

# UNFORGED

## GAME GUIDE

Revision 42

April 10th, 2026 -Zane W



Lead Game Designer

Greg Grigoryan

Design Team

Mika Shea

Miles Grohs

Creative Director

Zane Worthington

Design Consultants

Dominic Marsella

John Worthington

Lead Artist

Rozlynn Cortez

Web Designer

Hunor Torok

# CONTENTS

---

---

## INTRODUCTION 4

Learn the basics of a table top roleplaying game, get an overview of the rules and see an example of play.

## PLAYING THE GAME 12

Learn the comprehensive rules for playing the game, and using actions. Includes rules on Encounters and Exploration.

## DEFINING CHARACTERS 38

Learn the basics of a character and their meaning

## STATS 40

Learn how to use the stats system as well as an overview of every stat and their uses.

## CHARACTER CREATION 42

Learn how to read a character sheet, and a general outline for the steps of character creation.

## SMITHING 48

Learn how to use the blacksmithing systems as well as an overview of every metal.

## ARMOURS 52

Learn about armour types and modifiers.

## MELEE WEAPONS 60

Learn about melee weapon types, abilities and modifiers.

## RANGED WEAPONS 81

Learn about ranged weapon types, abilities and modifiers.

## SHIELDS 89

Learn about shield types and modifiers.

## ADDITIONAL TRAITS 93

Learn about purchasable actions, skills and martial styles.  
Focusing mainly on melee.

## ARCHERY 104

Learn about rules that apply specifically to ranged attacks, as well as additional ability sets for those who utilize ranged weapons and attacks.

## EXPLORATION 106

Learn about additional rules that apply during exploration.

## GOLD AND JOBS 110

Learn about how to obtain gold outside of combat and exploration.

## GOOD HABITS 112

Learn how to take effective notes and improve the flow of gameplay.

## CHARACTER SHEET XX

# INTRODUCTION

*Learn the basics of a table top roleplaying game, get an overview of the rules and see an example of play.*

## WHAT IS A ROLEPLAYING GAME

Unforged is a Tabletop Roleplaying Game (TTRPG or RPG for short), a collaborative storytelling game. Every RPG is a give and take between The Players and The Game Master. The Players engage in a situation created by the Game Master as their Player Characters in an attempt to resolve issues, creating a story along the way. Unforged is like a stage play with the Game Master as the director and the players as actors. It's up to you to create the story.

Unforged is played in sessions, where players gather together online or in person for a few hours. A full Unforged story can take place over any number of sessions. A common format of play is a “one-shot” or single session story. Games can go as long as the players and Game Master like. Sessions are mix of different scenes. Scenes can either be roleplay or combat, and different sessions will have their own combination of these different parts. A session can also be only combat, or only roleplay. Its up to you, as the players, to decide what kind of game you want.

## THE PLAYERS

To join the story written by the Game Master, Players must create characters. Character creation is shown in depth within the following chapters.

Players must act out encounters through roleplay, acting as their character would in each situation. A Player controls their character, and is responsible for their choices as well as how they interact with the world written by the Game Master.

## UNSPOKEN RULE

One of the unspoken rules of Unforged is that the games' rules are only a set of guidelines. The rules are meant to ground your creations rather than hamper them.

Unforged is challenging and pushes players and their wits to their tactical edge; its important to keep in mind that no one is stopping you from altering the rules to fit your table. The most important thing is to have fun.

## DICE

Unforged uses one main set of dice and a supplementary set for additional features. The main dice you will be using is a set of 4 standard six-sided dice(4d6), this will be used in roleplay and combat. The other “supplementary” set is a set of percentile dice or 2 ten-sided die(2d10, or d%). Most actions will call for 4d6 but sometimes you will have to use the d%, rolling these dice will result in a number between 1 and 100. When rolling d% one die is the 10's place and the other as the ones place.



## THE GAME MASTER

The Game Master creates the setting and context that The Players operate within. They are responsible for weaving the story that the Players build upon, and control the challenges that they may face. This can include creating monsters or opponents for the party to fight, writing cities with cultures for them to engage with, or helping a Player build their character's backstory within the world.

## GENERAL GUIDELINES

Keep in mind that your GM and the players around you are real people. Be cautious of heavy topics that could make someone at the table uncomfortable. Your actions have consequences within and outside of the world. Making disparaging, suggestive, or inappropriate comments towards other players is a good way to get yourself kicked from the table. While playing keep in mind that you are all participating in a collaborative story, and that everybody will get their time to shine. Remember to treat others and their time with respect. It's most advisable for new parties to lay out what they are and aren't comfortable with before they start their first session.

## TOOLS OF PLAY

In addition to this book, there are some tools you will need, or are recommended to play Unforged.

### CHARACTER SHEET

Each player will need a character sheet to create a character and record how that character advances and changes. There is a character sheet in the back of this book as well as a PDF online.

## DICE

The Players and GM will need at least one set of 4 six sided dice and one set of percentile dice. It is recommended each player has their own set, for ease of play.

## ADVENTURE

Every table will need an adventure or scenario to play through; whether designed by the GM or, found in a published resource such as this book.

## ENEMIES

From everyday goons and guards to ghastly ghouls, enemies are an important part of the conflicts that PCs will face. Enemies all have their own abilities and stats, just like a player does.

Whether you create your own as outlined in the Forge Masters' Manual or use some from our materials you will need enemies.

## MAPS AND MINIATURES

It is best to have a physical representation of battle as Unforged is first and foremost a tactical game, the best way to do so is by using a battle map. For Unforged this is a 1 inch hex grid, where each hex represents 6 feet. Miniatures or marked tokens are used to represent the characters and adversaries they face.

## ADDITIONAL MATERIALS

There are a number of additional materials that can enhance the experience of Unforged. This includes rulers, speed trackers, and writing pads for enhancing combat or even background music and sound-effects.

## BASICS OF PLAY

Before starting your first session, there is a number of basic concepts that need to be understood. This chapter is only an introduction to play and every concept will be fully expanded upon within their respective chapters.

### DEFINING CHARACTERS

In Unforged players take on the role of Player Characters(PCs), while the Game Master plays as Non-Player Characters(NPCs) and other enemies. While both roles are important, they serve different purposes. PCs are the protagonists of your story, while NPCs work to further the story through serving as allies, contacts, adversaries and villains. Both PCs and NPCs share many characteristics and follow many of the same rules.

Gold is the most important resource in gameplay. It serves as the backbone of every PC and NPC as a finite expression of how much experience has been put into a character or enemy, and can be used as a goal marker for how strong a character is. PCs can start with as little as 10,000 gold and go as high as they survive, and are rewarded for. Skill points can be purchased through training to upgrade character Stats. Skill points each cost 300 gold and, over time, it costs more skill points to “level up” or lower a stat.

In addition to gold, characters have a number of Stats, which serve as a tangible manifestation of how skilled a character is in a particular area. When rolling you are attempting to get equal to or higher than the stats level. There are 10 Stats and are listed as follows; Strength, Melee, Agility, Combat Skill, Ranged, Mana, Toughness, Charisma, Sneak and Intelligence.

The lower a stat is the better it is, as you are lowering the floor for a successful roll. Every character starts with stats at level 15, and is considered below average. Level 10 is considered average, Level 5 Above average, and anything lower is considered larger than life.

### CHARACTER TRAITS

There are a number of character traits that don't directly influence a characters' Stats; but do influence how they interact with the world, and how the world interacts with them. Depending on the Game Master these can either be entirely player generated, or worked on collaboratively.

The world of Unforged, and Ailafir specifically, are considered to be human centric. Don't let this deter you from making fantastical characters as long as the Game Master allows.

It is important to make sure that your character fits within the world they reside.

#### ★ NOTE ON NOTES

Making effective notes while playing is paramount to the smoothness of a game. As sessions are likely once every week or every other week, it is important to take effective notes, to remember your characters intentions and knowledge of the world. It is also important to note that life can get in the way, and sessions can get canceled. Having good notes in this scenario is very helpful to smoothly reconvene with the game.

## COMBAT

Combat is a series of conflicts and resolutions. These conflicts will follow different rules than general roleplay.

When entering combat, the GM will have players assume positions of their characters, and then place the enemies.

For each round of combat there is 30 speed of actions that take place. Every attack will require its specified stat check/roll.

A standard round of combat starts with the GM or leading player to call out “3, 2, 1, CALL” and on “CALL” players will either shout their actions, or display their action written down. Then players will roll for their actions and leave a “tick” on the associate stats, making subsequent rolls harder.

## ACTIONS

Actions in combat are resolved in order of speed.

Most actions will cause interactions between players, such as attacks, this will lead into resolution of actions.

There are set rules for resolutions of combat in the Unforged Game Guide. Conflicts can arise when players have actions at the same speed, and there are rules for how these conflicts are resolved as well.

After a round of combat has finished, speed resets and the GM will prepare to “CALL” for actions once again. This sequence will repeat until one party is completely neutralized, surrenders or runs away.

# KEYWORDS

*A selection of keywords important for understanding Unforged*

In order to properly utilize this book for playing Unforged, some things must be clarified. The following are important terms you will see repeated within the Game Guide and other books for Unforged.

## CHECK

Checks occur when players attempt to perform an action and the Game Master has the player roll against their stat to see if the action can be performed.

## COMBAT

Combat refers to tactical combat performed on 1 inch hex grids and is further explained in combat chapter.

## CREATURE

Creatures are any non-humanoid combatants or characters within the game.

## CRITICAL FAIL

A critical fail is generally considered to be a roll of 4d6 that results in an 8 or less, unless otherwise told by the GM or stats.

## CRITICAL PASS

A critical pass is any roll of 4d6 that results in a 20 or more.

## DAMAGE

Damage is dealt during combat or other encounters and directly affects Health Points, also being affected by Pierce and Protection. Sometimes abbreviated as DMG

## DICE

Dice are denoted with two symbols each, a “d” signifying dice, and a number. For example, a d6 is a 6-sided die. Unforged uses two sets of dice. The first, for the majority of rolls, is a set of four six-sided dice or 4d6. The second set is a percentile set made up of two different d10 or 2d10. Most rolls in Unforged will pit the roll of 4d6 against the player's “stat,” and if the number rolled by the dice is equal to or higher than the stat, the dice roll is considered a pass.

## ENEMY

Enemies are considered to be any combatants that are actively played by the Game Master in an attempt to foil the Player Characters.

## ENCOUNTERS

Encounters are any combat sections that take place within a session.

## GOLD

Within Unforged, Gold is the number one resource used for everything from character creation and stats to buying rations.

**GAME MASTER (GM)**

The Game Master, adjudicates the rules for players as well as creating the scenarios and encounters in which players perform.

**HEALTH POINTS**

Health Points is the amount of damage a character or creature can take before being knocked out or dying. The amount of Health is dependent on the amount of points put into Health and Toughness and is used by all manner of entities that could face combat.

**LEVELS**

Levels refers to the amount of skill points put into a stat. Sometimes abbreviated as LVL

**LUCK**

Luck is an additional resource available within Unforged that can be used to re roll or increase a die by 1.

**NON-PLAYER CHARACTER**

A Non-Player Character is controlled by the GM for the purpose of interacting with players and helping advance the story.

**PARTY**

The party can be made up of any number of Player Characters (PCs) as well as Non-Player Characters (NPCs).

**PIERCE**

Pierce is the amount of extra damage that could be done to a character or creature, denoted as a percentile. This number attacks against Protection.

**PLAYER CHARACTER**

This is a character controlled by a player.

**PROTECTION**

Protection is the amount of armour a character or creature has, denoted as a percentile. This number protects against Pierce.

**ROLEPLAYING**

Roleplaying is meant by the physical actions taken by players as they portray their characters.

**ROUND**

Rounds occur within combat encounters. Each Round lasts for 30 speed.

**SESSION**

A session is any length of gameplay generally spanning a few hours.

**SPEED**

Speed is used for multiple facets. It refers to the speed at which an action occurs in combat. As there are no individual turns in combat, multiple actions may occur at the same speed.

**TICKS**

Ticks are a status accumulated over time on stats. Every time a stat is used, it accumulates 1 or more tick(s). These consequently make it harder to use said stat. Ticks are resolved after not using the stat for 1 turn.

# EXAMPLE PLAY

*An example of typical play within Unforged*



# PLAYING THE GAME

*Learn the comprehensive rules for playing the game, and using actions. Includes rules on Encounters and Exploration.*

Before we delve into the actual rules of how to play Unforged, it's important to understand the difference between Encounters, and Exploration. Which mode you're in will determine how gameplay works and what rules you need to follow. The Game Master is the one that will determine what mode works best for each scene of the story. Generally the actual game modes aren't talked about as separate entities and you will flow between them freely.

The first mode is Exploration, time is very flexible in this mode. You'll generally flow freely between minutes, hours, days and possibly larger spans of time, in only minutes in the real world. This mode is when characters travel cross country, roleplay during social interactions, explore certain parts of a dungeon, and generally interact with the world or quests.

The second mode is Encounters; or anything that uses a battle map to physically display a scene. These will follow the tactical encounter rules of Unforged, but is still grounded in the same ideas as exploration. Anything you can do in one you can do in the other to different affect. Encounters will generally be fighting adversary's and traversing traps.

## GENERAL RULES

Before laying out the rules for the individual modes of play, it's important to understand what stays the same between them, and how general checks or stat resolutions are made when attempting any action with uncertain outcomes.

### STAT CHECKS

At the center of every Unforged, is stat checks. Every time there is an action with uncertain outcomes players must roll to see if they are able to complete the action, and to what degree they pass or fail.

### MAKING CHOICES

Unforged is a game about making choices. Every decision you make directly effects the story whether you notice or not. Every step you make in battle will contribute to the final result. Every NPC you choose to (or not to) interact with will affect how your story plays out. Rarely will two party's make the same decision, even when running the same adventure. This is what makes TTRPGs unique. Your story is made collaboratively through what your decisions are and how the GM interprets them and their affects. Any decision you make that has uncertain outcomes will result in you rolling a stat check.

### A NOTE ON STAT CHECKS

Stat checks can be seen as rolling against your ability to perform an action. As players level up and train their characters, their stats will go down. This lowers the floor for a potential pass. Eventually players will become so proficient in a particular stat, that some rolls are guaranteed. To combat this, GMs may add additional wagers to a dice roll, including making one roll with Advantage or Disadvantage or tacking on an Addition or Subtraction to a dice roll. These will generally alter the stakes and are seen as emulating the difficulty of the task rather than just generally proficiency in an area.

### SPECIFIC RULINGS

Any time there is a ruling that overrides another one, the more specific rule is put into affect. General rules are for general play, and specific rules only in a given scenario. For instance, the general rule for stat checks is that; when used a stat will become increasingly encumbered with each consecutive use of the stat. However, the GM may tell players to not incur a tick mark, or a specific action may rule that it does not incur the full number of tick marks.

### FRACTIONS AND DECIMALS

Anytime an action results in a calculation that calls a decimal, or fraction of a whole, as the final number, unless otherwise specified, round to the nearest whole number. Round up on a 0.5.

### MULTIPLICATION

Unforged features an amount of multiplication. Make sure to keep in mind the properties of multiplication, such as the communicative property. While there is a proper and consistent order to multiplication, it ultimately does not change the final outcome.

### DUPLICATE EFFECTS

Whenever a duplicate effect is applied, unless otherwise specified, the duplicate resets the effect and does not stack.

Stat checks work in the following steps

1. An action and its intended outcome are declared
2. The corresponding stat is selected by the GM or rulebook
3. The player rolls against their own stat
4. Any modifiers applied
5. The success or failure of the roll is determined
6. Tick(s) are applied to corresponding stat

When rolling stat checks, four six-sided dice are used.

All stat checks are against your own stats, including ticks, but can have modifiers applied.

### 1 AN ACTION IS DECLARED

Declare an action. This happens in both Exploration and Encounters. In the case of Exploration it is not always necessary to roll, for example just talking to an NPC would not normally necessitate a roll, but trying to charm them with your silver tongue would most often require a charisma roll. In Encounters however, most every action is determined by a roll.

In the case of exploration you must determine the outcome you are looking for before the roll is made. For example charming an NPC in order for them to give you a better price on rations, would be a specific outcome you are looking for, versus just trying to charm the NPC just to trust you.

### 2 CORRESPONDING STAT SELECTION

A corresponding stat is selected for the roll. If the rulebook or adventure you are running provides the specific roll use that, in the case there is not one given the GM will select the roll to be made.

### 3 THE PLAYER ROLLS

- 4 Six sided dice are rolled. The outcome is recorded.

#### 4 MODIFIERS APPLIED

There are 4 modifiers that can be given to a roll. These include Additions, Subtractions, Advantage, and Disadvantage

##### ADDITION AND SUBTRACTION

Additions and Subtractions are called out before an action is rolled. For something your character could be reasonably be assumed to have proficiency in an addition to the roll is given, making the roll easier. In text they will be seen as  $4d6+x$  where  $x$  is the modifier. Similarly if its reasonably assumed that your character would not have proficiency in a given task, or to make it more difficult to complete a given action a subtraction can be given. This would be shown as  $4d6-x$ .

##### ADVANTAGE AND DISADVANTAGE

Similar to Additions and Subtractions, advantage and disadvantage modify a roll. You can be given advantage/disadvantage on rolls depending on context or abilities. Advantage allows you to roll twice and pick the highest value. Disadvantage forces you to roll twice and pick the lowest

#### 5 SUCCESS OR FAILURE

Success or failure is determined by comparing the final roll value against the final stat value and if the roll value is equal to or higher than the final stat value it is a success, if not it is a failure. Stats have both a true value and final value. True stat values are your stats level, while final stat value is the stats level plus any incurred exhaustion ticks or debuffs on the stat. So, if a stats Level is 6 and there is 3 incurred exhaustion ticks, the stats final value is 9, and a roll of 9 or higher is needed to pass.

#### CRITICAL SUCCESS

A critical success is generally considered to be a roll of 20 or higher. There are some scenarios where a critical pass will not incur the effects of a critical success, such as when the stats final value is equivalent to higher than 20. However, a 24 is almost always considered to be a critical success.

#### CRITICAL FAILURE

A critical failure is generally considered to be an 8 or lower. There is a possibility that if a stats level has been lowered to the point where an 8, it is considered to be a pass. However a 4 is almost always considered to be a critical failure.

#### 6 INCUR EXHAUSTION

Generally speaking, when using a stat you will incur exhaustion ticks. This will increase the difficulty of rolling on a specific stat. For each stat, unless otherwise specified, you will incur 1 stat tick for each use.

In exploration there are times when your GM will tell you to not incur exhaustion ticks, this is because the time between tasks can be so high the exhaustion will not incur.

In Encounters however you will almost always incur stat ticks.

#### RECOVERING EXHAUSTION

Exhaustion is recovered after 1 continue round in Encounters without using a stat.

## DAMAGE

Final damage has three main values; Damage, Pierce and Protection. When declaring an attack action, and having a valid target, you will trigger the damage phase. Within the damage phase, for every possible target to hit you will have to calculate damage. The Damage and Pierce values are from the weapon or attack being used. Protection comes from the target of the attack.

### PIERCE AND PROTECTION

Pierce and Protection go against one another. Pierce works as bonus damage to an attack, every percent of pierce over the protection value is extra final damage. It works by taking the Pierce percentage of a weapon or attack, and subtracting the protection value of the target. For example, a weapon with 200% pierce attacking a target with 100% protection, would incur 100% extra final damage, doubling the damage. If a weapon had 100% pierce attacking a target with 200% protection, it would incur a 100% penalty, negating any damage that would be done.

### MULTIPLICATION

After calculating pierce, it is time to calculate final damage. Final damage is calculated by applying any pierce bonus or negation to the damage of the weapon. First take the Damage of the weapon. Second translate the pierce percentage value into a whole number.

Then multiply them together. For example, a weapon with 2.7 damage with a pierce value of 100%, would be  $2.7 \times 2$ , or 5.4 damage. Rounding down to 5 final damage.

## RESISTANCES

Within Unforged there are multiple avenues for which resistances can be applied. These resistances will be applied to the final damage calculation as if part of Pierce, Protection, or Damage respectively.

### BASE DAMAGE REDUCTION

Base damage reduction is applied to the base damage and not the final damage, before multiplication. So, if a armour set give - 10 base damage reduction, and the damage of a weapon is 15, it would become 5 damage before multiplication.

### ADDITIONAL PROTECTIONS

Any additional protection modifiers will be applied into the pierce calculation.

So, if an armour set gives an addition 10% pierce protection for an armour set with 110% protection, it would act as the armour has 120% protection within the Pierce and Protection calculation.

# DAMAGE TYPES

DAMAGE TYPES	DAMAGE DESCRIPTION
<p><b>FIRE</b></p>	<p>Damage is always split into 3 turns. The first third of damage takes effect immediately upon getting hit. Aflame targets get a burning debuff which makes consequent fire damage do 30% more damage. Removes/subtracts effects of frost.</p>
<p><b>FROST</b></p>	<p>Frost effects build up a meter of frost that allow a free crit on the next physical damage received. For every 20% of an enemy's max hp that is dealt by frost 1 meter is stored.</p>
<p><b>SHOCK</b></p>	<p>Has a chance to cause the enemy to spasm causing a misfire on whatever actions they were performing. The chance is 20% for every 10% of the enemy's max hp that was dealt from the shock</p>
<p><b>CURSE</b></p>	<p>Deals 7% more damage per tick on the enemy</p>
<p><b>PIERCING</b></p>	<p>Piercing damage follows the normal rules for damage calculation, and generally any sharp weapon will be calculated as piercing damage.</p>
<p><b>BLUNT</b></p>	<p>Damage cannot be lowered below 80% by armour nor can it be increased by pierce over 20%. Possible to inflict bleed but with half efficacy.</p>
<p><b>IMPACT</b></p>	<p>Impact damage is received from being knocked into solid objects by being thrown, pushed or falling. Impact damage is considered to be blunt damage. The damage is calculated as 6% of your max hp per remaining hexes of movement in the throw/push/fall.  For example, a throw that can move you 5 hexes. If you hit a wall 3 hexes into the throw then the 2 remaining hexes will become 2 * 6% of your max hp, so 12% of your max hp as blunt damage</p>

**FALL**

Fall damage is a subsection of impact damage, it follows the same rules as impact damage in terms of 6% max hp per remaining hex of movement.

Fall damage is negated based on agility rolls, every hex after the first will require an additional +2 difficulty to avoid fall damage. This is only applicable if jumping off, not when being thrown or landing on your back from being pushed.

Fall damage is calculated as 3 hexes of movement per hex fallen.

For example, falling 3 hexes (18 feet) on your back will count as  $3 * 3$  (9) hexes of movement. So  $9 * 6 = 54\%$  of your max hp as blunt damage

You fall at 15 hexes per turn.

A type of damage received from bleed ticks.

No matter the source of a bleed tick, they all stack.

You can clear bleed by healing 15% of your max hp while you have bleed stacks.

Bleed damage works as follows: you receive 10 ticks of bleed on a turn. The following turn, at the very beginning of the turn you will take 10% of your max hp as damage. You will divide the remaining bleed ticks by 2, leaving you with 5. The next turn you will take 5% of your max hp as damage and divide the remaining ticks by 2, leaving you with 2.5 (rounded to 3).

You continue to do this until you get to 1 bleed tick, after which you divide into 0.5, which in this singular case will round down, meaning the bleed is done.

**BLEED**

A type of damage received from drinking or having poison applied onto you. The damage is split over 10 turns. Poison damage, depending on the poison, will target a specific stat and while the poison is active that stat will be weaker. The effect on the stat is dependent on the max HP of the target and the strength of the poison number.

Whatever % of the max HP the poison number is, call that value x.

The poison will weaken the chosen stat by  $x/9$  for the duration of the poison

If x is greater than or equal to 40, then the chosen stat will also have disadvantage for the poisons duration.

# CONDITIONS

*Conditions are any extra effects that can be applied to both players and NPCs.*

CONDITION TYPES	CONDITION DESCRIPTION
<b>PRONE</b>	Your movement speed is divided by 4 when trying to move in prone state, you gain advantage on sneak, you gain advantage on ranged rolls, any melee rolls against you automatically crit and automatically land. Takes 2 hexes of movement(not prone) to stand back up. Making a base move while prone will remove 4 instances of fire damage currently active on you
<b>STUCK</b>	Your movement has been halted, while active you cannot take any actions that allow you to move.
<b>DEAFENED</b>	You cannot receive commands.
<b>BURNING</b>	You are burning, while active you take 30% more fire dmg from any additional instances of fire, you lose 75% of your bleed every turn instead of 50% while burning.
<b>FROZEN</b>	You are frozen, you have taken 20% or more of your max hp as frost dmg. The next physical shot against you will be a crit, your movement speed is reduced by 1 hex.
<b>GRAPPLED</b>	You are grappled by an enemy, you cannot take any action above 4 speed and you cannot take any action that allows you to move. You may take actions from the grappled section of the rulebook.
<b>POISONED</b>	You've been poisoned by one or more sources and the poison is currently taking its course. Your affected stats will be reduced until the poison finishes or you take an antidote.
<b>WEAKENED</b>	Any weapon attacks that you do will deal 20% less pierce and blunt damage.

<b>STUNNED (PARRIED)</b>	You've been stunned from being parried. For the duration of the round after being parried your turn begins on turn 7.
<b>STUNNED (OTHER)</b>	Skip the turn you were stunned, and the following turn.
<b>TERRIFIED</b>	You've been terrified by something. +4 difficulty on all actions while terrified.
<b>TRACED</b>	Dodge actions are ineffective while traced.
<b>DAZED</b>	+3 speed on all actions while dazed.
<b>UNBALANCED</b>	For every hex moved or being moved force a +5 difficulty agility roll, failure causes the prone condition
<b>BLINDED</b>	All melee, ranged rolls are +12 more difficult, ticks not included
<b>INVISIBLE</b>	Any action targeting you will be +12 more difficult, ticks not included. If not noticed when becoming invisible then your sneak rolls are +12 easier.
<b>MANABURN</b>	Cannot recover mana, take 20% extra damage from magical sources.

### A NOTE ON CONDITIONS

Conditions can come from a wide variety of sources, but many will come to combat. Its best to denote any conditions your character is facing within the extras section of the character sheet. The space adjacent to the condition can be used for ticks of a condition or round length of a condition. Generally conditions are resolved before the round speed resets for a new round of combat.

## ENCOUNTERS

The main part of Unforged gameplay, is Encounters. This is any part of the game that no longer is within the “Theater of the Mind,” this generally includes exploring inside areas such as dungeons and combat.

Unforged is a combat-centric game system that allows players total creative control over their characters, fighting styles, and approaches to problems. There are 3 concepts to master Unforged encounters; Direction, Speed, and Interrupt. Each concept will have its own in depth explanation.

### DIRECTION

Unforged uses a hexagon based combat system. Every player will occupy a hexagon and be facing a direction.

Direction is an important part of combat. You will always be facing a certain direction in relation to your current hex.

### SPEED

Combat is a semi turn based real time system. The GM will provide intervals where players will call out their move for the turn. Every action has an assigned speed value which will determine when it is played.

### SPEED

Combat is a semi turn based real time system. The GM will provide intervals where players will call out their move for the turn. Every action has an assigned speed value which will determine when it is played.

### INTERRUPTIONS

Actions can be interrupted by getting hit before your chosen action happens. When going through turn order it is possible to be hit by an action before you complete yours, in this case you must make a choice on the spot whether you will get interrupted or strength through the damage and continue your action. Full rules can be found on page 23.

## A NOTE ON ENCOUNTERS

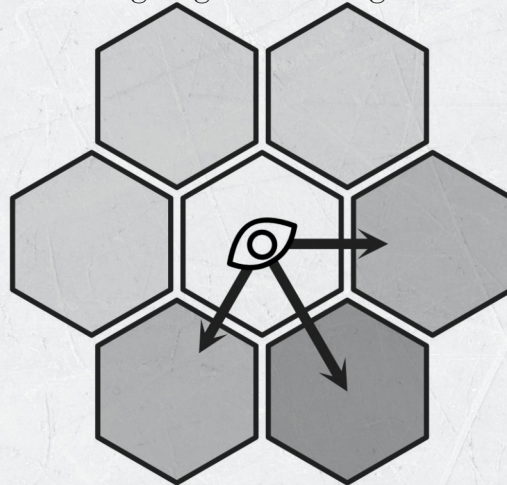
An important part of encounters is strategy. Planning out your actions before hand is possible but it will rarely go according to plan. Its best to have a plan and be able to adapt on the fly.

### READING THE DIRECTION DIAGRAM

This diagram shows an example of the lock-on zone. The player hex is denoted within the center, they are currently looking south east, denoted by the large arrow, which is highlighting the hex a dark gray to show their current view. Within in their view is also the other two hexes to the east and southwest. The hexes without arrows are not within view.

### DIRECTION

Direction is an important part of combat. You will always be facing a certain direction in relation to your current hex. Your direction will determine where you can and can't move/dodge or attack. You will always be locked onto one of the 6 hexes adjacent to the hex you're on. You are locked onto the hex you are looking at. The 2 hexes closest to the lock on position represent hexes where you can move/dodge or attack/aim (lock on zone). To clarify, this is where you're facing plus the two adjacent hexes. You cannot aim or attack in locations that are not in your lock on zone. You are able to change the direction you're facing by 1 hex for every additional agility roll you take at the beginning of your turn without expending your action, each direction changed adds 1 speed to whatever action you are going to be taking.



### SNEAK

In combat, making an attack on an enemy from a direction they are not facing towards will deal dmg that ignores  $25\% * x$  and  $2.5 * x$  base dmg reduction on enemy armour if, you pass a sneak roll. X is the number of successive sneak rolls you pass, which resets to 0 if you fail one. It is not multiplicative. 100% armour ignoring means if they have 150% armour then they will have 50% left over for your attack.

## SPEED

Combat is a semi turn based real time system. The GM will provide intervals where players will call out their move for the turn. Every action has an assigned speed value which will determine when it is played.

Speed is a 0 to 30 system where the lower the value of the move the faster it is executed.

### EXAMPLE

Imagine combat taking place on a number line from 0 to 30. Two characters are engaging in combat. The GM calls for actions at the beginning of the speed count. Greg and Mika both signal that they are ready to call out their actions. The GM will say, “ready, steady, shoot” and both characters will state their intentions. It is on the characters to call out when their action is supposed to resolve at the appropriate time in the count. Greg is going to swing his sword which will have a speed of 3. Mika will swing his axe which will have a speed of 5. These speeds are inherent to the weapon/ action. All actions will have a speed cost associated with them. The GM will then count up from 0 to 30 slowly.

Speed count 0: Nothing happens.

Speed count 1: Nothing happens.

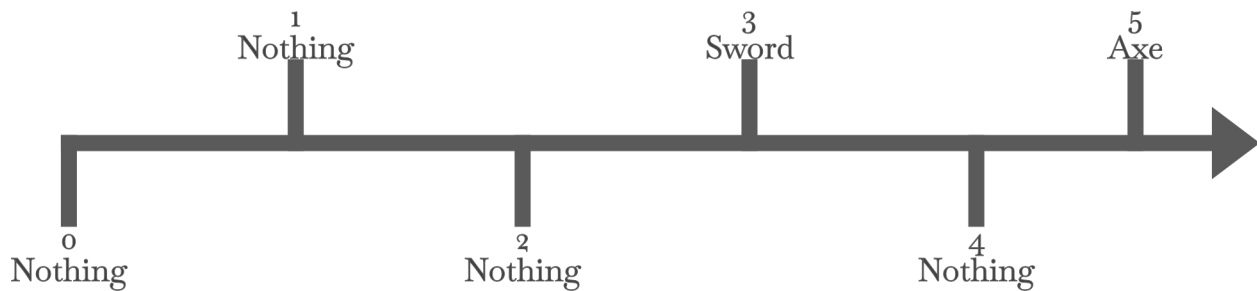
Speed count 2: Nothing happens.

Speed count 3: Greg will say “I swing my sword”. Greg will roll his dice to see if that happens and then the action will resolve (or it won’t). The GM will continue counting.

Speed count 4: Nothing happens.

Speed count 5: Mika will say “I swing my axe”. Dice are rolled, the action resolves successfully or not.

The GM will keep counting on until they have reached speed count 30, at which point the turn is over and the next turn begins.



## INTERRUPT

Actions can be interrupted by getting hit before your chosen action happens. When going through turn order it is possible to be hit by an action before you complete yours, in this case you must make a choice on the spot whether you will get interrupted or strength through the damage and continue your action.

### EXAMPLE:

Characters A and B are going to swing their sword and axe as before, except this time they're going to swing them at each other. Remember, Greg's action will resolve before Mika's at speed count 3.

Speed count 0: Nothing happens.

Speed count 1: Nothing happens.

Speed count 2: Nothing happens.

Speed count 3: Greg swings his sword at Mika, potentially interrupting Mika's action at speed count 5. Mika will roll to "Strength Through" on the table below if he chooses to try and continue his action on speed count 5.

Speed count 4: Nothing happens.

Speed count 5: If Mika has chosen to strength through Greg's strike and has done so successfully, then Mika will swing his axe at speed count 5. If Mika has chosen not to strength through, speed count 5 will pass with no action from Mika.

It's not required to strength through an interruption if the player does not want to take the ticks to Strength.

When strengthening through damage you must take the whole number of ticks to your strength. Ex: if you had to pass a +5 roll to strength then you must take all 5

### STRENGTH THROUGH TABLE

Damage < 10% of max hp: +2 STR roll

Damage < 20% of max hp: +5 STR roll

Damage < 30% of max hp: +8 STR roll

Damage < 40% of max hp: +12 STR roll

Damage < 50% of max hp: +16 STR roll

## ACTIONS

Actions can be classified into 2 groups, basic and purchasable. The basics are available to all players at any point. The purchasable actions must be purchased from skill trainers.

Unless otherwise stated, every action has an associated roll, and will incur exhaustion ticks.

### READING THE TABLES

Within the action tables there is four columns, Action Name, Roll Required, Action Speed, and Action Description.

#### ACTION NAME

Action Name is the name called out at the beginning of an encounter round. This should be accompanied within any classifying statements such as; Movement - to player.

#### ROLL REQUIRED

Within the action sheets there are three things to keep in mind. The first is that every roll is a abbreviation of a stat name, if confused about the name of a stat they are listed in the stats section with their abbreviations. Null means no roll is required for an action. A + means that it will have a possible additional roll, this is for actions that allow you to combine a secondary action, the + will be equivalent to any roll for the secondary action. You will incur ticks for additional actions.

#### ACTION SPEED

This is the speed at which an action will occur in encounters. Any Attack will use X to denote weapon speed within action speed also known as weapon speed.

#### ACTION DESCRIPTION

This will include the action description and any restrictions placed on an action within combat

## MINUTIA OF MOVEMENT

Movement is directly related to your agility stat. There are 4 threshold for movement, and the speeds at which each step is taken are also recorded for ease of use.

AGILITY STAT	SPACES
24-13	2
12-9	3
8-6	4
5-0	5

SPACES	SPEEDS
2	10, 20
3	6, 13, 20
4	5, 10, 15, 20
5	4, 8, 12, 16, 20

ACTION NAME	ROLL REQUIRED	ACTION SPEED	ACTION DESCRIPTION
<b>MOVEMENT</b>	Agi	20/x	Move up to the full number of hexes that your agility permits. Occurs up to speed 20. Movement chart found on page previous page.
<b>BASE MOVE</b>	Null	20	Move one hex in any direction of choice. This does count as a non agility turn so ticks will regenerate. This move can change what direction you're facing.
<b>BASE MOVE +</b>	Null+	20+	Move one hex in any direction of choice. This does count as a non agility turn so ticks will regenerate. This move can change what direction you're facing
<b>DODGE</b>	Agi	0	Move one hex to the left or right(within your lock on zone without changing the direction of the hex you're locked onto. Will avoid any attacks aimed at the player given that you don't dodge into the attack
<b>DODGE ACTION</b>	Agi, Cosk+	0+	Do a dodge and you may in addition do a 2 or less speed action of your choice after the dodge, this cannot be a parry or block type action. The action cannot happen at the same speed the dodge does, a 0 speed attack would occur 1 speed after the dodge.
<b>BACK DODGE</b>	Agi, Agi, Cosk	3	Move backwards one hex, will dodge any projectiles fired that aren't fired directly in the direction you dodged at. Stay locked onto the position you were locked onto previously. Attacks next turn are 3 speed slower.
<b>JUMP</b>	Agi	1	Jump over a number of hexes. Counts as 2 hexes of movement per hex jumped, can take the move action and jump at the end if remaining hexes of movement permit
<b>CHANGE DIRECTION</b>	Agi	1	This is a free action that can be done at the beginning of your turn before taking any other actions. It allows you to change what hex you are locked onto, moving it to an adjacent hex. Can be done multiple times.

<b>SHIELDBASH</b>	Str, Mel, Agi(No Tick)	4+	Has a speed of 3 slower than your equipped weapon(minimum 4, 5, 7 for respective shield sizes). Count yourself as uninterrupted. The shield deals the metal #/10 base blunt dmg. The attack also guarantees an unblocked light attack the speed after with its own melee roll(or another action 2 speed or lower). This action moves you forward one hex if applicable
<b>BLOCK(SHIELD)</b>	Mel(No tick)	0	Raises your shield; the Shield has its own hp which will take the damage instead of the player's hp. The resistance on the shield is equal to the metal number of the shield. Normally blocks one direction per turn. Can only block attacks coming within your line of sight. If a weapon has an enchantment, the enchantments activate on the shield, not on the player.
<b>BLOCK(WEAPON)</b>	Mel	0	The weapon stops 50% of the dmg you would take. You can only block weapons 5 or less speed heavier than your weapon. Blocking does not stop enchantments but does stop bleed or other physical effects. Can only block attacks coming within your line of sight.Blocking with a sword cannot block arrows. This action can't be taken when not wielding a weapon, fists don't count.
<b>SHIELDMOVE</b>	Str, Agi	1+20/x	Raise your shield on turn 1 and proceed to do your full movement, acting as if you are in the block state during the movement, performing the Block(Shield).
<b>ATTACK</b>	Mel	0	Base speed comes from the weapon being used. Deal damage and pierce according to weapon, locks you onto the hex you've targeted.
<b>ATTACK (FIST)</b>	Mel	3	Punching deals blunt dmg. Calculated by 10 - strength = dmg. Can perform a heavy attack version of this move to catch dodges, heavy attack will be at speed 6.

<b>LIGHT ATTACK</b>	Mel	x-3	Base speed comes from weapon being used. Deal -50% final damage, locks you onto the hex you've targeted
<b>HEAVY ATTACK</b>	Mel	x+3	Base speed comes from weapon being used. Deal 50% extra pierce damage. This attack catches side dodges assuming they are in range. The 3 additional speed does impact whether a smaller weapon can or cannot parry. Locks you onto the hex you've targeted
<b>RANGED ATTACK</b>	Rgd	x	Base speed comes from the weapon being used. Deal damage and pierce according to weapon, attacks from afar with your ranged weapon. You add your arrow/bolt damage and pierce to your bow damage and pierce. You may choose to attack a hex instead of a target as a prediction in order to ignore a dodge.
<b>RANGED LOCKON</b>	Rgd	0	Take a turn to lock onto an enemy; next turn your range attacks cannot be dodged by the enemy. If you are hit when you are locked on you lose the lock on. You can do this action while reloading a crossbow, dodging, base moving, moving action.
<b>RANGED CONDITIONAL</b>	Rgd	x	Allows you to hold a shot with your current view. The first creature, friendly or enemy that enters your viewpoint will get shot at.
<b>RANGED QUICKSHOT</b>	Rgd	x-3	Base speed comes from weapons being used. Do not account for the pierce added by the arrow being used.
<b>SHOVE</b>	Str	3	Attempt to shove the enemy 1 hex back. The target must pass a strength roll of difficult +(10-x) where x is your strength stat. This will only give 1 tick to the target regardless of difficulty. This will fail if the target's max hp is 60% or higher than yours. If your max hp is 60% or higher than the targets then push the target by an additional hex per 60%

<b>MOVING ATTACK</b>	Agi, Mel+	20+x	Act as though you are doing a movement action towards an enemy's location (following them if they moved). This attack catches back dodges, not side dodges. At the end of the move, attack (or counter parry*) with your weapons speed. Overall (hexes moved * speed per hex)+weapon speed. This move has a cool down of 1 turn, it cannot be used twice in a row.
<b>PARRY</b>	CoSk, Mel	Null	Stuns the first enemy that attacked you with a melee attack this turn. The stun lasts until they take damage or until next turn at speed 7. You cannot parry any weapon that is 3 or more weight classes higher than the weapon you are using. Weight requirement differs if using a shield
<b>COUNTER PARRY</b>	Cosk, Mel	x-3	Base speed comes from weapon being used. Deal -50% final damage. Use the blunt end of your weapon to do an unparryable attack. Deals 50% less dmg, counts as a blunt attack. Enchantments do not activate with this attack. Provide -3 speed to the expected speed roll of your weapon. If an enemy that is parrying gets hit with this attack they are stunned next turn until speed 7. Locks you onto the hex you've targeted
<b>COMBOS</b>	Cosk, Str	0	After landing any melee attack(light, heavy, normal or purchasable) you can roll a CoSk roll, then a str roll(No additional ticks for str) which initiates a combo. While comboing your attacks gain -2 speed, you roll with advantage (roll twice and pick the higher value) and str rolls for subsequent combos are -4 easier.
<b>EQUIP/TNEQUIP ACTIONS</b>	Null	2 or 0	Unequipping any item takes no action and can be done at any time, this makes you simply drop the item on the hex you're on. Equipping an item is done at speed 2 and it does take an action to do it meaning you cannot do anything else that turn.
<b>PICKUP ACTION</b>	Null	3	Unequipping into inventory and equipping something else can be both done in one action at speed 3. you to hold a shot with your current view. The first creature, friendly or enemy that enters your viewpoint will get shot at.
<b>THROW ACTION</b>	Rgd	3	Throwing any item in a regular manner onto a hex will also be done on speed 3.

ACTION NAME	ROLL REQUIRED	ACTION SPEED	ACTION DESCRIPTION
<b>DISARMING BLOW</b>	Cosk+Mel	X-(3)	X is weapon speed. Normal or light damage(-3 speed). If interrupts without strength through, or enemy drops weapon, may perform followup light or normal attack.
<b>EVASIVE FOLLOWUP</b>	Agi+Mel	o	Can only be performed after successful, even if blocked. Dodge twice in same direction while locked onto target. +3 Agi ticks, +1 Cosk Tick
<b>EXHAUSTIVE BLOW</b>	Cosk+Mel	X	X is weapon speed. Normal damage plus 10 final damage per stat tick on enemy. 1 turn cool down.
<b>HEAVY WEAPON MASTERY</b>	Cosk+Mel	o	Initiate after successful Heavy or Normal attack. Allows weapon speed 7 or higher weapon to attack at - 2 speed. May stack.
<b>IN PLACE DODGE</b>	Agi	o	Dodges in place. Do not change Lock on or occupied Hex.
<b>LUNGE</b>	Agi+Mel	Y+X	Moving Melee Attack. Move up to one less than maximum movement. Only Accounts for speed of first hex moved. +3 Agi Ticks, +1 Mel Tick. 3 Turn Cool down
<b>RISKY STRIKE</b>	Mel	X	X is weapon speed. Normal Damage. Stuns enemy if not blocked. Stuns next turn. 3 turn cool down
<b>SHIN KICK</b>	Cosk	2	No Damage. Inflicts +3 ticks onto targets Agi stat.
<b>SPACING STRIKE</b>	Agi+Cosk +Mel	X	X is weapon speed. Normal Damage. Strike then Backstep 1 Hex. +3 Agi Ticks, +1 Mel Tick, +1 Cosk Tick. Will not work on weapon over 5 speed.
<b>WIDESWIPE</b>	Mel	X+1+2+(3)	Any melee attack that hits starting from left or right edge of lock on, ending on lock on or opposite side at +1 +2 and +3 speed.
<b>WRISTSTRIKE</b>	Cosk+Mel	X-3	X is weapon speed. -50% final damage. Inflict +1 Mel tick on target. If target was attacking this turn inflict +2 additional ticks. 1 Turn Cool down

## INTELLIGENCE AND COMBAT

Intelligence can be used during combat to deduce information about a target they are fighting. As a free action you may attempt to deduce something about a target, this will require an intelligence roll depending on how close you are to the target.

The closer you are the easier it will be for you to figure out the information you're attempting to learn.

The information will be given on speed 0.

### DIFFICULTY OF DEDUCTIONS BASED ON DISTANCE:

Adjacent: Base Int roll

1 Hex away: +1 Int roll

2 Hexes away: +2 Int Roll

3 Hexes away: + 4 Int Roll

4+ Hexes away: +6 Int Roll

### INFORMATION DEDUCTIONS:

Current Hp

Number of ticks on a stat

The level of a stat without ticks

A weapon's pierce

Max movement speed

If they have any purchasable passives, one of the passives

## CAVALRY COMBAT

While on horseback you can attack/take actions next to you.

Your direction will be binary, either left or right, and it will only cost 1 change of direction to switch between the two.

Melee attackers can attack a rider from the four hexes to the sides of the rider, but from the front only the horse may be hit.

This also means that the rider may only attack from the sides with melee weapons.

Ranged attacks have a debuff of +5 difficulty.

### HORSES

Horses can be purchased for a base price of 3,500 gold. They have 2 hexes of space, a head and a base, the character sits on the base portion of it. They have a set of stats with the following default stats. They move 1 hex faster than their agility normally allows. They cost 3500 gold.

HP	AGI	STR	TGH	CHR
50(max 300)	7	6	2(only)	10

Their stats can be improved the same way as a player's, except no stat can go below zero. **HORSE ARMOUR** has a strength requirement/nerf, and it costs 100 ingots to craft horse armour. **THE STRENGTH REQUIREMENT** is the same as normal armour. The agility nerf is the same as normal armour. **CARRYING A PERSON** will require a strength of 10 if they are normal sized. Increasing difficulty by 10 for each size increase. **FAILING THE STRENGTH CHECK** will drop the person being carried.

## LOCATIONAL DAMAGE

You have the option to aim at specific body parts when attacking with a pierce/blunt damage type. You must call out locational damage when calling out your action, including which body part you are targeting.

### VALID OPTIONS

TARGET	CHANCE AND EFFECT
HEAD	4x extra damage: 8% chance to hit
CHEST	Injure strength stat: 25% chance to hit
ARMS	Injure ranged and melee stats: 25% chance to hit
LEGS	Injure agility stat; 25% chance to hit

The chance for locational damage to activate can be increased by increments of 5% (3% for head). Every CoSk roll increases the chance and adds a tick to Cosk. You can keep rolling to increase the chance of activating the effect but if you fail then all increments are reset. You can increase the chance up to a maximum of 50%.

To calculate damage (number of ticks) on the limb after successfully activating locational damage and landing the shot.  $X/13$ , x being the % of enemy's max hp dealt in the attack. Round up on 0.5.

Missing: If you attempted a locational attack but missed then your attack will deal 25% less damage. The only exception is aiming for the head, if you miss the head then the attack deals 50% less damage.

Unique Targets: Some targets will not have Agility, Strength, Melee or Ranged stats to be injured from locational attacks. In such cases the locational damages will apply alternative effects as follows:

### VALID OPTIONS

TARGET	CHANCE AND EFFECT
CHEST	Every Injury tick increases the bleed damage the target takes by 12%
ARMS	Every Injury tick decreases the physical damage the target deals by 8%
LEGS	Every Injury tick increases the speed of all the target's action by 1.

### MOVING TARGETS

The range roll to hit a moving target becomes harder depending on the total hexes to be moved in a turn. The difficulty increases by 2 per hex moved, this includes additional ticks. Any movement that is moving directly toward the archer will not count toward this amount.

Ex: Hitting a target that has chosen the Move action and will be moving 5 hexes this turn will require a +5 range roll.

Ex: Hitting a target that has chosen the Move action and will be moving 3 hexes this turn will require a +3 range roll.

## GRAPPLING

The grapple action initiates a strength check for the target.

The target must pass a strength roll with a modifier calculated by the following:

+x difficulty where  $x = 15 - \text{grappler current strength}$ .

The target will get 1 tick to strength regardless of whether they passed or failed.

Grappling a target is a 6 speed action.

If the target is blocking/parrying when the grapple is attempted, then the target gets 3 extra strength ticks.

If the defender passes the check then nothing happens.

If the grappler wins, then they interrupt any action the defender was doing and lock them in place, making them unable to move, dodge, base move, or do any action over 4 speed.

### GRAPPLED STATE ACTIONS:

**Throw:** throw the enemy  $x - (\text{enemy max hp}/70)$  hexes;  $x = 4 - (\text{your strength stat}/2)$ . Speed 3. This strength stat accounts for your ticks. The throw will force an agility roll on the target with an added difficulty of the total throw distance. This roll will only add 1 tick. Failing the roll will cause the target to land prone instead of on their feet

**Move:** you can forcibly move both characters, and move the enemy around your hex. While grappling someone you can move half your usual movement distance. You can additionally move the target around your hex by your max movement speed/2.

**Swing:** Attack the enemy with any weapon less than or equal to 4 speed if you are the grappler, 1 speed if you are the grappled.

**Escaping the grapple(Str roll):** An action only needed for the victim. An 8 speed action that re-triggers the strength check. On success you escape from the grapple, takes no tick

## GRAPPLING

### ARCHERY

Ranged combatants have various unlockable ability sets which they can choose from to give them an upper hand in combat situations that they are prepared for. These ability sets are exclusive, meaning only one can be taken at any given time. Once an ability set has been bought it can be switched in or out for other owned ability sets.

Each set costs 10ak and is available within the Character Creation section.

### A NOTE ON GRAPPLE MOVE

You cannot move a target back and forth to and from the same hex.

## RANGED COMBAT

Ranged combat consists of positioning, patience, preparation and requires an understanding of distance and movement on the part of the player.

The rules of ranged combat persist to any attacks that have pierce(%) damage, which excludes some spells.

### ARMOUR

To be a precise force of nature on the battlefield requires any archer to take good care of their tools and be aware of their stock,

Any sort of armour can be done in the players free time at a cost of 2 hours. This includes applying/switching arrow modifier types, refletching arrowheads and switching kits.

Every time an arrow is fired there is a 1 in 3 chance that it breaks leaving only the arrowhead. This must be recovered after a battle to be reused in another arrow. It costs 20 gold of material to refletch an arrow.

### EFFECTIVE RANGES

Any weapon, ranged or not, has its own effective range which dictates the different distance cutoffs for effects. Effective ranges can be split into 3 categories. Close, Sweet Spot, Far.

#### CLOSE:

Multiply your total pierce by 1.2.

Attacks can be dodged.

Negative effects of moving targets are doubled.

#### SWEET SPOT:

Attacks made in the sweet spot can track enemy attempts at dodging with a malus of +2 to the Ranged roll and +3 to Speed. Uses 1 extra ranged tick

-Extra 10% chance to hit locational damage.

#### FAR:

Multiply your total pierce by 0.65.

Negative effects of moving targets are halved.

### RANGE FUNCTIONS

There are 3 relevant effective range functions that cover the bases for all weapons.

#### SHORTBOWS:

RANGE	HEXES AWAY
CLOSE	1-7
SWEET SPOT	8-10
FAR	11-15

#### CROSSBOWS/LONGBOWS:

RANGE	HEXES AWAY
CLOSE	1-10
SWEET SPOT	11-13
FAR	14-20

#### THROWN MELEE WEAPONS:

RANGE	HEXES AWAY
CLOSE	[1-5] minus the weapon's speed
SWEET SPOT	[6-7] minus the weapon's speed
FAR	[8-10] minus the weapon's speed

## EXPLORATION

Time is an important factor in Unforged, almost every action takes time to complete, this includes traveling, exploring, learning skills.

### TRAVEL

Players can move 3 miles in 1 hour on foot. Players on horses will move 12 miles per hour. 20 miles of traveling will cost 1 ration for players and pets, horses consume 2 rations per 20 miles. Failing to eat will damage you 15% of your hp per ration skipped, this damage is unhealable.

### HEALING

Due to the nature of Unforged Adventurers will often be injured in the pursuit of gold. Whether it be PC or NPC, there are many paths to recovery, though none come for free.

There are five types of healing in Unforged: hospital, passive, active, potion, and magic. Each type of healing can heal to a different maximum amount of health in a given time period. The list goes as follows:

#### HOSPITAL

Hospitals will Heal for 10% of your max HP every hour with no health cap. This costs 15 gold per health point restored.

#### PASSIVE

Heal for 3% of your max HP every hour, but you cannot heal past 30% of your maximum HP.

#### ACTIVE

Heal for 6% of your max HP every hour, but you cannot heal past  $50+10x\%$  of your maximum HP, where x is the Medicine level of either your own character or a character that chooses to heal you during a given time period. Active healing requires rest, the characters that are being actively healed must be resting in some form.

### POTION

Heal for the amount of HP listed on the potion with a health cap of  $50+10x\%$  of your maximum HP, where x is the medicine level of the person applying the potion. Potion healing bypasses normal healing time limits but you cannot heal more than the amount listed above in a given time period. This health cap, called Potion Sickness, resets every 6 hours.

### MAGIC

Heal for the amount of HP listed in the spell with a health cap of  $100\%+10x\%$  of your maximum HP, where x is the medicine level of the person casting the spell. Magic healing bypasses normal healing time limits but you cannot heal more than the amount listed above in a given time period. This health cap, called Mana Sickness, resets after a long rest.

### MEDICINE SKILL

Characters can spend their gold on improving their Medicine skill at any local hospital. Medicine has five tiers, and can be purchased with the following equation:  $4,000 \text{ gold} + 4,000 * x$ , where x is the current Medicine skill of the character. Characters with better skill at Medicine can heal themselves and their companions more effectively, as detailed above.

## SNEAK

Sneaking allows you to handle problems without getting violent. A player may initiate sneaking at any point before they have been spotted. During combat it may not be initiated.

At the start of every round a sneaking player must pass an impacted sneak roll to remain hidden, you do not get ticks from these rolls.

The sneak roll gets  $+(15-x+y)$  harder where  $x$  is the distance from the nearest target and  $y$  is the number of targets within 20 hexes.

Sneaking is completely negated if an enemy within 10 hexes of you sees you in their cone of vision.

While sneaking your movement speed is halved.

While sneaking you unlock the Pickpocket action. You may attempt a pickpocket on any target. You will steal a random small item from the person's inventory. The sneak roll associated with pickpocketing gets a +5 modifier on it. You get 6 ticks from this action.

Sneak can also be used during combat.

In combat, making an attack on an enemy from a direction they are not facing towards will deal dmg that ignores  $25\%*x$  and  $2.5 * x$  base dmg reduction enemy armour if you pass a sneak roll.  $X$  is the number of successive sneak rolls you pass, which resets to 0 if you fail one. It is not multiplicative. 100% armour ignoring means if they have 150% armour then they will have 50% left over for your attack.



# DEFINING CHARACTERS

*Learn the basics of a character and their meaning.*

## WHAT IS A CHARACTER

A quintessential part of any RPG is Player Characters and UNFORGED is no different. Within UNFORGED, a character's stats are not impacted by any class or race, rather the pure numerical influence of their stats. Any character can utilize any stat in any amount.

### CREATION

At character generation, the GM will allot an amount of gold to increase your stats and create your weapons and armour with. All characters have 10 inventory slots, not including the equipped gear, i.e., armour and trinkets. Each weapon takes up an inventory slot.

### WEAPONS

As any character can use any weapon, an important part of a character's identity is the weapon they wield. Within UNFORGED players craft their own weapons utilizing various metals, mods and enchantments. The only thing impacting what weapons a player can use is their stats.

### ARMOUR AND TRINKETS

As with weapons, armour is to be crafted by PCs. The metals and type of armour adjudicates what stats are required to wield the armour as well as what debuffs said armour applies.

Trinkets are additional armour that takes up a separate slot and provides a different boost to the player

## STATS

Characters start with a default 15 in all stats. To pass a roll, a player has to get a number higher than or equal to their stat value. That means the lower a stat, the better the odds a player will succeed their check. Characters will have to roll against their stat during combat and exploration. Meeting or beating your stat's number is a pass, below that is a failure. Stats dictate a player's ability to take any actions, they can be improved by getting training from appropriate characters. Not all locations will be able to train every stat to the same degree. Training any one stat, regardless of the number of stat points purchased, takes 3 hours per unique stat trained.

A single skill point costs 300 gold. The lower your stat gets, the more expensive it gets to upgrade it. This list shows how much gold it costs to get your stat 1 lower.

(24-10) = 1 skill point per upgrade

(9-8) = 2 skill points

(7-6) = 4 skill points

(5-4) = 6 skill points

(3-0) = 8 skill points

[<0) = every 5 you go below 0 increases cost by 10 skill points



# STATS

Learn how to use the stats system as well as an overview of every stat and their uses.

## WHAT ARE STATS

Stats are the fundamental traits of a character. They group the ability to do different actions into specific categories. When rolling a check you are rolling against the level of a stat, so the lower the better.

**STRENGTH(STR):** Determines your ability to wield weapons and wear heavier armours. Also determines your ability to grapple and use non weapon based fighting.

**MELEE(MEL):** Determines your ability to land, parry and block attacks. Accuracy of all martial weapons is dictated by melee.

**AGILITY(AGI):** Determines your ability to dodge attacks. Shows how many spaces you can move in combat, detailed below:

LEVELS	MOVEMENT
24-13	2 Spaces
12-19	3 Spaces
8-6	4 Spaces
5-0	5 Spaces

**COMBAT SKILL(COSK):** Determines your ability to parry attacks and perform advanced martial maneuvers. Also affects Locational Damage.

**RANGED(RGD):** Determines your ability to land projectiles. This includes bows and arrows but also applies to certain spells which will be specified in the spell description. Shooting at a moving target increases the difficulty of the shot by the number of hexes they've moved that round.

**MANA:** Determines your ability to cast spells, interact with magical items and understand the magical properties of your surroundings.

## HEALTH POINTS(HP):

Every skill point invested into health gets turned into health based on toughness skill. The number of health points should be kept separate from actual HP for clarity's sake.

The first 1-20 points put into health are normal priced

21-30 points cost 2 skill points for 1 health point

31-50 points cost 3 skill points for 1 health point

51-70 points cost 4 skill points for 1 health point

After 70 points every 10 points will cost an additional 1 skill point.

Luck:

Though not technically a stat, Luck supports stat rolls. Players start off with 2 and can get more from potions of luck (300 gold), capped at a total of 5 at any given time. Luck allows you to re-roll the dice, either re-rolling all d6s thrown in a roll, re-rolling a single dice, or by increasing the number a player rolled by one. Using any of the three options reduces your total Luck by one for each use. Multiple options and multiples of the same option can be used at the same time.

**TOUGHNESS(TGH):** Determines how much HP you have, your ability to survive lethal blows, and how hard your physical strikes land. Allows you to stay alive past 0 hp and be unconscious instead. To calculate how it works find how much damage the attack dealt past 0 hp. Then find what percent of the max hp that damage is. Call that value x. To survive the blow roll a Toughness stat with a modifier of  $+ 2.5x/10$  (round to a whole number). Your hp will decrease below 0 if you pass the roll and survive. Any subsequent damage to a person will include the damage currently on the person.

Toughness also determines the amount of health you get for every point invested into the health bar. The table below details the relationship between toughness and its inherited stats.

LEVELS	HEALTH POINTS
24-16	1 HP
15-11	2 HP
10-7	3 HP
6-3	4 HP
2-0	5 HP

**CHARISMA(CHR):** Impacts the selling and buying price of goods and how well you can convince people to see your point of view.

**SNEAK(SNK):** Determines your ability to hide and not get caught by enemies. This stat can be affected by lighting and suspicion. Also determines the ability to pickpocket NPCs and to do sneak attacks.

**INTELLIGENCE(INT):** Determines your ability to notice hidden things in your surroundings, to recall important information, and to improve potion brewing.

## NEGATIVES

Though rare, it is possible for levels to go below zero, into the negatives. Each stat gets a specific boon for reaching certain milestones below zero detailed thus;

**STRENGTH:** Every -12 grants a size increase, HP bar triples(final effect). Locational damage against you is twice as likely to land.

**AGILITY:** Every -7 gives you an increased hex of movement when taking the move action.

**MELEE:** Every -3 grants a -1 strength requirement on all weapons.

**COSK:** Every -3 increases damage on parried enemies by 25%.

**RANGED:** Every -4 gives locational hits with missile weapons +12% final damage.

**MANA:** Every -5 will increase mana tick regeneration by 1.

**TOUGHNESS:** Every -5 gives natural 10% bleed resist, and natural 6% base damage reduction from swings taken at you.

**CHARISMA:** Every -2 increases your default reputation with anyone you talk to.

**SNEAK:** Every -4 doubles the damage of the first sneak attack you land on an enemy in combat.

**INTELLIGENCE:** Every -2 will give you information about an enemy's stat of your choice or passive ability at the beginning of every turn.

# CHARACTER CREATION

*Learn about the steps of character creation*

Character creation is an open ended process and does not have to follow these steps in the exact order, as this is just an outline. The most important part is to make a character your own.

## STEP 1: CHARACTER OUTLINE

Understand what you're going to create. If you want a character that goes for sneak attacks you're going to want to drop your sneak skill and use a character with lighter armour. If you want a character that goes for bleeding you might want to use a character with a dagger with Serration. Understanding what can be done in Unforged is paramount to understanding what you can build; and how you can build your character.

## STEP 2: PURCHASABLE SKILLS AND ACTION

Next look at Passive Skills and Actions, different characters can get increased efficacy from different passives, bleed builds will benefit from Savage, agility builds will benefit from Hunter, blunt builds will benefit from Blunt skill. Many passives can be applicable to different builds, and the same for skills

## STEP 3: CREATING A WEAPON.

Once you understand a general outline for your character, it's time to create a weapon. Some general schemas for character creation are 60% of gold for stats, 10% of gold for an armour set and 30% of gold for a weapon, or the inverse. Ultimately it's your choice to spend your gold however you'd like

With weapon creation there are a few things to take into account; Metal Traits and Cost, Weapon modifiers, and Pierce and Damage Upgrades.

Generally speaking, the higher a metal number, the more damage it will give but the more expensive it can become.

## BREAKPOINTS

Different stats have different usability breakpoints, or levels at which they are most effective. It's best to keep these in mind when creating a character. Keeping a character at the higher end of a breakpoints is most effective at getting the best out of a particular stat. The probabilities of rolls can also influence breakpoints where its most effective to keep a stat. Most stats are intrinsic, but two are explicit with their breakpoints, this is Toughness and Agility.

Toughness will influence how much health you get per Skill Point and Agility will influence how many spaces you move, this is further delved into in the Stats chapter.

## LIMITS

Its important to remember limits set up by the GM or Rulebook for character creation. These would include certain aspects of generation; How low each stat is allowed to go, What level Blacksmith, and What passives can be trained in the area. Each of these will influence how you have to build your character in the given adventure.

**STEP 4: HEALTH AND TOUGHNESS**

When selecting how many stat points go into Health and Toughness, remember that Toughness directly impacts how many health points are given per skill point put into health. At Toughness 20, you receive 1 Health point per skill point. At Toughness 15, you receive 2 Health points per skill point. At Toughness 10, you receive 3 Health points per skill point. At Toughness 6, you receive 4 Health points per skill point. At Toughness 2, you receive 5 Health points per skill point.

**STEP 5: ARMOUR**

After creating a weapon, and selecting your health. It is time to create armour. The outline of your character will directly impact the needs of your armour. For a character looking to block as much damage as possible, heavy armour with a heavier metal will be important. But a character that wants to move as fast as possible will pick a light armour, a lighter metal, and possibly a Lighten modifier. As with weapons, a metal's number is correlative to how much damage it can block. The higher the metal number the more damage it can block, but with that can come debuffs or increased price.

**STEP 6: OTHER STATS**

Now that you have all buffs and nerfs and strength requirements calculated it is time to deal with the rest of your stats.

Strength must be lower than each of your gear requirements. And is also used for feats of strength such as grappling or attempting to destroy something.

Melee and or Ranged is good to have low, as they are used for actual attacks. Combat skill is dependent upon what your build intends to do, if you intend to parry, use locational damage, or attempt a combo you must have lower combat skill in order to be able to pass your rolls.

Mana is important for Mages, as it is used for casting spells.

Charisma has some uses in combat but is generally used in story and roleplay. Intelligence can be used for seeing the stats and health of enemies during combat; it can serve useful in long fights, as well as alchemy and perception checks during story and roleplay segments.

Agility has different points for how many hexes you move. Make sure to keep your armour nerfs and buffs in mind when selecting agility as well as sneak.

Sneak is used for sneak attacks and sneaky actions, such as pick-pocketing.

**STEP 7: NAMING**

After creating your character it is important to name your child and their weapon.

# READING A STAT SHEET

A fundamental part of any TTRPG is the stat sheet, its what contains your characters traits and stats, as well as additional bookkeeping tools. Its important to understand what each section of the stat sheets is for, the following is a guided explanation of the stat sheet for Unforged.

## PAGE 1

### SECTION 1

**CHARACTER NAME:** The name the current player is referred to in universe **HEALTH POINTS:** The amount of damage you can take before taking a lethal blow. Lethal blows do not necessarily kill a character, as you can complete a toughness skill check in order to save the character. **SKILL POINTS:** The amount of skill points put within the Health Stat, though not listed with other character statistics it still takes skill points. **ADJUSTED HP:** How many True Skill Points are within the Health stat, as you spend more on health the more expensive it becomes to upgrade Health. This is how many skill points are used when calculating health

### SECTION 2

**PLAYER NAME:** The name of the current player of the character. **CURRENT GOLD:** How much gold is currently in a character's bank. **Spent Gold:** How much gold has been spent over the course of a campaign on character creation/modifier and other expenses. **EARNED GOLD:** How much gold the character has earned including the starting value of the character

### INDIVIDUAL STATS

Character statistics that work as a tangible manifestation of how skilled a character is in a particular area. When rolling you are attempting to get equal to or higher than the number listed here. Individual Statistics are “leveled up” by performing specific actions or seeing trainers.

## EXTRA

A selection of extra character statistics. **Luck:** Luck is bought with skill points, and can be used to either reroll one dice, or add 1 to a current dice on a roll. They can not be mixed, you can either only reroll or add to a dice roll. **Spaces:**

How many spaces a character movies per turn in and out of combat. **Blank 1 and 2:** Extra spaces for keeping track of additional effects such as Bleed or Frost.

### A NOTE ON LUCK

Not all characters and scenarios will be have luck available. In the arena, for example, it is meant to be a consistent experience so the addition of Luck would change the tides of combat, therefore it is not allowed. Luck is generally considered to be campaign only, and some characters can lose access to luck do to their own actions.

**STRENGTH:** Strength is used to see how much a character can carry, what they can wield such as weapons and armours, and how capable they are in feats of strength. **MELEE:** Melee is how capable a character is within combat with a close quarters weapon such as a sword or axe. Melee is also used in combat whenever attacking with a close quarters weapon. **AGILITY:** Agility directly affects movement, the lower the agility the more a character can move. Agility can be affected by armour in the form of a +X debuff. This stat is also used for feats of agility and acrobatics. **COMBAT SKILL:** Combat Skill is a measure of precision. Locational damage and Parry actions are directly reliant on the combat skill action. As it is a measure of precision it may be used in checks of finesse. **RANGED:** Ranged is how capable a character is within combat with a long range weapon such as a bow or crossbow. Ranged is also used in combat whenever attacking with a long range weapon. **MANA:** Mana is a measure of the magical capabilities of a character. It is used when casting spells, and whenever a character attempts to detect or understand nearby magic. **TOUGHNESS:** Toughness is a measure of how hardened a character is. It directly affects how much health is gained per True Skill point in Health. Toughness is used for tests of physical fortitude, such as lethal blows. **CHARISMA:** Charisma is a measure of how appealing a character is to others. It also affects your resistance to external influence. It is used for martial styles such as commander as well as charismatic actions such as attempting to persuade someone. **SNEAK:** Sneak is a measure of how physically capable a character is within sneak based actions such as pick-pocketing. Sneak can also be used in combat to potentially lower the efficacy of a character's armour when attacking

**INTELLIGENCE:** Intelligence is a measure of how wise a character is. Intelligence can be used to assess situations, perceive dangers, and forage.

### ARMOUR:

armour is wielded by a character in order to lower the efficacy of attacks targeted at the character. **STR REQ:** Strength Requirement of an armour. How low the Strength statistic must be in order to effectively wear an armour set. If the strength requirement is lower than the strength of a character the protection is halved when worn.

**PROTECTION:** A measure of how effective an armour set is at blocking the pierce of an attacking weapon. **HELM:** A piece of armour worn on the head. **CUIRASS:** A piece of armour worn on the chest. **VAMBRACES:** A piece of armour worn on the arms. **GREAVES:** A piece of armour worn on the legs. **TYPE:** What armour type a piece of armour is, such as heavy, which blocks physical damage as well as pierce but increases the agility and sneak debuff, light, which receives less debuff for sneak and agility but also yields less protection, or normal armour. Can be mixed and matched. **METAL:** The metal that an armour is made out of, directly responsible for how much protection an armour set yields, can be mixed and matched. **SLOT 1-4:** Slots available for armour modifiers, up to 4. Dependent on metal type and blacksmithing level of the character that crafted the armour.

### SKILLS/PASSIVES:

An open spot for skills, actions or passives. Or specific actions related to items. There are no limits to how many skills and passives can be held by a character.

## PAGE 2

**WEAPON SPECIFICATION 1 AND 2:**

Weapons are used when attacking character or when performing actions related to held weaponry. **WEAPON NAME:** Can be special or just the type combined with the metal of the weapon **TYPE:** What category a weapon falls within during weapon creation, such as an Axe or Shortsword. **METAL:** What metal was used during creation of a weapon, different metals yield different stats, costs, and effects. **PIERCE UPGRADES:** How many pierce upgrades have been applied to a weapon, the higher the number of pierce upgrades, the higher the pierce a weapon has, with diminishing returns as you get higher. **DAMAGE UPGRADES:** How many damage upgrades have been applied to a weapon, the higher the number of damage upgrades, the higher the damage a weapon has before pierce calculations. Diminishing returns as a weapon is upgraded more. **SLOT 1-4:** Used for tracking weapon modifier, which can apply stat changes or add effects to a weapon.

**ON HIT EFFECTS:**

Statistics used when calculating when and for how much a weapon deals damage when used to attack.

**DAMAGE:** How much damage a weapon does before pierce calculation, can be changed with damage upgrades, and may be changed by armour effects that a target has.

**PIERCE:** A percentile used to calculate how much additional damage is dealt, is subtracted upon a target's protection percent and then treated as additional damage on a target.

**SPEED:** How fast a weapon is swung. The lower the number the faster it can be swung. Can not be lower than 1.

**STRENGTH:** How much strength is required to yield a weapon effectively. If this number is lower than the strength stat of a character, with ticks, it will be dropped. Blank 1-4: Used to track additional On Hit Effects such as Bleed or Fire damage.

## INVENTORY

Inventory is used to track how much available space a character has to hold items. All characters have 10 available slots for items. Items can be stacked if applicable to take up less spots.

## PAGE 3

**APPEARANCE:** The physical appearance of a character such as race and height. **DISTINGUISHING FEATURES:** Distinguishing features of a character such as scars, tattoos or notable moles. **SYMBOLS:** Symbols important to a character such as the logo of a faction they belong to. **CHARACTER SKETCH:** A sketch of the character. **BACKSTORY:** A character's backstory leading up to or including a campaign. **CHARACTER TRAITS:** Characteristics such as flaws and philosophies or deities a character may follow. **WORLD NOTES:** Notes about the world around the character such as where to find a specific item Campaign **NOTES:** Notes about the campaign or story the character takes part in such as characters met or important bounties.



# SMITHING

Learn how to use the blacksmithing systems as well as an overview of every weapon, armour, metal, and modifiers.

An important part of UNFORGED is smithing. Creating ones own armour and weapons is quintessential to character creation and combat.

Most adventurers won't survive more than a few days without a durable set of armour and a reliable weapon in hand. To that end, most adventurers will need to understand at least the basics of metalworking.

Metals each have their own metal #'s(M#). These count as the pierce or pierce resistance that the metal provides onto a tool. The first value is the general metal or material number.

Blacksmithing Skill is the ability any player or merchant has to craft weapons and gear from ingots. It affects the overall quality of your gear, your ability to upgrade gear efficiently and to modify gear with unique abilities.

Gaining skills in blacksmithing requires a trainer similar to normal skills.

BLACKSMITH LEVEL	COST	MOD SLOTS
LEVEL 1	3,000 Gold	0
LEVEL 2	7,000 Gold	0
LEVEL 3	12,000 Gold	1
LEVEL 4	28,000 Gold	2
LEVEL 5	50,000 Gold	3

## WORK SPACE

Though many adventurers will choose to have their weapons and armour crafted by a professional at a Blacksmiths, it is possible to craft your own tools. To do so you will need the blacksmithing skill and a work space. There is two important parts to a work space, a forge to craft and an anvil to upgrade. The metal your forge and anvil are made out of determine what you can craft, so a steel forge or anvil can work on iron but and iron forge or anvil can't work on steel; as it is not strong enough.

A forge will cost 20 ingots of your chosen metal. An anvil will cost 15 ingots of your chosen metal

It is possible, yet inadvisable, to have a forge and anvil of different metal types in your work space.

## METAL TRAITS

Each metal has inherent traits. The following tables will go into the traits of metals, including; Metal #, Ingot Value, Appearance and Special Traits

## A NOTE ON METAL AVAILABILITY

Different metals will be available in different regions. Its important to discuss with your GM what metals are available to you in each area, and during character creation.

METAL NAME	METAL #	INGOT VALUE	APPEARANCE	SPECIAL TRAITS
MITHRIL	20	70 gold to Buy 50 gold at Sale	When refined is shiny and turquoise in color.	<p>armour Traits: Light armours have no agility/sneak debuffs. Medium armours have half the agility/sneak debuffs (Only applicable if not mixing armour types). Heavy armours don't multiply sneak/agility debuffs by 1.5 (Only applicable if not mixing armour types)</p> <p>Weapon Traits: Weapons are 1 speed lighter if they initially have a weapon speed of 6 or more.</p>
IRON	25	50 gold to Buy 34 gold at Sale	When refined is light gray and shiny.	<p>armour Traits: Heavy armours give a passive 10% chance to be uninterrupted when attacked(Only applicable if not mixing armour types)</p>
MALACHITE	30	430 gold to Buy 270 gold at Sale	When refined is a shiny deep green color.	<p>Inherent Traits: Costs double to initially craft any item. Enchantments are 70% stronger(mods and damage). Modifiers are 30% stronger with wands</p> <p>Weapon Traits: Pierce upgrades twice as efficiently. Has no pierce cap</p>

METAL NAME	METAL #	INGOT VALUE	APPEARANCE	SPECIAL TRAITS
STEEL	40	75 gold to Buy 60 gold at Sale	When refined has a brushed light gray appearance.	<p>Amour Traits: armours affect agility by 1 less. armours strength requirements are 2 easier</p> <p>Weapon Traits: Has an extra slot on weapons for smithing mods.</p> <p>Abilities are given every 10k instead of 15k</p>
SILVER	45	170 gold to Buy 140 gold at Sale	When refined has a shiny deep gray appearance.	<p>Armour Traits: armours are passively resistant to nonphysical damage by 20%(Only applicable if not mixing armour types)</p> <p>Weapon Traits: Deal 30% more damage to Extra-dimensional beings, the un-dead and vampires.</p>
PLATINUM	50	95 gold to Buy 70 gold at Sale	When refined is extremely shiny to a point of reflection, very light gray in color.	<p>Armour Traits: +1 agility nerf if 2 or more pieces of platinum armour worn. 35% less damage taken from ranged physical attacks if 3 pieces worn</p>
COBALT	55	170 gold to Buy 100 gold at Sale	When refined appears shiny with a milky blue hue.	<p>Inherent Traits: Fire based enchantments are 20% stronger</p> <p>Armour Traits: The base damage reduction that heavy armours provide is active on light and medium armours as well but only for the first 2, 4 attacks respectively. After which 1 cobalt ingot must be used to repair it at any forge(Only applicable if not mixing armour types). Heavy armours receive 15% less pierce damage(Only applicable if not mixing armour types)</p>

METAL NAME	METAL #	INGOT VALUE	APPEARANCE	SPECIAL TRAITS
PALLADIUM	60	180 gold to Buy 135 gold at Sale	When refined has a shiny terracotta hue.	Inherent Traits: Mods cost 4 ingots to craft, instead of 7  Armour Traits: Enchantments on armour are 25% more effective  Weapon Traits: Enchantments on weapons are 25% less effective
TUNGSTEN	65	120 gold to Buy 85 gold at Sale	When refined is flat gray in appearance.	Inherent Traits: Lower(Increase Difficulty) the STR requirement of weapons and armour to wield them by 4.  Armour Traits: No light armour variations. Move 1 less hex when taking any type of movement except base moves. Mods on armours cost 5 ingots per mod instead of 7  Weapon Traits: Deals 20% more blunt damage. Weapons are 3 speed heavier
DWARVEN STEEL	70	750 gold to Buy 450 gold at Sale	When refined easily patinas into a beautiful array of yellows.	Inherent Traits: All upgrades are 20% stronger and mods cost 20% less  Armour Traits: +1 agility nerf per piece  Weapon Traits: Deal 5% more damage from blunt weapons per piece
BLACK STEEL	80	2350 gold to Buy 1300 gold at Sale	When refined is a carbonized flat black.	Inherent Traits: mods are 20% more effective where applicable. Damage received for locational damage calculations is lowered by 50%

# ARMOUR

Learn about the armor types and their traits.

## ARMOUR TYPES

Armours come in Light, Medium or Heavy variations.

ARMOUR TYPES	EFFECT
LIGHT	Half the damage resistance but also half the agility/sneak debuffs and 3 higher(easier) armour strength requirements.
MEDIUM	No special variation.
HEAVY	Reduce the base damage of enemy attacks when calculation damage taken. The total armour% is affected by mods. But they multiply sneak/agility debuffs by 1.5 and 4 lower(harder) armour strength requirements.

## ARMOUR UPGRADES

Armours start with an inherent 2 open slots for upgrades, with the blacksmiths' levels' inherent mod slots being added together. With this in mind armour pieces have at most 5 available slots for upgrades. You can fill these slots with enchantments or modifiers.

## ARMOUR MODIFIERS

Armour mods are modifiers you can put onto sets of armour to grant them specialized abilities.

Armours can have up to 5 mods placed on them, depending on the blacksmithing level of the one making the armour.

1 level of any Armour mod costs 7 ingots of the same type as the section of the armour you are trying to modify

## A NOTE ON ARMOUR TYPE

Different armour types have different available armour modifiers. While there are universal ones, its important to take note of which ones are specifically for an armour class versus global.

## ARMOUR MODS

There are a number of armour modifiers available. The following tables, starting on page 54, will show what armour modifiers are available and their traits. They are sorted by Universality, Utility, and Stackability

### STACKING AND NON-STACKING

Modifiers come in 2 forms: stacking and non-stacking.

Stacking modifiers means you can have multiple active sets on one set of armour.

Non-stacking modifiers means you can only have 1 active set of that modifier type on an armour set. **MODIFIER LEVELS**

Different Modifiers have different levels associated with them. You can only advance to the specified levels of the modifier.

### UNDER ARMOUR

Armour can also come as chain mail. It costs 11x the normal price to craft.

Chain mail has no agility nerf, but grants reduced protection. Chain mail can be worn under armour, adding its damage resistance to the armour, though it does not suffer or benefit from metal traits. It also cannot be enchanted or modded in any way. Chain-mail is crafted as a whole set; for example, iron chain-mail would cost 24 \* 11 ingots to craft.

MATERIAL	PROTECTION
Mithril	10%
Iron	15%
Malachite	20%
Steel	25%
Silver	27%
Platinum	30%
Palladium	35%
Dwarven Steel	40%
Black Steel	45%

### ARMOUR STRENGTH REQUIREMENTS

Armours have strength requirements. To calculate the strength requirement of the armour, use this equation:  $18 - (M\#)/10$ . Failing to meet the strength requirement from that equation will result in 2x weaker resistance and 2x the agility nerf for the armour.

### SNEAK AND AGILITY WITH ARMOUR

Armours give debuffs to agility and sneak. This is the equation to calculate how much of a malus either stat receives:  $(M\#+10)/10$ . This value will be added onto your agility and sneak stats while the armour is worn.

Agility debuffs can be negated, every 4 strength you are over the strength requirement the agility debuff will be lowered by one. This effect cannot make you faster than you would be without armour.

## LIGHTEN - NON STACKING

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 3	Lower the agility nerf on a armour set by 1
LEVEL 6	Lower the agility nerf on a armour set by 2

## STRENGTHEN - NON STACKING

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 1	armours protection percentage is multiplied by 1.1
LEVEL 3	armours protection percentage is multiplied by 1.2
LEVEL 5	armours protection percentage is multiplied by 1.3
LEVEL 9	armours protection percentage is multiplied by 1.4
LEVEL 15	armours protection percentage is multiplied by 1.5

## STRENGTHEN - NON STACKING

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 1	Increase (ease) the strength requirement for armours by 1
LEVEL 4	Increase (ease) the strength requirement for armours by 2
LEVEL 6	Increase (ease) the strength requirement for armours by 3
LEVEL 10	Increase (ease) the strength requirement for armours by 4

## PUGILIST'S DESIGN - NON STACKING

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 1	Fist attacks inflict 2 bleed, must still pierce and this value is halved from blunt
LEVEL 4	Fist attacks inflict 4 bleed, must still pierce and this value is halved from blunt
LEVEL 7	Fist attacks inflict 6 bleed, must still pierce and this value is halved from blunt
LEVEL 14	Fist attacks inflict 8 bleed, must still pierce and this value is halved from blunt

## JOINTED COUTERS - NON STACKING - LIGHT ONLY

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 10	Can unequip and equip another weapon in your inventory at the speed of the heavier weapon and do an action on the same turn

## ARTICULATED - NON STACKING - LIGHT ONLY

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 4	Decreases(eases) the sneak debuffs of armour by 2
LEVEL 8	Decreases(eases) the sneak debuffs of armour by 3
LEVEL 12	Decreases(eases) the sneak debuffs of armour by 4

## RENNZEUG - NON STACKING - LIGHT ONLY

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 4	Increase damage blocked with weapons by 10%
LEVEL 8	Increase damage blocked with weapons by 20%
LEVEL 12	Increase damage blocked with weapons by 30%

## CRUMPLING PLATES - NON STACKING - MEDIUM ONLY

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 5	Reduce blunt damage taken by 10% and increase pierce damage taken by 10%
LEVEL 10	Reduce blunt damage taken by 20% and increase pierce damage taken by 20%
LEVEL 15	Reduce blunt damage taken by 30% and increase pierce damage taken by 30%

## SCALE MAIL - NON STACKING - MEDIUM ONLY

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 5	Reduce pierce damage taken by 10% and increase blunt damage taken by 10%
LEVEL 10	Reduce pierce damage taken by 20% and increase blunt damage taken by 20%
LEVEL 15	Reduce pierce damage taken by 30% and increase blunt damage taken by 30%

### LAMINAR - NON STACKING - MEDIUM ONLY

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 3	Reduce injury ticks taken by 1 (will not stop Injurious from activating)
LEVEL 6	Reduce injury ticks taken by 2 (will not stop Injurious from activating)
LEVEL 9	Reduce injury ticks taken by 3 (will not stop Injurious from activating)

### HEAVILY REINFORCED - NON STACKING - HEAVY ONLY

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 1	Base armour damage reduction multiplied by 1.1
LEVEL 3	Base armour damage reduction multiplied by 1.2
LEVEL 5	Base armour damage reduction multiplied by 1.3
LEVEL 9	Base armour damage reduction multiplied by 1.4
LEVEL 15	Base armour damage reduction multiplied by 1.5

### ORNAMENTAL - NON STACKING - HEAVY ONLY

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 3	Charisma rolls are give an addition of 1
LEVEL 6	Charisma rolls are give an addition of 2
LEVEL 9	Charisma rolls are give an addition of 3
LEVEL 12	Charisma rolls are give an addition of 4
LEVEL 15	Charisma rolls are give an addition of 5

### ORNAMENTAL - NON STACKING - HEAVY ONLY

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 5	Multiply armour % by 1.15 while on Horseback
LEVEL 10	Multiply armour % by 1.3 while on Horseback
LEVEL 15	Multiply armour % by 1.5 while on Horseback

## THERMAL PROTECTION - NON STACKING

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 1	Decrease fire damage efficacy against you by 10%
LEVEL 5	Decrease fire damage efficacy against you by 20%
LEVEL 9	Decrease fire damage efficacy against you by 30%
LEVEL 14	Decrease fire damage efficacy against you by 40%
LEVEL 17	Decrease fire damage efficacy against you by 50%

## HEATED PADDING - NON STACKING

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 1	Decrease frost damage efficacy against you by 10%
LEVEL 5	Decrease frost damage efficacy against you by 20%
LEVEL 9	Decrease frost damage efficacy against you by 30%
LEVEL 14	Decrease frost damage efficacy against you by 40%
LEVEL 17	Decrease frost damage efficacy against you by 50%

## NON-CONDUCTIVE - NON STACKING

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 1	Decrease shock damage efficacy against you by 10%
LEVEL 5	Decrease shock damage efficacy against you by 20%
LEVEL 9	Decrease shock damage efficacy against you by 30%
LEVEL 14	Decrease shock damage efficacy against you by 40%
LEVEL 17	Decrease shock damage efficacy against you by 50%

## BLEED PROTECTION - NON STACKING

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 1	Decrease bleed ticks applied you by 10%
LEVEL 5	Decrease bleed ticks applied you by 20%
LEVEL 9	Decrease bleed ticks applied you by 30%
LEVEL 14	Decrease bleed ticks applied you by 40%
LEVEL 17	Decrease bleed ticks applied you by 50%

## POISON PROTECTION - NON STACKING

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 1	Decrease poison efficacy against you by 10%
LEVEL 5	Decrease poison efficacy against you by 20%
LEVEL 9	Decrease poison efficacy against you by 30%
LEVEL 14	Decrease poison efficacy against you by 40%
LEVEL 17	Decrease poison efficacy against you by 50%

## TNSTOPPABLE- STACKING

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 2	6% chance to not be interrupted
LEVEL 3	9% chance to not be interrupted
LEVEL 4	12% chance to not be interrupted
LEVEL 5	15% chance to not be interrupted
LEVEL 7	20% chance to not be interrupted

## IMMUNITY- STACKING

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 2	1% chance to ignore damage
LEVEL 3	2% chance to ignore damage
LEVEL 4	3% chance to ignore damage
LEVEL 5	4% chance to ignore damage
LEVEL 6	5% chance to ignore damage

## DEFLECTIVE - STACKING

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 3	3% chance to deflect ranged solids
LEVEL 6	6% chance to deflect ranged solids
LEVEL 9	8% chance to deflect ranged solids
LEVEL 13	10% chance to deflect ranged solids
LEVEL 16	12% chance to deflect ranged solids

## ENCHANT-ABLE - STACKING

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 1	10% stronger enchantments(mods and base damage)
LEVEL 2	20% stronger enchantments(mods and base damage)
LEVEL 3	30% stronger enchantments(mods and base damage)
LEVEL 4	40% stronger enchantments(mods and base damage)
LEVEL 5	50% stronger enchantments(mods and base damage)

# MELEE WEAPONS

*Learn about melee weapons, and their abilities and modifiers.*

## WEAPON CRAFTING

Weapons consist of a base damage value, pierce value, base speed and modifier and ability slots. These values vary depending on types of weapon, material they are crafted from and the skill of the craftsman.

### WEAPON ABILITIES

Every weapon type has an assortment of abilities that are available to it. The creator of the weapon picks these abilities while crafting the weapon. Abilities have levels to them meaning the previous abilities must be unlocked before the next one in the chain can be picked.

Weapons unlock 1 ability choice for every 15k that the weapon is worth, ex: a 30k weapon will have 2 ability choices to pick from.

### WEAPON UPGRADES

Weapon base damage and sharpness can be upgraded at a forge or by a merchant. As well as adding modifiers and abilities

### WHAT IS PIERCE

Pierce is a percentage increase to the base damage that you will deal. The pierce of a weapon and resistance of armour cancels each other out.

### STRENGTH REQUIREMENTS

Every weapon also has a strength requirement. This is the amount of strength required to keep the weapon equipped. If you fail to meet the requirement at any point due to ticks or any other reason you will drop the weapon you are wielding.

### FOR EXAMPLE:

If you have 10 base damage and 100% pierce you will deal 20 damage to the target. The pierce counteracts the effects of the armour of your target. If the target had 50% armour then your pierce would end up being 50%, and your damage would be 15.

### MELEE WEAPON SPECIFICATIONS

There are a number of weapon archetypes to select from when crafting weapons. Each one has its own traits, including drawbacks. In the following tables it will specify; Weapon Name, Weapon Speed, Weapon Handedness, and Weapon Traits

### LISTING

Melee weapons are listed on the adjacent and following pages, to find ranged weapons see page 76.

### MODIFIERS

It is possible to modify weapons beyond their normal abilities, Melee weapon modifiers start at page 80 and Ranged weapon modifiers start at page 85.

WEAPON NAME	WEAPON SPEED	WEAPON HAND	REFERENCE PAGE
DAGGER	1	1	Page 62
RAPIERS	2a	1	Page 63
SHORTSWORD	2	1	Page 64
BROADSWORD	3	1 or 2	Page 65
CUTLASS	3	1 or 2	Page 66
AXE	3	1	Page 67
SCIMITAR	3	1	Page 68
MACE	4a	1	Page 69
WAR PICK	4	1	Page 70
SMALL SPEAR	4	1	Page 71
HOOKED SWORD	4	1	Page 72
LONGSWORD	5	2	Page 73
FLAIL	5	1	Page 74
POLEARM	6	2	Page 75
WARAXE	7	2	Page 76
CLAYMORE	8	2	Page 77
MAULS	9	2	Page 78

# DAGGER

-1) The equip/unequip action occurs on speed 1 instead of 3

-2) Increases the parrying/blocking weight restriction by 4

-3) Sneak attacks increase base damage by 30%

-4) Non blocked/parried attacks will cause the enemy to not half their bleed ticks next turn

-1) When being thrown the pierce value is increased by 50%

-2) Increase the bleed ticks applied by 50%

-3) Can throw this weapon as a free action on the same turn after taking any attack action

-4) Parrying this weapon is +3 more difficult, will apply additional CoSk ticks

# RAPIER

- 1) Light attacks ignore 75% of base damage reduction
  - 2) Locational attacks also add regular ticks equal to the injury
  - 3) Successful dodges make attacks next turn ignore half armour
  - 4) Can sneak attack with this weapon without being behind the target but requires double the sneak rolls when doing this
- 1) Counterparries with this weapon daze the enemy
  - 2) Attacks after blocking or parrying count damage as double for interrupting
  - 3) Light attacks deal extra bleed equal to 3-(armour agility nerf)
  - 4) Heavy attacks have an optional extra hex of range but they disable movement next turn. Must specify Extra Heavy when taking the Heavy attack option

# SHORTSWORD

- 1) Parrying does not require a roll if you did not attack last turn
  - 2) The first change direction every turn doesn't require a roll
  - 3) Unblocked/Unparried Light attacks add 1 tick to each of the following (Mel, Agi, Range) and do not let it regenerate a tick next turn
  - 4) Deal 10% more final damage per hex moved per turn
- 1) Can drop a weapon and equip the shortsword and block at speed 1 for 2 melee rolls
  - 2) When unequipped, you may take the [Counterparry] action to equip the weapon on speed 1 and counterparry the enemy
  - 3) Attacks after blocks or parries increase the damage for injury calculations by 50%
  - 4) Attacks have a 40% chance to turn an exhaustion tick into an injury tick for (Str, Mel, Range, Agi) stats. Only 1 per attack, attacker chooses which

# BROADSWORD

## Broadsword

- 1) Two handing this weapon reduces it speed by 1 and str requirement by 3
  - 2) Cone of vision for blocking is increased by 1 hex from each side
  - 3) Light attacks with this weapon that pierce armour will apply 2 ticks to the targets melee stat
  - 4) When taking an attack action you are also blocking for 2 speed before the attack lands
- 1) Can attack with this weapon treating its damage type as blunt
  - 2) Change directions on horseback are free
  - 3) Non-heavy attacks inflict a tick of strength and force a strength roll(no tick) on target. Failure inflicts four bleed ticks on the target.
  - 4) Landing 2 non light attacks(not blocked/not parried) on an enemy within 2 turns will inflict a +4 strength check to force their weapon to the ground.

# AXE

- 1) Deal 5% extra final damage per 10% hp the target is missing
  - 2) Deal double damage to shields
  - 3) When calculating locational damage increase the damage dealt value by 40%.
  - 4) Blocking with this weapon grants 20% extra final damage next turn on the target you blocked
- 1) Ignore 3 points of base damage reduction
  - 2) Can attack with this weapon treating its damage type as blunt
  - 3) No reduction to damage when missing locational attacks, except head
  - 4) Deal 15% extra final damage per injury tick on the enemy

# WAR PICKS

- 1) Light attacks increase pierce by 50%
  - 2) Attacks will force a +4 agility roll on mounted targets, failure will dismount them and make them prone
  - 3) Gain an additional 2% for head, 5% everywhere else locational damage hit chance per successful Cosk roll
  - 4) Damage on prone enemies is increased by 50%
- 1) Can attack with this weapon, treating its damage as blunt and multiplying base damage by 1.3
  - 2) Non blunt heavy attacks will lower enemy armour by 15% for 3 turns
  - 3) Heavy attacks increase pierce by 100% instead of 50%
  - 4) Counterparrying is a light attack, not dealing blunt damage

# SMALL SPEAR

- 1) Weapon can be thrown to deal 50% extra pierce
  - 2) If they are stacked, then throwing one will automatically equip the next one
  - 3) Can take the 4 speed [Brace] action which requires a Melee roll, which lands a normal attack if the enemy enters your lock on zone, increasing final damage by 30% per hex a target moved this turn. You are stuck next turn after bracing.
  - 4) Non light attacks that land on an enemy will reduce damage taken from target this turn by 30%
- 1) Considered 1 speed for range function purposes
  - 2) Can be stacked in 5's instead of 3, do not need to be identical
  - 3) Move actions do not add Agility ticks if you attacked the turn before
  - 4) Light attacks or thrown attacks will ignore base damage reduction

# MACE

- 1) Add 2 to your charisma rolls
  - 2) Ignore base damage reduction
  - 3) Add final damage equal to metal#/10
  - 4) Causing a stat injury prevents the target from using that stat next turn
- 1) Heavy attacks deal 50% extra final damage instead of pierce
  - 2) Can pierce over 20% but overall pierce value is multiplied by 0.7
  - 3) Attacks apply dazed for the next turn
  - 4) Successfully attacking a location that was previously injured will ignore 75% of the pierce protection of the target

# LONGSWORD

- 1) Gain 1 less melee injury ticks when getting injured
  - 2) Can attack with this weapon, treating its damage as blunt and multiplying base damage by 1.3
  - 3) Attacks on parried enemies deal 5% more final damage per stat tick on the target(including injuries)
  - 4) When taking an attack action you are also blocking for 3 speed before the attack lands
- 1) Light attacks gain +80% pierce but parrying is +1 harder
  - 2) Blocks with this weapon inflict no ticks
  - 3) Deal 15% more final damage if you landed a normal or light attack the previous turn. This effect will stack if you continue to land attacks in a row
  - 4) Damage calculations for the purposes of interruptions are increased by 80%

# FLAIL

- 1) Deal double damage to shields
  - 2) If you attacked last turn attacks this turn will deal 25% extra final dmg
  - 3) Can spend a turn to start spinning the flail at light attack speed, causing your next attack with it to deal an extra 100% final dmg, spinning can be interrupted
  - 4) Heavy attacks gain an additional 50% to final damage but cannot catch dodges
- 1) Deal 50% extra damage to mounted enemies and to mounts
  - 2) Can pierce over 20% but overall pierce value is multiplied by 0.7
  - 3) Can't parry with this weapon. Getting parried with this weapon will not stun you.
  - 4) Heavy attacks apply Blunt Vulnerability for the next turn

# POLEARM

- 1) Attacks have 25% extra pierce if you aren't strengthening through an attack this turn
  - 2) Can attack with this weapon, treating its damage as blunt and multiplying base damage by 1.3
  - 3) Can take the 6 speed [Brace] action which requires a Melee roll, which starts an attack if the enemy enters your lock on zone (including the extra hex of range if applicable), increasing final damage by 30% per hex a target moved this turn. You are stuck next turn after bracing.
  - 4) Attacks deal 10% extra final damage per hex moved
- 1) Counterparries and parries daze the enemy
  - 2) Light attacks have an extra hex of range but cannot attack at 1 hex away
  - 3) The turn after landing an attack you can shove at speed 1 and push enemies 1 hex further than normal
  - 4) Deal 50% extra final damage to larger enemies

# WARAXE

-1) Deal 5% more final damage per bleed on the enemy

-2) Light attacks don't apply bleed, instead move 1 speed faster per bleed they would apply

-3) Attacks on enemies with more than 20 bleed will apply Hemorrhage next turn

-4) Locational damage has a 20% extra chance to hit if the target is bleeding

-1) Shove actions count your strength as 3 lower

-2) Heavy attacks don't apply bleed, instead they increase the damage for locational damage by  $5 * x\%$  where x is the number of current bleeds

-3) Attacks have a 50% chance to cause bleeds to not half on the target next turn

-4) Normal attacks double the bleed dealt

# CLAYMORE

- 1) Light attacks block 2 speed before the attack lands
- 2) You can change direction at the end of your attack for free
- 3) Combo attacks gain 50% extra pierce
- 4) Attack damage is counted as triple for the purposes for interrupting enemies
- 1) Counterparries are 5 speed faster instead of 3 speed
- 2) If targeting legs, the enemy incurs an extra +2 injury ticks
- 3) Attacks gain 25% final damage if you didn't attack the previous turn
- 4) Attacks on enemies that were parried are +5 harder to parry and +8 harder to block for the enemy, ticks included.

# MAUL

- 1) Shove actions count your strength as 3 lower
- 2) Can pierce over 20% but overall pierce value is multiplied by 0.7
- 3) Attacks apply a pierce damage vulnerability for next turn
- 4) Heavy attacks inflicts a strength check that will prone the enemy if they fail

- 1) Shove actions daze the enemy
- 2) Heavy attacks deal 50% extra final damage
- 3) Attacks also apply a shove action
- 4) Pick a hex (Left or Right) of your locked on hex. This chosen direction will always remain the same. Attacking that hex increases your final damage by 50%

## WEAPON MODIFIERS

Weapon mods are modifiers you can put onto weapons to grant them specialized abilities.

1 level of any weapon mod costs 7 ingots of the same type as the section of the weapon you are trying to modify.

You need only 1 mod on a weapon for its effects to be active.

Mods occupy one of 3 mod slots on a weapon, the amount of mod slots available is determined by the level of the blacksmith that created the weapon.

Level 3 smith grants 1 mod slot

Level 4 smith grants 2 mod slots

Level 5 smith grants 3 mod slots

You can only have 1 of each mod on one weapon.

Visually

Axe			
-----	--	--	--

### MODIFIER LEVELS

Different Modifiers have different levels associated with them. You can only advance to the specified levels of the modifier.

### FOR EXAMPLE

As you may give a weapon up to 3 mods, choosing Speed Strike LVL 2 (SS<sub>2</sub>) for 14 ingots, Enchantable LVL 2 (EN<sub>2</sub>) for 14 ingots and Unblockable LVL 1 (UB<sub>1</sub>) for 7 ingots would look as follows;

Axe	SS <sub>2</sub>	En <sub>2</sub>	UB <sub>1</sub>
-----	-----------------	-----------------	-----------------

### A NOTE ABOUT STEEL

Steel is unique in that it adds a single additional mod slot to a weapon. So starting at level 1 and 2 Blacksmith you are able to have 1 mod slot; at level 3, 2 mod slots; at level 4, 3 mod slots; at level 5, 4 mod slots.

### WEAPON MODS

There are a number of weapon modifiers available. The following tables will show what weapon modifiers are available and their traits. They are sorted by perceived Utility

## SPEED STRIKE

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 8	Decrease(ease) speed of weapon by 1
LEVEL 16	Decrease(ease) speed of weapon by 2

## COMBO SUITED

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 2	Gives rolls within a combo a +1 addition
LEVEL 3	Gives rolls within a combo a +2 addition
LEVEL 4	Gives rolls within a combo a +3 addition

## WELL BALANCED

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 2	Increases(eases) strength requirement of weapon by 1
LEVEL 5	Increases(eases) strength requirement of weapon by 2
LEVEL 11	Increases(eases) strength requirement of weapon by 3

## ENCHANTABLE

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 3	Makes enchantments 10% stronger(mods and base damage)
LEVEL 6	Makes enchantments 20% stronger(mods and base damage)
LEVEL 10	Makes enchantments 30% stronger(mods and base damage)
LEVEL 15	Makes enchantments 40% stronger(mods and base damage)
LEVEL 22	Makes enchantments 50% stronger(mods and base damage)

## UNBLOCKABLE

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 1	Makes blocker take 4% more final damage
LEVEL 2	Makes blocker take 8% more final damage
LEVEL 4	Makes blocker take 12% more final damage
LEVEL 7	Makes blocker take 16% more final damage
LEVEL 11	Makes blocker take 20% more final damage

## BLOCKABLE

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 1	Blocking, blocks extra 5% damage
LEVEL 2	Blocking, blocks extra 10% damage
LEVEL 3	Blocking, blocks extra 15% damage
LEVEL 3	Blocking, blocks extra 20% damage
LEVEL 3	Blocking, blocks extra 25% damage

## INJURIOUS

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 4	Injury ticks you cause will be increased by 1 as long as they deal at least 1 injury tick
LEVEL 10	Injury ticks you cause will be increased by 2 as long as they deal at least 1 injury tick
LEVEL 22	Injury ticks you cause will be increased by 3 as long as they deal at least 1 injury tick

## WEIGHTED

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 1	Increase the speed of the weapon for the purposes of parrying by 1
LEVEL 3	Increase the speed of the weapon for the purposes of parrying by 2
LEVEL 5	Increase the speed of the weapon for the purposes of parrying by 3

## SERRATION

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 2	When piercing, applies 1 bleed tick to enemy
LEVEL 3	When piercing, applies 2 bleed ticks to enemy
LEVEL 5	When piercing, applies 3 bleed ticks to enemy
LEVEL 6	When piercing, applies 4 bleed ticks to enemy
LEVEL 8	When piercing, applies 5 bleed ticks to enemy

## UNPARRYABLE

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 4	Parrying this weapon is +1 harder for CoSk rolls, with tick
LEVEL 10	Parrying this weapon is +2 harder for CoSk rolls, with tick
LEVEL 18	Parrying this weapon is +3 harder for CoSk rolls, with tick

## ARMOUR CRACKER

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 2	Sneak attack rolls gain +1
LEVEL 5	Sneak attack rolls gain +2
LEVEL 9	Sneak attack rolls gain +3

## VERSATILE

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 2	Throw range and sweet spot size is increased by 2, ranged rolls gain +1
LEVEL 5	Throw range and sweet spot size is increased by 4, ranged rolls gain +2
LEVEL 9	Throw range and sweet spot size is increased by 6, ranged rolls gain +3

## MANEUVERABLE

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 25	Weapon speed permitting, your attacks can come out at speed 0

## SHARPENED TIP

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 2	Light attacks gain 20% extra pierce
LEVEL 5	Light attacks gain 40% extra pierce
LEVEL 9	Light attacks gain 60% extra pierce
LEVEL 14	Light attacks gain 80% extra pierce
LEVEL 20	Light attacks gain 10% extra pierce

## DEFENSIBLE:

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 6	Blocking an attack will cause the attackers attacks to come out at 2 speed slower next turn
LEVEL 13	Blocking an attack will cause the attackers attacks to come out at 3 speed slower next turn
LEVEL 20	Blocking an attack will cause the attackers attacks to come out at 4 speed slower next turn

# RANGED WEAPONS

*Learn about ranged weapons, and their abilities and modifiers.*

## RANGED

Ranged weapons follow a slightly different pattern for crafting and damage calculation. For means of damage calculation, pierce and damage are combined from both the arrow/bolt and the bow. When crafting a bow, the pierce value can not be upgraded, and when crafting arrows/bolts the damage value cannot be upgraded. Crafting arrows/bolts follows this method; for every ingot used 3 arrows or bolts is obtained. The damage is equivalent to Metal# divided by 20. The base pierce is equivalent to the Metal#

WEAPON NAME	WEAPON SPEED	WEAPON HAND	REFERENCE PAGE
CROSSBOW	4	2	Page 83
SHORTBOW	6	2	Page 84
LONGBOW	9	2	Page 85
WEAPON NAME	WEAPON SPEED	WEAPON HAND	WEAPON TRAIT
ARROWS/ BOLTS	None	None	Damage and pierce is combined with the damage and pierce of the bow/crossbow that is used to fire the arrow or bolt. Can be sharpened, but base damage cannot be upgraded. Arrows and Bolts have a 1 in 3 chance to break whenever being shot

Arrows Types are added on top of an already existing arrow. When arrows and bolts with an added Arrow Type break, the Arrow Type is destroyed. The arrow remains recoverable per the normal rules. The exception to this is if the Arrow Type is listed as “unrecoverable”. Then, upon breaking, the underlying arrow is also destroyed.

Adding any arrow type onto an arrow requires 7 ingots of the material the arrow is made from. Every 7 ingots will grant the chosen modifier to 3 arrows. All arrow modifiers are exclusive and cannot be stacked.

ARROW TYPE	ARROW TRAITS
CONCUSSIVE	Blunt dmg, 60% chance to cause dazed
FRAGMENTARY	50% less pierce but successfully piercing causes 18 bleed. This arrow is unrecoverable.
LIGHTWEIGHT	Max range is increased by 2x
MESSANGER	Can store 1 item and activate it upon arrow landing.
PRECISE	Sweet spot size is increased by 1 in both directions. Half the base damage of the attack
SCREAMING	Draw a line from yourself to the target. The arrow will cause the Terrified debuff* on the line and one hex to the left and right of the line.
URACER	Causes traced debuff for 2 turn, removing the ability to dodges
WOUNDING	35% less pierce but doubles stat damage on locational attacks.

# CROSSBOW

- 1) Deal 50% less friendly fire damage
  - 2) Deal 20% extra final damage if the target has already been hit this turn
  - 3) Deal 75% extra damage to shields
  - 4) Locational attacks cap at 75% from CoSk increments
- 1) Sweet spot attacks don't require add a ranged tick
  - 2) When reloading pick a stat to lose an extra tick
  - 3) Short range attacks also impart the shove action on the target
  - 4) Can take 3 ranged ticks to reload and Lock on in the same turn

# SHORTBOW

RANGED

- 1) Can attack on speed 0 if speed permits
  - 2) Close range attacks gain 30% extra pierce
  - 3) Ignore movement maluses for ranged attacks
  - 4) Landing a sweet spot attack on a target gives you +30% locational attack chance on your next attack on that target
- 1) Sweet spot attacks will never break your arrow
    - 2) First shot per person deals double damage for interruptions
  - 3) Gain 15% extra final damage per hex the target has moved closer to you this turn
  - 4) Sweet spot attacks that land let you move AFTER the attack. Must choose Attack + move when you call action

# LONGBOW

- 1) All locational attacks start with 5% extra base chance to hit
- 2) Long range shots let you add +3 for sneak rolls
- 3) Lock on attacks gain 50% extra pierce
- 4) Ranged Lock on remains active for 2 turns instead of 1
- 1) Deal 20% more damage to shields
- 2) Locked on attacks are 2 speed faster
- 3) Attacks on enemies that haven't moved this turn or last turn will deal 30% more final damage
- 4) Enemies whose armour is pierced by over 50% will take double efficacy from the arrow Mod

## RANGED MODIFIERS

Ranged mods are modifiers you can put onto weapons to grant them specialized abilities.

1 level of any ranged mod costs 7 ingots of the same type as the section of the weapon you are trying to modify.

You need only 1 mod on a ranged weapon for its effects to be active.

Mods occupy one of 3 mod slots on a ranged weapon, the amount of mod slots available is determined by the level of the blacksmith that created the weapon.

Level 3 smith grants 1 mod slot

Level 4 smith grants 2 mod slots

Level 5 smith grants 3 mod slots

You can only have 1 of each mod on one ranged weapon.

Visually

### MODIFIER LEVELS

Different Modifiers have different levels associated with them. You can only advance to the specified levels of the modifier.

### FOR EXAMPLE

x

## WELL BALANCED

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 2	Str requirement +1 easier
LEVEL 5	Str requirement +2 easier
LEVEL 11	Str requirement +3 easier

## ENCHANTABLE

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 3	makes enchantments 10% stronger(mods and base damage)
LEVEL 6	makes enchantments 20% stronger(mods and base damage)
LEVEL 10	makes enchantments 30% stronger(mods and base damage)
LEVEL 15	makes enchantments 40% stronger(mods and base damage)
LEVEL 22	makes enchantments 50% stronger(mods and base damage)

## INJURIOUS

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 4	Injury ticks you cause will be increased by 1 as long as they deal at least 1 injury tick
LEVEL 10	Injury ticks you cause will be increased by 2 as long as they deal at least 1 injury tick
LEVEL 22	Injury ticks you cause will be increased by 3 as long as they deal at least 1 injury tick

## RECURVE

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 5	Decrease speed by 1, Decrease equip time by 2
LEVEL 12	Decrease speed by 2, Decrease equip time by 3
LEVEL 22	Decrease speed by 3, Decrease equip time by 4

## DOUBLE STRUNG

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 2	Locked On shots deal 10% extra final damage
LEVEL 7	Locked On shots deal 20% extra final damage
LEVEL 15	Locked On shots deal 30% extra final damage

## BOW SIGHT

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 3	Increased Sweet spot range by +1, Far range by +2
LEVEL 9	Increased Sweet spot range by +2, Far range by +4
LEVEL 20	Increased Sweet spot range by +3, Far range by +6

## TIGHTENED STRING

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 2	10% extra final damage, Str Requirement +2 Harder
LEVEL 5	20% extra final damage, Str Requirement +4 Harder
LEVEL 7	30% extra final damage, Str Requirement +6 Harder

## REFINED GRIP

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 2	Increase Locational Damage chance by 5%
LEVEL 5	Increase Locational Damage chance by 10%
LEVEL 9	Increase Locational Damage chance by 15%
LEVEL 15	Increase Locational Damage chance by 20%
LEVEL 20	Increase Locational Damage chance by 25%

# SHIELDS

*Learn about shields and their modifiers.*

## SHIELDS

Shields are in a unique position of sharing traits from both armours and weapons Shields have their own HP bar and Protection. They take 1/2 final damage from most physical sources and 1/4 damage from arrows and crossbow bolts.

### BUCKLER(CAN PARRY):

Can parry with shield up to weapon speed 7

Can hold items in a shielded hand, but cannot use them. Like holding a sword. But it will allow you to switch the weapon into your other hand instantly to use it (will drop whatever was in the hand before.)

Can also still use small throwables like knives.

10 ingots to repair to max

### KITE(CAN PARRY):

Shields will move at normal speed with raised shield

Can parry with shield up, to weapon speed 10

20 ingots to repair to max

### TOWER(CAN'T PARRY):

Cannot parry with shield

Area of effect attacks won't go through the shield

Moving with shield up reduces your movement by half(round down)

30 ingots to repair to max

## SHIELD MODIFIERS

Shields have 5 max slots, using their own specialized list of modifiers.

They start with 2 modifiers, and add 1 additional slot per blacksmithing level.

Mods occupy one of 3 mod slots on a weapon, the amount of mod slots available is determined by the level of the blacksmith that created the weapon.

Level 3 smith grants 1 mod slot

Level 4 smith grants 2 mod slots

Level 5 smith grants 3 mod slots

You can only have 1 of each mod on one weapon.

### MODIFIER LEVELS

Different Modifiers have different levels associated with them. You can only advance to the specified levels of the modifier.

## SWORDBREAKER

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 9	Blocking attacks applies 1 tick to the attackers melee
LEVEL 15	Blocking attacks applies 2 tick to the attackers melee
LEVEL 22	Blocking attacks applies 3 tick to the attackers melee

## BULWARK

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 2	Increase Locational Damage chance by 5%
LEVEL 5	Increase Locational Damage chance by 10%
LEVEL 9	Increase Locational Damage chance by 15%
LEVEL 15	Increase Locational Damage chance by 20%
LEVEL 22	Increase Locational Damage chance by 25%

## GUIGE

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 3	Reduce agility nerf by 1, reduce equip speed by 1
LEVEL 9	Reduce agility nerf by 2, reduce equip speed by 2
LEVEL 20	Reduce agility nerf by 3, reduce equip speed by 3, can equip and block on the same turn

## ORNAMENTAL

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 2	Increase charisma rolls by +1
LEVEL 5	Increase charisma rolls by +1
LEVEL 9	Increase charisma rolls by +1

## REINFORCED LINING

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 2	10% higher armour %
LEVEL 5	20% higher armour %
LEVEL 9	30% higher armour %
LEVEL 15	40% higher armour %
LEVEL 22	50% higher armour %

## SERRATED EDGES

MODIFIER LEVEL	MODIFIER TRAIT
LEVEL 3	Shield Bashes impart 1 bleed
LEVEL 7	Shield Bashes impart 2 bleed
LEVEL 11	Shield Bashes impart 3 bleed
LEVEL 16	Shield Bashes impart 4 bleed
LEVEL 23	Shield Bashes impart 5 bleed

# ADDITIONAL TRAITS

*Learn about purchasable actions, skills and martial styles.*

## A NOTE ON MARTIAL STYLES

Martial styles can rely on charisma heavily, so its best when creating a character to keep this in mind. If a player were to be considering training a martial style later on, it's best to start to train charisma early instead of all at once as there is generally a cap on how far you can train each stat at once.

The following pages will detail martial styles and their benefits.

## A NOTE ON PURCHASABLE ACTIONS

Purchasable actions will be listed both in this section and the "Playing the Game" Section. For ease of use its recommended to refer to the latter when in combat or to write down the full actions description in the "Skills/Passives" section of the Character Sheet.

## ARCHERY ABILITIES

Ranged combatants have various unlockable ability sets which they can choose from to give them an upper hand in combat situations that they are prepared for. These are listed in the next chapter.

## PURCHASABLES

When creating a character there is a number of purchasables that can change your gameplay style.

These can also be trained later on, but should generally be planned for ahead of acquisition. There is 5 types of purchasables.

### MARTIAL STYLES

Martial styles are entirely combat focused, and can provide great bonuses for trade offs. Each martial style is tailored to a specific gameplay style. These can be very expensive to train but can be very beneficial. There are a number of martial styles.

### PURCHASABLE PASSIVES

There are many passive skills in Unforged, for both combat and roleplay. In combat these are used to gain an edge for specific play-styles, though can be circumstantial. For roleplay, these can tailor how your character treats the world around them and what can be beneficial during exploration

### PURCHASABLE ACTIONS

There are a number of purchasable actions in Unforged. These are used in combat to gain an edge against an opponent but, are tailored to specific styles of gameplay. Though they change up combat, they can be very circumstantial.

## VANGUARD

The Vanguard is the brave frontline to every squad, rushing into the fray and disrupting the enemy formations. The Vanguard becomes more powerful in combat by being the first to complete a set of actions. Each completion will give the Vanguard a boon. If you are tied for the first to complete an action it will still give you the boon.

There are 3 levels of Vanguard, each level impacts the power of the boons granted.

VANGUARD LEVEL	COST TO TRAIN
1	5,000 Gold
2	7,500 gold
3	10,000 gold

### VANGUARD COMPLETION LIST:

X is the Vanguard Level

#### THE FIRST TO LAND A MELEE ATTACK

-All melee rolls are X easier

#### THE FIRST TO LAND A RANGED NON SPELL - ATTACK

-All ranged rolls are X easier

#### THE FIRST TO DODGE AN ATTACK

-All agility rolls are X easier

#### THE FIRST TO BLOCK AN ATTACK

-You regenerate X ticks of CoSk from blocking an attack

#### THE FIRST TO PARRY AN ATTACK

-Your attacks are X speed faster

#### THE FIRST TO RECEIVE HEALING

-You receive X\*15% less bleed ticks

#### THE FIRST TO CAUSE BLEED TICKS

-Your attack rolls on foes with conditions are X easier

#### THE FIRST TO DEAL DAMAGE WITHOUT A WEAPON

-Your strength through rolls leave 25\*X% less ticks

#### THE FIRST TO END A TURN BEHIND AN ENEMY'S LOCK ON ZONE

-Your movement speed is increased by 1 hex

## FINISHING TOUCH

The Finishing Touch is a deadly blade whose designated purpose is to make sure the enemies fall. They are lethal, quick and if left unchecked they will lay ruin to any enemies' chances of survival.

The hunter picks a target at the start of any turn they choose, this becomes their "Mark". You can have only 1 Marked target at a time, applying a new mark will remove the old mark.

The Mark will reward the hunter an amount of "Ability Dice" depending on how much HP the target has when the Mark is placed on them.

The Finisher will gain 1 Ability Dice per 20HP the target had when the Mark was placed once the target is killed.

The Finisher only gains the dice if they land the finishing blow on the target with a melee weapon. It can be a thrown weapon.

The Finisher has 1 level, it costs 16k.

## ABILITY DICE:

Ability dice have 2 uses. The first is that they can be used to increase any roll by 2, you can choose to apply this effect after seeing the roll of the dice.

The second use is that they can be consumed to perform special moves from the Finisher's move list. You do not need to roll any dice to activate the Finishing Touch Moves, however you do not regenerate any ticks on turns that you use them.

## FINISHING TOUCH MOVE LIST:

### UERRIFYING OFFENSIVE(1 DICE):

Make a regular attack at a target, if they attack; their attack gets parried and your attack still lands this turn.

### KICK OFF SLASH(2 DICE):

Move towards an enemy with a move action, as soon as you are adjacent to the target, you kick off them to gain air and slash your weapon downwards to do a heavy attack that will track dodges. The kick off will force an agility roll, on failure the target will fall prone

### HASTY POSITIONING(2 DICE):

Make your full movement without any restriction to direction, you can change yourself to any orientation with this action

### EXSANGUINATE(1 DICE):

Make a normal attack that deals double bleed

### KNOCK(1 DICE):

Make an attack that will deal double base damage but will be considered blunt. the attack will daze the target for 3 turns if your weapon is blunt, instead.

### PUNCTURE(2 DICE):

Make 3 attacks, each with 50% lower pierce, cannot be done with a blunt weapon

### RECKLESS OBLITERATION(2 DICE):

Make a heavy attack that is unparryable, and can target enemies out of your lock-on zone. This can only be done with blunt weapons

### REINVIGORATED STRIKE(1 DICE):

Make a light attack, clear all bleed on you and lower all your ticks by 1

## COMMANDER

The commander is the tactician that brings together any team, the strategic brain of an operation. To them the battlefield reveals itself as a game of chess where they will outmaneuver, outplay and eliminate threats by bringing their team together with commands; each of which will grant boons should they be fulfilled.

Commands are taken as actions, they require Charisma rolls to succeed and are done on speed 1.

Any command that targets a specific ally requires that the ally name is called out with the action

There are 3 levels of the Commander style.

COMMANDER LEVEL	COST TO TRAIN
1	7,500 Gold
2	10,000 gold
3	20,000 gold

### ADDITIONAL TRAITS OF LEVELS

At level 1 you have access to all level 1 Commands.

At level 2 you gain access to all level 1 and 2 Commands. You may take a level 1 Command as an additional command to any action you take. The level 1 command will have a +2 difficulty when used in that way.

At level 3 you gain access to all level 1, 2 and 3 Commands. You may take a level 1 Command as an additional command to any action you take. The level 1 command now no longer has extra difficulty associated with it. You may instead take a level 2 Command as an additional command to any action you

take. The level 2 command will have a +3 difficulty when used in that way.

## LEVEL ONE COMMANDS:

### TO HEX:

Command a specific ally to end their turn on a specific hex, this command lasts for the turn it was commanded and the turn after.

### COMPLETION BONUS:

Decrease damage taken the turn the player got to the hex and the turn after by 20%.

### HOLD POSITION:

Command a specific ally to not move the following turn. This command lasts for the turn it was commanded and the turn after.

### COMPLETION BONUS:

In addition to the normal amount of ticks reduced, all ticks on the ally are lowered by 1 regardless of whether they were used or not.

### PATH THROUGH:

Command a specific ally to move onto a hex, not required to end turn on it.

This command lasts for the turn it was commanded and the turn after.

### COMPLETION BONUS:

increases move speed by 1 extra hex next turn.

## LEVEL TWO COMMANDS:

### CRIPPLE:

Command 2 specific allies to try to deal locational damage to a specific body part on a specific enemy. This command only works for melee weapons. This command lasts for the turn it was commanded and the turn after

#### COMPLETION BONUS:

The locational damage ticks are doubled.

### TACTICAL REASSESSMENT:

Give a specific ally the option to change their action to any other action in the default actions list this turn. Cannot do this command again for 1 turn after using it.

### EMBOLDENING SHOUT:

All allies within 4 hexes of you gain a boon based on their weapon type. These boons last for the turn of the shout and the following turn.

Blunt weapon damage will cause the Dazed condition for 2 turns and will cause the Stunned condition until next turn with a 35% chance.

Pierce weapon damage will cause 2 extra bleed ticks; if attacking an already bleeding target, it causes 5 extra bleed ticks instead; if the target has more than 13 bleed at the end of the attack they gain the Terrified condition for 2 turns.

Magic damage will cause the Manaburn condition for 2 turns, if the target has no mana ticks when struck then they also must succeed an agility roll or gain the Traced condition for 2 turns.

### WEDGE FORMATION:

Make this command on a specific ally, the commander may choose themselves. If 2 other allies occupy the 2 hexes right outside the specific ally's lock on zone, then the three are in "Wedge Formation". Allies can remain in Wedge Formation indefinitely until the formation is broken.

#### COMPLETION BONUS:

On any turn that the three allies start in Wedge Formation their attacks become unparryable, deal 50% more damage to blocking enemies, and gain 40% extra pierce.

### ADJUST:

Command a specific ally to take a base move next turn. This command lasts for this turn and the following turn.

#### COMPLETION BONUS:

The ally's base moves will move them an extra hex for the turn.

### BOX FORMATION:

Command all allies to get closer to a specific ally. This command is active for the following turn only.

#### COMPLETION BONUS:

Each ally that ends their turn within 2 hexes of the specific ally gains 20% total damage reduction the following turn.

**COMMANDED STRIKE:**

Pick a specific ally, they gain 2 extra base dmg this turn.

**OPTIMIZE:**

Command an ally to repeat the same action they did last turn. This command lasts for the turn it was commanded and the turn after.

**COMPLETION BONUS:**

The repeated action will restore a tick instead of costing 1. This does not apply for any mana related actions.

**LINE FORMATION:**

Command your team to form a line shoulder to shoulder on a specific line of hexes of your choice. This command lasts for the turn it was commanded and the turn after.

**COMPLETION BONUS:**

As long as at least 2 units complete this command: every unit that is in the line formation cannot be interrupted on their next action and will deal 50% more final damage on attacks, and take 50% less damage from attackers next turn.

**CUNNING COMMAND:**

Give a divisive order to any units at the beginning of the turn, before any speed count. Any allies within 4 hexes of you will have their "Change Direction" action become speed 0, and the first one will not require a roll.

**SACRIFICIAL COMMAND:**

Command a specific ally to take the pass action next turn. This cannot be done two turns in a row and cannot be used more than once in a turn.

**COMPLETION BONUS:**

The commander can take 2 actions on the turn that the pass action was taken.

**FLANK:**

Command a specific ally to target a specific enemy from outside the enemy's lock on zone. This command is only active the turn after it is called out.

**COMPLETION BONUS:**

The next turn, the ally's attacks are 3 speed faster, if the attack comes out at speed 0 it is also un-dodgeable.

**SURROUND:**

Command any allies to surround a specific target. The target will be considered surrounded if the allies are on opposite sides of the target and within 3 hexes. This command lasts for the turn it was commanded and the turn after.

**COMPLETION BONUS:**

All allies that have surrounded the target will have the speed at which they move their first hex next turn happen on turn 0. In addition the commander doesn't have to roll to take any moves next turn.

## LEVEL THREE COMMANDS:

### SHOCK AND AWE:

Command all allies to take the Heavy Attack action and successfully land it on the enemy. This command is active for the turn it is used and the following turn.

#### COMPLETION BONUS:

For the next turn, Heavy Attacks will count the base damage twice and strength-through rolls will be half as difficult to pass.

### KILL ZONE:

Select a 5 hex diameter area as a Kill Zone for 2 turns after it is called. Any ally that does an attack with an area of effect entirely in the Kill Zone will do it again immediately after in the same location. You cannot have more than 1 Kill Zone active at once

### OPEN INVITATION:

Command all allies to take the parry action next turn.

#### COMPLETION BONUS:

The stunned effect of the parry will last 2 turns instead of 1.

### COUP DE GRACE:

Command a specific ally to land the finishing blow on a specific enemy. This command lasts until another Coup de Grace is called.

#### COMPLETION BONUS:

The ally will land a critical hit on their next attack.

### CRY HAVOC:

All allies within 4 hexes of you are uninterruptible on any attacks they take this turn.

### COMBINED ARMS:

Command 2 specific allies to attack a specific enemy in a given order next turn (specify which ally attacks first and which attacks second).

#### COMPLETION BONUS:

The second attacker is guaranteed to land a critical strike if their attack roll doesn't fail.

### PLAN B:

Command all allies to take a block, parry or dodge (not a dodge action) next turn.

#### COMPLETION BONUS:

Any allies that took the defensive action may also move a hex straight backwards on speed 20.

## A NOTE ON PASSIVES

Passives are meant to tailor the experience that a player wants to have. This is not an exhaustive list of all possible passives players can gain. It is encouraged for Game

Masters to create their own passives for their payers, at conception and during gameplay.

Passives can shake up the experience and add intrigue to characters.

## PURCHASABLE PASSIVES

### BLOCK SKILL:

Decreases damage taken while block by an additional 5%. -  $3k+3nk$  per level, max 2 LVLs

### BLUNT SKILL:

Your blunt melee weapon attacks that deal  $(40-5X)\%$  of the enemy max HP will apply 8 bleed (halved by the fact that it is blunt dmg. X is the current level of the skill.

### BLADED SKILL:

Your pierce melee weapon attacks gain an additional 1 final damage for every  $(60-10X)\%$  over the enemy armour you pierce.  $3k+nk$  per LVL. max 10 LVLs.

### DUAL WIELD:

Allows you to wield 2 weapons with less than or equal to a combined speed of 5. Can choose which weapon to use when striking Can parry weapons up to speed 8 with both weapons. Heavy attacks swing both weapons at once, normal attack with both, but at the combined speed +2. Any rolls involving combos are 2 easier when dual wielding -5k

### SHIELDMASTER:

Deal an additional 20% dmg from shield bashing,  $1k+nk$  per level where n is current level, -max 10 LVLs.

### HUNTER:

Moving melee attacks that aren't blocked or parried inflict the Stuck modifier on the target for 2 turns(the turn it hit and the following turn) . -7k

### POISONER:

Can apply a poison onto a weapon before striking at an extra 8-x speed. X is the level of Poisoner.  $1k+nk$  per LVL where n is current level, max 8 LVLs.

**PROTECTOR:**

When blocking with a shield allows you to block any projectile that is moving adjacently to you but not directed at you. This block can only activate once per 30 speed. -5k, max 1 level.

**VENGEFUL:**

On turns where you take dmg and strength through it or continue your attack in any other way, your weapon attacks will deal additional damage equal to the damage you've taken \* x. Each level adds 0.2 to x, max 10 levels-1k per level

**ACCURATE:**

Targeting a limb that has already been damaged will increase the chances of landing the shot by an extra 10% max 3 levels, 3k per level

**HEALTHY:**

Healing potions are 10% stronger on you, 2k + nk per level, n is current level. max 10 levels

**SAVAGE:**

attacking bleeding enemies with a pierce weapon causes their wounds to get worse. Multiply their current bleed by (1 + 0.x) where x is the level of this passive. 5k per level, max 5 levels

**TRUE DODGE:**

can roll 3 agility rolls, each increasing the ticks, to do a dodge that ignores tracking of heavy attacks. Cannot be done for 2 turns after taking this action.

7k

**ELEGANT FOOTWORK:**

Any melee attack targeted at you that you successfully dodge (not dodge attack) will inflict 2 melee ticks onto the attacker. 3k

**FOEBREAKER:**

If you successfully injure a target's chest inflict 2 ticks to their strength. 3k

**PRECISE STRIKE:**

If you perform a light attack on a target you just parried you may inflict 4 ticks onto your stat of choice from the following: Str, Mel, Agi, Range. 4k

**LYING IN WAIT:**

Successfully blocking a melee attack will cause your attacks next turn to be twice as hard to strength through; 5k

**MARTIALLY URAINED:**

Your unarmed attacks deal extra  $N * (3x / 10) \%$  extra final damage where N is the level of your training and x is the metal # of the gauntlets you're wearing. 3k + Nk per level where N is the level of the training.

**AMBUSHER STRIKES:**

Your melee attacks have  $n * 8 * x \%$  extra pierce where x is the distance between the target's locked on hex and the hex you're attacking from. 3k + nk per level where n is the current level of the skill. Max 8 levels

ACTION NAME	ROLL REQUIRED	ACTION SPEED	ACTION DESCRIPTION	COST (GOLD)
Disarming Blow	Cosk+Mel	X-(3)	X is weapon speed. Normal or light damage(-3 speed). If interrupts without strength through, or enemy drops weapon, may perform followup light or normal attack.	5,000
Evasive Followup	Agi+Mel	0	Can only be performed after successful, even if blocked. Dodge twice in same direction while locked onto target. +3 Agi ticks, +1 Cosk Tick	5,000
Exhaustive Blow	Cosk+Mel	X	X is weapon speed. Normal damage plus 10 final damage per stat tick on enemy. 1 turn cooldown.	2,000
Heavy Weapon Mastery	Cosk+Mel	0	Initiate after successful Heavy or Normal attack. Allows weapon speed 7 or higher weapon to attack at - 2 speed. May stack.	4,000
In Place Dodge	Agi	0	Dodges in place. Do not change Lock on or occupied Hex.	3,000
Lunge	Agi+Mel	Y+X	Moving Melee Attack. Move up to one less than maximum movement. Only Accounts for speed of first hex moved. +3 Agi Ticks, +1 Mel Tick. 3 Turn Cooldown	3,000
Risky Strike	Mel	X	X is weapon speed. Normal Damage. Stuns enemy if not blocked. Stuns next turn. 3 turn cooldown	3,000
Shin Kick	Cosk	2	No Damage. Inflicts +3 ticks onto targets Agi stat.	5,000
Spacing Strike	Agi+Cosk+Mel	X	X is weapon speed. Normal Damage. Strike then Backstep 1 Hex. +3 Agi Ticks, +1 Mel Tick, +1 Cosk Tick. Will not work on weapon over 5 speed.	3,000
Wideswipe	Mel	X+1+2+(3)	Any melee attack that hits starting from left or right edge of lock on, ending on lock on or opposite side at +1 +2 and +3 speed.	2,000, 5,000
WristStrike	Cosk+Mel	X-3	X is weapon speed. -50% final damage. Inflict +1 Mel tick on target. If target was attacking this turn inflict +2 additional ticks. 1 Turn Cooldown	5,000

# ARCHERY

*Learn about rules that apply specifically to ranged attacks, as well as addition ability sets for those who utilize ranged weapons and attacks.*

## UPKEEP

To be a precise force of nature on the battlefield requires any archer to take good care of their tools and be aware of their stock.

Any sort of upkeep can be done in the players free time at a cost of 2 hours. This includes applying/switching arrow modifier types, refletching arrowheads and switching kits.

Every time an arrow is fired there is a 1 in 3 chance that it breaks leaving only the arrowhead. This must be recovered after a battle to be reused in another arrow. It costs 20 gold of material to refletch an arrow.

## ABILITY SETS

Each ability set costs 10,000 gold, and can only be purchased one per character They provide unique abilities that are tailor made to cater to additional playstyles. They can be found on the following page

**BOUNTY HUNTER'S KIT:**

The amount of bleed you cause will be multiplied by 1.25 if the target is under any conditions when attacked.

Able to block with your bow, successfully doing so allows you to switch to another weapon AND block the following turn with a melee roll.

**SNIPER'S KIT:**

Not moving for 3 turns causes your weapon's Sweet Spot size to increase by 2 in both directions, e.g.: [7-9] -> [5-11].

After not moving for 3 turns taking the pass action restores 3 ticks to ranged, Cosk, strength stats instead of 1.

After not moving for 3 turns crossbows may be reloaded the same turn they are shot with an additional ranged roll.

While prone, any ranged attacks against you are +3 harder to land.

**TRAPPER'S KIT**

Anyone that sets off your trap will be Traced for 3 turns.

You will not set off your own traps.

Ranged attacks deal 20% extra final damage on your next attack to anyone who sets off your traps.

Your arrows break at a rate of 1 in 4 instead of 1 in 3.

**ASSASSIN'S KIT**

If your shot is dodged then any action you take next turn is 2 speed faster.

Any thrown weapons have increased speed by 1.

You are allowed to do any action up to speed 3 instead of speed 2 when taking dodge actions.

If at the end of your turn you are standing adjacent to any target you've struck with a thrown weapon you will automatically equip that thrown weapon, if you do not have the space to equip it, it will go into your inventory.

# EXPLORATION

*Learn about rules that apply to exploration.*

Though Unforged is combat centric, there are still general guidelines for players outside of combat. Exploration is GM dependent so refer to your GM before this section of the book as they could have tailored their experience differently.

## TRAVELLING

Players are able to traverse 3 miles of general terrain per hour on foot.

Players are able to traverse 3 miles of general terrain per hour on horseback.

While in a caravan or on a carriage players will traverse general terrain at 3 miles per hour.

## FOOD AND REST

Adventurers need to eat food every day to survive and heal.

Food can be classified as Low Quality and High Quality. Low Quality food will stop the Adventurer from starving but it will not allow them to passively nor actively heal HP.(See the Healing section). High Quality food will stop the Adventurer from starving and does not impart any maluses to healing.

An adventurer consumes 1 ration of food per day.

Horses consume 2 rations per day.

Failing to eat for a day will remove 10% of your max HP and subtract +2 from all your rolls until you eat again. This effect stacks.

On average Low Quality Rations cost 35 gold, High Quality Rations cost 70 gold.

Aside from eating, adventurers also need to rest to stay awake and capable. Every night 8 hours of rest is required, failing to rest for the 8 hours will add 1 level of sleep exhaustion to your stats, giving you -2 on all rolls. This effect stacks for every day sleep is skipped

Adventurers don't have to sleep for 8 hours in a row, they are able to sleep in shifts if needed.

## MINING

While exploring players can find different mines and attempt to gather ingots on their own. Mines will have specific ores which can be mined by the players after an entrance fee is paid. Some materials are unable to be found in a mine as they are alloys.

The entrance fees are as follows:

Mithril: 400

Iron: 150 gold

Malachite: 3500 gold

Silver: 600 Gold

Platinum: 400 gold

Cobalt: 500 Gold

Palladium: 600 gold

Tungsten: 450 Gold

## MINING MINI GAME

The traditional mini game to mine requires players to do pushups, this is obviously not accessible for everyone so it serves more as a guideline for specific groups that would want to incorporate it.

To mine, the player must do as many pushups as they can in 45 seconds.

$(X*10)/50 = \#$  of pushups per ingot where X is the player's Strength value. The lowest strength possible for this is 5, anything below will be treated as if it was 5



# GOLD AND JOBS

Learn about how to obtain gold outside of combat and what it can be used for.

Adventurers won't always be able to find high paying bounties or quests to fill their pockets and when that is the case they have to rely on finding daily jobs to make sure they have some reserve of money to fund their escapades

The availability of jobs is GM dependent but if there are jobs available; finding them requires Charisma rolls. Completing them at a satisfactory level requires Stat rolls that will be dependent on the GM and the job being done.

Jobs will take up 8 hours of the day during which the player will not take any other actions

A regular Charisma roll will find you an average paying job for the day that pays 120 gold with no added difficulty to the job completion roll

A +4 Charisma roll will find you a above average job for the day that pays 150 gold with +2 added difficulty to the job completion roll

A +8 Charisma roll will find you a high paying job for the day that pays 200 gold with +4 added difficulty to the job completion roll

## FOR EXAMPLE:

Greg attempts to find a regular job by rolling his charisma. He passes and is given a job that will require him to move lots of materials from 1 location to another, the GM tells him that it will require Strength to complete this job. Since he got an average job he will need to roll a Strength check with no modifiers. If he passes he will receive his 120 gold, if he fails he will receive nothing.

## SPECIFIC JOBS

Specific jobs will likely be GM dependent and could even require mini games that players must complete IRL(in real life).

You also may be given advantages or disadvantages based upon stats or skills you have outside of Charisma.

**GOLD**

# GOOD HABITS

Learn how to take effective notes and improve the flow of gameplay.

## DESCRIBING YOUR CHARACTER

### APPEARANCE:

The appearance of your character is their physical attributes and an explicit description of how they look. Appearance would include basic features such as; Height, Weight, Eye Color, Build, Skin Tone, Race, and Age. The best way to describe a character is in succinct bullet points, but feel free to really paint a picture.

### DISTINGUISHING FEATURES:

Distinguishing features are characteristics that separate your character from a typical person. They can be physical, such as scars, or an accomplishment that makes them stand out, such as an honor received from a royal family. A good rule of thumb is that distinguishing features are observable—something like an award might be considered part of a character's backstory if it's not something worn or that the character is not recognizable for by others.

### CHARACTER TRAITS:

When deciding on your character's personality (traits), think about how you, as a Player, will be acting out your character's intentions. Their personality is what you are ideally roleplaying as, so set goals and boundaries for roleplay in the session to shape your character. For example, if you do not like leading in conversation or speaking in larger groups, but enjoy having asides or one-on-ones, you might write your Player Character as meek or shy.

## A NOTE ON DESCRIPTIONS

You may recall that these categories seem familiar. The next two pages act as a guide for filling out the final page of a character sheet. You don't have to follow these exactly, as they are only meant as a skeleton for you to follow when filling out your character sheet.

Feel free to stay succinct with your descriptions or get creative. When describing your character, ultimately it's up to you what you do or do not include.

### BACKSTORY:

At this point, you should have a direction as to how your character will look, behave, and engage with the world around them. It's time to flesh out the details of your character's past.

It can be difficult to write a character's backstory without knowing the setting in which your character's journey began. Discuss the details of your origin with your GM, and decide upon a location and social class that is suitable for your future character.

Knowing where your character began, consider how they fit into their current setting. Is there a job or role that your character takes upon themselves? A moral code or set of guidelines that they abide by? Use that as a direction for what your character might have done in the past to reach that end goal. If a Player Character is a blacksmith now, part of their backstory may include their path to learning the art of the forge. Other things to consider when adding detail to a backstory include: notable changes to appearance, key events that contribute to distinguishing features, familial history, specific character motivations, and moral/religious stances.

### WORLD NOTES:

Taking good world notes is essential to successful roleplaying, as you may need to refer to them when playing.

Important details may include information about the country/city you are in, important figures, geographical information, and even political dynamics. Any information that seems as though it may come up again that does not directly refer to your party is good to note down.

### CAMPAIGN NOTES:

Campaign Notes are more party-centric than World Notes. Information about other Player Characters, adventures that your party embarks on, and the general outcome of each session are all good things to note down.



