

Action Roll
1d20 + attribute dice (all dice explode)

Attribute Dice		
Score	Dice	Cost
1	1d4	1
2	1d6	3
3	1d8	6
4	1d10	10
5	2d6	15
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

Level Advancement		
Total XP	Level	Max Attribute
0	1	5
3	2	5
6	3	6
9	4	6
12	5	7
15	6	7
18	8	8
21	8	8
24	9	9
27	10	9

1 XP = 1 feat point + 3 attribute points

Mental Attributes	
Learning	Recall facts about history, arcane magic, the natural world, or any information you picked up from an external source
Logic	Innovate a new crafting method, decipher a code, jury-rig a device, get the gist of a language you don't speak
Perception	Sense ulterior motives, track someone, catch a gut feeling, spot a hidden foe, find a secret door
Will	Maintain your resolve, resist torture, study long hours, stay awake on watch, stave off insanity

Physical Attributes	
Agility	Dodge attacks, move with stealth, perform acrobatics, shoot a bow, pick a pocket
Fortitude	Resist poison, shrug off pain, survive in a desert, wear heavy armor
Might	Swing a maul, jump over a chasm, break down a door, wrestle a foe to submission

Social Attributes	
Deception	Tell a lie, bluff at cards, disguise yourself, spread rumors, swindle a sucker
Persuasion	Negotiate a deal, convince someone, haggle a good price, pry information
Presence	Give a speech, sing a song, inspire an army, exert your force of personality, have luck smile upon you

Extraordinary Attributes	
Alteration	Change shape, alter molecular structures, transmute one material into another
Creation	Channel higher powers, manifest something from nothing, regenerate, divinely bolster

Extraordinary Attributes (cont)	
Energy	Create and control the elements—fire, cold, electricity
Entropy	Disintegrate matter, kill with a word, create undead, sicken others
Influence	Control the minds of others, speak telepathically, instill fear, create illusory figments, cloak with invisibility
Movement	Teleport, fly, hasten, telekinetically push
Prescience	See the future, read minds or auras, view from afar, detect magic or evil, communicate with extraplanar entities
Protection	Protect from damage, break supernatural influence, dispel magic, exile extradimensional beings

