

Action Roll			Level Advancement			Physical Attributes		Extraordinary Attributes (cont)	
1d20 + attribute dice (all dice explode)			Total XP	Level	Max Attribute	Agility	Dodge attacks, move with stealth, perform acrobatics, shoot a bow, pick a pocket	Energy	Create and control the elements—fire, cold, electricity
			0	1	5			Entropy	Disintegrate matter, kill with a word, create undead, sicken others
			3	2	5	Fortitude	Resist poison, shrug off pain, survive in a desert, wear heavy armor	Influence	Control the minds of others, speak telepathically, instill fear, create illusory figments, cloak with invisibility
			6	3	6			Movement	Teleport, fly, hasten, telekinetically push
			9	4	6	Might	Swing a maul, jump over a chasm, break down a door, wrestle a foe to submission	Prescience	See the future, read minds or auras, view from afar, detect magic or evil, communicate with extraplanar entities
			12	5	7			Protection	Protect from damage, break supernatural influence, dispel magic, exile extradimensional beings
			15	6	7				
			18	8	8				
			21	8	8				
			24	9	9				
			27	10	9				
			1 XP = 1 feat point + 3 attribute points			Social Attributes			
Attribute Dice			Mental Attributes			Deception	Tell a lie, bluff at cards, disguise yourself, spread rumors, swindle a sucker		
Score	Dice	Cost	Learning	Recall facts about history, arcane magic, the natural world, or any information you picked up from an external source		Persuasion	Negotiate a deal, convince someone, haggle a good price, pry information		
1	1d4	1	Logic	Innovate a new crafting method, decipher a code, jury-rig a device, get the gist of a language you don't speak		Presence	Give a speech, sing a song, inspire an army, exert your force of personality, have luck smile upon you		
2	1d6	3	Perception	Sense ulterior motives, track someone, catch a gut feeling, spot a hidden foe, find a secret door					
3	1d8	6	Will	Maintain your resolve, resist torture, study long hours, stay awake on watch, stave off insanity		Extraordinary Attributes			
4	1d10	10				Alteration	Change shape, alter molecular structures, transmute one material into another		
5	2d6	15				Creation	Channel higher powers, manifest something from nothing, regenerate, divinely bolster		
6	2d8	21							
7	2d10	28							
8	3d8	36							
9	3d10	45							
10	4d8	-							
Cost to increase attribute = new attribute score									
Score of 10 cannot be purchased									
Quick Builds									
Specialized Hero	5, 4, 3, 2, 2, 2								
Well-rounded Hero	4, 4, 3, 3, 3, 1, 1								
Jack of All Trades	3, 3, 3, 3, 3, 2, 2, 1								
Point-Buy									
0	0								
1	1								
2	3								
4	6								
4	10								
5	15								

