

OTHERWORLDS

Roleplaying Game

CHARACTER CREATION DEMO



The first step to creating
an Otherworlder.

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Created by Vincent Baker

Credits

Designed & Written By: Vincent Baker

Rules Development: Vincent Baker

Editing: Trey Falco, Brian Murray

Cover Artist: ChubyMi, Hannidiot, Saint Precious, Vincent Baker

Interior Artists: Vincent Baker, Artsed, ChubyMi, Hannidiot, Ized Zahid, Jared Sanford, Saint Precious, Yan Kiyohara

Creative & Development: Vincent Baker, Josh Avenall, Trey Falco

Art Direction & Graphic Design: Vincent Baker

Seasoned Playtesters: Tiffany Allen, Zack Allen, Joey Avenall, Joshua Avenall, Tyler Burdette, Cody Burke, Danielle Duemmel, Abby Edwards, Trey Falco, Caleb Fordham, John "Ajax" Fredrickson, Lance Hagan, Jacob Henderson, Ashton Higgins, Taylor Higgins, Morgan Jackson, Sean Kirven, Tanner Lackey, Jon David Manning, Patrick McGill, Aaron Newton, Andrew Rushton, Alex Smith, Bo Smith, Timothie Spearman, Steven Sykes, Jordan Trotter, and everyone else that has played with us over the years!

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Dedication: Thank you God for guiding me relentlessly with your love and care. Thank you to everyone that has ever believed in me, motivated me, inspired me and believed in Otherworlds and the positive effect that Otherworlds can and will bring to people.

Thank you all so much. You have given me the best gift of all--my dream coming true.

Playtesting provided by

Hundreds of people that believed in Otherworlds. Thank you so much!

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Preface

Though it can be hard to remember at this age, there was a time when I was a kid, free from the responsibilities that we must endure as an adult. There's something magical about being a kid, an innocence and a view point on the world that's different. When you're unsure of how something works, it all seems to come together "magically," and your imagination runs wild.

As I grew older, I created a fantasy world dubbed "The Mission Game," in which my little sister Kristin, my cousin Ian, and best friend Trey, would all perform various missions, earn money, purchase weapons and travel to several worlds.

This experience was addicting to us as kids--it felt so real--but as we aged, we felt it becoming more and more awkward, especially to have our parents stare at us as we're making sound effect noises. It felt out of place and like it was time for us to grow up.

Then it happened--I discovered (or rediscovered, rather) tabletop roleplaying games and it connected for me. People... *adults*, can still play in this fantastical world, experiencing wonderful narratives playing out with their friends and creating experiences that truly last a lifetime.

Otherworlds is what was born from the awfully named "The Mission Game," and is now presented to you for your pleasure.

Go forth, read the rules, create your character and share it with us.

Your adventure awaits!

Vincent Baker

Building A Character

Listed below is a quick reference guide detailing the steps needed to create your Otherworlds character:

1. Roll For Your Attributes

- **Roll For Your Attribute Stats:** You'll need to roll six six-sided dice and apply each result to one of the attributes (Strength, Dexterity, Toughness, Intelligence, Wisdom, Resolve).
- **Don't Want To Roll For Your Attributes?** You may use one of the following templates instead of rolling for stats to create your character quickly:
Balanced: 1, 2, 3, 4, 5, 6 **Specialized:** 1, 2, 2, 5, 5, 6
- **How Your Stats Are Determined:** Health (Skill Tree), Attack (STR or DEX + Weapon ATK value), Defense (Toughness + Half Dexterity rounded up), Speed (Race), Astral (Skill Tree), Initiative Bonus (Skill Tree).

2. Choose Your Race

- **Select Your Race:** Bessk, Dandrik, Dyahri, Felinx, Human, Leogin, Raktii, Ornok, Vantigar, Varothan
- **Select Your Sub-Race:** Your selected sub-race will add or subtract from the results of your rolls. (You cannot have an attribute stat less than 1.)
- **Mark Your Skill Proficiencies:** Each race is proficient at different things. Be sure to mark these points in your "proficiencies" area on your character sheet.
- **Mark Your Skills:** Each race has three race skills you should put on your character sheet, as well as two unique race skills based on your sub-race for a total of five race skills.

3. Choose Your Class

- **Select Your Class:** Your class will determine what skills you can acquire when leveling up. There are many classes, but they each are categorized in one of three roles to determine your character's starting health, astral, and initiative stats:

Fighter: +9 Health, +4 Astral, +4 Initiative

Mage: +5 Health, +12 Astral, +2 Initiative

Rogue: +6 Health, +4 Astral, +6 Initiative

- **Mark Your Weapon Proficiencies:** Your class will give you some options for which weapons you can be proficient with. This will grant you a unique bonus with that weapon determined in the "Weapon Proficiency"

chart, as well as allow you to use Discipline with that weapon.

- **Mark Your Skill Proficiencies:** Like your race, your class will also give you an opportunity to increase your proficiencies.
- **Equipment:** The class you select will determine your starting equipment.

4. Character Backgrounds

- **Backgrounds:** Choose between Vandal, Vagrant, Worker, Military, Sage, Noble, and Fortune. Your background will determine your starting currency (Gild), grant you more proficiencies, and provide a new skill unique to your background.

5. Characteristic Traits

- **Traits:** These describe your character's personality. We recommend at least one positive, neutral, and negative personality trait.
- **Conviction:** This is your character's strongest belief.
- **Connection:** This is what your character feels closest to.
- **Destiny:** This is your character's motivation or purpose.

6. Equipment

- **Weapons:** You can get up to two starting weapons that you are proficient with. (There's a starting weapon for every weapon proficiency. Starting weapons have the lowest stats in the game and often have no special effects).
- **Armor:** Choose one of the following: Cloth, Light, Medium, or Heavy
- **Guards:** Choose one of the following: Standard Guard, Battery Guard
- **Items:** Your character may purchase any of the starting items listed for character creation.
- **Additional Equipment:** Your class and background will have given you some additional equipment.

Note: When creating your character, you have many choices to make between which proficiencies you want. The Assassin class, for example, will allow you to choose if you want to have proficiency in Sniper Rifles or Katanas. If you have a more specific idea of what you want, you may work with your World Master to acquire a proficiency with another weapon type that's more suited to your character. The same can be said for other options in the game, such as Level 1 Skills. The game as listed is to provide an easy path to follow, that later can be opened up when one becomes more familiar with the game.



CHAPTER 2: RACES

Whether you're traveling to the vast deserts of Doragan or the metropolis Krystos, you'll see a variety of color, shapes, and sizes. A wide range of languages are spoken, and every unique culture can change a person to their very core.

CHOOSING A RACE

Each race's section contains the following information:

Physical Description

This section will describe the race's physical appearance.

History

Notes the race's history and traditions.

Society

Describes the type of society the race inhabits.

Relations

Details the relationship the race has with others.

Way of Life

Denotes the customs and cultures of the race.

Adventurers

Describes why the race would be apt for adventure!

Values: Lists three important traits the race cherishes.

Despises: Lists three important traits the race dislikes.

Male Names: Notes common male names of the particular race.

Female Names: Notes common female names of the particular race.

RACIAL TRAITS

Each race's section lists three base skills that every character in that race will have, followed by:

Size

Every character has a size. All races in this book are considered medium in size (4ft. - 8ft. tall). Size has no direct effect on the game--aside from a huge character having a difficult time moving through a tiny crawl space, or a small character attempting to jump high to reach a cliff.

Speed

Your character's speed determines how far you can move when adventuring and in combat. A character's base speed is usually 5. A felinx or varothan, however, will have a base speed of 6.

Languages

Your character can speak, read, and write a number of languages. You can acquire new learned languages by picking certain skills and backgrounds for your character.

Speech

The worlds of the multiverse exhibit a large amount of dialects. Speech denotes how a particular race speaks.

Age

Age determines whether a member of the race is an adult, middle-aged, old, or elder. The years correspond to human years and you can choose any age you like for your character. Think about how your stats and age correspond. If you are playing a very young character, perhaps it would explain your high Dexterity stat, whereas if you're an elder, it might explain your high Wisdom and low Dexterity.



Dyahri

"Emotion has no dictation over what is right and what is wrong." -- Dyahrin Belief

Paragons of the Universe

The dyahri are a race of intellect and beauty. Their society is of the most advanced and they believe emotion to be a flaw and a hindrance in the progressively advancing worlds.

They are responsible for the development of guards, teleportation, space travel, elemental weaponry, and many other advances amongst the worlds.

Physical Description

The dyahri are a blue, humanoid race with pointy ears. Their skin varies in different shades of blue and purple.

History

The curiosity of dyahri have always lead them to pursue advancement in understanding and technology. They have now acquired reaches far beyond the other races, developing guards, ships, anti-gravity technology, and more, spread throughout the universe.

Society

Dyahri are native to Krystos and are governed by a council of the smartest in the galaxy. Unsurprisingly, this makes most of the council dyahri. They often let logic, not emotion, dictate their actions.

Relations

Dyahri watch over the galaxy and impose their rules and regulations throughout most of the known planets in the universe. Most species that hate the dyahri are ones that align with evil, due to them being punished.

Way of Life

Most dyahri view themselves as arbiters of right and wrong. This is most likely due to their superior knowledge and their many strides in advancements they have made. Their decisions are often based for the greater good, and do not mind making decisions others might find harsh if it offers stability to the universe.

Adventurers

Most dyahri prefer putting their minds to the test and bettering themselves with mental challenges. This lessens their will to explore or battle, but they will do so if it's to serve their motives or directive.

Values: Intelligence, Practicality, Order

Despises: Ignorance, Impracticality, Discord

Male Names: Aaros, Anar, Crypsis, Daelek, Destrixx, Ezer, Kilessk, Mavris, Slavias, Venair

Female Names: Alesnya, Alicevil, Cecelias, Drayla, Elesh, Guineva, Illas, Mavridia, Licelia, Nidia

Dyahri Traits

- **Analytical:** *The dyahri are the most analytical of all the races of Otherworlds.* You may scan free of action.
- **Mystic Skin:** *Dyahri skin provides great resistance to elemental damage.* Gain resistance for any element of your choice. You may choose an additional element per Tier Level.
- **Natural Guard:** *The dyahri have their own form of natural energy that protects them, much like a guard.* Gain +TL absorb after completing a full rest. (This absorb doesn't stack with itself. Once absorb is gone, it's gone until full rest.)

Size: Dyahri stand at around 6 feet tall. Their size is considered medium.

Speed: 5

Language(s): Common, Dyahrin

Speech: Dyahri speak pronouncing each and every word very articulately, but this doesn't mean they speak slowly and sound out each word. Instead, they speak quickly and confidently.

Age: 16 years (Adult), 90 years (Middle-Aged), 200 years (Old), 300 years (Elder)



Awakened Dyahri

Awakened dyahri have strong talents for spell crafting and the arts of astrality through years of training and tutelage that have been passed down for centuries. Awakened tend to have a glow in the their eyes when casting spells.

Attribute Bonus: *Dyahri are nimble and intelligent. The awakened dyahri are more attuned to their bodies' astral.*

+1 Dexterity, +2 Intelligence, +1 Resolve, -2 Toughness

Proficiency Bonuses: +1 Astrana, +1 Lore, +1 Influence

Other Proficiency Bonuses: +Spells or an additional language (standard or exotic)

- **Awakened:** Gain +1 Discipline. You may spend 1 Discipline to gain a +1d6 attack roll to a spell you cast that can cause damage. Limit once per attack.
- **Dispel:** Consume X AST and then roll 1d6. Add that amount to the AST consumed to negate a spell's effect if it consumed less astral than that total. Range: 50ft. plus an additional +10ft. per Tier Level unlocked. (Reaction)

Malni Dyahri

The malni are of the smartest of dyahri, making up the majority of the council that governs their society.

Attribute Bonus: +2 Dexterity, +2 Intelligence, -2 Toughness

Proficiency Bonuses: +1 Lore, +1 Medical, +1 Technology

Other Proficiency Bonuses: +Any two additional languages (standard or exotic)

- **Calculating:** *Dyahri are highly logical and often put thinking prior to acting.* In the case of a tie, when you make an INT check, you win the tie.
- **Genius:** *The dyahri are smart, but some are born even smarter.* +2 INT.

Moonhunter Dyahri

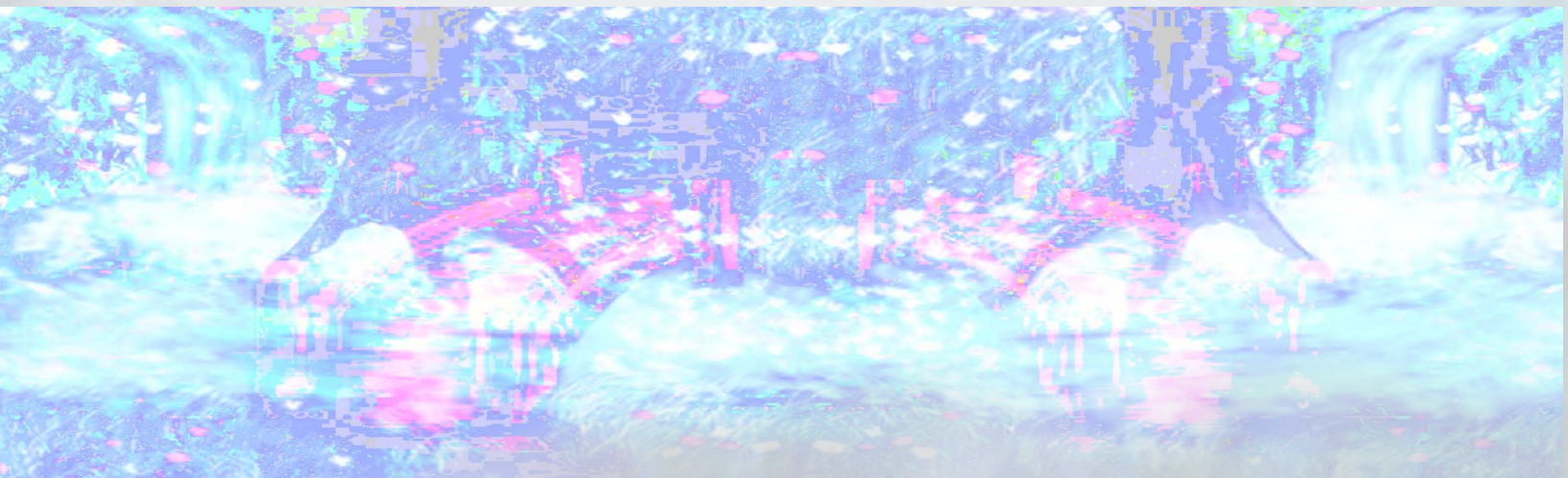
These dyahri are assailants of the night, born in the dark spots of Krystos. Moonhunters have pale blue skin and sometimes even appear white. Their ears tend to be longer and point slightly downwards.

Attribute Bonus: +2 Dexterity, +1 Intelligence, +1 Wisdom, -2 Toughness

Proficiency Bonuses: +1 Perception, +1 Stealth, +1 Survival

Other Proficiency Bonuses: +Arctic Walk

- **Keen Eyes:** *The eyes of the Dyahri are ever vigilant.* Any target that conceals within line of sight of you is still visible.
- **Shadow Serpent:** *Being native to the areas where the light doesn't stretch has made you adept at maneuvering through darkness.* A moonhunter may conceal for only one turn point as opposed to using their entire turn.





Human

Variety is the Spice of Space

Humans are creatures of a wide variety of emotion, ambition, and drive. They are easily the most diverse among the worlds. Humans cherish the bonds they share with others, but can just as easily be selfish and prioritize their own needs.

Physical Description

Humans have many shapes and sizes. Their hair colors tend to be brown, black, blonde, or sometimes red, and their eye colors tend to be brown, blue, or green. Humans do, however, tend to love personalizing themselves, giving themselves various color blends of hair and eye color.

Society

Humans live across all planets, but are predominately known for inhabiting Anthos. Their society ranges from place to place, but democracy is a common concept in human societies, as is capitalism. Humans are known for being a bit greedy and selfish, but are equally revered for having a few standalone humans that have been noted through history to be extremely selfless and caring.

Relations

Humans have a positive relationship with most of the other races. Some of the bigger species such as the ornok and vanticar refer to humans as “fragile beings,” in terms of both size and emotions. Other races, like the raktii, admire humans for their need for friendship.

Way of Life

Humans can be just as heroic as they can be devious, and as such vary the most in terms of both their morals and motives.

Adventurers

Although some are timid and would rather play it safe at home, humans have always been known and admired for their sense of exploration and their need to keep pushing the boundaries to travel to new areas.

Values: Morals, Emotions, Relationships

Despises: Amorality, Apathy, Disassociation

Male Names: Athen, Davyn, Graim, Iselton, Jace, Jonathas, Kainas, Rhys, Talisan, Vyncent

Female Names: Aimee, Alyce, Cassandria, Fiona, Helena, Jennifer, Jesika, Larisha, Sabelle, Tristana

Human Traits

- **Adrenaline:** Whenever you are at 25% or lower health, you gain +2 Attack and +2 Speed.
- **Iron Will:** +Tier Level bonus to toughness checks.
- **Renowned:** +2 Resolve or an additional flat 1d6 maximum health bonus.

Size: Standing at an average of 5'10", humans are considered medium.

Speed: 5

Language: Common

Speech: Humans are found all throughout the galaxy and have vastly different backgrounds from one another, making their speech patterns the most difficult to categorize. Some have a particular drawl, or use slang; others may be more pronounced. It's dependent on the individual human and where they are born.

Age: 18 years (Adult), 45 years (Middle-Aged), 60 years (Old), 90 years (Elder)

Boreinheir

Humans of viking ancestry, the boreinheir are natural born warriors. They are often bearded and have naturally dark, curly hair and tan skin color, with the exception of those that have been raised in the arctic regions.

Attribute Bonus: *Humans are varied.* Distribute +2 points among two attributes.

Proficiency Bonuses: +2 levels in any one proficiency

Other Proficiency Bonuses: +Weapon Subtype (Melee)

- **Indomitable Will:** If you would take damage that would down your character, roll 1d6. If the result is a 5 or higher, then the damage is negated. This is rolled separately from your defense roll. You may only use this once per day.
- **Stand Strong:** *Known for their ability to hold their ground against all odds, the boreinheir are able to stand strong, slaying all who are foolish enough to come near.* Gain edge in melee combat (attacking, defending, evading). This effect lasts until you move. (Movement)

Faremek

A race of human native to Grimora. These humans have naturally blonde and brown mixed hair, with blue eyes and tan skin. Most faremek live near ancient towers, where they have developed an affinity for artifacts and technology.

Attribute Bonus: Distribute +2 points among two attributes.

Proficiency Bonuses: +2 levels in any one proficiency

Other Proficiency Bonuses: +Repair Tools or +Wildlands Walk

- **Survivor:** +2 Survival
- **Gearhead:** +2 Engineering

Lancen

Covering a large majority of the population of humans on Anthos and Arcwyn, the lancen derive from the continent of Lancia. They are strong-willed people that are known for their selfless actions and their readiness to do good. Their dedication has driven them to learn and advance through society at a rapid pace, often acknowledging one's intellect just as much as physical power.

The lancen typically have blonde or light brown hair, and a pale to light tan complexion.

Attribute Bonus: Distribute +2 points among two attributes.

Proficiency Bonuses: Gun subtype, +2 levels in any proficiency

- **Studious:** Learn and speak any additional standard language. Additionally, gain +1 Lore.
- **Technophile:** +2 Technology

Leogin

Large and In Charge

The leogin are a prideful and noble race who believe the most admirable traits are loyalty and bravery. Despite being incredibly intimidating due to their size and battlefield presence, leogin are fiercely loyal and will often risk their own lives to save their comrades.

Physical Description

The leogin stand at around 6'7" on average. Their build is very muscular and most males are seen with a mane of sorts, even sometimes braided for decoration. The leogin have tiger-like stripes that vary between individuals. They have paws, claws, and sharp teeth.

Society

Living on Foragna, leogin love to lead, and as such typically don't follow orders well unless they have full trust in their leader. In such a case, the leogin will be most loyal to them and die for their cause.

Way of Life

Leogin worship positive traits such as inner strength and bravery.

Relations

The leogin have taken it upon themselves to protect the felinx whenever they can. Knowing that they themselves are bigger and more battle-oriented, leogin feel obliged to keep their fellow furry friends safe. Among themselves, leogin are generally nice to one another, but because of their competitive nature often challenge each other to friendly contests (such as arm wrestling).

Adventurers

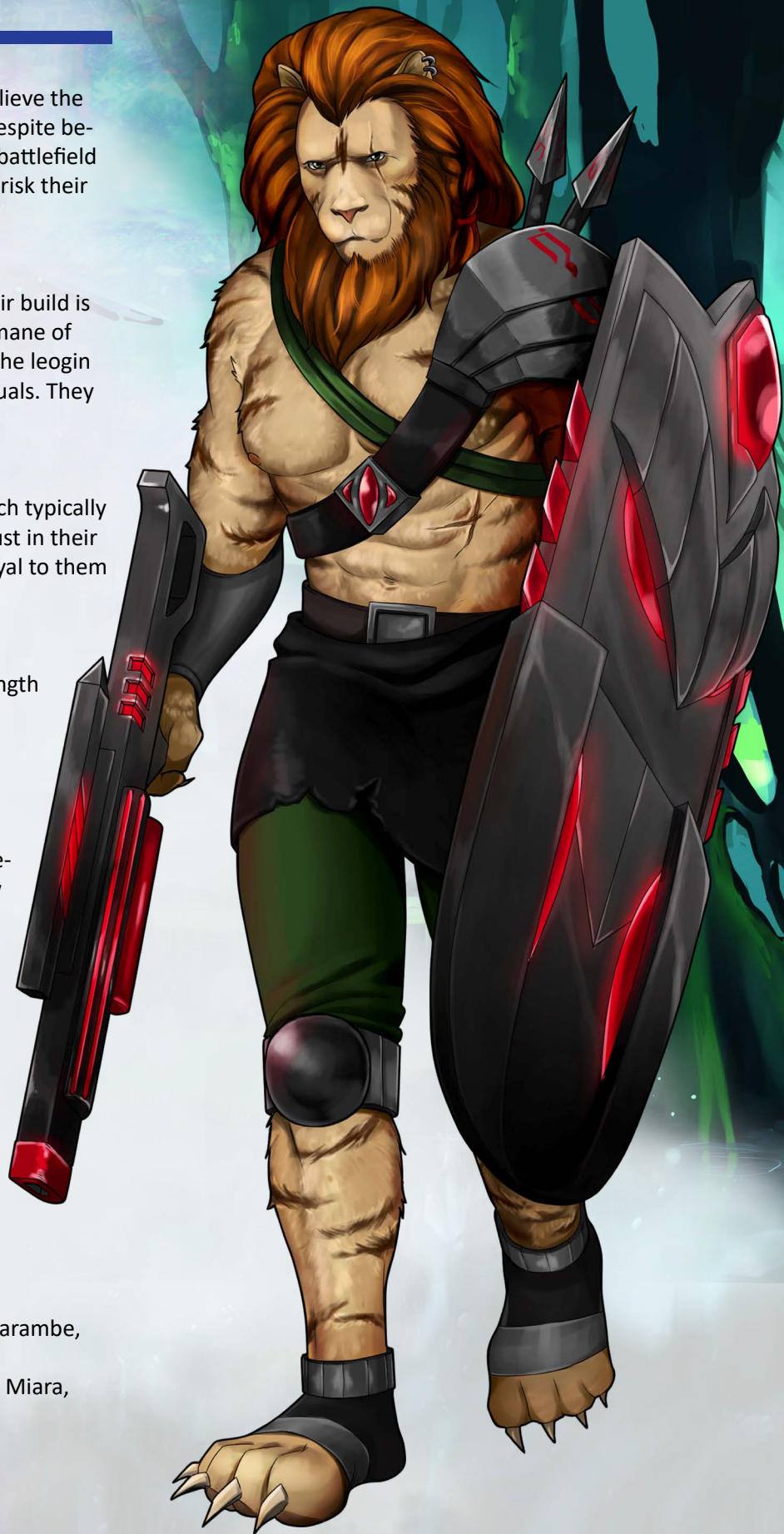
Almost any leogin is up for a challenge and an adventure--they would see it as a form of competition.

Values: Bravery, Loyalty, Community

Despises: Cowardice, Deceitfulness, Seclusion

Male Names: Abbos, Braeth, Brizgar, Dardhat, Karambe, Kefris, Mazbor, Okambe, Shishoshi, Tijet

Female Names: Kra, Kovu, Jelba, Lerisha, Meira, Miara, Rakasha, Rala, Sekhma, Shiku



Leogin Traits

- **Brawn:** Leogin gain +2 Strength for being naturally strong.
- **Battle Roar:** *With great ferocity, a leogin may battle roar, erupting into the air a sound of resonating inspiration for their allies... and a call of doom for their enemies.* Roll 1d6. Allies gain +X ATK, +X DEF, and +X to their intimidation checks until the end of your next turn. X may not exceed your Tier Level. (Action)
- **Courageous:** *Very few are as fearless as the mighty leogin.* +2 Resolve.

Size: Leogin are massive in size, standing at around 6'7" tall and weighing nearly 350 lbs.

Speed: 5

Language: Common, Libra

Speech: The leogin are proud people, and as such speak with great authority and conviction. It's difficult for a leogin not to proclaim their words in a loud, carrying manner.

Age: 14 years (Adult), 60 years (Middle-Aged), 80 years (Old), 110 years (Elder)

Prideborn Leogin

Natural born leaders, charismatic and brave. Those that stand against the prideborn are fearful, while those that stand next to them feel inspired to great lengths!

Attribute Bonus: +1 Strength, +1 Dexterity, +1 Toughness, +1 Wisdom, +1 Resolve, -3 Intelligence.

Proficiency Bonuses: +1 Athletics, +1 Influence, +1 Survival

Other Proficiency Bonuses: +Wildland Walk

- **Command of the Pride:** You are able to heal any number of downed allies by 1d6. This cannot exceed your Resolve. Limit once per day. (Action)
- **Power of the Pride:** As long as you have at least 12 health and no allies are downed, gain an additional 1d6 attack roll.

Stripeclaw Leogin

Stripeclaw leogin are more tiger-like in appearance. They also have two larger teeth on each side, much like a sabertooth. Stripeclaw tend not to be appointed leaders as often as the prideborn; however, they make up for this by being apex predators.

Attribute Bonus: +1 Strength, +1 Dexterity, +1 Toughness, +2 Wisdom, -3 Intelligence.

Proficiency Bonuses: +1 Athletics, +1 Perception, +1 Survival

Other Proficiency Bonuses: +Wildland Walk

- **King of the Hunt:** Apply a "Mark of Prey" on a target. You gain +2 ATK vs. targets with a "Mark of Prey." (Boost)
- **Natural Predator:** You are unaffected by traps unless a 1 or 2 on 1d6 is rolled when making a trap check.

Steelmane Leogin

These leogin are covered in grey, silver, or white fur. They are tough and hold the unique ability to harder than exterior, creating a steel-like coat to make them near indestructible.

Attribute Bonus: +1 Dexterity, +2 Toughness, +1 Wisdom, +1 Resolve, -3 Intelligence.

Proficiency Bonuses: +1 Athletics, +1 Perception, +1 Survival

Other Proficiency Bonuses: +Wildlands Walk

- **Steelmane:** *The silver manes of these leogin can be hardened to steel when they learn how to utilize their astral energy.* Consume 8 AST to prevent the next 4/6/8/10/12 damage done to you this turn. This skill levels up per Tier Level.
- **Silver Coat:** *Gleaming in battle, a steelmane's fur is capable of providing a strong resilience to those that stand by their side.* Whenever you defend, you may give a target within 10ft. of you +TL Elemental Resistance until your next turn.



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all this & More!**

- **6 New Races**
(including dragons, vampires, & felinx!)
 - **9 New Classes**
 - **9 New Subclasses**
 - **19 New Skill Branches**
 - **365+ More Abilities!**
(we couldn't even count them all.)
 - **Level 10+ Unlocks**
(Don't stop at level 10. Keep leveling until level 20!)
 - **New Artwork!**
- 

CHAPTER 3: CLASSES

Your class in Otherworlds determines your character's specialization and skillsets. Once a class is determined, you must then design your class's Skill Tree, which is comprised of three Skill Branches.

The assassin, for example, has access to the Affliction, Archery, Assassination, Blood, Darkness, Deception, and Swordsmanship Skill Branches. Assassination is the assassin's primary Skill Branch, meaning they will always have access to it. Secondary ones are optional and may be interchanged through leveling up.

Level Bonus

Whenever you gain a level in Otherworlds, you acquire a skill point that can be spent at any time to acquire a skill. The new skill must be one within your Skill Tree and it must be in a Tier Level you have already unlocked. Tier Levels are special categories separating your skills, beginning with your starting skills and moving all the way up to your ultimate ones! The more you level up, the higher Tier Level you will acquire. See the reference below:

- Tier 1:** Levels 1+
- Tier 2:** Levels 5+
- Tier 3:** Levels 10+
- Tier 4:** Levels 15+
- Tier 5:** Levels 20+

Additionally, when unlocking a Tier Level, you not only get access to sweet new abilities, but you also gain all of the following:

Tier Level Bonus

Tier 1:

- +1 Discipline
- +3 Proficiency Points distributed among proficiencies (proficiency levels, weapon subtypes, additional standard language, or landwalk).

Tier 2-5:

- +1 Discipline
- +3 Health or +5 Astral
- +2 Attribute Points distributed among your attributes (Strength, Dexterity, Toughness, Intelligence, Wisdom, Resolve).
- +3 Proficiency Points distributed among proficiencies (proficiency levels, weapon subtypes, additional standard language, or landwalk).
- You may forgo 3 Proficiency Points and a Skill Branch you currently have unlocked to gain access to any other Skill Branch (regardless of class).

Leveling Up

Normal	
Level	Experience
1	0
2	200
3	400
4	800
5	1,600
6	2,400
7	3,200
8	4,000
9	4,800
10	5,600
11	7,200
12	8,800
13	10,400
14	12,000
15	13,600
16	15,200
17	16,800
18	18,400
19	20,000
20	21,600

Level	Average Experience Given
Tier 1	100 - 400
Tier 2	500 - 800
Tier 3	900 - 1,200
Tier 4	1,300 - 1,400
Tier 5	1,500

Below, you'll see what proficiencies and equipment you'll get from selecting a specific class.

Purchase the full Otherworlds Creation Guide to unlock 9 additional classes. Including the Berserker, Grifter, Gunslinger, Hunter, Reaper, Seraph, Soldier, Tank and Warrior!

Assassin

Cloak And Swagger

Elusive and deadly at any range. Assassins specialize in taking out single targets and not being spotted in the process.

- **Weapon Proficiencies:** Katanas or Sniper Rifles, Knives
- **Skill Proficiencies:** +1 Acrobatics, +1 Silver Tongue, +1 Stealth
- **Other Proficiencies:** +Disguise Kit, +Thieves' Tools, or +Spells
- **Equipment:** Katana or Sniper Rifle, Knife, x1 Vial of Poison
- **Primary Skill Branch:** Assassination
- **Secondary Skill Branches:** Archery, Deception

Battle Mage

Blastin' and Castin'

A practitioner of the unorthodox methods of Battle Magic. Battle mages study the deadliest of spells and were crucial to the Thousand Year War. After the conflict, because the power of the battle mages was so deadly, they were feared and hunted by troops on Anthos.

- **Weapon Proficiencies:** Elemental Weapons, Spells
- **Skill Proficiencies:** +1 Astrana, +1 Investigation, +1 Lore
- **Other Proficiencies:** +Divining Tools or +Any language of your choice
- **Equipment:** Spell Rifle, Spellbook, x2 Ethereal Shards
- **Primary Skill Branch:** Battle Magic
- **Secondary Skill Branches:** Arcane, Elemental

Defender

Protect and Swerve

With an oath and a shield, defenders seek to protect their allies.

- **Weapon Proficiencies:** Combat Rifles or Knight Swords, Shields
- **Skill Proficiencies:** +1 Athletics, +1 Influence, +1 Perception
- **Other Proficiencies:** +Standard Language or +Exotic Language
- **Equipment:** Combat Rifle or Knight Sword, Shield, x3 Standard Auras
- **Primary Skill Branch:** Protection
- **Secondary Skill Branches:** Endurance, Martial

Subclasses

The following subclasses may also be chosen when you build your character. The below Archer subclass is a subclass of the Warrior, meaning they share many similarities to the Warrior class, except it places a further emphasis on the Archery skill branch.

Purchase the full Otherworlds Creation Guide to unlock 9 additional subclasses. Including the Killer, Swordsman, Deceiver, Basilisk, Druid, Combat Medic, Strategist, Fortress, and Squire!

Archer (Warrior)

I Used To Be An Adventurer...

Warriors who specialize in archery.

- **Weapon Proficiencies:** Shortbow or Longbow or Crossbow, Dagger
- **Skill Proficiencies:** +1 Acrobatics, +1 Perception, +1 Survival
- **Other Proficiencies:** +Highland Walk or +Wildland Walk, +Fletching Tools
- **Equipment:** Choose any two of the following: Shortbow, Longbow, Crossbow, Dagger, x12 arrows or crossbow bolts.
- **Primary Skill Branch:** Archery
- **Secondary Skill Branches:** Endurance, Martial



FIGHTER SKILLS

HEALTH: +9 ASTRAL: +4 INITIATIVE: +4

Endurance

Those that train to endure the toughest of circumstances and conditions.

Role: Fighter

Health Bonus: +9 **Astral Bonus:** +4 **Initiative Bonus:** +4

Level 1 Skill: Fit: Increase your Health by 3. Additionally, once per day, when you have a hearty meal, you gain 1d6 Absorb, to a maximum of your Toughness.

Tier 1 (Level 1+)

Roided: At the start of each day, gain +1d6 absorb to a maximum of 6.

- **Fortitude:** Gain elemental resistance to any element of your choice.
- **Super Roided:** At the start of each day, gain +1d6 absorb to a maximum of your Toughness.

Stout: Gain a 50% chance to not being knocked down.

- **Hold The Line:** Gain +1d6 to checks that involve you being pushed backwards or knocked down. Additionally, you and those within eyesight of you gain a +1 bonus when opposing an intimidation checks.
- **Tireless:** Once per day you may spend 1 Discipline to ignore exhaustion for the next 1 hour.

Tier 2 (Level 5+)

Fortress: You may spend 1 Discipline to reduce damage done to you by 1d6. (Reaction)

- **Anvil:** Switches your base Strength with your base Toughness. (Boost)
- **Bulk Up:** *Channeling your inner energy, you create a hardened exterior of astral energy, granting you further protection.* Consume 3 AST. +2 DEF this round. You must consume 2 AST at the beginning of your turn to keep the bonus. This skill cannot stack. (Action)
- **Ironclad:** Pierce damage loses its ability to ignore your armor.

Indomitable Will: Whenever you reach 0 health, roll 1d6. In the result of a natural 5+, you remain at 1 health.

- **Unyielding:** As long as you have more than 50% HP, you cannot be lowered to 0 HP in one attack.

Martial

Trained Fighters

A non-magical skillset focused on learning the basics of weapon training.

Role: Fighter

Health Bonus: +9 **Astral Bonus:** +4 **Initiative Bonus:** +4

Level 1 Skill: Train: Gain a +1 bonus to any Attribute. Additionally, learn gain any weapon proficiency of your choice.

Tier 1 (Level 1+)

Blitz: Killing an enemy with a gun gives you +2 SPD until the end of your turn.

Disarm: Lowers the success needed to use the "Disarm" Combat Maneuver to 1. (Boost)

Gun Duality: Disregard dual wielding penalties with gun weapons you are proficient with.

Stick To Your Guns: Gain a proficiency in any two gun subtypes of your choice. Additionally, guns you have equipped cannot be disarmed.

Ammo Replenish: *Deft with your hands, you're able to quickly reload your smaller firearms with ease.* Reload an equipped small size gun. (Boost)

Charge: *Focused only on the enemy, you charge towards them, thinking only of how they must be defeated.* Move a distance up to equal your speed +2. Additionally gain +2 ATK and -2 DEF until the end of your next turn. You must move towards an enemy target. (Movement)

Melee Duality: Disregard dual wielding penalties with melee weapons you're proficient with.

Back to Back: When adjacent to an ally with this feat, and surrounded by three or more enemy targets, you both gain a +2 bonus to combat. (Attacking and defending)

Battlebond: You may gain any boost that an adjacent ally has.

Battleborn: After a battle has concluded, gain a stack of "Battleborn." You may spend a stack of Battleborn to gain +1 ATK or +1 DEF. Stacks last until the end of the day. Max: 1 (Stack)

Spring Attack: Allows you to move and attack any number of times, as long as you do not exceed your movement or the amount of times you can attack in a turn.

Smash and Bash: The next melee attack you make this turn that deals bludgeoning damage gains +Edge. (Boost)

Vice Grip: You cannot be disarmed. Additionally gain +1 Defense when holding a sword in at least one hand.

Visceral Shot: *Pressing the barrel of your gun to the enemies weakest area, you deal a devastating blow.* Gain edge with an equipped gun this turn. Only use if the target is within touch range. (Boost)

Quick Reload: Spend 1 Discipline to reload an equipped weapon free of action.

Tier 2 (Level 5+)

Action Reload: Whenever you reload an equipped weapon you control, roll 1d6; In the result of 3+ the weapon you reloaded gains the following benefits until the end of turn. +1 ATK and your choice of either +Burst-Fire, +Pierce, +Spray-Fire, or +Trespass.

Run & Gun: You may attack with guns and make a normal move for one turn point. (Boost)

Stockpile: Increases everyone's weapon magazine in your party by 1.

Strafe: Whenever you attack with a gun, you gain +2 defense until your next turn.

Long Ranger: +2 range with equipped rifles

Longshot: Double the range of an equipped gun you control until the end of turn, you lose edge when attacking with that gun this turn (Boost)

Setup The Shot: Your next attack with a ranged weapon cannot be evaded (Movement)

Battle Fury: For your next melee attack, use your strength stat doubled instead of your weapon's attack value. You do not roll an attack roll for your next attack. (Boost)

Battle Mastery: Enemies gain no additional bonuses to outnumbering you when you are wielding a melee weapon. Additionally, you gain +2 ATK with your equipped weapon when two or more enemies are adjacent to you.

Improvised Weapon Mastery: Gain +1 Discipline. Additionally you gain proficiency with improvised weapons.

Mighty Blow: Add +1d6 impact to your next attack. (Boost)

Weapon Guard: Gain +2 DEF against the next melee attack that would target you. Use this skill only if you have a melee weapon equipped. (Reaction)

Protection

A Duty To Protect

Those that protect, have something to protect. Protection grants various magical and non-magical boosts to defending those you value the most.

Role: Fighter

Health Bonus: +9 **Astral Bonus:** +4 **Initiative Bonus:** +4

Level 1 Skill: Oath: A Defender's Oath aligns their path, and is a duty they hold sacred to themselves. Select any Oath below. You may not select more than one Oath.

Spell Technique: Verbal

Tier 1 (Level 1+)

Defend: You may redirect any attack done to any ally; to yourself. The ally you're defending must be within 10ft. of you. Limit to once per round per Tier Level.

- **Defender's Avatar:** *A target within line of sight gains your protection through an astral manifestation of your own being.* Whenever a target you're protecting this way becomes attacked, you may choose to consume 2 AST, to redirect the attack to yourself, this counts as "Defend." (Reaction)
- **Advanced Block:** *The shield is rather an iconic symbol for a Defender. They learn the best ways to protect themselves.* +2 DEF when equipped with a Shield. (Reaction)
- **Superior Defend:** Increase the range of Defend by 10ft.

Oath of the Sword: You have an unquestioned loyalty to honor above all else. This honor is represented through your sword, which serves as an extension of your justice.

Gain the following benefits:

- **Sword Discipline:** *The time trained with your sword, is Immeasurable.* Gain +1 Discipline. Gain +Sword sub-type proficiency. Learn one Tier 1 Skill in the "Swordsman" skill branch.

Shield Blow: +1 ATK with shields.

- **Shield Slam:** Make an attack check with a shield. If successful, deal STR + TL + 1d6 daze damage. (Action)
- **Smite:** Your next melee attack gains +TLd6 energy damage. If that target is a demon, living dead, or monster, then they take double damage. Limit once per day.

Oath of Devotion: You are devoted to your own moral compass and belief system. This belief is usually guided by

a celestial entity and compels you to act on your beliefs behave.

Gain the following benefits:

- **Persecute:** *Your devotion to your cause, has led you to being respected by all forms of order.* Gain +Edge when making a check to convincing any number of people that someone is guilty and/or evil.
- **Zeal:** Gain +Edge in combat. You must attack the closest enemy target. (Boost)

Oath of Crown: You fight for your land, your people, and the laws of society.

Gain the following benefits:

- **King's Power:** *You gain the power of the king. Select one weapon or armor. Your power is channeled through that equipment. If the equipment is destroyed, you lose your ability to cast spells until the equipment is restored by magical means.* Weapon: +2 Attack bonus, +damage done by this weapon is considered spell damage. Armor: +2 Armor bonus. +Spell resistance
- **King's Speech:** Gain a +2 bonus to Resolve (Influence) checks when speaking to a crowd of 7 or more people.

Oath of Redemption: You have gone through a long journey of past regrets, but you have learned that the past doesn't define you. What defines you are the actions you make here and now, and it's those actions that are shedding darkness.

Gain the following benefits:

- **Rebuke:** When an ally target within 20 feet of you is attacked and damaged, you may have the attacker take the damage they dealt directly inflicted to them. They have a 50% chance to reduce this damage by half. (Reaction)
- **Reconcile:** You may have a successful melee attack deal no damage. If you do, make a Resolve (Influence) check vs the defending targets Resolve. If successful, the target's heart is filled with hope, causing them to not want to fight any longer, (If they are then attacked by you, they will continue fighting as normal).

Oath of Vengeance: You are committed to slaying all that oppose your beliefs.

Gain the following benefits:

- **Penance:** *You put the fear of your diety into the souls of those you face.* Make an intimidation check against a target. If successful, the target is not only intimidated, but also has its speed reduced to 0 until it loses intimidation.
- **Relentless Conviction:** You gain 2 degrees of edge when defending against Intimidation checks.

Tier 2 (Level 5+)

Counter Blow: Roll an additional 1d6 for your next attack, if you used Advanced Block last turn and took no damage. *The strongest ally is time and patience.* (Boost)

Parry: You gain +Parry when defending (Roll 2d6 and choose the highest when defending).

Shield Toss: *Throws your shield at the enemy.* Your equipped shield gains +X Range until the end of turn, where X is your STR. (Boost)

- **Shield Ricochet:** Allows you to attack an additional target within range, with Shield Toss.

Stand Ready: Gain +1 DEF, If you're equipped with a shield, gain an additional +1 DEF. This effect lasts until your next turn. (Movement)

Serve & Protect: Consume 2 AST. All allies gain +2 Defense until your next turn. (Action)

- **Safe Guard:** Consume 2 AST to give any target +TL Absorb. You may only have Safe Guard active on one target at any time and many cancel its effect at any time free of action. (Action)

Stand Against: Creates a 30ft. wide hollow barrier adjacent to you. The barrier can absorb up to X damage where X is the amount of AST consumed for this ability times 2/3/4/5. The barrier is depleted once it takes X damage. (Action)

- **Superior Stand Against:** Doubles the amount of damage your hollow barrier can absorb

Steadfast: Gain +TL against toughness, wisdom, and resolve checks until your next turn. (Reaction)

- **Superior Steadfast:** Steadfast can now target adjacent allies

Tier 3 (Level 10+)

Bulwark: *Covering yourself in a thin light blue layer of hardened astral, you're able to strengthen your bodies armor.* Consume 6 AST, prevent the next 5/6/7 damage done to you. Limit once per day. (Reaction)

Defiance: Each time you are attacked and receive 0 damage, add a stack of "Defiance." Spend a stack of Defiance to gain +1 resistance to status effects, elemental damage or spells. Stacks empty at the end of day. Limit: 5

Energy Syphon: *Harnessing your defensive astral abilities, you're able to syphon the energy produced by your guard, and use its properties to heal your allies.* Deplete a guard

you control to heal you or an ally by its guard capacity. You may only use this skill up to your Tier Level times per day. (Action)

Resolute: Gain an additional 1d6 when resisting status effects and spells that require you to make a check and choose the highest result. (Reaction)

Resurgence: All allies gain life steal until your next turn. (Action)

Shelter: *You're able to conjure a magical barrier that protects the target in a coat in an ethereal barrier.* Consume 3 AST. Target gains elemental resistance for the next 1 hour. (Action)

Shield Barrage: *Relentless with your shield attacks, you're able to bash all those who dare venture close.* Attack any number of targets equal to or lower than your Tier Level with an equipped shield. This is treated as one attack. (Action)

Tier 4 (Level 15+)

Rebound: *With great perception and timing, you're able to use Astral Energy to redirect an enemy attack.* As a Defense Combat Maneuver with 2 success, you may redirect an attack to any target within range by consuming 3 AST. This is treated as a counter attack. (Reaction)

Recompense: *You love to share and what better to share than the gifts your enemies love to give?* Your next attack gains +X ATK where X is 1 per 3 damage you take this turn. (Reaction)

Reserved Protection: Whenever you reach critical health (25% or lower), you may consume any amount of AST, if you do, gain +X DEF and Elemental Resistance, where X is the amount of every 2 AST consumed this way. X cannot equal more than your Tier Level.

Respite: If your Health is above 1 and you take enough damage that will kill you, your health goes to 1 instead. Limit once per day.

Shield of Aegis: Consume 6 AST to creates a golden layer of energy around you, making you indestructible. You cannot take damage while indestructible. This lasts for one round. Limit once per day. (Action)

Valiant +25% Toughness. This only counts your base stat.

Tier 5 (Level 20+)



MAGE SKILLS

HEALTH: +5 ASTRAL: +12 INITIATIVE: +2

Arcane

Mages that specialize the ancient teachings of astral magic, learn powerful arcane arts that reach phenomenal heights. Such heights include, but certainly are not limited to, bending time to your whim, creating black holes, and conjuring a massive amount of force to push away your enemies.

Role: Mage

Health Bonus: +5 **Astral Bonus:** +12 **Initiative Bonus:** +2

Level 1 Skill: Thaumaturgy: Using thaumaturgy you can create harmless but magnificent miracles. Such miracles can be any of the following:

- Projecting a sound up to three times its original volume.
- Creating a unique sound that's eerie or vaguely mimics a sound you've heard before.
- Change the color of an object.
- Moving an object no heavier than 10lbs. within your line of sight.

Spell Technique: Somatic

Tier 1 (Level 1+)

Augury: You employ some divining tool that will grant you a message from an otherworldly presence. This will result in an omen of grand or woeful outcomes. This is represented by the WM's discretion. A grand outcome could be represented by a flower blooming, as a woeful omen could be determined by a rabbit being picked up and torn apart by a murder of crows. Nothing may happen if the omen is determined as neither good nor bad. (Ritual)

Tier 2 (Level 5+)

Animate Object: Consume 3 AST. You bestow magical energy into an object that is equal in weight to your character level x 10 lbs. The object moves to your command up to 1 hour. The object when out of your sight, will no longer move, unless given a specific command. Commanding the animated object does not use a turn point. (Action/Ritual)

Arcane Resonance: Whenever you are within 10 feet of an ally that is proficient with Spells, gain edge on spells you cast.

Signal Sense: Conjures an invisible magical area up to your discretion. Once any tiny or larger target moves into this invisible magical field, it will trigger an alarming sense in your mind. This field lasts until it's diminished free of action or up to 3 hours + TL Hours. (Ritual)

Walk on Water: This spell grants the ability to move across any liquid surface as if it were solid ground. You may target 2 times your Tier Level number of targets. This effect lasts for 1 hour. (Ritual)

Without Breathing: Consume 2 AST per target within 30 feet. The chosen targets can go without breathing for the next 1 hour. (Action/Ritual)



Battle Magic

Not all mages sit on the sidelines, mumbling spells to themselves, as they hope to hit their enemies with their fireballs. Battle Mages head into the fray of battle, equipped with weapons, armor, and a mix of spells to give them the advantage over their enemies.

Battle Magic was formed combining the best of the arcane arts to maximize destruction during the Thousand Year War. Almost a century later, Battle Magic is looked down upon by those who remember its roots, but its practices still make for a powerful asset for mages.

Role: Mage

Health Bonus: +5 **Astral Bonus:** +12 **Initiative Bonus:** +2

Spell Technique: Somatic

Level 1 Skill: Magic Missile: Consume 2 AST to attack a target within 80/100/120/140/160ft. The attack of this spell is equal to your Resolve + TLd6. You may attack multiple targets with this skill. This skill requires 2 additional AST per additional target. This skill levels up per tier level. "It's too cliché not to do." (Action)

Tier 1 (Level 1+)

Astral Sense: *You learn to sense strong levels of astral energy. As long as you are concentrating, you're able to sense anything that emits astral within 10 feet of you per Intelligence.*

- **Astral Boost:** When attacking you may consume any amount of AST less than or equal to your current TL. Your next attack gains a +ATK bonus equal to the amount of AST consumed. (Boost)
- **Astral Steed:** *Learned to increase mobility on the battlefield.* Consume 5 AST to conjure a steed composed of astral within 10 feet of you. This steed's stats are considered "0," with the exception of its speed which is considered 10. The Astral Steed will vanish once it takes any damage. Any target you allow is able to ride the steed. (Action/Ritual)

Summon Weapon: Consume 3 Astral to summons one weapon of your choice to your side. Weapons summoned this way are considered magical. If you're proficient with a weapon summoned this way, its bonuses apply. The summoned weapon lasts for up to 1 minute per level you are. At the end of the duration, the weapon disappears. (Action/Ritual)

- **Greater Summon Weapon:** You may summon a number of weapons at once equal to your Tier Level. For each weapon summoned this way, you must consume 3 Astral. (Action/Ritual)
- **Summoned Weapon Strike:** Attacks any number of enemies up to a range of 100 feet with the weapons you have summoned by firing at them. For each attack, make an attack check using the weapons base Attack value + your Resolve. If successful, deal damage equal to the weapon's ATK + 1d6 damage per success. If the weapon has an effect, such as, "pierce," it applies as well. After attacking with a summoned weapon this way, it disappears. (Action)

Spell Sniper: Double your spell's range this turn. (Boost)

- **Toil and Trouble:** *By concentrating your arcane abilities, you're able to strengthen the lethality of your spells.* Gain edge with spells that you consume 10 or less AST for. (Boost)

Tier 2 (Level 5+)

Blink: Consume X AST. Teleport 10 feet per 1 AST consumed this way + your speed. Teleporting ignores heights. You may also teleport through obstacles as long as your character doesn't end their turn in an obstacle. (Movement)

Delay: Consume X AST equal to or less than your TL. A target up to 60ft. makes a WIS check. $AST + 1d6 > WIS + 1d6$. If successful, that target gains -X SPD, where X is the amount of AST consumed. If 3 or more AST is consumed this way; that target also loses edge when being attacked. In addition that target can no longer use reaction skills or attack more than once during their turn. At the end of their turn, the target makes another WIS check. This skill lasts until they succeed the check or 3 rounds pass. (Action)

Dispel: Consume X AST and then roll 1d6. Add that amount to the AST consumed to negate a spell's effect if it consumed less astral than that total. Range: 50 Feet per an additional +10 ft. per Tier Level unlocked. (Reaction)

Dream Catcher: Whenever you meditate or rest, gain an additional amount of astral equal to your Resolve.

Dream Grasp: Make a melee touch attack check against a target, if successful the defending target makes a Resolve check (RES + 1d6) if they fail, they become asleep for TL + 1d6 minutes, receive damage, or are shaken.

- **Energy Drain:** Drain a target within touch range by 1d6 AST + TL. You may increase the range of this by 10ft. per 1 AST consumed. Draining will replenish you AST by the amount drained. This will not inflict damage.

Force Blade: Consume up to X AST to add +X to your melee attack. Limit to your Tier Level. Using this skill more than once per day will make your character exhausted until you have a full rest.

Haste: Consume X AST equal to or less than your TL. A target up to 60ft. gains +X SPD, where X is the amount of AST consumed. If 3 or more AST is consumed then the target additionally gains edge when defending or evading, and may attack an additional time. This ability lasts for 3 rounds and does not stack. (Action)

Overload: *A new technique acquired by the Battle Mages. Overload, capitalizes on the new guard technology, and optimizing it for more power.* Whenever you cast a spell, you may deplete any amount of your guard up to your TL, to add that amount to your spell's attack. (Boost)

Protection from Fey: *When the kingdoms used fairies to send the opposing troops to sleep, the Lancen knew they had to form counter measures. The scientists captured the fairies, testing their magical abilities and devised a spell to protect their troop from the fey.* Gain edge defending against charm, influence, and sleep checks.

Rift Walk: *Those that didn't like drawing attention, riding a steed throughout the battle, sought a new mode of transportation. The Battle Mages, learned a way to move themselves quickly, without exhausting thier astral energy.* Teleport up to a distance equal to your movement speed. When performing this skill, you cannot be attacked. (Movement)

Roast: *The conflicts of The Thousand Years War were predominately knights wearing heavy armor. Like any good mage, they saw this obstacle as opportunity.* Consume 10 AST. Deal Xd6 burn damage to a target within 60 ft. X is equal to the defending target's armor value. (Action)

Elemental

Those that are able to manipulate astral to the elements of the world.

Role: Mage

Health Bonus: +5 **Astral Bonus:** +12 **Initiative Bonus:** +2

Level 1 Skill: Elemental Control: You harness the power of the elements, allowing you to do extraordinary things such as the following:

- **Elemental Touch:** Deal 1d6 damage of the type of your choice to a target within touch range. (Acid, Burn, Frost, Petrify, and Shock).
- **Element Manipulation:** You may manipulate fire, wind, water, and earth to small effect, such as increasing the size of a fire by twice its original size. Increasing wind speeds by double. Moving boulders or manipulating up to 5 feet of water, changing its direction or freezing it. None of these manipulations are powerful enough to cause much harm if any, in themselves.

Spell Technique: Verbal

Tier 1

Acid Spit: Make a ranged attack check up to 30 feet away. This ranged attack check is equal to your DEX + TL + 1d6. If successful, deal TL acid damage to the defending target.

Element Bloom: Make an attack check. If successful, this attack deals TLd6 of the element you have last attacked with. (Action)

Lightning Weapon: Consume 4 AST to conjure a lightning melee weapon with the following stats: 7/--/1 +100% shock damage.

Tier 2 (Level 5+)

Astral Lightning: Consume X AST. For every 3 AST consumed this way, roll 1d6 and add it to your Resolve. If the result is equal to or higher than the defending target's Resolve, they take TLd6 shock damage. Range 110ft. (Action)

- **Astral Storm:** You may attack up to three targets with Astral Lightning. You roll once and apply that result to all targets.

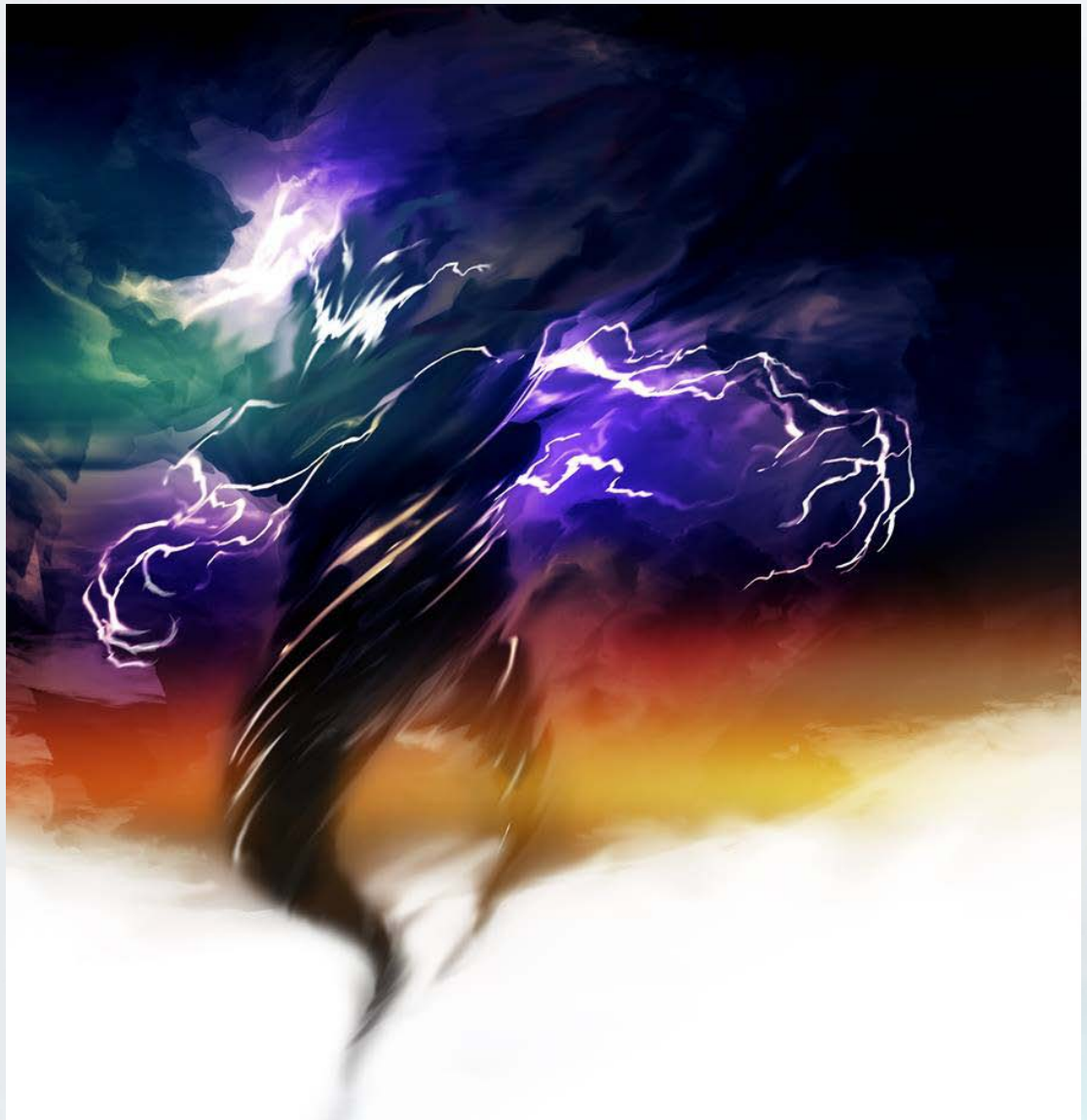
Beyond the Limit: Consume any amount of AST equal to or lower than your TL. Your next attack with a weapon gains + X additional Elemental damage. This damage is the same element as the current weapon. This skill only affects weapons with an elemental property. (Boost)

Cold Shoulder: Consume 2 AST and move up to your SPD + 3 in a straight line. If stop your movement adjacent to a target, deal STR + TLd6 frost damage to the target. They get to roll for defense. (Movement)

Corrosive Cloud: Consume X AST to create a 3x3 area of corrosive gas that deals 2/3/4/5 poison damage to all targets within the affected area. During the beginning of a turn, If a target is within the affected 3x3 area, they receive X direct acid damage, where X is the amount of AST consumed. (Action)

Element Mantle: Learn one of the following Corrosive Mantle, Ice Mantle, Fire Mantle, and Thunder Mantle. This spell deals damage of the elemental type selected (Acid, Frost, Burn, and Shock) respectively. Consume up to TL astral to gain absorb of an equal amount. Whenever you move adjacent to an enemy target or an enemy target moves adjacent to you, they are inflicted with elemental damage equal to the amount of absorb you have.

Flash Freeze: X AST + WIS + 1d6 frost damage to all targets within 20ft. (Action)





ROGUE SKILLS

HEALTH: +6 ASTRAL: +4 INITIATIVE: +6

Archery

The Archery Branch covers proficiency with bows and siege weapons. Such things include firing multiple arrows at once, or learning to shoot your arrows further.

Role: Fighter

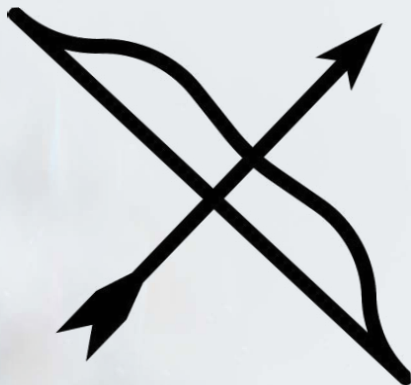
Health Bonus: +9 **Astral Bonus:** +4 **Initiative Bonus:** +4

Level 1 Skill: Pull and Release: *You have grown accustomed to the motions of firing your bow, it's become second nature to you.* Your next attack with a bow this turn gains +Edge (Roll an additional 1d6 and choose the highest result). (Boost)

Tier 1 (Level 1+)

Arrow Eyes: *Your eyes have begun to attune greatly when using a bow, you can follow your target, able to land shots right on target.* Increases the the success a target needs to evade your next attack by 1 when attacking with a bow. (Boost)

- **Bow Duality:** You suffer no penalty when wielding two small sized crossbows.
- **Fletcher:** Gain +1 Craft. Additionally you learn how to craft arrows. (Wisdom + Craft)
- **Overdraw:** *You tighten the string back, using all of your might, you fire with deadly force and precision!* Your next attack with a bow this turn gains +2 ATK and +Pierce. (Movement)



Path of the Arcane Archer: You begin studying the teachings of the Arcane Archer, allowing you to turn your basic arrows, into magical forces of disaster. You gain proficiency with spells. If you were already proficient with spells, instead you gain +1 Discipline. Additionally, your discovery of the arcane has granted you a +15 bonus to AST.

- **Arcane Arrow:** Upon firing an arrow, you may have it deal spell damage. The magical essence of the arrow, leaves upon the arrow making contact with a target or missing.
- **Arcane Archer Lore:** Gain +1 in Astrana and +1 in Survival.

Tier 2 (Level 5+)

Archer's Bane: *Your growing mastery of bows has given you advantages not only offensively, but defensively as well.* Gain edge when making a defense roll vs. bow attacks.

- **Archer's Return:** When you successfully defend you or evade a bow attack taking no damage, you may immediately make an attack with an equipped bow you control using the arrow that was fired at you. (Reaction)

Double Arrow: When you attack with one bow in a turn, you may attack twice with it. You may only use this once per turn.

Immediate Shot: Whenever you have the highest initiative, you may make an attack with your equipped bow free of action.

Mindblast Arrow: Consume 3 AST. Make a ranged attack with your bow. This attack deals TLd6 psychic damage. Choose one ally within 50 feet of the defending target. If the defending target fails a Resolve check with a difficulty of your Wisdom + Tier Level. The defending target cannot attack or target the chosen ally until the end of your next turn. (Action)

Quick Shot: You may make a ranged attack as a boost as opposed to an attack action. If you do, this attack loses edge. (Boost)

- **Improved Quick Shot:** You no longer lose edge, from using "Quick Shot."

Seeker Arrow: Consume 3 AST. Make a ranged attack with your bow. This attack cannot be evaded and can turn corners, maneuvering through obstacles until it reaches its control. If successful, choose one of the following. A.) Disarm the enemy target's primary or secondary weapon

Volley: Your bows gain +Lob. Additionally your bows gain +3 range.

Assassination

Hide And Sneak

The art of stealth and the unseen kill. The Assassination Branch focuses on single target elimination from up close or from a distance.

Role: Rogue

Health Bonus: +6 **Astral Bonus:** +4 **Initiative Bonus:** +6

Level 1 Skill: Assassinate: Deal double damage vs. a target that has not taken a turn yet or is immobilized. (Boost)

Tier 1 (Level 1+)

Sharpened: +1 Attack with weapons that deal slashing damage. Additionally, you may have slashing damage you deal, do piercing damage as a Combat Maneuver with 1 success.

Path of the Sniper: *You specialize in taking out enemies from afar.* When you study your target for 1 minute of time, you gain an additional +1d6 attack bonus when attacking them.

- **Target Practice:** +1 ATK and +1 RAN with sniper rifles. Additionally, you Gain edge when making a Dexterity (Stealth) check, as long as you have been prone for at least one round.

Path of the Mage Killer: *You specialize in killing mages. Per haps, this is because a mage once destroyed your family, or maybe it's just because you simply hate magic, either way, mages will learn to fear you.* Gain a +1 Defense bonus when attacked by a spell. Additionally, you learn the following skills (*each skill must be learned in any order by spending 1 Skill Point*).

- **Mage Disrupt:** A target damaged by you, cannot cast a spell until your next turn. (Boost)
- **Mage Strike:** Whenever a target within 10ft. casts a spell, you may make an attack against that target prior. (Reaction)
- **Mage Ward:** Reduce damage done to you by a spell by 50%. (Reaction)

Tier 2 (Level 5+)

Assassin's Dodge: Reduce the next physical damage you would take this turn by 50%. (Reaction)

- **Assassin's Dodge II:** Reduce the next physical damage you would take this turn by 50%. Additionally, you may make a counter attack with an equipped dagger. (Reaction)

- **Assassin's Dodge III:** Reduce the next physical damage you would take this turn by 50%. Additionally, you may make a counter attack with any small weapon you have equipped. (Reaction)

Backstab: Whenever you attack with a knife from stealth, gain an additional 1d6 attack bonus.

Death Mark: Consume 2 AST to "Death Mark" a target. Targets that attack an enemy that is "Death Marked" gain +1 ATK. (Boost)

- **Greater Death Mark:** Death Marked targets receive a -2 Defense penalty.

Expose Weakness: Make an attack check. If successful, the defending target loses all resistances until the end of your next turn. (Action)

Hidden Agenda: Being a master of stealth, you're able to conceal and carry small weapons on you that others will not notice such as small throwing knives, daggers and small firearms. These weapons do not have to be in your equipped slots, but it should be designated that they are on you.

Hidden Blade: You are armed with a hidden blade weapon. This weapons' stats are X/0/0, where X is your stealth bonus. This weapon does not take up a weapon slot.

Lethal Striker: Gain edge when throwing precision weapons.

Pin Point: Your next attack with a sniper rifle gains +TL Swift. (*Swift gives you +X attack, as long as the defending target attempts to evade. You must declare using this skill as you attack*). (Boost)

Say Goodnight: Make a melee attack check. If successful the target is rendered asleep for 1d6 x 1 minutes. If the target is attacked in any way, they will wake. (Action)

Vital Strike: As a Combat Maneuver with 1 success, you may ignore 50% of the defending target's Armor.

Vulnerable Strike: Make an attack ignoring the defending target's resistances. This does not ignore Affinity or Immunities the target may have. (Action)

Deception

The art of deceiving.

Role: Rogue

Health Bonus: +6 **Astral Bonus:** +4 **Initiative Bonus:** +6

Level 1 Skill: Tap The Table: You are able to communicate with those that you have aligned yourself with. You can give silent signals to any target with no chance of being caught. The signal you give can be of any meaning, but the target must be within line of sight. (Verbally communicate with the player, but in the game, you're signaling the player silently).

Tier 1

Path of the Con Artist: You're great at using your words and your ways to deceive others. At the time of selecting this path, acquire any skill below. Acquire additional skills below for an additional skill point per skill.

- **Identity Thief:** You have a false alias, registered number, I.D, and information, detailing you as someone you're not.
- **In The Cards:** When playing a card or board game, your character can make a stealth check with edge. If successful, you have a guaranteed victory by cheating the game. If you fail, you are caught trying to cheat in the game.
- **Mastermind:** You may spend 1 Discipline to add or subtract 1 from any roll before it's rolled. This can be used for any roll.
- **Mirror Match:** If you are attacked by an enemy target who uses a boost skill to alter their attack, you may do the same for your next attack, as long as the boost can be applied to your attack.
- **Play The Part:** You're able to assemble any disguise, and act in any way which will have others believe you're someone you're really not.

Path of the Dodger: Your actions can speak louder than your words. You use your wits to evade suspicion and avoid danger. At the time of selecting this path, acquire any skill below. Acquire additional skills below for an additional skill point per skill.

- **Action Plan:** *You see danger right before it happens and are able to think fast on your feet, allowing you to make quick decisions in the blink of an eye.* Whenever initiative is determined, you may move up to half of your speed rounded up free of action.
- **Blend Into:** You're able to blend into large crowds of enemies with ease. Gain edge when making a stealth check while in a crowd. A crowd is considered to be at

- least seven people.
- **Daring Dash:** *You're always ready to move to a better position, and react quickly when blood hits the pavement.* Gain +X to your initiative, where X is your Tier Level. Additionally gain +1 speed, during the first turn you take.
- **Free Runner:** You may ignore difficult terrain that is no more than 10ft. in size. Additionally, you take 50% damage from falling and do not lose edge when attacked while climbing.
- **Stride:** Gain a +2 bonus to any Dexterity (Acrobatics) check you make this turn. Additionally you may move through enemies as though they were allies. (Boost)

Tier 2 (Level 5+)

Apply Poison: Applies poison to an object or melee weapon of your choice within 5 minutes of time unless you are proficient with spells. The poison level is equal to your Tier Level.

Exploit Attack: Whenever you successfully evade an attack, negate it and inflict 1d6 + DEX damage to the target that attacked you. (Reaction)

Mirror Mockery: At any point you may copy a characteristic trait of any target character. Gain a +2 bonus when influencing someone with the same characteristic trait as you.

Mockery: Upon being attacked, you make an insult that throws off the enemy, causing them to lose -X to their next attack this turn. X equals 1d6 to a maximum of your Intelligence. (Reaction)

Mug: Make a melee attack check. If successful, replace the damage you would deal with gold. This Action only works once per target NPC. The gold you gain is 1d6 x 10GL. Using this action on a target is considered an attack. (Action)

Snatch: Roll an additional 1d6 for defending when a weapon or item is thrown at you. If that result is higher than the enemy target's Dexterity then you catch that weapon or item. You must have a free hand open to do so. (Reaction)

The Slip: Gain a +TL bonus to grapple checks. Additionally you're unable to be followed or tracked by targets of a lower level than you, unless they succeed an Intelligence (Investigation) check with a difficulty equal to your Intelligence (Stealth).

Zig-Zag: Move up to your speed. Until your next turn, you receive a +2 DEF bonus when evading. (Movement)

QUICK BUILDS

If you're in need of creating a quick character, consider using these templates below. Each class is listed with three class builds and a series of attributes listed beside them. For example, if you wanted to create an assassin quickly, decide if you want the assassin to be more of a fast and strong cutthroat or a well attuned to their surroundings stalker? If you can't decide or are in need of making a quicker decision, go with the first choice, as it's the most standard way to build the class.

Once you select the class build you want to build, apply the attributes rolled or distribute 1, 2, 3, 4, 5, and 6 given in the order listed among the type you select. Wanting to create a quick berserker that acts like a barbarian would have 6 strength, 5 toughness, 4 dexterity, and so forth. However, if you want a berserker that uses guns, try the gunzerker build, which would give them 6 dexterity, 5 toughness, 3 strength, and so on. The template you select has no mechanical effect on the characters built using them.

Assassin

- **Cutthroat** – Dexterity, Toughness, Strength, Resolve, Wisdom, Intelligence
- **Darkhand** – Dexterity, Intelligence, Resolve, Toughness, Wisdom, Strength
- **Stalker** – Dexterity, Wisdom, Toughness, Intelligence, Strength, Resolve

Level 1 Skill: Assassinate

Background: Vandal

Battle Mage

- **Elementalist** – Resolve, Dexterity, Strength, Intelligence, Wisdom, Toughness
- **Controller** – Resolve, Dexterity, Intelligence, Wisdom, Toughness, Strength
- **Warcaster** – Resolve, Strength, Dexterity, Toughness, Intelligence, Wisdom

Level 1 Skill: Magic Missile

Background: Sage

Berserker

- **Barbarian** – Strength, Toughness, Dexterity, Wisdom, Resolve, Intelligence
- **Gunserker** – Dexterity, Toughness, Strength, Wisdom, Resolve, Intelligence
- **Bruiser** – Toughness, Strength, Dexterity, Resolve, Wisdom, Intelligence

Level 1 Skill: Rage

Background: Worker

Bounty Hunter

- **Mercenary** – Dexterity, Intelligence, Toughness, Wisdom, Resolve, Strength
- **Inquisitor** – Intelligence, Dexterity, Toughness, Wisdom, Resolve, Strength
- **Sellsword** – Strength, Toughness, Dexterity, Intelligence, Resolve, Wisdom

Level 1 Skill: Prime Target

Background: Fortune

Defender

- **Guardian** – Toughness, Strength, Dexterity, Intelligence, Resolve, Wisdom
- **Knight** – Strength, Toughness, Dexterity, Resolve, Wisdom, Intelligence
- **Protector** – Toughness, Strength, Dexterity, Resolve, Wisdom, Intelligence

Level 1 Skill: Defend

Background: Noble

Grifter

- **Deceiver** – Dexterity, Intelligence, Wisdom, Resolve, Strength, Toughness
- **Performer** – Resolve, Dexterity, Intelligence, Wisdom, Strength, Toughness
- **Informant** – Intelligence, Wisdom, Dexterity, Resolve, Strength, Toughness

Level 1 Skill: Pack A Punch

Background: Vandal

Gunslinger

- **Lawbringer** – Dexterity, Resolve, Intelligence, Toughness, Wisdom, Strength
- **Outlaw** – Dexterity, Wisdom, Strength, Toughness, Intelligence, Resolve
- **Desperado** – Dexterity, Toughness, Wisdom, Strength, Resolve, Intelligence

Level 1 Skill: Loaded Die

Background: Vagrant

Reaper

- **Specter** – Dexterity, Resolve, Intelligence, Wisdom, Strength, Toughness
- **Wraith** – Strength, Dexterity, Wisdom, Resolve, Intelligence, Toughness
- **Phantom** – Dexterity, Resolve, Wisdom, Intelligence, Strength, Toughness

Level 1 Skill: Fear The Reaper

Background: Vagrant

Seraph

- **Acolyte** – Dexterity, Resolve, Intelligence, Wisdom, Strength, Toughness
- **Healer** – Resolve, Dexterity, Toughness, Wisdom, Intelligence, Strength
- **Cleric** – Strength, Resolve, Toughness, Dexterity, Wisdom, Intelligence

Level 1 Skill: Consecrated Ground

Background: Noble

Soldier

- **War Hero** – Resolve, Dexterity, Toughness, Intelligence, Wisdom, Strength
- **Battlefield** – Dexterity, Toughness, Intelligence, Resolve, Wisdom, Strength
- **X-Soldier** – Dexterity, Toughness, Wisdom, Resolve, Strength, Intelligence

Level 1 Skill: Locked and Loaded

Background: Military

Tank

- **Behemoth** – Toughness, Strength, Dexterity, Resolve, Wisdom, Intelligence
- **Blaster** – Dexterity, Strength, Toughness, Resolve, Wisdom, Intelligence
- **Hammer** – Strength, Toughness, Dexterity, Resolve, Wisdom, Intelligence

Level 1 Skill: Provoke

Background: Military

Warrior

- **Fighter** – Strength, Toughness, Dexterity, Resolve, Wisdom, Intelligence
- **Leader** – Toughness, Strength, Resolve, Dexterity, Intelligence, Wisdom
- **Savage** – Strength, Wisdom, Toughness, Resolve, Dexterity, Intelligence

Level 1 Skill: Hack & Slash

Background: Military

Races: While there are many sub races players can choose, if you're looking to build a quick character, the best route to go are humans, which are actually the most populated race among the worlds. Listed below is the stats to give to your character to build them quick, you might noticed it doesn't match verbatim any of the other humans listed in the core rulebook. This is because the one below is optimized to be the most flexible, where as the race sub types, offer more specialized skills tailored to what type of human you're building.

Humans grant the following: +2 to attribute points distributed between two attributes. +3 proficiency points distributed between up to three proficiencies. Additionally, gain a proficiency for any one weapon subtype.



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Chapter 4: Background

Everyone comes from somewhere, so choosing your character's background will not only provide some relevance to their story, but will also determine the different things your character will be proficient with and how much gild they will start with. The seven character backgrounds are vandal, vagrant, worker, military, sage, noble, and fortune.

Vandal: You were raised on the streets with little to no money to keep your basic needs satisfied. You've scrambled and struggled to survive, and have come to know the streets of your home world like the back of your hand. Being a vandal means you've probably lied, cheated, and stolen to get to where you are now. Whether you've relinquished your old ways or not is entirely up to you.

- **Starting Gild:** 1d6 x 100GL (or 300 GL)
- **Proficiency Bonus:** +1 Acrobatics, +1 Silver Tongue, +1 Stealth
- **Black Market Connection:** You have a reliable contact who deals within the black market. You're able to get messages to and from your contact, even over long distances.
- **Equipment:** Disguise Kit or Thieves' Tools

Vagrant: For anyone raised in tribes or nomadic groups, or anyone that is an orphan perhaps would be a vagrant. The vagrants learn many things during their travels, such as how to properly navigate different locations, and the native tongues of the lands you've wandered.

- **Starting Gild:** 1d6 x 100GL + 200 (or 500 GL)
- **Proficiency Bonus:** +1 Lore, +2 Survival
- **Epic Discovery:** Along your travels, you've found a mysterious and ancient artifact. Your World Master should work with you on what this artifact may be.
- **Language:** Two standard languages of your choice or one exotic language of your choice.

Worker: You're a hard worker and you always have been. You may not be anything special, but you're good at what you do.

- **Starting Gild:** 1d6 x 100GL + 400 (or 700 GL)
- **Proficiency Bonus:** +3 levels in any one proficiency
- **Workmanship:** You've formed a bond with fellow workers of the place you used to work. These contacts are willing to help you, providing simple housing, food, and basic supplies, should you be near.
- **Equipment:** A tool from your line of work (wrench, tool belt, mining axe, microphone, etc.).

Worker Subtypes: If you want to further specify what type of work you have done, you may choose one of the following worker subtypes. For starting gild, use the worker's starting gild of 1d6 x 100GL +400 (or 700 GL). Proficiency, Skills, and Equipment differ based on which subtype you choose.

Artist

- **Proficiency Bonus:** +1 Craft, +2 Perception
- **Artistry:** You become proficient with artisan's tools.
- **Equipment:** Artisan's Tools

Blacksmith

- **Proficiency Bonus:** +3 Craft
- **Blacksmith Expert:** You become proficient with metalcraft.
- **Equipment:** Hammer, Mobile Forge

Communications Expert

- **Proficiency Bonus:** +1 Influence, +2 Technology
- **Hacker:** You become proficient with hacking digital programs using hacking tools.
- **Equipment:** Hacking Tools, Mobile Nexus

Deep Sea Explorer

- **Proficiency Bonus:** +1 Athletics, +1 Craft, +1 Perception
- **Deep Sea Expert:** You become proficient with fishing equipment. Additionally, gain edge when operating a ship.
- **Equipment:** Artisan's Tools (Fishing equipment)

Demolitions

- **Proficiency Bonus:** +1 Craft, +2 Engineering
- **Demolitions Expert:** You become proficient with mining, stone cutting, and explosives.
- **Equipment:** x2 Detonators, Pick Axe

Enforcer

- **Proficiency Bonus:** +1 Athletics, +2 Influence
- **Halt:** Make a Resolve (Influence) check vs. a defending target's Resolve. If successful, the target will become immobilized until threatened, whether by violent gesture or attack. (Action)
- **Equipment:** Enforcer Pistol, Stun Baton, Enforcer Uniform, I.D. Badge

Pilot

- **Proficiency Bonus:** +3 Engineering
- **Pilot Expert:** Gain edge when operating a vehicle.
- **Equipment:** Burn Suit, Helmet, Tinkerer's Tools

Preacher

- **Proficiency Bonus:** +2 Influence, +1 Astrana, Ceremonial Kit.
- **Bestow Hope:** Gain +2 Discipline. Additionally, whenever you inspire a target, you may spend 1 Discipline, if you do, the target you inspire gains +1 Discipline.
- **Equipment:** Holy Symbol, Holy Tome, Preacher Robe (*Robe*), Ceremonial Kit.

Military: Whether you're enlisted in the Iron Guard or the Krystos Paladins, you work for the Military and it has its perks.

- **Starting Guild:** 1d6 x 100GL + 400 (or 700 GL)
- **Proficiency Bonus:** Distribute 3 levels between any of the following proficiencies: Athletics, Engineering, Perception, Technology.
- **Military Credit:** Being a part of the military, you've gained extra funds to supply your armory with. +1000GL credit to spend on equipment.

Sage: You've hit the books and learned all you could about the worlds, the ancients, and the myths that play a vibrant role in the universe.

- **Starting Guild:** 2d6 x 100GL + 100 (or 700 GL)
- **Proficiency Bonus:** +2 Astrana, +1 Lore
- **Knowledge Seeker:** You're able to recall information you've learned with ease. If it's information you've never learned, you're often able to distinguish where to go to learn such information.
- **Equipment:** Messenger Bag, Spellbook

Noble: You come from nobility and have a great understanding of wealth, heritage, and privilege. Families of nobles have great political influence.

- **Starting Guild:** 5d6 x 100GL + 500 (or 2,000GL)
- **Proficiency Bonus:** +2 Influence, +1 Lore
- **Nobility:** As a noble, you come from an esteemed heritage. Commoners that are aware of your nobility will offer you housing and the best of services that they have available. Additionally, you have a trusty companion that acts as your servant or bodyguard. Work with your World Master to see what benefit best suits you and the story.

Equipment: A set of noble clothes, a gold piece of jewelry of your choice worth 50GL

Fortune: Jackpot! Either you're a successful entrepreneur or your forefathers perhaps were. Either way, you've been dealt a good hand financially.

- **Starting Guild:** 6d6 x 100GL + 600 (or 2,400GL)
- **Proficiency Bonus:** +2 Entertain, +1 Technology
- **Social Network:** Your business background has given you a respectable business contact. This contact is reliable and can be called upon for aid.
- **Equipment:** Business Attire, Link Watch

"I don't like to talk about my past. My dad killed my mother. I killed my dad. It's a mess, really." --Bella Jean

Chapter 5: Characteristics

After selecting your character's race, class, and background, it's important to consider your character's defining personality traits. This is a character with emotions, motivations, quirks, and other qualities that will make them stand out from other characters in the worlds.

This chapter will cover various characteristic traits to describe your character, and their beliefs and ideals.

Name

Your character's name and appearance will likely be the first things other players will learn about your character. Consider your character's race and personality when determining your character's name.

Sex

Whether you play male or female will not garner any special benefits or hindrances.

Physical Characteristics

How your character looks--their weight, eye color, skin color, and so on--is up to you. Consider unique ways to make your character stand out physically from the rest, such as an unusual tattoo, scar, or eye color.

Standard Languages

Your character's race, and background on occasion, indicate which language they speak. Almost all races speak Common.

Standard languages are ones found more commonly throughout the Veralysis Galaxy. You cannot communicate with a speaker of a different language without being able to speak it yourself. If a campaign takes place on a more specific world, you may want to make it an option for the players to speak the native language of the people there, even if it doesn't match up with the reference charts.

Languages

Your race indicates the languages your character can speak by default.

Language	Typical Speakers
Bei	Bessk
Bruta	Argoth (Human), Vantigar
Common	Humans
Dandrin	Dandrik
Dyahrin	Dyahri
Felin	Felix
Libra	Leogin
Grug	Ornok
Ra	Raktii
Natael	Faremek
Vampiric	Varothan

Exotic Languages

These languages are rare, even to the status of myths and legends. The vast populace believe in angels and demons, but many have seen neither.

While aberrations may appear in the form of spirits, Darkspeech is primarily spoken amongst the horrors of Xilos.

Lesser language is broken common, using a conjunction of archaic words, allowing those that speak Lesser to speak to one another in secret.

Language	Typical Speakers
Ancient	Ancients
Celestial	Celestials
Darkspeech	Aberrations
Draconic	Dragons, Vantigar
Nether	Demons
Primordial	Elementals
Wise Tale	Black Market Traders

The Fight Between Good And Evil

As much as we would like to paint things in black and white--good and evil--life is rarely so simple. The characters in the world around you, as well as your own character, will face many challenges that will test their morals and beliefs.

No one is pure, and no villain is without their reasons. With this in mind, consider what your character values and what they despise. It's important to keep your character's beliefs and other characteristics a focal point for how you determine your character's actions.

For example, a character that believes in honor in a good fight, face to face, wouldn't be likely to backstab their opponents.

Traits are merely descriptions of your character. They have no direct effect on your character, but traits regarding their size may matter for certain spells or attacks.

Additionally, personality traits will help shape your character's personality. Just like people in the real world, Otherworlds has a wide variety of characters--everything from the slimy, conceited thief to the towering brawler who's a bit too clumsy for his own good.

By default, you'll need to choose the following traits to determine your character's personality: Convictions, Connections, Destiny, and three other traits (positive, neutral, flaw).

Once these are detailed, you'll gain more insight into what your character is like and how to play them. You may choose any personality type that you wish, or choose one randomly from the ones pregenerated throughout the chapter.

Getting To Know Your Character

Some of the charts below are broken into categories, such as Order, Ambition, Personal, and Discord. You can tell which of those four types your character is by answering the following question...

How do you view rules?

- Rules help uphold peace and justice in this world. (Order)
- I like having rules, it keeps me a bit safer, while I can use them to my benefit. (Ambition)
- I can appreciate the rules, but I don't particularly feel strongly one way or the other. (Personal)
- Rules are meant to be broken. The natural government is no government at all. (Discord)

Personality Traits

A large array of descriptions, including your character's well-liked characteristics, flaws, and quirks.

Destiny

This is your character's resolve and primary motive. What is your character's purpose? Are they looking for their lost weapon that was stolen from them? Are they seeking revenge?

It's up to you to decide and add a story to it. Your World Master should work with you and your character's Destiny to have it be involved in your campaign. Your Destiny should also be something measurable. "Being the best soldier," isn't something measurable. However, "Using your life to save someone else in battle," is.

Convictions

These are your character's ideals that they hold close. These are generally principals you'd never betray. Your belief may be that it is always wrong to lie, forcing you to play a character that will not lie, no matter the circumstance. Alternatively, your character may have a conviction that it's okay to lie, if it's for what they perceive is for the greater good.

Connections

Connections are things that your character holds close to themselves. Even villains have something they value above all else. What is it your character values?

Convictions are your character's moral ties and ideals. Your beliefs will depict what your character fights for. You'll notice four charts of beliefs heroic, neutral, and discord. These bare no mechanical difference, just offering a different theme of beliefs to choose from.

By default, you choose a positive, neutral, and negative trait. For example:

- Kind, Allergic to Flowers, Quick to Judge
- Determined, Motion Sickness, Aggressive
- Structured, Obsessive Compulsive Disorder, Over thinks situations

As you may notice, many of the above traits can be a good or bad thing. It just depends on how you let it work for you in the story. A character that has Obsessive Compulsive Disorder may have difficulty focusing in messy areas, but may be the one to spot something that's out of place, allowing them to notice the book shelf that's slid a little too far one way, granting them an investigation bonus to finding a secret entrance.

Personality (Positive) are traits that are often beneficial to have. These are things such as strong-willed and witty.

1d6	Personality Traits (Positive)
1	Charming: I have a certain charm about me that most others find redeeming and likable.
2	Persistent: When I set my mind to it, I'll do it. Nothing will stop me.
3	Outgoing: I'm not shy, and tend to bond well with others easily.
4	Tolerant: I can tolerate the most unbearable of people and events.
5	Elegant: I move with an elegance that seems effortless, no matter what task I perform.
6	Sporting: I respect those that put up a good effort, and am sure to congratulate them, even when we're at opposing sides.

Personality (Neutral) are traits that aren't inherently good or bad, just something that details your character more.

Quirks tend to make great neutral personality traits. These could be certain irrational phobias or disorders your character might have, that isn't hindering in most circumstances, but could make for a special interaction at certain times.

1d6	Personality Traits (Neutral)
1	Neat Freak: I can't stand the sight of clutter.
2	Talkative: No matter what, I can't seem to restrain myself from speaking, even to the point to where it annoys most of those around me.
3	Emotional: I wear my heart on my sleeve, those around me will know exactly what I am feeling.
4	Alert: I'm always watchful of myself and of others.
5	Skeptical: I'm skeptical of others and their ideas they propose.
6	Mysterious: It's hard for people to get a good read on me and know my intentions, whether good or bad.

Personality (Flaw) these are the traits that give your character a little more vulnerability. While some might be opposed to adding flaws to their characters, consider the greatest villains and what their flaws are. Every well written character has a dynamic personality, and having a flaw will help shape that.

1d6	Personality Traits (Negative)
1	Distant: I was hurt in the past, so I keep myself distant from others and am slow to trust.
2	Dark Side: I'm a nice person, but I have a dark side of me as well...
3	Greed: I want everything and will do pretty much anything for the right price.
4	Failure: I have the unrelenting fear that I'm going to fail.
5	Gullible: I trust others too easily.
6	Cynical: Everyone has an evil dwelling in them, so I expect the worst from people.

Destiny represents your character's purpose or as we call it in Otherworlds a Destiny. This is their path they choose in life, their meaning, their purpose. When selecting a Destiny, you may choose any goal you can think of for your character. This will lead to better story-driven Campaigns and a sense of purpose for your character.

Some examples may include but are not limited to:

A hell-crazed Varothan set out on making the finest beverage of blood his tongue has ever tasted.

A once murderous Bessk, seeks redemption and Tranquility but finds himself in situations he must fight his way out of.

A Leogin banished from his clan due to his small stature, must find his own way alone and become one of the greatest Leogin leaders of all time.

Note: The World Master may use your Destiny to influence both shape the campaign missions and to give you special skills tailored to your character if he or she desires.

Character Arcs

Despite having the necessary requirements to reach level 20, your character will not be able to till they complete their own personal Character Arc.

A Character Arc is a character's personal Destiny being fulfilled through undergoing a series of campaigns that lead them to either accomplish or fail their life long goal.

1d6	Destiny (Order)
1	Redemption: I wish to be forgiven for my past sins.
2	Hero: You are good at heart and wish to save something important to you, whether that be someone or something.
3	Legend: I want to go down in history as the greatest adventurer who has ever lived.
4	Idol: I look up to a great legend, and I wish to accomplish greatness as they once did.
5	Martyr: I believe that by sacrificing myself, I'll serve a greater purpose or that by dying in combat, I'll die honorable.
6	Order: I believe law establishes order, which creates peace. I won't stop until peace is attained.

1d6	Destiny (Ambitious)
1	Respect: I fight to earn the respect of my people.
2	Artist: I seek to create something perfect or magnificent.
3	Person: I seek to find a specific someone. (Love of your life, murderer of your people, etc.)
4	Paradise: I believe there's a place out there. A place where I belong, and I'll fight to find it.
5	Cursed: I'm cursed by a demon, and will find a way to reverse it.
6	Head Hunter: There's a beast of destruction I must slay, and claim its head.

1d6	Destiny (Personal)
1	Knowledge: I seek the knowledge of the worlds. Why are we here? What are these ancient beings that came before us?
2	Clear: Someone close to me was framed for a crime they didn't commit. I seek to clear their name, and prove their innocence.
3	Lost Treasure: I must either reclaim or find a lost treasure.
4	Indebted: I feel indebted to someone for saving your life.
5	Freedom: I seek the freedom of myself and my people.
6	Balance: I seek to restore balance in this universe.

1d6	Destiny (Discord)
1	Conquer: I wish to conquer and have others beneath me.
2	Evolution: I believe that wiping away humanity, we can start a new, a new better breed of evolved.
3	Immortality: I will find a way to live forever.
4	Vengeance: Someone has wronged me, and I shall make them pay for it.
5	Power: I look to reaching the top of my organization's hierarchy.
6	Fame and Glory: Pretty self explanatory, I seek the finest things in life. The praise of the people, and the shower of their gifts.

Convictions are a character's ideals and beliefs in regards to themselves and the worlds around them. Those with heroic convictions, tend to believe in fighting for the greater good, and are very conscience of morality. Neutral convictions are more specific to firm beliefs one holds usually to themselves, without idea about trying to change the world. Convictions in the discord category are those that

1d6	Conviction (Order)
1	Hero of Justice: I believe that no matter the circumstance. I fight to make the world a better place. I'd never leave someone in danger.
2	Charity: I always look to give more than I take. If I see those in need, I'll help.
3	Honor: I live by a personal code to serve the worlds and my superiors.
4	Faith: If I trust in my beliefs, then I will be doing what is right, and things will work out for me.
5	Friendship: Material items come and go, but friendship is magic.
6	Family: Blood runs thickest, and I'd die for my family.

1d6	Conviction (Ambitious, Personal)
1	Reckless: A life not lived to the fullest, isn't a life worth living.
2	Logic: Emotion must not cloud our judgments.
3	Heart: Follow your heart...your inspiration.
4	Tradition: I must preserve the traditions and cultures of my people.
5	Survival: Only actions that will lead to one's survival is what needs to be done.
6	Debts: I always repay any favor done onto me.

1d6	Conviction (Discord)
1	Justified Means: I believe that the ends justify the means. The good of the many, outweigh the need of the few.
2	Finders Keepers: I take what I can, it's the way the world works.
3	No Honor: I'll dirty my hands to achieve my ambitions. Killing, lying, cheating, anything.
4	Center: I could care less what others want, I have something I want, and that comes first, always.
5	Independence: I do what I want, when I want, how I want.
6	Violent: Violence solves everything.

Connections are a character's bond, something they cherish and hold close to their heart. Even the most selfish of people have a person, or item they hold close.

1d6	Connections
1	Someone: There's someone out there I'd do anything for.
2	Family: Blood runs thick, family comes first.
3	Treasure: I have a gift handed to you by someone of great value that's no longer around. You'll do anything to protect this treasure.
4	Bones: Family has wronged me, what really matters is my allies. I don't need blood, I need bones.
5	Home: I'll do anything to protect where I came from.
6	Indebted: I feel indebted to someone for saving my life.

Secrets

These are optional traits you can add to detail your character. These are mysterious things about your past that the other characters do not know. Keep your secret in mind when playing out your character. Also, use your secret as a basis for creating a story for your character.

For example, if you get the Slayer secret, you may have slayed hundreds of people, working for a corrupt company as a bounty hunter, and now wish to never kill again. This could create an interesting dynamic when your fellow players aren't aware of this, and you're struggling to end the villainous mastermind you have managed to corner. Alternatively, your character could have the same secret, but it could be that your character appears kind, but during a moment when you're able to slay a bunch of bounded enemies, you do so.

4d6	Secrets (Dark)
4	Artificial: I'm actually an artificial being constructed to exhibit your nature.
5	Addict: I'm addicted to astral shards and the feeling it brings me.
6	Beast of Burden: I have an ancient beast or entity locked away and sealed within me.
7	Offspring: Few know that I'm the offspring of a ruthless murdering legend.
8	Name: Few know my true name.
9	Angelic: One of my ancestors were of celestial birth.
10	Identity: The personality I have is not of my own, but of my fallen friend. I'm nothing but a mirror of them...a puppet constructed to carry on their legacy they can no longer fulfill.
11	Wanted: I'm wanted dead or alive, for a crime I may or may not have committed.
12	Deserter: I left my comrades to die...but not without reason.
13	Orphan: I accidentally killed my family as a child.
14	Slayer: I once was known for slaying hundred of others, even innocents.
15	Exploit: I try to twist every situation to benefit me, which led to someone close to me dying, but I can't help it.
16	Spy: I was sent here to spy on your group by your enemies.
17	Romeo: I accidentally killed my past lover.
18	Burglar: I stole a precious relic, and am a wanted criminal because of it.
19	Relative: I'm not only related to the person we are trying to kill, but I'm questioning my actions about going against them.
20	Disease: I don't have much longer to live, because of a disease that is killing me.
21	Unnatural: I have an unnatural fear for a particular animal, that others find is completely harmless. My theory is that they are of a hivemind, secretly plotting against humanity.
22	Changeling: The appearance I show is not of my own. A device I have alters my appearance.
23	Possessed: A demon lies within me and speaks to me.
24	Enslaved: I am enslaved by an ancient race that has me doing their bidding.

Further Developing Your Character

Your background and characteristics traits will do a great job at developing your characters personality, and give everyone a good idea at what your character is.

For further development, ask these questions about your character.

- 1: How old is your character?
- 2: Who are your parents?
- 3: What relationship do you have with your parents?
- 4: Are your parents still alive?
- 5: If either of them are dead, how did they die?
- 6: What makes your character heroic (or villainous)
- 7: Why would you choose to join the current group?
- 8: What type of adventure would your character actively take charge in and be incredibly good at?
- 9: Have you ever crossed someone or have been crossed?
- 10: Do you have any enemies?

Take It Even Further

1. I turn the corner and see an enemy soldier wounded horrificly. In response I...
2. I will kill for...
3. To obtain my goals, I'd sacrifice....
4. I only break the law when...
5. I believe the government is...
6. I am being chased by zombies and the only way to survive is to escape. My ally falls down and will sure die unless I help them up, risking my life as well. I decide to...
7. I believe it's okay to lie when...

Chapter 6: Equipment

Adventuring through vast lands, treasure-laden deserts, flourished forests, and the depths of dungeons, you are bound to find some wondrous equipment along your journey!

Below, you will see Equipment broken down into the following types:

- **Weapons:** What you kill stuff with
- **Armor:** What keeps you from getting killed
- **Guards:** Extra protection, because again we stress, you don't wanna die
- **Items:** Trinkets, tools, potions, and the like

Weapons

Weapons kill stuff. Get better weapons to kill stuff better. You'll make dead things *deader!*

Weapons			
Name	Stats	Size	Gild
Broadsword / Katana	6/--/1	Medium	150GL
Rapier	5/--/1	Medium	150GL
Knife	4/--/1	Small	50GL
Hand Axe	5/--/1	Small	75GL
Battle Axe	8/--/1	Large	180GL
Mace	6/--/1	Medium	150GL
Club	5/--/1	Medium	50GL
Staff	5/--/1	Medium	30GL
Scythe	6/--/1	Large	200GL
Hardened Fists	6/--/1 +Touch	Small	120GL
Shield	5/--/1 +Parry	Medium	150GL
Pistol	4/5/4	Small	200GL
Revolver	5/6/3	Small	250GL
Shotgun	10/2/2	Medium	410GL
Machine Gun	3/10/5	Medium	415GL
Sub-Machine Gun	5/5/5	Small	350GL
Combat Rifle	6/8/6	Medium	600GL
Sniper Rifle	8/4/10	Large	800GL
Minigun	1/15/5	Large	1,100GL
Rocket Launcher	5/1/5 +3d6 Explosive Damage	Large	1,200GL

Weapon Augmentation Upgrades: Weapons can be augmented for an additional 300 GL per weapon. These augmented weapons are considered an upgrade and deal an additional 1d6 damage based on the element it's augmented with (Acid, Burn, Energy, Frost, Poison, or Shock).

Armor

Your first line of defense when taking damage (after your defense roll) is your armor. Any damage done to you is first reduced by your armor value. Each type of armor requires a certain amount of Strength to be worn properly.

Cloth: 0 Strength, Light: 2 Strength, Medium: 4 Strength, Heavy: 8 Strength

While you may equip armor that is too heavy for you, your Dexterity and Speed suffer by 1 per difference. Additionally, you no longer can gain an +Evade bonus, regardless of your Dexterity.

Armor			
Name	Effect	Type	Gild
Cloak	+1 Stealth Bonus	Cloth	50GL
Robe	+3 Astral	Cloth	50GL
Vest	+2 Armor	Light	80GL
Uniform	+1 Armor, +Evade	Light	100GL
Studded Leather	+3 Armor	Medium	150GL
Chainmail	+4 Armor, +Slashing Resistance	Medium	300GL
Fullmetal	+6 Armor, +Slashing Resistance	Heavy	500GL
Scalemail	+6 Armor, +Piercing Resistance	Heavy	600GL

Guards

Guards		
Name	Effect	Gild
Sub-Standard	Guard Capacity: 1 Guard Recharge: 1	150GL
Standard	Guard Capacity: 2 Guard Recharge: 2	300GL
Advanced	Guard Capacity: 3 Guard Recharge: 3	700GL
Adept	Guard Capacity: 4 Guard Recharge: 4	1,000GL
Epic	Guard Capacity: 5 Guard Recharge: 5	2,500GL

Basic Equipment

Items		
Name	Effect	Gild
Medium Helmet (Head)	+2 Absorb. This item's Absorb value replenishes after a rest.	600GL
Full Helmet (Head)	+3 Absorb. This item's Absorb value replenishes after a rest.	1,000GL
Gauntlets (Arms)	+1 Absorb. This item's Absorb value replenishes after a rest.	400GL
Bracers (Arms)	+1 Attack bonus with melee attacks.	300GL
Cape	+1 Influence	100GL
Goggles (Head)	Ignores effects affecting your sight (excluding blind).	50GL
Spellbook	Reduces cost of spells you cast by 1 AST, to a minimum of 1.	600GL

Tools

Tools are items that are used to perform specialized tasks. Certain tools have requirements that need to be met in order to use them. If the requirements are met, the tools will grant a +1d6 bonus. Additionally, if the user is proficient with the tools, they will gain edge (they roll three dice and remove the lowest).

Tool Proficiencies

- **Strength:** Climbing Tools (Athletics: 2+)
- **Dexterity:** Disguise Kit (Stealth: 2+), Poisoner's Kit (Stealth: 2+), Thieves' Tools (Stealth: 2+)
- **Toughness:** N/A
- **Intelligence:** Hacking Tools (Technology: 2+), Investigation Kit (Investigation: 3+), Jet Packs (Technology: 2+), Science Kit (Technology: 3+), Tinkerer's Tools (Engineering: 2+)
- **Wisdom:** Apothecary Kit (Medical: 3+), Artisan's Tools (Craft: 2+), First Aid Kit (Medical: 1+), Medical Kit (Medical: 2+), Navigation Tools (Survival: 2+), Surgeon's Equipment (Medical: 3+)
- **Resolve:** Ceremonial Kit (Astrana: 2+), Divining Tools (Astrana: 2+), Instrument (Entertain: 2+), Performance Kit (Entertain: 2+)

- **Artisan's Tools:** Unique tools that include items needed to pursue a craft or trade. These tools apply bonuses to arts and crafts.
- **Apothecary Kit:** This kit contains a variety of tools such as mortar, pestle, clippers, pouches, and vials used by herbalists to create a variety of potions. These tools apply bonuses to indentifying herbs and creating potions.
- **Ceremonial Kit:** A kit that comes with proper sacred symbols, and a tome to perform a ceremony. These tools apply bonuses to performing ceremonies.
- **Climbing Tools:** Various tools that aid in climbing, including hooks, anchors, and gloves. These tools apply bonuses to climbing.
- **Disguise Kit:** This pouch of cloth, cosmetics, wigs, and small props allows you to alter your physical appearance. These tools apply bonuses to creating a visual disguise.
- **Divination Tools:** With these tools and a combination of magic, you are able to decipher future circumstances. Ask the WM a question and the WM will answer it truthfully with a short phrase. These tools apply bonuses to deciphering the future.
- **First Aid Kit:** A kit full of medical supplies. These tools apply bonuses to medical checks.
- **Gaming Set:** This item contains a wide variety of games that include dice and decks of cards (for games such as Bullet and Spellslingers). These tools apply a bonus when playing a game.
- **Hacking Tools:** Tools and programs to assist in hacking technology. These tools apply bonuses to hacking.
- **Investigation Kit:** A set of tools including a voice recorder, writing utensil, paper, camera, flashlight, and other tools that would allow you to perform an investigation. These tools apply bonus on Investigation checks.
- **Jet Pack:** An item used to make the user go airborne. Proficiency with this item allows you to use jet packs without penalty.
- **Medical Kit:** A kit full of useful medical tools, too complex to use for the inexperienced. Proficiency with this kit allows you to use it.
- **Navigation Tools:** A set of instruments used for navigation. These tools apply a bonus to survival checks.
- **Performance Kit:** If you are proficient with a musical instrument, these tools apply a bonus to entertain checks involving an instrument.
- **Poisoner's Kit:** A kit that includes vials, chemicals, and other equipment needed to create or apply poisons. These tools apply a bonus to crafting and applying poison.

- **Science Kit:** A set of tools such as a calculator, graph paper, writing utensil, protractor, vials, and other tools used for performing complex mathematics and science applications. These tools apply a bonus to Technology checks.
- **Surgeon's Tools:** Aspirators, cast cutters, eye drills, and many other surgical related tools. These tools apply a bonus to Medical checks involving surgery.
- **Thieves' Tools:** A set of tools that include a set of lock picks, a small mirror mounted on a metal handle, small file, scissors, and a pair of pliers. These tools apply a bonus when attempting to pick locks or disarm traps.
- **Tinkerer's Tools:** A set of tools to allow the user to craft constructs. These tools apply a bonus when repairing and crafting constructs.

Items		
First Aid Kit	Use to heal an adjacent target by 2. This requires 1 minute of time.	10GL
Medical Kit	Use to heal an adjacent target by 4. This requires at least 1 level of the Medical proficiency to be used and 5 minutes of time.	20GL
Advanced Medical Kit	Use to heal an adjacent target by 6. This requires at least 2 levels of the Medical proficiency to be used and 5 minutes of time.	30GL
Potion	<i>A vial of light blue liquid.</i> Drink to heal an adjacent target by 1d6.	100GL
Greater Potion	<i>A vial of dark blue liquid.</i> Drink to heal an adjacent target by 2d6.	200GL
Vial of Dragon Blood	<i>"A vial of Dragon's Blood mixed with revolutionary science."</i> Drink to revive a target that has died in the last 1 minute to 1 health.	1,000GL
Frag. Grenade	Can be thrown up to a number of feet based on your STR. Explosive 3.	100GL
Ethereal Shard	<i>A crystal that contains astral energy.</i> Deplete to gain +3 astral.	10GL
Repair Kit	A one time use kit containing basic spare parts, which are used to repair broken machinery.	50GL
Echo Link	Allows for instant online communication.	200GL

Basic Ammunition

Ammunition can be found all around the Veralysis Galaxy, making modular ammunition highly abundant and not anything you will have to keep track of. You do, however, need to track how many shots your character's equipped gun has before it needs to reload.

Special Ammunition

Some ammunition in Otherworlds has special properties and can do incredible things. This ammunition can be expended and used by any gun that you control that deals ballistic damage.

Special Ammunition		
Tracer Round	Leaves a 20ft. blue high-lighted trail emitting from the target for 5 minutes. That target cannot conceal.	10GL
Ballistic Round	Converts the damage dealt to explosive damage.	50GL
Ember Round	+1d6 Burn Damage	50GL
Static Round	+1d6 Shock Damage	50GL
Cryo Round	+1d6 Frost Damage	50GL
Virulent Round	+1d6 Acid Damage	50GL
Caustic Round	+1d6 Acid Damage	50GL
Leech Round	+Life Steal	60GL
Ghost Round	This bullet passes through the first inanimate object it hits.	60GL
Rain Round	Detonates into a rain of bullets to dispose of threats below. Damages the targeted area and every target 20ft. away from the targeted area.	70GL
Richochet Round	Upon dealing damage, this bullet will travel up to 20ft. to the closest target and attack them. This process will repeat itself until each target within range has been affected once.	100GL
Arrows / Crossbow Bolts	x20 Arrows. Arrows are destroyed upon impact. There's a 50% chance to recover arrows that miss their target. Bows and crossbows require arrows and bolts.	20GL

Scarcity

Some World Masters may prefer to run their game with a more survivalistic take, and as such may want players to also have to purchase their basic ammunition to keep their guns fed. In this case, basic ammunition is 10 GL for 6 rounds. In an apocalyptic setting where there's a shortage of ammunition, the price could be much higher.

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