



Name _____

Class _____

Profession _____

Stats

Fighting _____ Intellect _____
Agility _____ Psyche _____
Strength _____ Intuition _____
Endurance _____ Presence _____

Hit Protection ____ / ____ HPD ____ DR ____

Conditions _____

Trainings

Training Bonus

Expertise



Grit



Stunt Die



Init

Gear

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

Coins _____

Notes

Tags



Name _____

Class _____

Profession _____

Stats

Fighting	_____	Intellect	_____
Agility	_____	Psyche	_____
Strength	_____	Intuition	_____
Endurance	_____	Presence	_____

Hit Protection _____ / HPD _____ DR _____

Conditions _____

Trainings

Training Bonus

Expertise



Grit



Stunt Die



Init

Gear

- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____

Coins

Notes

Tags



Name _____

Class _____

Profession _____

Stats

Fighting	_____	Intellect	_____
Agility	_____	Psyche	_____
Strength	_____	Intuition	_____
Endurance	_____	Presence	_____

Hit Protection _____ / HPD _____ DR _____

Conditions _____

Trainings

Training Bonus

Expertise



Grit



Stunt Die



Init

Gear

- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____

Coins

Notes

Tags



Name _____

Class _____

Profession _____

Stats

Fighting	_____	Intellect	_____
Agility	_____	Psyche	_____
Strength	_____	Intuition	_____
Endurance	_____	Presence	_____

Hit Protection _____ / HPD _____ DR _____

Conditions _____

Trainings

Training Bonus

Expertise



Grit



Stunt Die



Init

Gear

- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____

Coins

Notes

Tags

EXPERT

Class Features

Exceptional

Expert Points _____ / _____

- You can spend a single expert point on any roll. This must be declared before the roll. This provides advantage on the roll.
- Expert points refresh after a rest
- When your adrenaline spikes you gain an expert point. This most often happens at the beginning of an action sequence (Chase/fight) The GM decides when an action sequence begins and if you get the adrenaline spike expert point. Context Matters.

Danger Sense. Add your Intuition to Agility resistance rolls.

Insightful Fighting. Quick Action. Make an Intuition roll against a creature you can see vs the creatures mental score. With a hit gain the following benefits:

- As long as you keep attacking only this target, you have advantage on your attack rolls.
- You can now choose to spend an expert point to add your stunt die to the harm you deal with an attack against this target.

In The Know

- When looking for where to find information about a person, place, or thing you always find out something. A rumor, a bit of info, a lead of some sort. This means if you miss on a check to gather information you always get the success with a cost result. This means the GM may put a cost in time, coin, violence, or some other resource. But at least you still have a lead.
- When you need to make a check to gather information about a person, place, or thing in Avalon you have advantage.

Here It Comes. You are never surprised when violence occurs. It doesn't mean you're always the quickest to react but at least you know it's happening.

Extra Attack. You can attack twice, instead of once, whenever you use your action to Attack.

Unerring Eye. You sense the presence of illusions - both mundane and magical, shapechangers not in their original form, visible trickery, and magic designed to deceive the senses within a short range of you, provided you can perceive them.

You sense that an effect is attempting to trick you, there's something off, something you can't always quite put into words. You gain no insight into what is hidden or into its true nature but at least you know something's up. Make the GM aware that you have this ability because they're the ones that need to inform you this is occurring.

Exceptional Expert. If you have no Expert dice at the beginning of your turn you gain one.

Expert Talents



FIGHTER

Class Features

Suck It Up. *Interrupt.* Trigger: When you've been harmed You can spend a Hit Protection Die to regain your rolled Hit Protection Die + Endurance + your fighter level in Hit Protection. You also get advantage the next time you attack You must take a rest to refresh Suck It Up.

Go Time. *Instant.* Take one additional regular or quick action. If that action results in a roll, you get advantage on the roll. You must take at least a breather to refresh Go Time.

Fighter Talents

Extra Attack One. You can attack twice, instead of once, whenever you use your regular action to Attack.

Extra Attack Two. You can attack three times, instead of twice, whenever you use your regular action to Attack.



THEIF

Class Features

Exceptional

Sneak Attack. When you seek to harm and you have the upper hand, advantage, a tag that makes sense, ect, you can deal an extra harm. The weapon needs to have the light or precise tag or be a bow or crossbow.

Having an ally who's also trying to harm the target close to the target works the same way as having the upper hand.

- Shadespeak.** Secret language of the criminal organizations of the Streets of Avalon
- Quick Actions.** You can use the quick action to do one of the following in a objective based scene: move, withdraw, or hide if you have some reasonable way to get out of sight.
- You Only Clipped Me.** You can anticipate when harm is coming your way. When you fail a resistance roll from an attack and take harm you can use your interrupt to halve the harm against you.
- Picking Things Up.** You can pick two more trainings.

- Get Out of the Way.** You take no harm when succeeding on Agility resistance rolls.
- I'm Just That Good.** Pick three of your previously selected: general trainings, individual item kits/tools trainings, or weapon trainings to be exceptional in.
- Mentally Tough.** You add your training bonus to Psyche resistance rolls.
- Elusive.** Anytime you would be disadvantage when making a resistance roll against a physical attack, you ignore the disadvantage.
- Better Good Than Lucky.** You gain the tag **Better Good than Lucky.** You can use this tag once per day. When you do you roll an extra d6 on all resistance and action rolls for the rest of the scene/sequence as you show off how good you really are. If you roll any 1's you can reroll them once, ignoring the critical failure rule. If you critically fail the reroll then you're screwed, something bad happens to you, and you gain the condition **unlucky**. The tag's ability refreshes at the end of a rest.

Thief Talents



MAGIC USER

Class Features

Spellcasting. You gain the following benefits:

- You gain spell points equal to $3 + (\text{Level} \times 2) + \text{Psyche}$.
- A Spellbook (pg 46) containing all the spells from your magical path along with your rituals and your general understanding of the complexities of magical theory.
- You can prepare a number of spells totaling your Intellect +1. You can change them when you finish a rest.
- A magical focus which grants the following benefits:
 - You can put one more spell point into a spell from your magical path.
 - You can roll with advantage when casting a spell from your magical path. You can do this a number of times per day equal to your Intellect. This ability recharges with a rest.
- You learn spells in the following ways:
 - Each time you level up add a spell from any magical path.
 - You can learn them by finding people or resources to teach them to you, probably for a hefty cost.

- Ritual Magic.** You can cast magic through ritual. This can provide a variety of effects. You tell the GM what you're trying to achieve and the GM chooses one or more from the following costs depending on the effect and scope of the spell.

- It's going to take one or more moments, a scene, several scenes, hours, days, weeks, months to pull off.
- It'll cost you an amount of spell points determined by the GM.
- It will require _____ to do it.
- This ritual requires a roll.
- First you must _____.
- You'll need help from _____.
- You and your allies will risk danger from _____.
- Any other requirements the GM deems fit the situation.

□ Magical Path.

The Sight. You can let your vision slip into the aetheric spectrum.

Complex Ritual Casting You get rerolls equal to your training bonus during the process of complex rituals.

Learned. Choose one.

- Gain training in one of the following skills: Arcane Studies, Doctoring, History, Insight, Investigation, or Religion
- Become exceptional in a skill you're already trained in.

Spell Points: _____ / _____

Magic User Spells Prepared

Magic User Talents

House of Bone Spells

Alter Self

Casting Time: 1 regular action

Range: Personal

Components: V, S

Cost: 2 Spell Point

Duration: Concentration, up to 1 hour

You assume a different form. When you cast the spell, choose one of the following options, the effects of which last for the duration of the spell. While the spell lasts, you can switch from one option to another by spending a spell point and using a regular action.

Aquatic Adaptation. You gain the tag **Aquatic**. You adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater and are not hindered by being in the water.

Change Appearance. You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as another creature, though none of your statistics change. You are unable to appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this spell to become quadrupedal, for instance. This gives you the tag **I look like _____.** You fill in the blank with what or who you look like.

At any time for the duration of the spell, you can spend a spell point and use your action to change your appearance in this way again.

Natural Weapons. You grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing harm, as appropriate to the natural weapon you chose, and you are trained with the natural weapons created as part of this spell.

Cobbleskin

Casting time: 1 Regular Action

Range: Touch

Components: V,S,M*

Cost: 2 Spell Point

Duration: 10 minutes (Concentration)

You touch a willing creature. Until the spell ends, the target's skin has the consistency of cobble stones and appears as such. The target's armor increases by 3 for the duration of the spell.

*A handful of cobblestone chips

Cure Wounds

Casting Time: 1 action

Range: Touch

Components: V, S

Cost: 1 Spell Point

Duration: Instantaneous

A living creature you touch feels more rejuvenated. They spend a hit protection die and add 1d6 + your Psyche to the roll. A character needs a hit protection die to spend to allow for this spell to have an effect.

Conversely, you can make an agility action roll to touch an undead creature. If successful you can spend a Hit Protection die to deal the following:

(HP Die + 1d6 + psyche) x 2 harm

Empower

- (x) Each point you spend restores another 1d6 Hit Protection
- (1) Increases the range to medium
- (2) increase the harm you deal to undead from x2 to x3

Enhance Physical Ability

Casting time: 1 Action

Range: Touch

Components: V,S

Cost: 2 Spell Point

Duration: 1 minute (Concentration)

You touch a creature and bestow upon it a magical enhancement. The target's Endurance, Strength, or Agility increases by 1, to a maximum of 5, for the duration of the spell.

Empower

- (3) Increase a stat by 2, to a maximum of 5.
- (2) Increase a second stat by 1, to a maximum of 5.
- (3) Break the maximum of 5. When the spell ends the target takes a physical condition related to the stat increased.

Misty Cloud Form

Casting Time: 1 regular action

Range: Touch

Components: V, S, M (a bit of gauze and a wisp of smoke)

Cost: 3 Spell Point

Duration: Concentration, up to 1 hour

You transform a willing creature you touch, along with everything it's wearing and carrying, into a misty cloud for the duration. The spell ends if the creature drops to 0 Hit Protection. An incorporeal creature isn't affected.

While in this form, the target's only method of movement is a slow flying speed. The target can enter and occupy the space of another creature. The target has advantage on Strength, Agility, and Endurance resistance rolls. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated. The target takes half harm from sources that could harm a cloud, which are at the GMs discretion.

While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or cast spells.

Empower

- (1) The transformed creature you touch can speak
- (2) You can transform an unwilling creature. You must make a Psyche action roll vs their Will score at the end of each of the creature's turns to keep them transformed.

Harm Transference

Casting Time: 1 action

Range: Touch

Components: V, S

Cost: 2 Spell Points

Duration: Instantaneous

You touch a creature and can transfer some of the harm you've taken to them. Mechanically this means you deal them $1d8 + \text{psyche}$ in harm and restore the same amount of hit protection.

Empower

- (4) You can transfer a lasting physical condition you have to another creature. If this is an NPC it means they have the condition you had.

Note: Casting this on an undead creature causes you damage and the undead creature to regain survivability.

Haste

Casting Time: 1 action

Range: Medium

Components: V, S, M (a shaving of licorice root)

Cost: 3 Spell Points

Duration: Concentration, up to 1 minute

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is increased to fast, they have advantage on any Agility resistance rolls, and gain an additional regular action on each of their turns. That action can be used only to Fight (one melee or ranged attack only), or do something else that would take six seconds. Any spell you cast while Hasted is at disadvantage.

When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

Empower

- (1) The target can ignore the lethargy effect.
- (3) Ignore the "Any spell you cast while Hasted is at disadvantage."

Lesser Restoring

Casting time: 10 minutes

Range: Touch

Components: V, S, M*

Cost: 1 Spell Points

Duration: Instantaneous

You touch a creature and can end either one disease or one sticky negative physical tag afflicting it.

Empower

- (x) For every spell point you spend you can restore a lost physical attribute point but not a spell burned attribute point. Never a spell burned attribute point.
- (4) Make a Psyche + Chiurgeon check at TN14. If you succeed you can remove one physical condition. If you fail, that physical condition becomes worse, either taking two condition slots or the GM creates a new condition from you failing to heal them.

*If this is a disease then there must be a sacrifice made of a healthy animal such as a bull, ox, horse, or cow. This is to confer the health of the animal to the diseased person.



Mark of Blood

Casting time: 1 quick action

Range: Medium

Components: V

Cost: 2 Spell Points

Duration: 1 minute (Concentration)

You choose a creature you can see within range and they become outlined in blood red in your vision. Until the spell ends, you deal an extra 1d6 harm to the target whenever you deal harm to the target. If the target drops to 0 hit protection before this spell ends, you can use a quick action to outline a new creature.

Empower

- (1) You deal 1d8 harm instead of 1d6 harm.
- (3) You deal 2d6 harm instead of 1d6 harm.

*You can combine the two above empowers to deal 2d6 harm instead of 1d6 harm.

Reinforced Limbs

Casting time: 1 quick action

Range: Personal

Components: V

Cost: 2 Spell Points

Duration: 1 minute

You reinforce your limbs with your will. For the duration, you gain the following benefits:

- You become trained with unarmed strikes.
- You can use your Psyche instead of Strength for the harm rolls of melee attacks using your unarmed attack
- Your harm with unarmed strikes becomes a d6.
- Your unarmed attacks have a magical force component to them.

Empower

- (1) Increase your unarmed harm to d8
- (1) Add one of the following elements to your unarmed strikes: Fire, Cold, or Lightning.

Resistance

Casting Time: 1 regular action

Range: Touch

Components: V

Cost: 1 Spell Point

Duration: up to 1 minute

You touch one willing creature. Once before the spell ends, the target has advantage on a resistance roll. The spell then ends.

Empower

- (2 - Concentration) The target has advantage on Strength, Agility, or Endurance resistance rolls for up to 1 minute. Your choice.
- (x) You can add an extra creature as a target for each spell point spent.

Speedy

Casting Time: 1 quick action

Range: Self

Components: V, S

Cost: 1 Spell Point

Duration: Concentration, up to 10 minutes

This spell allows you to move at an incredible pace. You gain the following benefits:

- Your speed increases to **Fast**.
- When you cast this spell, as a quick action on each of your turns until the spell ends, you can take the withdraw action or another move action.
- Where speed would matter to an action or resistance roll, you have advantage.

Empower

- (1) You can target a creature other than yourself in close range

Spider Climb

Casting Time: 1 regular action

Range: Touch

Components: V, S, M (a drop of bitumen and a spider)

Cost: 2 Spell Points

Duration: Concentration, up to 1 hour

Until the spell ends the target gains the tag **Sticky**. This means one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. Its speed on these surfaces is the same as its normal movement. That doesn't mean they're accustomed to being upside down, hanging off walls, and doing other physical activities in these positions, but they can now at least attempt them. Plus climbing is normal movement for creatures with the **Sticky** tag.

Unwound

Casting Time: 1 action

Range: Touch

Components: V, S

Cost: 2 Spell Points

Duration: Instantaneous

You touch a living creature that has 0 Hit Protection and taken a condition. The creature can spend a Hit Protection dice if they have one to regain that amount of Hit Protection and remove a condition instantly. This spell must be cast within one round or ten seconds of the condition being taken to have an effect.

Empower

- (1) It can be cast within 1 minute of the condition being taken instead of six seconds.

House of Flame Spells

Blastwave

Casting Time: 1 action

Range: Close

Components: V, S

Cost: 1 Spell Point

Duration: Instantaneous

A wave of thunder explodes from you. Make an intellect action roll against a physical resistance. This is against each creature that's close to you. On a hit each creature takes 2d6 harm and is pushed a short distance away from you, or half as much harm and is not pushed on a miss.

In addition, unsecured objects within the area of effect are automatically a short distance away from you by the spell's effect, and the spell emits a thunderous boom.

Empower

- (1) You choose one direction to blast
- (x) You can omit a target or object from the spell's effect for each spell point you spend

Earthen Pillar

Casting time: 1 Action

Range: medium

Components: V,S

Cost: 1 Spell Points

Duration: Instantaneous

You cause a 5 foot diameter pillar of earth to spring up within range. The earthen pillar is 10 feet tall and made of whatever earth is nearby. If there is no earth nearby the spell can't be cast.

Make an intellect action roll. Any creature that's hit on the area where the pillar erupted from is launched into the air. Upon landing they take 1d6 bludgeoning harm, and are prone next to the pillar. On a miss they are standing where they choose to be adjacent to the pillar.

The pillar of dirt persists after the spell has been cast. The earthen pillar can take 25 harm before it's knocked over or a psyche resistance roll by the caster is required if someone attempts to use physical might to knock it over.

Empower

- (2) You can make a second pillar of earth at the same time as the first.

Elemental Coating

Casting Time: 1 action

Range: Touch

Components: V, S

Cost: 1 Spell Point

Duration: 1 minute

You wreath a weapon in elemental energy. This coating lasts for one minute and any damage done with the weapon also has the elemental energy. You can choose from acid, cold, fire, lightning, or force. A weapon gains that element as a tag. If the caster attempts to put a second elemental coating on the weapon there may be some interesting interactions, let the GM know what you're attempting to do and then they'll decide if it's possible and what you might need to do to make the spell work.

Empower

- (2) Add a 1d6 damage of the elements damage when dealing damage with the enchanted weapon
- (x) Each point allows you to coat another weapon with elemental energy. This becomes a concentration spell.

Elemental Manipulation

Casting Time: 1 action

Range: Medium

Components: V, S

Cost: 1 Spell Point

Duration: 1 minute

When you learn this spell, pick an element. Air, Earth, Fire, Wind. You can manipulate this element in a variety of ways. Whatever effect you choose to create the GM will let you know if it's possible but if its intent is to cause damage along with an effect then you'll use your stunt die to inflict that damage.

- As a general guideline a small effect – moving fire from a lamp to the palm of your hand or creating a small water construct and having it dance – wouldn't require a roll.
- Causing a continuous gust of wind to push someone away from you would be your spell casting action roll.
- Causing a localized earthquake under a building to bring it down is beyond the scope of the spell and falls more into ritual magic.

You can only learn this spell once

Empower

- (1) Increase the duration of the spell to 10 minutes. It becomes a concentration spell.

Encasing Frost

Casting time: 1 action

Range: Medium

Components: V,S

Cost: 2 Spell Point

Duration: Instantaneous

The spellcaster blasts the target with icy cold wind and sleet. Make an intellect action roll against a target within range. If the target is wet the caster has advantage on the intellect action roll. On a hit they take 1d6 cold harm and gain the tag **Frozen**. This means they're frozen in place and can not take actions on their turn but have DR 10.

On a miss deal the target half harm. Any damage dealt to a frozen character breaks them out of the encasing frost.

At the beginning of the frozen characters they resist the spell. (See Resisting Spells in Magic User Section)

Empower

- (4) The encasing frost doesn't grant damage reduction and the next attack to hit the creature in encasing frost is automatically a critical hit.

Firebolt

Casting Time: 1 action

Range: Long

Components: V, S

Cost: 1 Spell Point

Duration: Instantaneous

You hurl a bolt of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

Empower

- (2) Add an addition 1d10 damage to the spell
- (3) Fire two additional bolts

Lightning Grasp

Casting Time: 1 quick action

Range: self

Components: V, S

Cost: 1 Spell Point

Duration: 1 minute, concentration

Lightning envelops your hand that can be delivered with a touch or through a conductor. If the lightning is discharged into a creature it deals 1d8 harm, and the creature can't use interrupt actions until the start of its next turn. Once the lightning has been discharged the spell ends.

Empower

- (2x) The spell's harm increases by 1d8 for each two spell points you push into the spell.

Wave of Fire

Casting Time: 1 action

Range: Close

Components: V, S

Cost: 1 Spell Point

Duration: Instantaneous

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Make an intellect action roll. This is against each creature that's within close reach to you. A creature takes 1d6 harm from fire if they're hit, or half as much harm if on a miss.

On a critical, the caster may choose to have the fire ignite any flammable objects or creatures in the area of the spell. They gain the tag **On Fire** and if it's a creature that creature will take the magic user's stunt die in damage at the beginning of the magic user's turn if the tag is still persisting.

Empower

- (x) You deal an extra 1d6 per spell point you push into the spell.

House of Light Spells

Armor of Hardened Light

Casting Time: 1 Regular action

Range: Touch

Components: V, S, M (a light source)

Cost: 1 Spell Point

Duration: Concentration, up to 10 minutes

You create a protective barrier of hardened light around a willing target. This increases their armor by 1.

Empower

- (2) You don't have to concentrate on the spell
- (2) The target's armor increases by 2 instead of 1
- (4) The target's armor increases by 3 instead of 1

Color Blast

Casting Time: 1 action

Range: Medium

Components: V, S, M

Cost: 1 Spell Point

Duration: Instant

You blast a number of creatures equal to your Psyche score with prismatic light. This is an Intellect action roll against them. The GM decides which score is the most relevant to defend with. A creature who is struck by the spell has the **blinded** tag until the end of your next turn.

Empower

- (1) The creature is outlined in prismatic light, even if invisible, and has the **lit up** tag making them easier to strike with attacks.
- (1) The **blinded** and/or **lit up** tag's duration is 1 minute or until the spell is resisted.
- (1) The color blast deals your stunt die in harm.

Illusion

Casting Time: 1 Regular Action

Range: Medium

Components: S, M (a bit of fleece)

Cost: 1 Spell Point

Duration: 1 minute

You create a sound or an image of an object or person within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, the din of a tavern crowd, a band of musicians playing, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

If you create an image of an object—such as a chair, a mug of ale, or a spinning dart board—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it.

If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion. You must make an Intellect resistance roll vs their mental score. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

Empower

- (1) You can include both sound and an image in the spell and also add smell and temperature effects. Not enough to cause harm but enough to make it feel real.
- (1) You increase the duration to 10 minutes.
- (2) You increase the duration to 1 hour
- (1) You increase the size and scope of your illusion out to a 20 foot cube.
- (x) You can create multiple illusions. Each spell point you spend allows you to create another illusion with a single casting of the spell.
- (1) Hook your illusion to a creature, place, or thing. The illusion will move with the target. To be an effective overlay it must be very close to the size of the thing it's covering. If this is the case then physical contact with the illusion will trigger an Intellect resistance roll by the caster to see if their spell can hide what they're trying to hide vs the person who's observing's mental score instead of just revealing it as an illusion.

Invisibility

Casting Time: 1 action

Range: Touch

Components: V, S, M (a shaving of an eyeball)

Cost: 2 Spell Points

Duration: Concentration, up to 1 hour

A creature or object you touch becomes invisible until the spell ends. Anything a creature is wearing or carrying is invisible as long as it is on the creature's person. The spell ends when a creature takes a hostile action, usually attacking someone but the GM might determine the magic can hold in certain situations. The spell also ends when the invisible creature uses magic since magic interferes with the spell.

Empower

- (2) You don't have to concentrate on the spell
- (3) You can cast the spell on a number of targets equal to your Psyche score but the spell only lasts for a number of minutes equal to your Psyche.
- (4) If the invisible creature takes overly hostile actions or uses magic then the concentrating magic user makes a concentration check.

Light

Casting Time: 1 action

Range: Touch

Components: V, M (a firefly or phosphorescent moss)

Cost: 1 Spell Point

Duration: 1 hour

You touch one object that is no larger than medium sized. It has the following properties until the spell ends:

- The object sheds light in medium range.
- The light can be colored as you like.
- Completely covering the object with something opaque blocks the light.
- The spell ends if you cast it again or dismiss it as an action.
- Casting light on an object held by an unwilling creature requires an Agility or Fighting action roll as part of the action of casting the spell.

Empower

- (x) You can fire the light as a bolt of hardened light within medium range. Make an Intellect action roll against the target's Dodge stat. If you succeed you deal 1d6 magical bludgeoning damage per spell point you add to the spell.
- (1) You can change the type of damage to piercing or slashing.
- (1) You can change the range of the spell to medium.
- (1) You create a flash of light. If this is in an attempt to distract or temporarily blind then the spell requires an Intellect action roll. The flash can only blind creatures within short range of the flash and only until the end of the magic users next turn.

Mesmerizing Pattern

Casting Time: 1 action

Range: Long

Components: S, M (a glowing stick of incense or a crystal vial filled with phosphorescent material)

Cost: 3 Spell Points

Duration: Concentration, up to 1 minute

You create a mesmerizing display of colorful lights. This display is no larger than 30-feet on a side. Make an Intellect action roll. Compare it to each creature who sees the patterns Mental Score. On a hit, the creature gains the tag **mesmerized**. While mesmerized a creature can only stare at the pattern. They resist the spell at the beginning of their turns. Once a creature shakes off the magical effect they can no longer be mesmerized by this pattern and any attempts to mesmerize them within the next 24 hours are made at disadvantage.

The tag is also removed from an affected creature if they take any damage or if someone else uses an action to shake the creature out of their stupor.

Empower

- (1) You can exclude a number of creatures from the mesmerizing pattern equal to your Psyche stat.
- (2) You have advantage against anyone trying to resist your spell.

Prescient Attack

Casting Time: 1 Regular action

Range: Personal

Components: S

Cost: 1 Spell Point

Duration: Concentration, up to 1 round

You extend your hand and point a finger at a target in range. Your magic grants a brief insight into the target's defenses and future movements. You gain the tag **prescient attack**. Your next attack, or action if the GM allows it, against that target has advantage and ignores their armor.

Empower

- (1) You grant someone else insight into a target instead of yourself
- (1) You cast prescient attack as a quick action
- (2) Prescient attack applies to your action rolls made that round.
- (5) A number of allies equal to your Psyche gain the effects of prescient attack.



Skybeam

Casting Time: 1 action

Range: Long

Components: V, S, M (several seeds of any moonseed plant and a piece of opalescent feldspar)

Cost: 2 Spell Points

Duration: Concentration, up to 1 minute

A beam of light shines down on a target. Until the spell ends, dim light fills the cylinder.

When a creature is enveloped by the beam, either by the caster moving it upon them or the creature willingly entering the beam, it is engulfed in flames. Make an Intellect action roll against their Dodge score. On a hit, the creature takes 2d8 magical harm. On a miss the creature dodges away from the beam.

On each of your turns after you cast this spell, you can use an action to move the beam a medium distance in any direction.

Empower

- (3) As you move, the beam is kept a relative distance from yourself at the time of the casting.
- (1) You deal your stunt die + psyche as additional harm.

Weapon of Light

Casting time: 1 Regular Action

Range: Medium

Components: V, S

Cost: 1 Spell Point

Duration: Concentration, up to 1 minute

You create a weapon of hardened light. You choose the kind of weapon it is and you're trained to use it even if you don't have training with the weapon. When attacking with this weapon you use your intellect to hit instead of your fight score and your Psyche score adds to the damage instead of your Agility or Strength score.

Empower

- (1) You can make the casting time a quick action
- (1) It is no longer a concentration spell
- (2) The weapon floats near you. You can use a quick action to have it attack a target within medium range. The weapon can't take opportunity actions.

Liche' Spells

Armor of the Old Ways

Casting time: 1 action

Range: Touch

Components: V, S, M (a piece of a broken shield)

Cost: 1 Spell Point

Duration: Concentration: 10 minute

You touch a willing creature who isn't wearing armor and nature seeks to protect them until the spell ends. The target gains 1 armor.

Empower

- (2) You don't have to concentrate on the spell
- (2) The target's armor increases by 2 instead of 1
- (4) The target's armor increases by 3 instead of 1

Cobbleskin

Casting time: 1 Regular Action

Range: Touch

Components: V,S,M*

Cost: 2 Spell Point

Duration: 10 minutes (Concentration)

You touch a willing creature. Until the spell ends, the target's skin has the consistency of cobble stones and appears as such. The target's armor increases by 3 for the duration of the spell.

*A handful of cobblestone chips

Cure Wounds

Casting Time: 1 action

Range: Touch

Components: V, S

Cost: 1 Spell Point

Duration: Instantaneous

A living creature you touch feels more rejuvenated. They spend a hit protection die and then roll their hit protection die plus 1d6 and add your Psyche to the roll. The character recovers that much hit protection. A character needs to have a hit protection die to spend to allow for this spell to have an effect.

Conversely, you can make a fighting action roll to touch an undead creature. If successful you can spend a Hit Protection die to deal the undead the following harm:

- (HP Die + 1d6 + psyche) x 2 harm

Empower

- (x) Each point you spend adds another 1d6 to the roll
- (1) Increases the range to medium
- (2) increase the harm you deal to undead from x2 to x3

Elemental Manipulation

Casting Time: 1 action

Range: Medium

Components: V, S

Cost: 1 Spell Point

Duration: 1 minute

When you learn this spell, pick an element. Air, Earth, Fire, Wind. You can manipulate this element in a variety of ways. Whatever effect you choose to create the GM will let you know if it's possible. If its intent is to cause damage along with an effect then you'll use your action die to inflict that damage.

As a general guideline a small effect – moving fire from a lamp to the palm of your hand or creating a small water construct and having it dance – wouldn't require a roll.

Causing a continuous gust of wind to push someone away from you would be an action roll.

Causing a localized earthquake under a building to bring it down is beyond the scope of the spell and falls more into ritual magic.

You can only learn this spell once.

Empower

- (1) Increase the duration of the spell to 10 minutes. It becomes a concentration spell.

Enhance Physical Ability

Casting time: 1 Action

Range: Touch

Components: V,S

Cost: 2 Spell Point

Duration: 1 minute (Concentration)

You touch a creature and bestow upon it a magical enhancement. The target's Endurance, Strength, or Agility increases by 1, to a maximum of 5, for the duration of the spell.

Empower

- (2) Increase a second stat by 1, to a maximum of 5.
- (3) Increase a stat by 2, to a maximum of 5.
- (3) Break the maximum of 5. When the spell ends the target takes a physical condition related to the stat increased

Life Shunt

Casting time: 1 Action

Range: Touch

Components: V, S, M*

Cost: 3 Spell Point

Duration: Instantaneous

You touch a creature that has died within the last minute and blast them with your life energy. That creature returns to life with 1 hit protection. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts. The target of this spell has their Hit Protection Dice permanently reduced by 1 and carries the tag **recently deceased**. The loss of Hit Protection Die doesn't affect their maximum Hit Protection but they are more frail for the rest of their life.

Restoring Food

Casting time: 30 minutes

Range: Touch

Components: V, S, M*

Cost: 1 Spell Points

Duration: Instantaneous

You make food that a creature eats which ends either one disease or one sticky negative physical tag afflicting it.

Empower

- (4) You can remove one physical condition
- (2) You gain the tag **Fortified**. This lasts until you take a rest or when you choose to remove it to give yourself advantage on an Endurance action or resistance roll and restore 5 hit protection.

*You need the materials to cook a meal.

Weapon of the Earth Spirit

Casting time: 1 Regular Action

Range: Medium

Components: V, S

Cost: 1 Spell Point

Duration: Concentration, up to 1 minute

You create a weapon from the spirit of the earth. You choose the kind of weapon it is and you're trained to use it even if you don't have training with the weapon. When attacking with this weapon you use your Intuition to hit instead of your Fighting and your Psyche adds to the damage instead of your Agility or Strength score.

Empower

- (1) You can make the casting time a quick action
- (1) It is no longer a concentration spell
- (2) The weapon floats near you. You can use a quick action to have it attack a target within medium range. The weapon can't take opportunity actions.

Verdant Growth

Casting Time: 1 action

Range: Medium

Components: V, S

Cost: 1 Spell Point

Duration: Concentration, up to 1 minute

Foliage grows in a small area, a 3 foot cube. You choose what the foliage looks like but it can only do as much as a 3 foot cube area of plants could do. This can only potentially convey a tag and if it could do harm it only does your stunt die in harm. This is left to the GMs discretion.

Empower

- (1) Increase the area to a 10 foot cube.
- (1) You don't have to concentrate on the spell.
- (2) The plants are **entangling** and gain advantage to grasp those within their area. Entangling means those in the area are subject to the casters roll to avoid or escape being entangled which causes them to be stuck in that spot and have disadvantage on any actions they take.
- (2) If the plants can harm a target within their range they deal your stunt die plus 2d6 plus your Psyche in harm.



SESSION 0 WORKSHEET

- Read or Summarize Avalon's Tone
- Read or Summarize the rules concept for the main or first framework you plan on running and mention the others if you plan or might include them.
- Talk about Safety Tools you want to use. We suggest
 - Lines & Veils
 - Script Change
 - Stars & Wishes
- Cover the Characters & the Neighborhood
 - Who's in charge / who's important
 - bring 3-4 and allow the players to each create a location or person.
 - Get your character concepts a little more fleshed out
- Pick a homebase and flesh it out.
 - What kind of space do you operate out of?
 - What's special about it?
 - Do you all live here?
 - Is someone else associated with this space? Lives here, works here, how are they associated?
 - Ask more questions if you want until you're satisfied with the homebase.
- Build your characters
 - Ask questions about their professions and how they fit into the characters previous and current life.