters or leaves another character's area of control. There are certain pieces of equipment and skills that allow an area of control to increase out to a range greater than tiles adjacent to the character.

## **Consumables**

A consumable is simply an item that is spent upon using it. Examples include snacks, potions and any other item that can be ingested. In order to consume an item, a character must be able to take the Use action.

**Consumable Limits:** A character will have opportunities in an encounter to use consumables such as potions to grant various effects. A character can only ingest one consumable in a round but the effects are instantaneous unless otherwise specified.

## **Effects**

Effects are anything that alter a characters skills, attributes or checks.

**Stacking Effects:** A character cannot stack bonuses from the same type of source. The types of unique sources are spells, consumables and enchantments. However, negative effects such as suffering from multiple conditions are additive.



**Example:**

*A character channels an armor spell that gives them a +3 bonus to physical mitigation. In the midst of an engagement, they channel another spell that would normally provide them with +5 physical and elemental mitigation. Instead of the bonuses stacking, only the highest one is applied, giving the character a final bonus of +5 physical mitigation.*

## Line of Sight

For many actions, a character requires line of sight to attack a character or target them with a spell. Line of sight on a target refers to being able to see at least a portion of that character, even if it is only a very small area.

In some situations, the direction a character is facing must be inferred to determine their field of view. A character should be assumed to have a 180 degree field of vision and be looking in the direction they last moved or towards the character they last targeted unless otherwise specified.

**Stealth During Engagements:** Line of sight plays a crucial role for stealth in engagements when a character wants to attempt to hide in the chaos of combat. Just like out of combat situations, a character must take the hide action to attempt to stealth. If another character has line of sight on a character that uses the hide action, the stealth check is considered an automatic failure against that character. Otherwise, the character attempting to hide rolls a stealth check

against the persistent search check of all creatures that do not have line of sight.

**Cover:** The battlefield will often be more than just a flat plane - there will be many objects and walls that characters can utilize to obstruct themselves from the line of sight of others. When a character is obstructed in such a way, it is considered cover of which there are various tiers.

- **Full cover** prevents you from being directly targeted by attacks that require line of sight on a target, such as projectile and ray spells. Full cover is defined by not having a single part of a character visible to another.
- **Partial cover** refers to situations where at least half of a character's body is obscured by terrain or another object. Characters who are benefiting from partial cover gain a +2 modifier on block and dodge checks.

Besides obstacles, other characters, both friend and foe, can obstruct line of sight. To determine if a character is granting another cover, draw an imaginary line between the origin of the attack to the target. If it intersects a tile that a creature is occupying, the target of the attack has at least partial cover. If the obstructing character is one size larger than the target, the targeted character has full cover against the attack and cannot be targeted by normal means.



## 15. Environmental Hazards

Besides taking damage from doing combat with enemies, there are several other ways a character can be damaged or inconvenienced.

### Falling

Falling can be deadly, and in many circumstances, can instantly kill a character.

#### Rule : Calculating Fall Damage

The formula for calculating fall damage is 1d4 for every unit fallen. If a character falls more than 30 units, they take 100 damage instead of rolling damage. Fall damage cannot be reduced by mitigations or abilities that reduce damage.

When a character begins a fall, such as being shoved off a cliff or failing a difficult climb, they immediately fall 50 units the instant the fall begins. The rate at which the character falls then becomes 300 units per round, starting on the falling character's turn.

However, an especially agile character can attempt to land gracefully, reducing the amount of fall damage they take. Before taking damage from a fall, a character can make an acrobatics check and reduce the damage by that amount. On a negative result, damage is instead added to the total. If a character takes damage from falling, they become prone.

When taking fall damage results in a character reaching 0 Health but dealing less damage than their total Health, they do not make a lifeline check and instead become

unconscious with 3 lifeline points remaining, rendering most characters unconscious as a result. If a character takes fall damage equal to or greater than their total maximum health, they die instantly on impact.

### Terrain Penalties

Some surfaces affect the walk speed of characters, such as mud, slippery ground or jagged cliff sides. In such a case, a GM may inform the characters that walking through such terrain would cause a penalty. Moving through a tile with a terrain penalty requires an additional unit of movement effectively halving a character's speed.

#### Example:

*A character is 5 units away from an enemy monster, but there is a pit of mud in between them 2 units wide. The player has a move speed of 6 units and takes the move action on their turn. Because it will take 4 units to cross the pit of mud, the character needs a total of 7 units to reach their target, which they cannot do with one action. Instead, they choose a different action.*

### Suffocation

Unless otherwise specified, all living humanoids and beasts require air to breath. In the event that a character is cut off from air, they can hold their breath for an amount of time equal to 4 rounds + their resilience skill bonus modifier. If a character has a resilience of +1, they can only hold their breath for 5 rounds, or approximately 30 seconds. After that amount of time lapses, the character becomes unconscious and gains



5 lifeline points which they lose normally at the end of each of their turns. A character becomes conscious if they are no longer suffocating.

### **Excessive Heat**

Extremely hot environments or coming into contact with material such as lava can damage a character. Depending on the heat and directness characters can take up to a maximum of 8d8 fire damage at the start of each turn while they remain in contact with the source of extreme heat. In the case of harsh environments like deserts, the GM may call instead for a resilience check to avoid the effects from extreme heat, otherwise the character will receive exhaustion instead of damage.

### **Electrocution**

Electrocution can happen as the result of getting struck by a lightning bolt or interacting with machinery without the proper safety measures. A character takes 4d12 lightning damage and becomes dazed for 1 minute when electrocuted.

### **Freezing Temperatures**

In the case of dropping temperatures, a GM may call for a character to make a resilience check to see if they can brave the cold. Because there is a large difference between camping without socks and being exposed to the vacuum of space, the amount of cold damage and interval can vary. While in space without a suit, a character would take 4d10 cold damage at the start of each of their turns as opposed to 1d10 cold damage every hour when camping outdoors in frigid conditions.

## **16. Magical Hazards**

Some hazards are not considered natural and are the product of magical effects or spells.

### **Hellfire**

Hellfire is flame tainted with dark magic that cannot be extinguished by non-magical means. Without a spell that specifically douses magical fires, hellfire will burn indefinitely. Unlike normal fire, hellfire does not spread or require oxygen to thrive.

### **Magical Darkness**

Magical darkness is a special type of darkness that blocks normal vision. Any character without another sense is considered blinded while within this type of effect. Additionally, light sources that do not specifically penetrate this type of darkness do not give off light while inside the bounds of the effect.

### **Permafrost**

Permafrost is ice that cannot be melted by any means except for magical fire. A creature encased in permafrost is considered to have the stasis condition but is otherwise impermeable to damage.

### **Nullfield**

A nullfield is an area where magic does not function within its bounds. This includes spells, enchantments and extraplanar effects. Nullfields can vary in both strength and specificity, targeting different tiers or types of magic.



## 17. Injuries

Throughout the course of an adventure, characters may be subject to either temporary or permanent injuries which will affect their abilities.

**Arm Injury:** When a character has an injury to their arm, or it is removed completely, they have a 1d4 penalty to strength and athletics checks involving their arms. Additionally, the injured arm cannot hold a piece of equipment and the use of 2-handed weapons becomes impossible. If both arms are injured or missing, the character cannot wield weapons and fails all checks involving their arms.

**Leg Injury:** When a character has an injury to their leg, or it is removed completely, they have a 1d4 penalty to athletics check that involve their legs, such as jumping, swimming or climbing. Additionally, their movement speed is halved, rounded up. If both legs are injured or missing, the character is prone and has a movement speed of 2 units.

**Head Injury:** Depending on the severity, a character with an injury to their head suffers from the dazed condition until the injury is resolved.





## Chapter 3 : Magic



AnyventureD12 is a system that involves magic in the form of spells, items, and abilities. A player can build their character to be extremely proficient with spells, employing them in both combat and non-combat situations. While there are methods of running the game without magic, it is not the primary way the game was designed to be played. Magic is intended to be accessible by the player characters and prominent within the official settings.

### 1. Channeling Magic

A character **channeling** a spell that they know is as simple as declaring it and then dedicating the required actions and resources

to it. Channeling is the act of casting a spell and is accomplished by taking the generic channeling action one or more times. Most spells only have a channeling time of one action.

If a spell requires two actions, a character must use the channeling action twice before it completes but not necessarily on the same turn of an engagement. A spell is completed when the final channel action is used. It is on this final channel that the target or area for the spell is chosen.

#### **Example:**

*A Mage wants to use the Fire Ball spell on their turn against a group of enemies just out of range of the spell. Fireball requires 2 Actions, so the Wizard uses their first action to use the move action and get in range. They then use their second Action to use the channel action, contributing 1 of the 2 actions required for the spell. They must now wait for their next turn to use the channel action again, at which point, the spell completes and destruction ensues.*

Besides dedicating actions, channeling has other requirements:

### Incantation

In order to channel a spell, a character must be able to speak in any language they know. Each spell has a unique series of words associated with that must be recited in order to be able to channel it. Therefore, a character with the muted condition cannot channel spells. If a character loses the ability



to speak at any point during channeling, that spell fails.

## Conduit

In order to channel a spell, a character must be attuned to a conduit which allows them to pull power from other **planes** to manifest magical effects. Conduits are described in the **Conduit section** later in this chapter.

## Power

In order to channel a spell, a character needs to spend **power** based on the level of the spell they are channeling. Power is consumed when the first channel action is made and the spell is declared. Even if the spell fails because it is not fully channeled or interrupted, the power is never refunded once used. Power is regenerated by taking full rests in an amount dependent on the quality of the conduit which is expanded on later in this section.

## Components

Some spells require components which act as a material prerequisites to channeling a spell. A component is consumed at the beginning of the spell and can never be refunded, unless otherwise specified in the description of the spell.

## 2. Charging Spells

A character can channel a spell beyond its specified action requirement in situations where they may want to delay or prepare a spell to go off at a certain moment. A character must dedicate at least one action per turn towards channeling a spell to hold it in this way or the spell fails.

An added benefit to dedicating an additional channeling action towards a spell is that it becomes charged. Many spells have secondary effects when they are charged, adding to either their damage or utility. There is no additional benefit from continuing to channel a spell that is already charged.

### Example:

*A pyromancer channels Flamethrower – a spell that requires 1 Action and deals 1d10 fire damage to anyone within a 3 unit cone. Instead of letting the spell complete after using the channeling action, they elect to use their second action to use the channel action again, causing the spell to complete in its charged state. The charge effect on Flamethrower changes the damage die from 1d10 to 3d6, increasing the efficiency of the spell.*

## 3. Spell Levels

Spells are divided into categories that determine their tier. There are 6 tiers of Spells: **beginner**, **novice**, **journeyman**, **expert**, **master**, and **grand master** with higher tiered spells offering more complex and powerful options. The level of spell determines how much power is consumed when the spell is first channeled.

Level	Power Cost
Beginner	1
Novice	2
Journeyman	4
Expert	8
Master	16
Grand Master	32



## 4. Schools of Magic

Spells are separated into schools of magic. There are two types of spell schools: **traditional** and **exotic**. The traditional schools of magic each have a core module dedicated to them which allows a player character to specialize in that type of magic. These types of magic are fairly accessible and include the following schools:

### Abjuration

The school of magic that deals in protection spells such as defense against planar creatures and channeling protective shields that reduce or prevent damage.

### Evocation

The school of elemental magic that includes the **pyromancy**, **aeromancy**, **geomancy** and **aquamancy** sub-schools and involves channeling elemental power in destructive ways.

### Transmutation

The school of magic that deals with changing the form and composition of objects and creatures. This includes making creatures invisible and moving objects and characters through telekenesis.

### Divine

The school of magic that deals with cleansing darkness with holy powers as well as healing and curing ailments. This includes wielding destructive power against undead and dark beings.

### Witchcraft

The school of magic that includes themes such as blood magic, dark rituals, possession and curses.

### Druidic

The school of nature magic that allows characters to turn into beasts and command plants while channeling healing energy.

### Necromancy

The school of magic that deals with channeling dark magic and raising the dead as servants.

### Auguration

The school of magic that deals with determining fate, seeing into the future and altering time.

### Illusion

The school of magic that deals with creating illusions and altering reality, such as disguising oneself or implanting visions inside a creature's head.

The exotic schools of magic are only available through select modules or special circumstances and are considered fairly uncommon. Typically these types of magics are granted by a patron through a pact or researched by a proficient scribe. The exotic schools of magic are the following:



## **Fey**

The wild and often tricky magic employed by the fey.

## **Draconic**

The ancient and powerful magic that the dragons taught their subjects before their fall, including powerful edicts to command elements and creatures alike.

## **Cosmic**

The magic fueled by the stars, sun and moon dealing with destructive celestial magic and gravity manipulation.

## **Fiend magic**

The magic of both devils and demons including dark magic and calling hellfire.

## **5. Conduits**

Conduits are the most essential part of channeling spells, providing both the means and power required to use them. While it may be tempting to imagine a conduit as a wand or staff of a wizard, a conduit can come in many shapes and sizes. It is not uncommon for spell casters to imbue weapons, jewelry and even armor to channel their magic.

Conduits have three key components:

### **The Conduit Core**

The core is a gem or crystal that serves as the center piece for a conduit. Without a core, there can be no conduit.

Conduits provide power based on their quality, the resource responsible for fueling

magic. In addition to power, the quality of a conduit also influences **power regeneration** which allows a character to recover power upon completing a full rest.

The quality of a conduit is determined by the value of the gem used. For instance, an amber worth 100 gold pieces is much more effective than a malachite worth 5 gold pieces.

### **The Treatment**

In order for a core to not instantly explode when harnessing and channeling magic, it must be treated. A treatment is made up of refined dust from soft metals and is used to coat the core in a protective layer and has a small influence on the efficiency of how much power the core provides a spell caster.

However, the main purpose of the treatment is to help facilitate an **essence burn** by determining the **burn chance** of a conduit. The higher quality metal dust used, the lower the required check is to avoid failing an attempt to essence burn. Essence burns and burn chance are described in more detail later in this chapter.

### **The Bond**

A bond is a process of attunement that represents the relationship between the conduit and the wielder.

By default, a newly created or obtained conduit will not have a bond. Instead, it is up to the player character to complete a **bond quest** to forge a bond with their conduit and increase the efficiency of their spells. These are subjective and are agreed upon contracts between a GM and a player but there are



many examples provided in the **Appendix: Helpful Tables** that offer guidance.

Bonds are broken up into tiers with easier bond quests giving weaker bonds. The more powerful bonds are reserved for extreme circumstances and will rarely be obtained by player characters.

**Example:**

*A player creates a new conduit and wants to forge a bond with it. They are early in their adventure and merely a novice in channeling, so they elect to seek an “easy” bond. The GM informs the player that in order to bond with their conduit, they need to score 5 true hits using evocation spells. After the player completes this quest, they get credited with an easy bond, increasing the efficiency of their conduit.*

## Conduit Rules

- A character can be bound to only one conduit, and a conduit can be only bound to one character. There are only three circumstances in which a bond can be broken; the wielder chooses to unattune to the focus at the end of a full rest, the wielder dies, or the core is destroyed.
- A character cannot use two different conduits in the same day. A conduit must be attuned to during a full rest in which case it can only be used when the rest is completed.
- A Character can pursue a bond quest even if their conduit already has a bond. Many conduits will have tiers of attainable bonds that the player character can work towards in a linear fashion.

## Conduit Composition

The parts of a conduit are separated into categories by cost which represent the material used. More expensive materials results in more powerful bonuses.

Core		Treatment			Bond		
Gem Value	Power	Treatment	Burn Chance	Power	Bond	Power Regen	Bonus
5gp	6	Copper [4gp]	9	0	None	6	None
20gp	8	Iron [20gp]	8	1	Easy	8	+1 Spell Damage
50gp	10	Silver [50gp]	7	2	Common	12	+1 Spell Attack +1 Spell Damage
100gp	12	Electrum [100gp]	6	4	Uncommon	16	+1 Spell Attack +2 Spell Damage
300gp	16	Gold [500gp]	5	6	Rare	22	+2 Spell Attack +2 Spell Damage
500gp	20	Platinum [1kgp]	4	8	Legendary	26	+2 Spell Attack +3 Spell Damage
800gp	26	Aetherium [2kgp]	3	14	Mythic	36	+3 Spell Attack +3 Spell Damage
1000gp	32	Starsteel [5kgp]	2	20	Godly	48	+4 Spell Attack +4 Spell Damage

gp = gold pieces kgp = one-thousand gold pieces



When a conduit has little or no power remaining, the owner can attempt to essence burn, bypassing the restrictions in a risky attempt to convert health into power. Before making an essence burn check, the owner of the conduit decides how many power they want to attempt to infuse the conduit with, up to a maximum of their **Level \* 2**.

**Rule : Making an Essence Burn**

To essence burn, roll a 1d12 and subtract the conduit's burn chance value from it. If the result is 1 or higher, the burn is efficient and the owner of the conduit takes 1d6 damage per power restored. Otherwise, the burn is inefficient, and they take 1d10 true damage per power restored.

**Example:**

*A cleric wants to channel a spell that costs 8 power but they only have 5 power remaining on their conduit. They elect to make an essence burn check and restore 3 power to their conduit. The burn chance on their conduit is a 6, but they roll an 8, therefore succeeding on the Check because the resulting value is 2. They then roll 3d6 and take that amount in damage.*

Essence burns can be dangerous and should be used sparingly, especially if a character is low on health. An essence burn cannot be used if a character has any tier of the wounded condition. When failing an essence burn, a character gains one tier of the wounded condition in addition to taking the damage. If a character's health reaches 0 as the result of an essence burn, they die.

**Example:**

*Consider the prior example: If the character were to fail, they would take 3d10 damage instead and gain one tier of the wounded condition, though their focus would still be restored 3 Power.*

## 7. Components

Some spells have components in addition to a power cost. Components are items such as pieces of metal, bones, or gemstones that help fuel a spell. In addition to physical components, several spells also require magical languages to channel them or even situational circumstances such as an open flame, or a body of water.

Unless otherwise specified, if a component is listed, that component is consumed as part of the spell being channeled.

## 8. Spell Scrolls

A spell scroll is a magical piece of parchment that contains a singular spell which can be activated by taking the use action. The rules for channeling a spell through a scroll and a conduit are largely the same besides a few minor differences:

- A character channeling a spell through a scroll does not apply their spell attack or spell damage bonus modifier unless they know the spell.
- A spell scroll does not require components or power to channel.



- A spell channeled by using a spell scroll cannot be charged or delayed. The spell completes in exactly the amount of actions specified by the spell.
- Spell scrolls do not require the user's focus and instead last for 1d4 rounds, which is rolled when the spell scroll is first used.

**Example:**

*A cleric is facing a swarm of undead but has no power left. They have a scroll of Sacred Fire, a novice Divine spell that they do not know. The cleric takes the use action and activate the scroll, consuming it in the process. Because they do not know the spell, they make an unmodified spell attack on a 1d12, channeling the spell.*

## 9. Learning Spells

In order for a character to channel a spell, they must first 'know' it. This is flavored as knowing a complex series of words and drawing from a conduit to produce magic. Most modules grant only the ability to learn spells of a certain level rather than granting them outright. In these cases, a character who wishes to learn a specific spell of both a tier and a school they have access to has two options:

**Scribing:** A crafting skill that allows a player character to research spells through experimentation. With some basic research components, a character can spend a certain amount of time to learn a spell this way. Higher level spells progressively get much

more difficult to research. Scribing is defined in greater detail in **Chapter 8: Crafting**.

**Spell Scrolls:** Instead of using a scroll to channel a spell, a character can instead use it to commit the spell to memory, effectively learning the spell. Taking this action immediately consumes the spell scroll and adds the spell to the character's known list of spells.

For shorter games that likely won't have options for player characters to research spells or acquire scrolls, a GM can use an optional rule to allow an expedited form of learning spells.

**Optional Rule : Learning Spells**

In addition to the usual methods of learning spells, when a character gets access to a new tier of spells through a core module, they automatically learn 3 spells of that level and type.

## 10. Channeling in Armor

Heavier armor makes it naturally more difficult to cast higher level spells. While beginner spells and novice spells are not affected by this penalty, medium armor makes journeyman and higher spells require an additional action to channel. Heavy armor requires two additional actions. These penalties can be mitigated by investing in modules that increase your efficiency while wearing armor.



More information on armor and the penalties associated with it can be found in **Chapter 4: Items and Equipment**.

## 11. Upgrading Conduits

A conduit can be upgraded by removing the core and replacing it with an improved one and then treated with powdered metal. This is not a trivial task and requires some skill with magic.

### Removing a Core

Removing a core from a conduit can be a dangerous process and must be done in a delicate manner.

#### Rule : Removing a Core

Removing a core requires an arcanum check of 12 or higher to extract it without it shattering. If the core shatters, it deals 1d4 arcane damage for each point of power remaining within it. Once the core is extracted, it is treated like a normal gem and loses any bond or magical effect associated with it.

### Placing a Core

Putting a core into a piece of equipment requires that piece of equipment having a specialized slot for the core to sit. Such pieces of equipment can be crafted or the GM can provide other ways for player characters to obtain such items. As with removing a core, placing a core requires a skilled arcanist. Successfully placing a core requires 1 hour and an arcanum check based on the quality of the core.

Quality	Required Check
5gp	5
20gp	7
50gp	9
100gp	11
300gp	13
500gp	15
800gp	17
1000gp	19

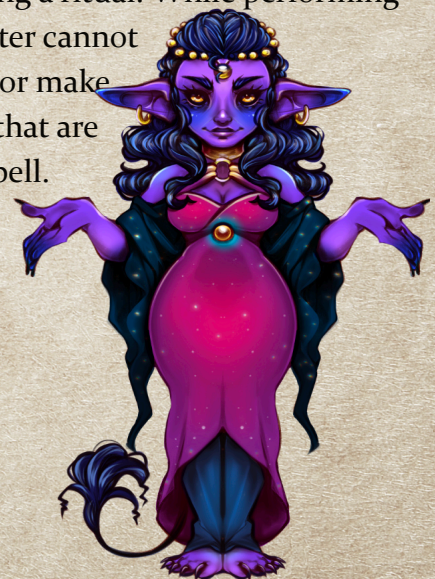
If the character who is placing the core botches the check, the gem is destroyed.

After the core is placed, it must be treated with powdered metal. This is a trivial task and requires 1 hour and the appropriate type and amount of powdered metal as specified in the conduit chart.

## 12. Rituals

Some spells have their channel time listed in minutes, hours or even days. These spells are **rituals**.

Rituals require a great deal of concentration and require the channeler to maintain their focus the entire time. If the channeler is focusing on anything else, it immediately ends upon starting a ritual. While performing a ritual, a character cannot take any actions or make any skill checks that are not part of the spell.





## Chapter 4: Equipment & Items

### 1. Objects

In AnyventureD12, objects have specialized rules that differentiate them from characters. Because objects cannot defend themselves, they have a static defense score of 4. This ensures that any attack roll of 4 or higher will hit it. For ranged attacks, the GM has flexibility to instead use a higher required check for hitting objects that would require a skilled marksman such as shooting an arrow at a very small target.

### Durability

All items have tiers which describe how durable they are. Durability refers to how much force an object can withstand before it takes structural damage. If an object takes damage less than the **durability threshold** of the durability tier, it takes no damage. Otherwise, the object takes full damage if it has no other **properties**.

Size	Threshold	Example
Fragile	1	Objects that break upon taking any damage, such as a vase or cardboard box.
Standard	5	Objects that would be trivial to break, such as a bedroom door, a piece of electronic equipment or a glass window.
Reinforced	10	Objects that are made durable to protect against the elements or wear and tear such as a heavy wooden door, a car windshield, or piece of mechanical equipment.
Fortified	20	An object that is tough and not easily broken such as a stone wall or bullet-proof glass.
Impervious	40	An object that is nearly indestructible such as the door to a vault, a metal hull or other metal objects.

### Structure Points

All objects have at least 1 **structure point**. When an object reaches 0 health, it breaks or is destroyed. In most scenarios, dealing enough damage to overcome the durability threshold of an object should be enough to break it. However, larger objects such as city walls should have a large structure pool. While hundreds of arrows may not be enough to even cause a dent, one or two ballista bolts may whittle the structure points down.

#### Example:

*The party has failed to figure out a puzzle to open a door made of solid stone and has elected to go the route of brute force. The GM informs the party that the door is fortified. Because there is no time limit in this scenario, the GM determines that the door does not need to have more than one structure point. One of the martial characters takes a giant sledge hammer to the door, dealing 19 physical damage. Because the door is fortified, the door takes no damage. One of the party members is a wizard, and gives the same character a bonus to their damage. The next hit deals 22 damage, shattering the door.*

### Properties

Objects can have various properties that determine how much damage they take from certain sources or how they react when being targeted by magic. Under normal circumstances, all objects are immune to psychic, dark, divine and poison damage. In certain circumstances, characters can take on the properties of objects by employing magic or wielding items.



**Flammable:** Objects made of dry wood or composed of gases. When taking fire damage, these objects gain the ignited condition.

**Sturdy:** Objects that are especially resistance against force and take half damage from arcane and physical attacks.

**Immutable:** Objects that cannot be modified by magic, such as having their form or composition changed. This includes

**Leadened:** Objects that are infused with lead, making them immutable. Additionally, magic that emulates senses such as hearing, sight or smell is not able to penetrate through leadened surfaces.

**Regenerative:** Objects with the ability to repair themselves over time such as self-healing metal or

**Conductive:** Objects made of materials that conduct electricity more efficiently, causing additional damage when exposed to lightning damage.

**Planar Bound:** Objects that are bound to another plane of existence and do not take damage unless on that plane. These items may also take types of damage that an object would normally be immune to, such as an evil demonic artifact taking damage from divine sources.

**Insulated:** Objects made of materials offer protection against the elements. Elemental damage against these objects are halved.

#### Example:

*The party is being chased by a group of angry centaurs, but find that a giant tree is blocking their path. Unfortunately, this tree appears to be the result of some magic instead of a normal tree so the GM determines that it is reinforced and has 30 structure points due to the time limitations the party is under. The wizard hurls a fire spell at it by instinct, however, they find out that the tree has the insulated property. While the spell dealt 17 damage, it was halved to 8 instead. Because 8 is under the threshold of reinforced, the fire spell is completely ineffective. The axe-wielding barbarian decides to fell the tree with his axe, dealing 13 damage, effectively damaging the tree and bringing the tree to 17 structure points. Her second action is used to attack the tree again, but it only deals 9 damage effectively dealing 0.*

## 2. Equipment

Equipment is simply anything that can be equipped and takes up one of the **equipment slots** available to characters. Each character has the following equipment slots: **headgear, armor, gloves, boots, cloak, accessory, weapon** and **shield**.

A character is allowed to have two accessories equipped at a given time. Additionally, a character can either have four weapons equipped or one shield and three weapons at a time. A GM can modify these limits to suit their table as these are recommended guidelines.



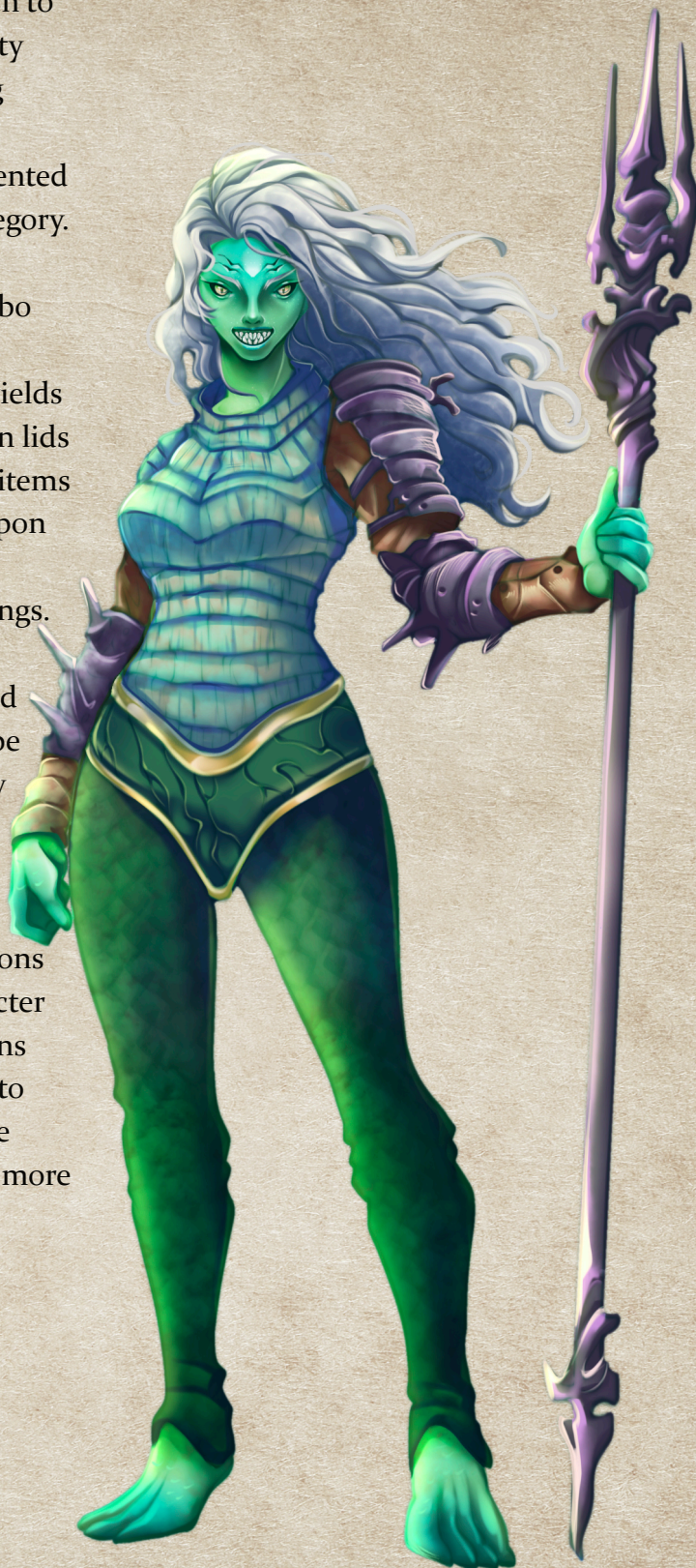
## **Modular Equipment**

AnyventureD12 takes a modular approach to equipment that allows complete creativity and an itemization system that is setting agnostic. Instead of providing a list of weapons and armors, equipment is presented as templates which fit into a distinct category.

For instance, a character with 2-handed bo staff and scale mail armor has equal effectiveness to a slumdog fighter who wields a reinforced broomstick with garbage can lids for protection. The starting point of the items would be a light 2-handed crushing weapon and medium armor. This is what allows AnyventureD12 to work in multiple settings.

In a science fiction setting with lasers and plasma weapons, a blaster pistol would be a light ranged weapon, while a short bow in a medieval setting would deal the same amount of base damage.

The only factor limiting skills with weapons and armor is the modules a player character chooses to invest in. A character who dons heavy plated armor without investing into the armored fighting core module will be disadvantaged so much that it would be more effective to not wear any armor at all.





## Weapons

Weapons are divided into different categories based on what skill is applied to them. A character with skill in slashing weapons is equally proficient in wielding a scimitar as they are a battle axe. However, there are advantages and disadvantages of different weapons. Heavier weapons will be much more unwieldy, making it more difficult for a character to dodge attacks. Additionally, it will be more difficult to aim a heavy ranged weapon at a character that is standing a few units away than it would be to fire a quick bolt with a hand crossbow.

Weapon	Dice	M11	Examples	Penalty	Range	Skills
Unarmed	1d8	2d6	Punch, Kick, Headbutt		Adjacent	Unarmed
Light 1-Handed	1d8	2d6	Short Sword, Dagger, Hand Axe		Adjacent	Slash/Pierce/Crush
Heavy 1-Handed	1d12	2d8	Mace, Long Swords, Plasmasword	-1 Dodge	Adjacent	Slash/Pierce/Crush
Light 2-Handed	3d4	3d6	Bo Staff, Glaive, Energy Staff		Adjacent	Slash/Pierce/Crush
Heavy 2-Handed	2d8	3d8	Great Axe, Halberd, Plasmalance	-2 Dodge	Adjacent	Slash/Pierce/Crush
Ultra-Light Ranged	1d6	1d10	Hand Crossbow, Pistol, Blaster		1-4 Units	Ranged
Light Ranged	2d4	2d6	Short Bow, Sling, Shotgun, Light Rifle	-1 Block	4-10 Units	Ranged
Heavy Ranged	2d6	3d6	Long Bow, Sniper Rifle, Heavy Rifle	-2 Block -2 Dodge	8-20 Units	Ranged

*\*M11 represents upgraded dice that is received when a character reaches tier 11 in the respective skill module.*

## Armor

There are three categories of skill with armor in AnyventureD12: **unarmored**, **light armored**, and **armored fighting**. Each type of fighting style comes with its own benefits and the penalties of each style can be mitigated by investing in the appropriate core module. The cost of higher protection comes with more limited movement, lowered stealth/defense checks and casting penalties. By default, an unskilled character will suffer many penalties from wearing heavier armor without the proficiency represented by acquiring traits within the armored fighting module.

Armor Type	Physical Mitigation	Elemental Mitigation	Skill	Effect
None	None	None	Unarmored	None
Light	+1	+2	Light Armored	-2 Block and -1 Dodge Penalty
Medium	+2	+1	Armored	-3 Dodge, -2 Block, -2 Stealth, -1 Acrobatics, -1 Speed, +1 Channel Penalty
Heavy Armor	+4	None	Armored	-4 Dodge, -3 Block, -3 Stealth, -4 Acrobatics, -2 Speed, +2 Channel Penalty
Ultra-Heavy	+6	None	Armored	-5 Dodge, -4 Block, -5 Stealth, -5 Acrobatics, -3 Speed, +2 Channel Penalty

## Shields

There are two categories of shields in AnyventureD12: light and heavy shields. Shields offer extra block as well as extra protection from attacks that can be blocked. Heavy shields are more difficult to wield effectively and come with penalties while a light shield does not.

Shield Type	Penalty	Bonus
Light Shield	None	+1 Block and attacks against your block checks are botched on an 11 and 12, instead of just 12.
Heavy Shield	-2 Dodge, -1 Speed, -1 Stealth	+1 Block and attacks against your block checks are botched on an 11 and 12, instead of just 12. Additionally, you have partial cover against projectiles



## Equipment Quality

The tables provided outline only the base templates for types of weapons, shields and armor. The quality of equipment the player characters are able to obtain will greatly depend on several factors not limited to wealth, the setting of the game and the average level of the party. This largely falls on the GM's shoulders to determine but guidance on creating and distributing improved equipment is offered in the separate **Game Master's Guide**.

## Weapon & Ammo Properties

Weapons and ammunition can be fabricated with certain properties that allow them to behave differently against certain types of creatures. The process of infusing a weapon or ammunition with a property is described in **Chapter 8: Crafting**.

**Silvered:** This process involves adding silver in the creation process and causes a weapon to be more effective versus certain undead and incorporeal creatures.

**Magical:** This process involves infusing metal with raw magic, causing it be more effective against elemental creatures.

**Blackened:** This process introduces obsidian into the fabrication process, causing the weapon to be more effective against fey, divine and certain dark creatures.

For more information on the weaknesses of certain types of characters, refer to **Chapter 6: Non-player Characters**.

## 3. Items

Items are objects that are not equipment, but can be useful to a character. These range from components used in crafting to consumables that can provide advantages to a character. An updated and comprehensive list of items can be found at [anyventured12.com/item-s](http://anyventured12.com/item-s) and in the **appendix**.

## Adventure Gear

Adventuring gear contains many useful items, from torches to light the darkest depths to nets to lay traps for beasts and monsters alike.

## Ammunition

Ammunition includes arrows, bullets and anything else that can be propelled from a range weapon.

## Consumables

Consumables are anything a character can either eat, drink or has a one time use. This includes potions, meals and spell scrolls.

## Gems

Gems are divided into categories by fixed value ranging from 5 to 1000gp. For example, a sky emerald will always value 800gp. They are critical parts of both conduits and catalysts which are defined in **Chapter 8: Crafting**.

## Metals

Metals include both ingots as well as powdered metal used in all manner of crafting recipes as well as the construction of conduits.



## Textiles

Textiles include cloths and leathers which are primary used in crafting weapons and armor.

## Trade Goods

Trade goods account for nearly everything else such as ingredients in crafting to any item that has commercial value and can be bought, traded or sold.

## 4. Magical Items

Because AnyventureD12 is a highly magical system, items imbued with magical effects will be common.

A magical effect on an item can vary from simple attributes such as a circlet giving off 3 units of light to a sniper rifle shooting out lightning instead of a bullet on a true hit. Other effects may just include the quality of the item, such as an enchanted short sword adding an extra 1 to attack checks with it.

Several ideas for magical equipment are included in the **appendix**.

## 5. Currency

The economy in AnyventureD12 has two main coins: **gold pieces (gp)** and **silver pieces (sp)**. 10 silver pieces make up 1 gold piece. These coins can be abstracted into other currencies such as one gold being equivalent to one dollar in a modern setting or a credit in a science-fiction setting.





## **Chapter 5: Creating a Character**

Creating a character in AnyventureD12 involves several steps as well as planning for the future as the seeds for the archetype or role you are imagining take root.

Examples on creating characters will be located at the end of this chapter.

### **1. Determine Starting Level**

The first portion of character creation involves determining the level the players will be starting at. Starting at lower levels is recommended for newer players so that a character can grow more organically. This choice will directly affect how many module points a player character has to spend at character creation using the module point formula  $\text{Level} * 8 = \text{Module Points}$ .

A character starting at level 2 would have 16 module points to spend at character creation.

### **2. Choose an Ancestry**

The second step involves choosing your character's ancestry which is a representation of what the character looks like. They are immediately granted two unique traits, the cultural language and the origin module associated with this ancestry. Players can also choose to be a mix of two ancestries which is described in the next section of this chapter. While a player will get the origin module of their ancestry for free, they are not limited to that culture. They can spend module points to purchase another origin module that represents common scenarios such as a

certain ancestry being raised in another culture. However, a character does not get access to the unique traits associated with the ancestry of that origin module.

A full list of ancestries, their descriptions and the origin modules associated with them can be found in the **appendix** or at [anyventured12.com/ancestries](http://anyventured12.com/ancestries).

### **3. Pick an Origin Trait**

The next step in creating a character involves choosing your starting trait. This choice will help shape your character and get you off to a fast start. All player characters have to make a choice between the following origin traits:

#### **Born Adventurer**

Gain an additional 4 module points which do not count towards calculating a character's level. This is the traditional start to allow a player to shape their character at a low level.

#### **Extraplanar**

Start with a special planar module which describe special circumstances of your character and their affinity with one of the planes. The options are fey, air, divine, earth, fire, water and the spectral plane. These planar origin modules allow a character to flavor their character as well as getting skills and traits related to those planes.

#### **Mixed-Ancestry**

This option allows you to start with an additional ancestry module, gaining the benefits of both. This option allows players to fulfill the class fantasy trope of being half one ancestry, half another.



## **Pact-Bound**

This option allows a player character to start as a servant to an entity which in turn, acts as a patron and bestows powerful abilities and magic upon them. The player character starts with the pact alteration module.

This option requires coordination between a GM and a player as a pact offers a unique role playing experience. The GM and player must decide on what school of magic the patron represents, as the player will gain access to spells from this school as part of the pact module. Additionally, the patron must have a set of values they expect the player character to follow, as going against those values could bring the player character out of favor. Finally, each patron should have a magical language associated with them depending on what plane they are from.

## **Vampirism**

This option allows the player character to start as a thrall in service to a vampire lord. This origin trait grants the player the vampirism alteration module. Because this trait comes with several downsides which are described in the module, it should only be chosen by experienced players with the approval of a GM.

## **Lycanthropy**

This option allows the player character to start as a lycanthrope, a disease that causes them to transform under certain conditions. This origin trait grants them the lycanthropy alteration module which comes with several benefits and downsides.

When a player takes this origin trait, they must also pick a weakness between the following options:

**Fire:** The character has a fear of fire and they suffer a -4 penalty to their fire mitigation. When a character with this affliction takes fire damage, they must make a resilience check greater than or equal to half the fire damage take or they become afraid of the source of the damage. Additionally, this character cannot willfully move within 2 units of an open flame while in their lycanthrope form.

**Water:** The character has a fear of water and they suffer a -4 penalty to their cold mitigation. When a character with this affliction takes cold damage, they must make a resilience check greater than or equal to half the cold damage take or they become afraid of the source of the damage. Additionally, this character cannot willfully cross a boundary or body of water greater than 1 unit wide while in lycanthrope form.

**Silver:** The character has manifested an aversion to silver. Weapons that are silvered deal true damage to this character. Whenever this character comes in contact with a silver object or has a silver object in their inventory at the end of a turn, they take 1d6 true damage. This includes touch spells that use silver as a component.

## **4. Choose a Size**

The second step involves choosing your character's size. Each ancestry has



recommended sizes associated with it, but this value will always either be small, medium or large which is described in **Chapter 1: Core Concepts**. It is important to coordinate with a GM to ensure that the size chosen is realistic to the ancestry chosen and matches the setting.

## 5. Allocate Attributes

Upon character creation, a player can distribute 1 point to one of the five attributes. In addition to the 1 point, they can also elect to deduct a point from an attribute and allocate it to another.

When starting at higher levels, the player will have additional attribute points to allocate, with characters receiving 1 additional point every 4 levels.

Level	Attribute Points
1	1
4	2
8	3
12	4
16	5
20	6

If a character wants to be “good” at a skill, they will place 2 points in the corresponding attribute.

### Example:

*A character starting at level 2 wants to be good at arcanum so they put their 1 attribute point in knowledge. Because they need 2 points, they choose to deduct a point from social and move it to knowledge as well. Because they have 2 points in knowledge, they can choose to be good at arcanum.*

## 6. Spending Module Points

At this point, a player is ready to spend their module points to begin to flesh out their character concept. Using the module point formula, determine how many module points you should have, adding an additional 4 if the born adventurer origin trait was selected.

Any origin or alteration modules that a character acquires through the origin trait selection process should be added to the character at this point. These do not cost any module points to add.

Now, it is time to start investing module points by purchasing additional modules. There are no barriers of entry for purchasing new modules such as level requirements or prerequisites. The only exception to this rule is alteration modules which cannot be purchased.

Core modules offer the most structure and immediate benefit to a character. If a character wants to use a piercing weapon with proficiency, they would elect to take the piercer core module.

Likewise, core modules are where player characters interested in channeling will find access to modules granting them the ability to learn the traditional schools of magic.

Secondary modules provide more refined customization of a character, offering specific archetypes like thief, battlemage or guardian.



Adding a new module will always cost 2 module points and instantly award the player character the first tier in that module.

Modules function like skill trees, with each even-tiered option allowing a choice before continuing down the tree.

For instance, take the following secondary module “acrobat”. A player decides to add it to their character, costing 2 module points.

They then have the choice to invest deeper into the skill tree and choose Safe Fall and the Rolling Dodge reaction. The total cost for purchasing the module and these two traits is 6 module points.

There are over 20 core modules and 80 secondary modules to choose from. A full list of modules can be found in the **appendix** or at [anyventured12.com/modules](http://anyventured12.com/modules).

### Submodule : Acrobat

#### Acrobat

Gain +1 Acrobatics and +1 Initiative.

#### Safe Fall

You take half Damage from falling that is applied after the Acrobatics Check to Mitigate the Damage. Additionally, you take no Damage when falling 6 Units or less.

#### Aerialist

Your Acrobatics Modifier replaces your Athletics for determining the distance you can Jump and checks that involve Climbing.

#### Reaction : Rolling Dodge

Gain +1 Dodge until the start of your next turn. Each time you Dodge an Attack successfully, gain another +1 Dodge until the start of your next turn

#### Action : Parkour Strike

Make an Attack with a +2 Modifier. If your Attack hits, you can bounce off your Target 1 unit plus a distance equal to your Melee Range and avoid provoking Reactions.

#### Quick Dodge

You can use your Dodge Modifier to Defend against Ray Attacks

#### Master Acrobat

Gain +1 Dodge, +1 Movement Speed and +1 Acrobatics



## 7. Add Starting Items

The rules regarding what items a character starts with will always be dependent on what the GM decides and should vary based on what level the player character's start at.

Because characters are so diverse in AnyventureD12, instead of having players decide between items for their character, it is recommend that players are allocated an amount of gp so they are able to precisely pick their equipment and items.

Levels	Starting Gold
1-3	100gp
4-6	200gp
7-10	600gp
11-15	1500gp
16-20	3000gp

## 8. Optional Backstory

It is traditional within TTRPGs for players to make backstories for their character. These backstories can range from a few sentences to pages long, but anything is sufficient as long as it gives your character motivations within the game world they will be a part of.

There are no alignment systems within AnyventureD12, but there is nothing stopping a player from coming up with their own code for their character to follow. Experienced role-players may even elect to give their characters weaknesses or fears that enrich them.

The most important consideration at this stage of character creation is to ensure that your character aligns with the other player characters you will be with and that it fits the setting and tone of the fantasy world you are playing in.

At this point, you should also decide what your character looks like so that you can describe them when you introduce them for the first time in the game. Decide on what their hair looks like, their eyes, how old or tall they are.



## 9. Example: The Human Paladin

The goal of this build is to make a traditional paladin for a campaign starting at level 3. This is an attempt to replicate the fantasy archetype of the sword & board divine warrior. The numerical steps are representations of the steps of creating a character outlined in this chapter:



1> We know we are starting at level 3, so we will have 24 module points to spend.

2> We are a human, so we will add the human ancestry module to our character and gain the two unique human traits, Heart of the Party and an action called Human Destiny. Because we gain the human origin module, we also get the first tier of the tree for free: Heritage of Will, allowing us to gain +1 resistance and +1 resilience.

3> Instead of gaining spells by learning them through traditional means, we elect to take the pact-bound origin because we want to flavor our paladin as being the servant of some divine patron that grants us powers. We work with our GM to create a patron from the plane of divinity and is associated with the divine school of magic. This grants us the pact alteration module which gives us two unique traits: Pact Alignment and a reaction we can use once per day called Favor of the Patron. Additionally, we gain the first tier in the module which allows us to learn all the beginner spells of our patron's school of magic. We consult the spell list in the **appendix** and add those to our character.

4> Because we are a human, we are the medium size which offers no benefits or penalties.

5> We are starting at level 3, so we have 1 attribute point to allocate. However, we're going to elect to deduct one point from agility to allow us to spend 2. Instead of aiming to become good at a skill, we want to balance



our character's skills, so we put one point in might and one in knowledge. Now, all of the skills that fall under might or knowledge will have a base of +1.

6> We have 24 points to spend to become a relatively low level version of the paladin archetype, so we start with the basics and use 8 of our points to buy 4 new modules, gaining the initial traits of the first tier for each:

- Purchase slasher core module
- Purchase armored fighting core module
- Purchase guardian secondary module
- Purchase knight secondary module

With 16 points remaining, we have a lot of places to spend our points. Core modules are essential to being effective with our desired equipment, so we immediately elect to spend our remaining points on getting both slasher and armored fighting to tier 5, which is the maximum we achieve until level 6 when tier 6 is opened up. This choice will allow us to be instantly effective at martial combat, giving us a total of +3 attack with slashing weapons and mitigating some of the penalties associated with wearing heavier armor.

7> Our GM informs us that we will be starting with 200gp. Because we want a long sword, a shield and some armor, we have to be careful with our money.

Our shopping list is:

- Long Sword (Heavy 1-Handed Slashing Weapon)
- Splint Mail (Heavy Armor)

- Wooden Buckler (Light Shield)
- Some rations and other adventuring gear.

The final portion we need to consider is a conduit, which will allow us to channel our spells. With our GM's approval, we elect to make our sword our conduit, adding a cheap core worth 5gp and copper treatment. It isn't ideal, but it will allow us to channel our low level spells for a cheap price of only 9gp. Using the conduit chart, we will have 6 power and a regeneration of 6 power per full rest, allowing us to channel 6 of our beginner spells a day.

## 10. Example: The Kobold Wizard



The goal of this build is to make a traditional wizard for a campaign starting at level 3. This is an attempt to lay a solid foundation for a wizard type caster that relies on powerful evocation magic to command the elements.



1> We know we are starting at level 3, so we will have 24 module points to spend.

2> We are a kobold, so we will add the kobold ancestry module to our character and gain the two unique traits, Short Lived, Trained Early and a reaction called Play Dead. Because we gain the kobold origin module, we also get the first tier of the tree for free: Foolishly Brave, allowing us immunity to the afraid condition while there are more than 2 allies within 6 units of us.

3> We are going to take born adventurer for our origin trait, granting us an additional 4 module points for a total of 28. This will help us get a fast start towards specializing our character.

4> Because we are a kobold, we are the small size which gives us a +1 bonus to dodge and stealth, while giving us a -1 penalty to our movement speed and strength. We also won't be able to use heavy weapons, which won't be a problem for us!

5> We are starting at level 3, so we have 1 attribute point to allocate. Since we are pretty weak anyway as a small creature, we are going to deduct a point from might and then put both of our attribute points into agility and choose to become good at stealth. Because we already have a +1 bonus from being small, this will give us a pretty impressive +3 total bonus modifier and allow us to roll a 3d4 instead of a 1d12 when making skill checks.

6> We have 28 points to spend to become a wizard capable of both offense and dodging out of the way of attacks. Because we are going to focus on spells for offense, we do not need to invest in any of the weapon modules and instead are going to invest in two core modules that allow us to learn spells, the control mage to flavor our character and give us more options on sculpting our magic and finally, the scribe module which will help us research spells:

- Purchase evocation magic core module
- Purchase transmutation magic core module
- Purchase control mage secondary module
- Purchase scribe core module

With 20 points remaining, we can begin to fill out our modules. As with our first example,



core modules are essential to being effective at a basic level. We are going to invest 8 points each in both transmutation and evocation magic, allowing us to learn beginner and novice spells from each school as well as providing us with a total of +2 spell attack from reaching tier 5 in both. With our remaining 4 points, we are going to purchase a tier 2 and tier 3 trait in the control mage secondary module, boosting our spell attack up to +3.

7> Our GM informs us that we will be starting with 100gp. Thankfully, our shopping list is actually quite short and we will invest most of our starting coin in a conduit that allows us to channel a lot of spells.

For our conduit, we choose a core worth 50gp and a treatment of 20gp, using most of our starting finances. However, this will give us a base power of 11 not including the bonuses we will obtain from our evocation and transmutation core modules.

We spend our remaining 30gp on basic supplies such as food and adventuring gear.



## Chapter 6: Non-Player Characters

Non-player characters are essential to the AnyventureD12 system because they are the primary mechanism for telling a story and creating the drama and tension that makes role-playing games as interactive as they are. From villains, helpful characters, epic monsters and deities, npcs are a crucial tool for delivering memorable moments.

There are several types of creatures, all with rules to handle how they interact with the game. These types include pets, mounts, familiars, and creatures. All of these npcs have one thing in common - they all use a **stat-block** to represent their skills, abilities and traits.

### 1. Stat-Blocks

Most non-player characters have stat-blocks which represent characters that function differently in the game than a player character would. Instead of being modular, stat-blocks have predefined values and a much smaller number of skills and abilities. As a result, their actions and traits have built in modifiers that are not attached to any attribute or skill and are not limited in combat by usages.

Stat-blocks are separated into several sections which are similar to that of a player characters. These sections are the profile, skills, mitigations and actions.

Stat-blocks are typically referenced by the GM either in combat or when determining the value a npc needs to make for a skill check.

#### Example:


*The player character's request an audience with a high ranking official in a small town. One of the players is pretending to be a local, but the guard captain that they are talking to remains suspicious because they have never seen this player character in town before. In an attempt to deduce the lie, the GM rolls an insight check with the guard captain's insight skill.*

Typically, the GM will manage many stat-blocks over the course of a game, even creating their own for the different scenarios in their narrative. Of course, it is always fine to simply "make up" a number rather than referencing a stat-block as in the case of the example of the guard captain. Intuition is a perfectly good substitute for a stat-block. However, in a combat situation, it is always preferable to have information to reference. Thankfully, the structure and availability of the AnyventureD12 resources make this task a simple one. A large database of creatures can be found at [anyventured12.com/bestiary](http://anyventured12.com/bestiary) which the GM and players can reference. These stat-blocks are not definitive and it is encouraged for the GM to modify and even create new creatures from scratch that best fit the game they are running.



## Stat-Block Example

The first portion of the stat-block is the profile. This will contain information such as the description, type, size and level of the npc. In the example, the Clay Guardian is a level 9 large construct. The profile also contains the character's health, power, movement, senses and immunities. Because the clay guardian is a construct, it is immune to several conditions such as being diseased or poisoned.



### Clay Guardian

Level 9 Large Construct

The clay golem is a construct created from clay and infused with arcane magic. These formidable golems become further empowered by being in the proximity to channeled spells.

Health

90

Speed: Walk 6

**Immunities:** Bleeding, Charmed, Confused, Diseased, Exhausted, Poisoned, Sleeping, Wounded

**Senses:** Standard

The second portion of the stat-block is the abilities and traits section. Like a player character, a creature can have a number of actions, free actions, reactions and traits. Unlike a player character, the npc can use the same action without usage limits. Also unique to npcs is the fact that the attack and damage are built into the actions rather than an accumulation of skills from modules. The clay guardian has two actions it can choose between: Smash and Grasp.

Actions:		
Smash	The clay guardian attacks a creature with their fists, dealing physical damage. On a true hit, the target becomes dazed. ( +5 Attack ) 2d10 + 4 Physical Damage	Melee
Grasp	The clay guardian makes a special grapple against a creature that is medium or smaller, that causes the trapped condition. If the clay guardian has two creatures trapped this way, it can no longer use it's Smash Action.	Utility
Reactions:		
Manaseeker	In response to a spell being channeled within 4 units of the clay guardian, it moves to an adjacent tile to the origin of the spell.	Utility
Free Actions:		
Tail Sweep	After using the Smash Action on a creature, the clay guardian makes an attack with their tail at a different creature, dealing physical damage. On a true hit, the target is knocked prone. ( +4 Attack ) 1d12 + 3 Physical Damage	Melee
Squeeze	The clay guardian clamps their grip down on any creature it has trapped with it's Grasp Action, dealing true damage. 1d6 True Damage	Utility
Traits:		
Ether Sponge	When a spell is channeled within 4 units of the clay guardian, it's next Smash Action is empowered to a degree based on the level of the spell. A beginner spell adds 1d4 arcane damage, novice 2d6 and 2d10 for a journeyman or higher.	



The third portion of the stat-block is the skills section. This section is largely identical to that of a player character where the npc has set bonus modifiers and can even be good at different skills. The main difference is that npcs may have some skills that they simply cannot succeed at. For example, -2 is the worst a character can possibly be at a skill and still be able to make checks with it. Once a character reaches -3 in a skill, they are assumed to fail any checks relating to that skill. That is denoted in the stat-block with a - symbol. For example, the clay guardian cannot succeed at thievery check because it is not a fully sentient creature and has no concept of knowledge.

Skills	
Block	3
Dodge	-2
Resistance	1
Academics	-
Acrobatics	-1
Animals	-
Arcanum	-
Athletics	3
Concentration	1
Initiative	2
Insight	-
Medicine	-
Performance	-
Persuasion	-
Resilience	1
Search	0
Stealth	-1
Strength	5
Thievery	-
Wilderness	-

The final portion of the stat-block is the mitigations section. This is identical to a player character and functions in the exact same way. Npcs are much more likely to have negative in a mitigation. For instance, consider a plantoid creature that may be especially vulnerable to fire damage.

Mitigations	
Psychic	6
Fire	2
Lightning	2
Cold	2
Dark	3
Divine	3
Arcane	-2
Physical	4



## 2. Special Character Types

There are several type of non-player characters which interact with both the world and player characters in unique ways.

### Swarm

A large group of creatures that move together and function using one stat-block. The health value of a swarm denotes how many creatures are in it. For example, a swarm of beetles that has 20 health would be 20 beetles. A swarm of a stronger, larger group of creatures such as piranhas may have 3 health per creature, so a swarm with 60 health would represent 20 of them.

Swarms benefit from a unique benefit called a **damage threshold**. A swarm cannot take more damage from a single target attack than the amount of health per creature it has.

#### Example:

*Using the previous example of a swarm of piranhas, it specifies that each creature has 3 health for a total of 60 health. If the swarm is attacked by a single target ability such as a melee attack, the most damage that the attack can do after mitigation is calculated is 3, effectively killing 1 of the creatures.*

This damage threshold can be surpassed by using abilities that do damage in an area. If the area includes the entire swarm, the damage threshold is removed. If the area covers only a portion of the swarm, the damage threshold becomes half of the current health of the swarm.

### Non-Combatant

A non-combatant is a living creature so insignificant, they are not considered characters and do not have stat-blocks. These creatures cannot make skill checks and are not factored into the rules of the game. The GM can handle such characters on a case-by-case basis. Examples of non-combatants include insects, microbes, bacteria and extremely small animals like mice and fish.

### Entity

An entity is a character so powerful they do not have a traditional stat-block. These types of characters range from ancient creatures to gods beyond comprehension.

Entities are typically characters that dwell on other planes and offer power in exchange for service, such as is the case those who start with the Pact trait at character creation.

## 3. Creature Types

All characters have a creature type. While all player characters will be humanoid by default, non-player characters are categorized as one of the following:

### Humanoid

A humanoid is a sentient creature that has human-like traits such as being bipedal and require food and drink to survive. Humanoids typically have culture and are capable of communicating within their language. All of the playable ancestries within AnyventureD12 are considered humanoid by default.



## **Beast**

Beasts are the most primal of all creatures, made up of flesh and bone without the intelligence to communicate effectively. From a squirrel to a massive kodiak, beasts range in size from tiny to titanic. Beasts are the most common type of creature and can be found in nearly all environments.

## **Monster**

A monstrosity that possesses variable intelligence, from complete primal instinct to human-like sentience. Monsters are creatures that are unnatural, often possessing violent and even alien mannerisms usually with a few weaknesses that can be exploited by daring characters who want to take them down.

Whether being the result of some great curse or being infused with magic, monsters have many different origins. Prominent examples would be cyclops, dragons and werewolves.

## **Divine**

The divine are extra-planar beings originating from the plane of divinity or one of the other higher planes. They are generally considered to have a good alignment and are associated with divine and abjuration magic. Some prominent examples would be angels, pegasi, and valkyries. Most divine creatures have an aversion to blackened weapons and ammunition.

## **Elementals**

Elementals are extra-planar creatures that are entirely composed of, or attuned to, one of the primal elements - earth, sky, water and fire. These creatures typically have a strong connection with their home elemental plane. These creatures can range from simple fire

sprites to massive storm giants. Elemental creatures are usually resistant to weapons that do not have the magical property.

## **Fey**

The fey originate in the Feywild but are frequent visitors to other planes, often causing mischief or having more innocent fun. The fey have many sources of magic that they call on to achieve their ambitions and have a reputation for being tricksters. Some prominent example of fey creatures are pixies, brownies and satyrs. Fey creatures are typically resistant to weapons that do not have the blackened property.

## **Undead**

The undead are extremely diverse, ranging from mindless zombies to the ever-scheming vampire lords. Undead creatures usually keep a chain of command, enthralling lesser beings to more powerful ones. Most undead creatures have deadsight which allows them to see through invisibility effects making them especially dangerous opponents. Additionally, many undead creatures that are incorporeal, such as ghosts and spectres, are immune or resistant to physical damage from weapons that do not have the silvered property.

## **Plantoid**

Plantoids are awakened plants, fungi and trees, usually created by some form of magic from fey or druidic magic. They have varying levels of intelligence based on the nature of their awakening, with some being granted sentience while others are merely servants. Some prominent examples include treants and dryads.



## Dark

Dark is a category of several types of creatures from the lower planes, including demons, devils and creatures from the void. This type is most associated with evil. As with their divine counterparts, dark creatures typically have aversions to weapons infused with the blackened property.



## Chapter 7: Secondary Characters

Secondary characters are simply creatures that have a strong connection with a player character.

There are 4 types of secondary characters; mounts, pets, familiars and companions.

### 1. Pets

Pets are secondary characters that are owned and controlled by a player character that use an NPC statblock. By default, a pet must be of the beast creature type. In order to be controlled by a player character, a pet must be within in a certain level range which is called the maximum pet level. By default, a player character can only control one pet a time.

#### Rule : Pet Levels

A player character, unless otherwise specified, can only control a pet that is 4 levels lower than them, with a minimum level of 1.

Max Pet Level = Player Level - 4 (minimum of 1)

### Training

Pets can be used to help accomplish goals in all tiers of play and should be assumed to be able to use any actions and traits within their statblock by command. However, there may be situations where a player character wants to train their pets to perform certain tasks that are not defined within their statblock.

In this situation, a GM can assign a difficulty based on how complex the task is, and the time required to train this skill. This will take the form of a cumulative check where the



player character rolls an animals check and the pet rolls an assisted check using the performance skill. The amount of checks required are considered training sessions which can vary in range from hours to days based on the GM's discretion.

The following table provides guidance on the cumulative checks used for training:

Difficulty	Example	Check
Easy	Teaching a horse to trot	14 / 2
Moderate	Teaching a hawk to scout	30 / 3
Hard	Teaching a monkey to pickpocket	50 / 4

In the first example, a GM can define that it will take a player character 2 training sessions of 1 day each with a total target of 14 required. The player character will roll an animals check on each day, with the pet assisting using performance.

#### Example:

*A player character is a ranger archetype that wants to rely on a hawk to patrol the skies and help with spotting and tracking foes. They elect to train their hawk to scout by having it fly within a 20 unit radius of the owner at a certain height and if it see's another creature, it will squawk a certain number of times. The GM rules this as a moderate task and defines the cumulative check of needing 3 total checks with a target of 30 with each check taking one day.*

*The first day, the player character rolls a 13 animals check, but the assisted check from the hawk is a 3, lowering the roll by 1d4. With this subtracted, the check was an 11. The player character needs 19 more points towards their cumulative check in order to successfully train this skill over the next 2 days.*

While it is important that pets can acquire new skills, players and the GM must be wary of allowing pet skills to replace the skills of player characters. Instead, training pet skills should be a tool used to fill in weaknesses within a party rather than overshadow another another player character.

## Taming

Taming is a method for acquiring a pet outside of normal social interactions such as purchasing them. Only beasts that fall within the maximum pet level that can be controlled can be tamed.

Taming requires 3 cumulative checks using the animal skill that take place in one-hour increments that can be spaced no longer than one day apart. Unlike training which can vary in difficulty and is often left to the GM to arbitrate, taming has a formula based on the level of the creature being tamed.

#### Rule : Calculating Taming Challenge

The target number for the cumulative check is equal to the creature's level + 6, then multiplied by 3.

$$\text{Target Total} = (\text{Creature Level} + 6) * 3$$

#### Example:

*A level 8 player character comes across a level 3 dire wolf. Because the dire wolf is within the maximum pet level of this player character, they calculate a cumulative check of 27 over 3 checks. On their first check, the player character gets a total roll of 11 which means they need 16 more total over the course of 2 checks. If they are successful, the dire wolf becomes their pet.*



## Combat Rules

Pets have special rules in combat that increase their survivability while limiting their complexity. Many of these rules are modified by modules which allow more freedom and flexibility while controlling pets.

**Initiative:** A Pet is assumed to have the same initiative as their owner in combat and acts on the same turn.

**Combat Actions:** By default, when a pet is controlled by a player character in combat, it is limited to 2 actions, one of which must be used to take the move action. The other action must be one that is listed in their stat-block.

**Pet Immunity:** Pets have certain mechanics that make them less vulnerable to random death. Pets that are at least 2 sizes smaller can occupy the same space as their owner and are considered non-combatants unless they use an action in combat. Once a pet uses an action, it is considered a combatant until the end of the engagement. While a non-combatant, pets cannot be targeted and are immune to damage and effects that is the result of area abilities or environmental effects. Additionally, a pet is “attached” to the their owner while classified as a non-combatant and moves with them.

**Death Mechanics:** Unlike player characters, pets do not benefit from the lifeline mechanic. Instead, a pet skips right to rolling a death check, which functions in the same way it does for a player character.

## 2. Mounts

Mounts are secondary characters that can be ridden by other characters. In order to be ridden, a mount must be a pet. Tamed creatures such as horses or beasts being sold as mounts will automatically become the pet of their new owner.

### Rider Limits

A character can only mount a creature that is at least 1 size larger than it. A mount should be assumed to be able to bear 1 other passenger that also fits this criteria at the expense of -2 movement speed penalty to the mount. In situations where the mount is much larger than the passengers, such as being 2 sizes larger, it can be assumed that it can carry multiple characters comfortably.

### Combat Rules

As with other secondary characters, mounts have special rules that determine how they behave in combat.

**Initiative:** Like pets, a mount is assumed to have the same initiative as their owner in combat and acts on the same turn.

**Activating a Mount:** By default, a mount does not act on it's turn. Instead, a player activates their mount by taking the use action. Once activated, the mount can use an action and an eligible free action. A mount can only be activated twice in one round.  
**Mounting and Dismounting:** To mount or dismount a pet, a character must take the move action and spend at least 2 units of that movement on the mount or dismount.



#### Example:

*A character is 3 units away from their horse and they want to mount it. They have 6 units of walk speed so they take the move action. Their first 3 units of speed are used to close the distance, and then they spend 2 units to mount the horse. The remaining unit is lost as it is not transferable to the mount.*

*For their second action, the player takes the use action and activates their mount, allowing their horse to gain one action and one eligible free action.*

There are many situations where a player may become dismounted against their will. These include when the mount becomes unconscious, falls prone or dies. When being forcibly dismounted, a player character is subjected to the falling rules based on their approximate height before falling. For example, being thrown from a horse would be equivalent of falling 2 units and be subjected to the falling rules from that distance.

**Targeting:** When a character is mounted, any attack that can target the mount can also target the player. If an attacker is adjacent to the mount, they are also considered adjacent to its rider.

**Death Mechanics:** Mounts function under the same rules as pets when determining death mechanics. They roll a death check upon reaching 0 health which determines whether they die or fall unconscious.

### 3. Companions

Companions are secondary characters that are not owned by a player character but are considered allied to the party. They usually take the form of an npc controlled by the GM and assist the party as if they were a player character. These characters can use either npc stat-blocks or function in the same way that a player character does. This latter option should be reserved for special companions that will advance in a fashion similar to that of the player characters.

Companions can be acquired through various means. Examples of common companions include hired mercenaries, indebted allies, or helpful guides. Companions can also be a great way to fill gaps within smaller parties.

#### Important Note : Companion Caution

A GM should be cautious to not introduce companions who overshadow the player characters. It should always be the choice of the party whether or not an npc joins their party as a companion.

### Combat Rules

**Combat Control:** Companions function like normal non-player characters and do not have limitations on their actions, free actions or reactions when using a stat-block. They are typically controlled by the GM, but the GM can delegate combat control to one or more of the players.

**Death Mechanics:** Because companions can be considered party members, they can



optionally be subject to the same lifeline rules as a player character upon reaching 0 health.

## 4. Familiars

Familiars are characters that are linked on a magical level to a player character but do not count against the pet limit.

### Obtaining a Familiar

Familiars are obtained through modules. Once a player gains access to a familiar, they must go through a process to customize them.

**Choose a Creature:** The first step is choosing a level 0 creature of the beast type. These statblocks are provided at both [anyventured12.com/bestiary](http://anyventured12.com/bestiary) and the **appendix**. Familiars are magical creatures so players can be quite creative in deciding what they look like.

**Modify Skills:** By default, beasts have a -3 score in the knowledge and social attribute, preventing them from succeeding on skill checks in these categories. A familiar gains +1 to all knowledge and social skills.

**Apply Familiar Type Bonus:** There are four types of familiars that can be obtained through modules: witch, pact and druid. Each familiar grants a unique bonus while it is alive.

- **Witch:** The owner gains a +1 bonus to alchemy and access to witches brewing, a specialized version of alchemy described in **Chapter 8: Crafting**.
- **Pact:** The owner gains +1 resistance while the familiar is attached to them. Additionally, the familiar can use an action to gain the invisible condition for 1 hour once a day.
- **Druid:** The owner can channel touch spells through the familiar up to 30 units away, even if they require components. The familiar also gains a +5 bonus to their health.
- **Summoner:** The owner can use a quartz (5gp) and an action to transform their familiar into a level 1 sprite (air, earth, fire or water) found in the bestiary. If the sprite is defeated, it uses the same mechanics as if the familiar had reached 0 health. Otherwise, the familiar reverts back to its original form either at will or during the next full rest.

### Controlling Familiars

Unlike pets, familiars do not require training to attempt complex tasks. A character can simply communicate an order to the familiar, and the familiar will do their best to accomplish it. In order to issue a complex command to a familiar, a player character must spend an action.

When a familiar is within 10 units of its owner, there is assumed to be a telepathic link. However, effects that nullify magic prevent this type of communication from taking place. The owner can use complex words in their communication, but the familiar can only convey simple ideas and



replicate simple sensory information, such as smells, images and sounds.

## Combat Rules

**Familiar Immunity:** As with pets, familiars have certain mechanics that make them less vulnerable to random death. Familiars that are at least 2 sizes smaller can occupy the same space as their owner and are considered non-combatants unless they use an action in combat.

**Combat Control:** While not benefiting from familiar immunity, familiars function like normal non-player characters and do not have limitations on their actions, free actions or reactions.

**Death Mechanics:** When a familiar reaches 0 health, it vanishes. The owner can spend 1 hour after the next full rest to summon it back without any penalty or resource cost.







## Chapter 8: Crafting

Crafting in AVD12 is a valuable process that can greatly contribute to the power of a character. In some settings, crafting may be the only way to obtain certain items. In many other cases, crafting is the shortest path to powerful items, if made by a skilled tradesman.

### 1. Professions

There are 7 crafting professions in AnyventureD12: **smithing**, **runecarving**, **engineering**, **alchemy**, **scribing**, **cooking** and **ammocraft**. Each crafting profession has a corresponding core module.

#### Smithing

Smithing is the process of creating weapons and armor, usually from metal ingots as a main component. Smiths are masters of metal and rock and can apply their

knowledge of smithing to checks involving identifying different types of metals and their properties. In order to create items with smithing, a forge is required as well as tools including an anvil, smithing hammer and bellows.

Smithing also has a sub-profession called magismithing which involves introducing magical catalysts into the process of forging new equipment to create permanent effects.

#### Runecarving

Runecarving is the process of using magical symbols to enchant certain items with the aid of valuable powdered metals. These symbols enhance even the most mundane items with magical effects to produce effects that can be activated by either a condition or in some cases, a unique command word that must be spoken as an action. A runecarver will have special knowledge about magical items and be able to use their skill to identify complex magical patterns or decipher magical codices.

#### Engineering

Engineering is the crafting skill that creates traps and mechanical ranged weapons. Engineers are masters of knowing how things work and how to fix them. Engineering can be used as a skill check for tasks such as disarming traps or attempting to judge if a building is structurally sound.

#### Alchemy

Alchemy is the process of turning ingredients such as herbs and oils into consumables. An alchemist can make various concoctions ranging from deadly poisons to healing salves. Additionally, an alchemist can apply



their skills to be able to identify strange substances and their properties as well as detecting poisons they are familiar with. All potions require a pot or cauldron, 1 gallon of water and a vial to place the finished product in.

Alchemy also has a sub-profession called witch's brewing which gives access to more complex potions with more exotic ingredients. This type of brewing requires a witch's familiar.

## Cooking

Cooking is the art of turning lesser ingredients into a meal or snacks. Chefs can create meals that have several beneficial effects that can influence how quickly a character regains health or power.

## Ammocraft

Ammocraft is the process of making ammunition for ranged weapons. From explosive arrows to infusing a bullet with silver to go werewolf hunting, an ammocrafter has a valuable role whenever ranged weapons are involved.

Alchemy also has a sub-profession called **elemental ammocraft** which gives allows an ammocrafter to introduce magic into their creations. This magic gives special elemental properties to ammunition.

## Scribing

Scribing is the profession that deals in researching spells and creating scrolls that can be used by others. Scribing checks can also be used when analyzing or using hand writing.

## 2. Ingredients

In AnyventureD12, items that you can craft will have a specific recipe detailing the ingredients needed, the time it takes to craft, and the required or cumulative check required for success. Some recipes also specify different types of materials that can be used to make the same item, such as a ring being made of either silver, gold or platinum.

Recipes for all the crafting skills can be found at both [anyventured12.com/crafting](http://anyventured12.com/crafting) and the **appendix**.

Ingredients are often raw or processed materials such as metal ingots, dusts, gems or trade good items. Most non-exotic ingredients can be found either in the wild or purchased at a merchant, but this will vary from game to game when considering elements like tone and setting. It is always a good idea to verify with your GM to see if ingredients for certain professions will be available for you to obtain before committing heavily towards crafting. For instance, it would be difficult to play as an alchemist in a post-apocalyptic setting where plants and herbs are extremely rare.

## 3. Crafting Checks

The skill check to complete a recipe is one of the most important parts of crafting and will determine if the item is created or if it fails. All recipes will specify the cumulative check required and how long each check will take. Creating a snack over a campfire will take a drastically shorter time than forging a piece of armor.



On the final check, the crafter will tally up their total check compared to the total required to see if they succeeded or failed. On a success, the item is created immediately after the final check is made

When failing a recipe, the crafter must have the opportunity to attempt to recover materials by rolling a d12. The following chart shows how to calculate the recovered materials.

Result	Example
1-7	No materials are recovered
8-11	Half the materials used are recovered, rounded down.
12	All of the materials are recovered

In addition to either succeeding or failing, a player can choose to scrap an item they are crafting if it is unlikely they will succeed before their last crafting skill check is made. As with failing a recipe, they roll an unmodified d12 but a 1 through 11 returns half the materials rounded down and a 12 recovers all the materials.

#### Example:

*A novice engineer is attempting to make a climbing kit which requires 2 mechanical parts and an iron ingot. The recipe lists that it only requires a single check of 7 engineering taking 4 hours. Unfortunately, our engineer rolls a 6 on their check and fails. They then roll an unmodified d12, resulting in a 10 which allows them to get half of their materials back, rounded down. Unfortunately, the iron ingot is lost but the crafter recovers one of their mechanical parts.*

## 4. Catalysts

When a recipe requires a catalyst, it will be listed in the ingredients of the recipe. A catalyst is simply a magical requirement, such as channeling a spell of a certain type and level as part of the crafting process. For each cumulative check a character makes, they must meet the requirements of the catalyst. When a recipe calls for a catalyst, it will do so by specifying the level of the spell and the school of magic it comes from. For example, an “expert pyromancy catalyst” requires a spell from the pyromancy sub-school of expert or higher level.

#### Example:

*A witch is attempting to make a specialized amulet with the runecarving skill called the “Amulet of the Dead” which specifies in the recipe that it requires a pinch of powdered aetherium and an expert witchcraft catalyst. The required check is a one-time runecarving check that takes an hour, meaning only one check needs to be made so only one catalyst is required. The witch knows an expert witchcraft spell called Sever Spirit. The witch channels this spell as part of the crafting process, completing the recipe.*

Catalysts can also be stored in gems and used for crafting at a later time. Instead of the spell being channeled at the time of crafting, a spell can be channeled on a gem of the appropriate value instead. When a catalyst on a gem is activated, it destroys the gem.

Certain pieces of equipment also have catalyst gem slots, which allow a character to



place catalysts in their weapons which enhance their next 3 attacks with that weapon. The damage dealt and the type of damage is specified on the catalyst. More information on catalysts is available in the **appendix** or [anyventured12.com/items](http://anyventured12.com/items).

Level	Gem Value	Damage
Beginner	5gp	1d4
Novice	20gp	2d4
Journeyman	50gp	2d8
Expert	100gp	2d12
Master	300gp	3d10
Grand Master	1000gp	6d8

Storing catalysts in gems can also be useful if the crafter does not have the ability to channel a spell that meets the requirements of the catalyst themselves. In such a case, a crafter can have another character channel a spell and create a catalyst that they can then use as part of their recipe.

## 5. Overcrafting

Some recipes specify an overcraft benefit. An overcraft occurs any time a crafting skill check dice lands on the 12 face. Because many recipes involve making cumulative checks, there is the opportunity to overcraft more than once.

### Example:

*A smith is making a light 1-handed sword using steel which involves a cumulative check of 12/2. The smith has a +3 crafting skill and rolls a 4 on their first check for a total of 7. On their second check, they roll a 12 which results in an overcraft. The overcraft on the light 1-handed weapon recipe specifies that the bonus is a +1 to the damage bonus modifier.*

## 6. Infusions

Infusions are a type of recipe that enhances another recipe, often by making it more difficult but adding a special bonus if the item is successfully crafted.

Infusions are mostly seen when creating weapons and equipment. Instead of having a cumulative check associated with them, infusions instead specify a number to increase the total check of the original recipe by.

### Example:

*Using the previous example of forging a sword, the cumulative check for a successful craft is 12/2. However, now our smith wants to add an infusion to the sword. The recipe for a light 1-handed melee weapon specifies that a steel sword can have one infusion, so the smith elects to attempt a balancing infusion which will grant the sword a +1 bonus to attack checks made with it. However, this infusion specifies that it increases the required check of our original recipe by +3 changing our total cumulative check to 15/2.*

The number of infusions an item can have applied varies on the quality of materials used with more expensive materials allowing many more infusions. This can also be increased by traits within modules. The number of infusions an item can have will always be specified within the recipe.

## 7. Augmentations

Augmentations are similar to infusions in that they are specialized recipes that increase



the required check of the original recipe, except they are only accessible to skilled crafters and do not take up an infusion slot. A piece of equipment can only ever have one augmentation.

Augmentations are ways for player characters to use special items that they find while adventuring in their recipes. Augmentations are separated into three tiers which define the rarity and bonus that an item gets when the augmentation is applied.

Tier	Example
I	The tooth of a giant beast or a cyclops eye
II	Blood of a unicorn or the bones of a dracolich
III	The scales of a dragon or an arch devil's horn

**Example:**

*Continuing with the sword example with the balancing infusion - the smith also wants augment the blade by using a tier I tooth they extracted from a giant beast by using the Exotic Weapon Augmentation recipe. As with infusions, the recipe calls for a +2 increase to the total crafting check for a tier I augmentation. The check is further increased from 15/2 to 17/2, making it much more risky for a smith of their skill level.*

The augmentation recipes are likewise listed at both [anyventured12.com/crafting](http://anyventured12.com/crafting) and the **appendix**.





## **Chapter 9: Exploration**

Exploration is a core pillar of adventure in the AnyventureD12 system. Whether delving into ancient ruins, charting unfamiliar wilderness, or navigating the political intrigue of a bustling city, exploration fuels both discovery and danger. On smaller scales, exploration happens naturally, with the GM narrating scenes and players reacting. However, when players undertake grand expeditions—traveling vast distances or exploring uncharted territories—the game shifts to an abstraction. This is where the expedition system comes into play, allowing for structured, dynamic exploration from Point A to Point B.

### **1. Local Exploration**

Local exploration places player characters in smaller, often pre-designed environments like ancient ruins, caverns, or abandoned mansions. These locations typically follow a straightforward play loop: the GM describes

the environment, players interact with it, and the GM resolves actions and skill checks. While exploration yields rewards such as knowledge, items, or module points, it also carries inherent risks. These risks manifest in the form of perils such as traps and triggers.

### **Traps and Triggers**

Traps and triggers are staples of dangerous environments, designed to either harm, incapacitate, or alert. Traps inflict direct consequences, while triggers activate specific events—anything from alerting enemies to collapsing parts of a structure.

Both traps and triggers are often hidden, catching unwary characters by surprise. After encountering a few, players may become overly suspicious of every door, container or threshold. For this reason, traps and mechanisms are handled using persistent checks instead of the players asking to inspect every object they deem suspicious. The type of trap or trigger determines which skills are required to detect and potentially yield knowledge on how disarm or activate them without consequence.

**Disguised:** These traps are meticulously concealed within the environment. For example, a thin tripwire may be hidden among the underbrush, activating a deadfall that sends a cascade of rocks onto unsuspecting adventurers. Disguised traps are detected by persistent search checks, where characters must carefully investigate their surroundings.



**Example:**

*A seemingly harmless statue of a warrior has a pressure plate beneath it. Stepping on it sends an array of darts flying from the walls.*

**Complex:** These are not necessarily hidden but are so intricate that without careful inspection, their workings remain unclear. Complex traps often involve multiple parts that work in tandem—gears, levers, or weight mechanisms that require understanding rather than just detection. Players must use their wits to deduce how interacting with one piece of the mechanism affects the whole. These traps are detected by persistent academics or engineering checks.

**Example:**

*A long-dead civilization designed an elaborate mechanism involving counterweights and pulleys. If one part is moved incorrectly, it floods the chamber with water. Disarming the trap requires deciphering an ancient language or understanding the engineering principles that hold the system together.*

**Magical:** Unlike their mechanical counterparts, magical traps are powered by arcane forces. Often linked to ancient enchantments or residual energy, these traps might manifest as runes etched into stone or glowing symbols that seem benign to the untrained eye. Detecting magical traps requires a persistent arcanum check and a deep understanding of magic's subtle traces.

**Example:**

*A room is sealed with a magical glyph that, when disturbed, summons an ethereal guardian. Only by studying the faint arcane glow and identifying the spell can a character disable the trap.*

Traps and triggers all have required checks associated with them that determines the target number for successfully detecting it. when in a scenario that involves traps or triggers, the GM should be knowledgeable of a player character's persistent skills so they can compare that number against the required check of the trap. When deciding on a trap, it is often beneficial to the GM to throw some randomness into the equation because they are aware of the numbers both needed to avoid it and the persistent skills of the players.

Required Check	Example
3+1d4	A very obvious trap
5+1d4	A decently hidden trap
7+1d4	A well disguised trap
9+1d4	A trap almost impossible to spot by natural means.

Just because a character triggers a trap does not necessarily mean they will suffer the full effect of it. Once the GM decides that conditions for the triggering the trap have been met, the character has one last opportunity to avoid the consequences by making an initiative check against the required check of the trap to see if any last-second instinct can aid them. A success may mean avoiding the trigger completely or mitigating it to some degree.



**Example:**

*A barbarian player character is enamored by a golden chalice on a pedestal. The chalice has been enchanted with a magical trap with a required check of 7 to detect. Unfortunately, the character is not the brightest and their persistent arcanum skill is 5. The GM calls for an initiative check and the player rolls an 8 for their character. The GM then describes how just as the barbarians' fingers make contact with the jeweled cup, they feel a surging of energy which causes them to hesitate and immediately drop the cup on the ground. Instead, the chalice is dropped to the ground.*

While traps and triggers can cause various type of effects, they can also deal damage directly to a character. The type and amount of damage they deal is completely dependent on the type of trap and will vary.

One last aspect of traps and triggers that must be considered is at what range the trap is detectable. Some traps may be detectable by walking into a room while others may require a character to be adjacent to the trigger. This leads to scenarios where a more reckless character interacts with a trigger before another character who would have detected the trap gets the opportunity.

## **Hazards**

Hazards are anything that changes the normal process of exploration, either by impeding progress or being a direct danger to the adventuring characters. Hazards are a useful tool for a GM because they force the players to utilize their characters in different

ways than expected. Unlike traps and triggers, hazards should be made clear by the GM when the player characters first encounter it.

Some examples of hazards are:

- A cold fog that reduces search checks by 2 and prevents the players from benefiting from any rest or breathers
- A blight that spreads to any plant or plantoid, diseasing them and dealing dark damage every 10 minutes
- A divine aura of protection that causes spells from the necromancy, witchcraft or fiend schools of magic to take double the power cost
- An immortality field that causes creatures who reach 0 health to be completely healed after 1d4 hours

## **Ambushes**

When exploring, it is almost certain that the player characters will encounter other creatures, and those creatures may not have the best intentions. Inhabitants of locales will typically have the advantage over invaders, and if clever enough, will be capable of staging ambushes to catch those characters unaware.

Ambushes work in a similar fashion to traps but with the required check being equal to the lowest ambushing creature's stealth bonus skill modifier plus an additional 5.

If an ambush goes unnoticed by another



party, the ambushers can decide to attack whenever they like, gaining a +5 bonus to their initiative scores. Additionally, on the first round of combat, all attack rolls by the ambushers are upgraded to true hits when the defenders botch their contested defense checks.

**Example:**

*A group of bandits are occupying a dungeon and spot an adventurer party coming their way. They quickly plan an ambush, breaking line of site. The lowest stealth bonus modifier in the bandit party is 4, so the required check to detect the ambush is a 9.*

## 2. Regional Exploration

Travel and exploration can add a lot to a story narratively. However, there may be times where travel does not need to be played out as it won't add anything to the story, and more importantly, the fun of the players. In such cases, moving from one point to another can simply be hand-waived and the GM estimates how long it takes and the player characters reach their destination without incident.

Examples when travel could be hand-waived are the following:

- The party is traveling on a known, safe road
- The party is returning from a journey
- The party is so strong or resourceful that nothing would realistically trouble them

In contrast, there may be situations where danger is a real possibility, or the players want a more gritty traveling experience. In these cases, the GM can use maps with points of interest that represent the terrain of a region.

### Regional Maps

A regional map is a series of hexagonal tiles, with each tile measuring one hex unit across and representing terrain, usually with color codes or simple images. Hex maps can be hand-drawn using paper and pencil, but the recommended methods are printing out the hex map template located in the Appendix of this manual or using a software solution available online.

Below is an example of a color-coded hexagonal map, with each color representing a different type of terrain:



This section of the expedition map shows a few mountains, with one snow-capped volcano in the center with a forest bordering the west and north of it. Several rivers and bodies of water can also be seen.

### Challenges

Regional exploration poses a whole new series of challenges unlike exploring a catacomb or abandoned space station. The difficulty of exploring a large area will depend



a lot on the narrative, the setting and the preferences of the players.

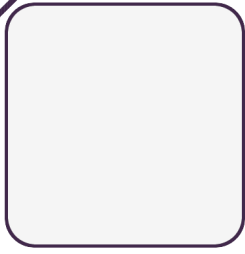
Some examples of challengers are:

- A drastic change in weather, such as a large spanning storm
- A roving band of marauders pillaging the land as they move, leaving behind a trail of destruction
- The party comes across a mysterious blight that affects their health and magic

## **Expeditions**

Games that focus primarily on exploration should consider utilizing the Expedition System. This system exists to break down the process of exploring as a party across large regions into a set of rules utilizing roles and turns to track progress. The expedition system is nearly a game in itself and is located in the separate **Anyventure D12 Expedition Guide**.





Level	Name		MP	
Size	Ancestry	Trait	Languages	
Might	Agility	Willpower	Knowledge	Social

Skills

Academics	<input type="checkbox"/>
Acrobatics	<input type="checkbox"/>
Animals	<input type="checkbox"/>
Arcanum	<input type="checkbox"/>
Athletics	<input type="checkbox"/>
Concentration	<input type="checkbox"/>
Initiative	<input type="checkbox"/>
Insight	<input type="checkbox"/>
Medicine	<input type="checkbox"/>
Performance	<input type="checkbox"/>
Persuasion	<input type="checkbox"/>
Resilience	<input type="checkbox"/>
Search	<input type="checkbox"/>
Stealth	<input type="checkbox"/>
Strength	<input type="checkbox"/>
Thievery	<input type="checkbox"/>
Wilderness	<input type="checkbox"/>

Defense

Block	Dodge	Resist
-------	-------	--------

Mitigations

Physical	Fire	Lightning
Cold	Dark	Divine
Poison	Arcane	Psychic

Immunities


Offense

Type	Atk	Dmg

Magic

--	--	--

Stances


Actions

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Free Actions


Reactions

<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	

Crafting

Ammocraft	<input type="checkbox"/>
Alchemy	<input type="checkbox"/>
Smithing	<input type="checkbox"/>
Cooking	<input type="checkbox"/>
Scribing	<input type="checkbox"/>
Runecarving	<input type="checkbox"/>
Engineering	<input type="checkbox"/>



# Appendix

(Under construction)

Please use [anyventured12](#) for a full list of resources