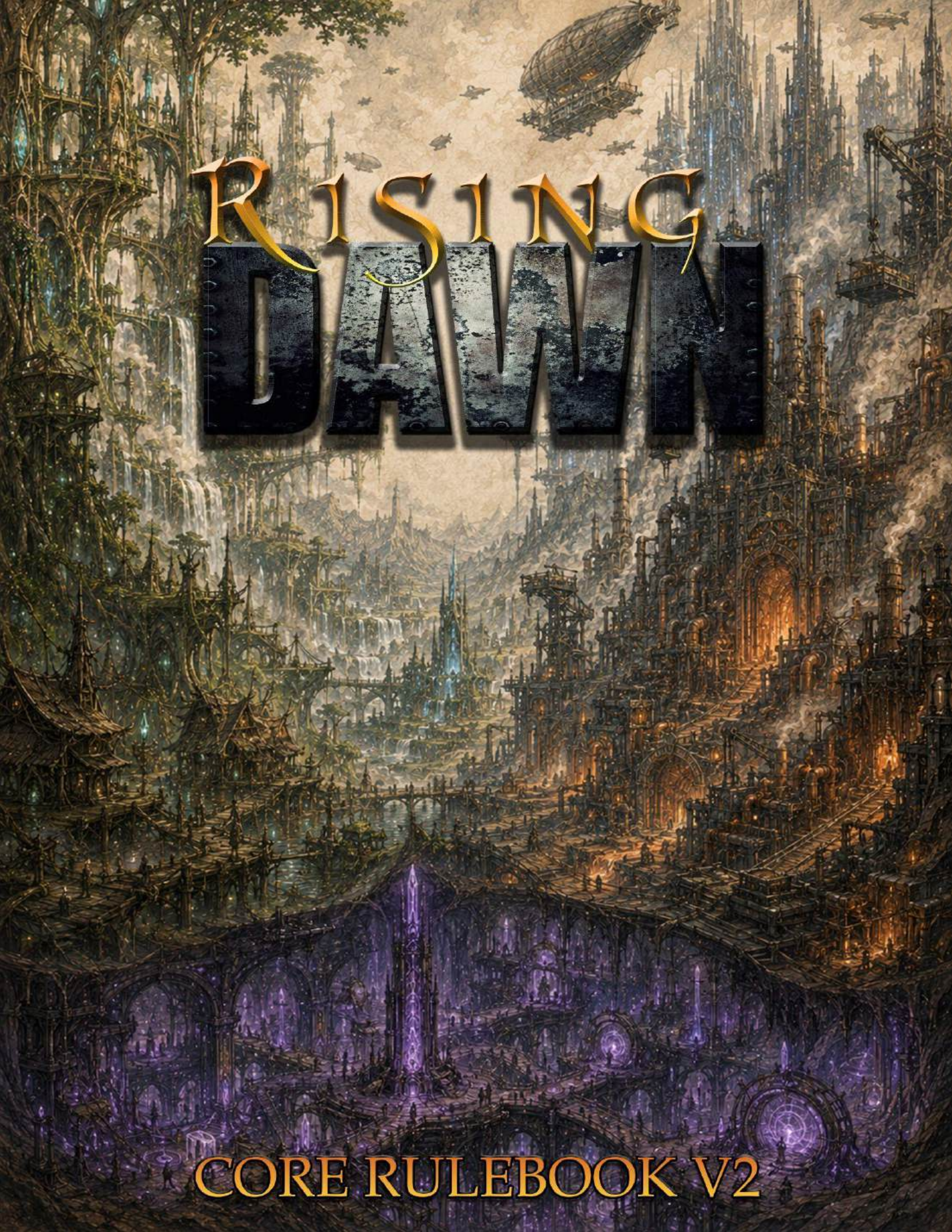




RISING DAWN

CORE RULEBOOK V2

Dedicated to everyone who loves table top
gaming but hates being told no.

Table of Contents

What Rising Dawn Is Meant to Be.....	3
Chapter 1: Welcome to Rising Dawn.....	12
Chapter 2: Core System.....	19
Chapter 3: Character Creation.....	23
Chapter 4: Races.....	30
Chapter 5: Classes.....	78
Chapter 6: Skills.....	88
Chapter 7: Powers.....	92
Powers List.....	102
Chapter 8: Combat.....	120
Chapter 9: Gear and Value.....	126
Chapter 10: Pets, Mounts, and Summons.....	131
Chapter 11: Bestiary and Enemies.....	135
Chapter 12: Game Master Tools.....	140
Chapter 13: Leveling and Advancement.....	146
Chapter 14: Reference Appendix.....	148
Chapter 15: Future / Cinematic Mode Notes.....	169

What Rising Dawn Is Meant to Be

Rising Dawn was built for one reason above all others:

To make tabletop roleplaying fast, exciting, accessible, and cinematic from the first minute of play.

Many tabletop games ask players to do homework before they ever sit down at the table. They are handed books, character sheets, class lists, spell lists, equipment tables, ability descriptions, and pages of rules before they even know whether they like the game. For experienced players, that can be part of the fun. For new players, it can be a wall.

Rising Dawn is designed to tear that wall down.

This game is not built around the idea that every player must study the rules before they can play. It is built around the idea that a Game Master can invite friends over, sit them down, ask a few simple questions, help them build a character in minutes, and begin the adventure almost immediately.

A new player should not need to understand every mechanic, every power, every stat, or every rule before the game begins. They only need to know who they want to be, what kind of fantasy excites them, and what kind of awesome things they want their character to do.

The Game Master handles the rest.

This Is a Game Master Book

This book is written primarily for the Game Master.

It is not meant to be handed to every new player with the expectation that they will read it, study it, and return ready to play. Players may use this book as a reference when needed, especially for powers, rules, abilities, or character options, but that is not its main purpose.

The purpose of this book is to give the Game Master the rules, tools, structure, and mechanical foundation needed to create an exciting Rising Dawn campaign.

The Game Master is the guide.

The Game Master is the referee.

The Game Master is the worldbuilder.

The Game Master is the one who understands how the system works and then translates that system into action, story, danger, choice, and momentum for the players.

In Rising Dawn, the Game Master should be able to say: "Come over. We are going to build a character and start playing."

That is the heart of the game.

A Tabletop Game That Plays Like Imagination-Driven Action

Rising Dawn is meant to feel less like homework and more like a video game powered by imagination.

The rules exist, but they are not meant to slow the game down. The mechanics are there to support the action, not bury it. Every choice should feel active. Every fight should feel dangerous, explosive, and cinematic. Every player should feel like their character matters, whether they are Level 1 or Level 100.

This is a power-fantasy game.

That does not mean the characters cannot fail. It does not mean there is no danger. It does not mean every enemy is easy or every choice is safe.

It means that the players are not meant to feel ordinary.

A Level 1 character in Rising Dawn should already feel like someone worth telling a story about. They may be inexperienced, untested, or still growing into their power, but they are not helpless. They are not background characters. They are not waiting for the game to become fun later.

The game should be fun now.

A fight at Level 1 should feel epic.

A fight at Level 10 should feel massive.

A fight at Level 20 should feel legendary.

The scale changes. The stakes rise. The threats become more impossible. But the energy of the game should remain the same: fast, bold, exciting, and full of possibility.

No Genre Wall

Rising Dawn is not asking players to choose between fantasy and science fiction.

It is both.

It is magic, machines, monsters, gods, guns, ruins, kingdoms, cybernetics, ancient power, broken worlds, advanced technology, and impossible creatures all colliding in one setting.

A player who loves futuristic soldiers can play a Human built around technology, weapons, cybernetics, drones, tactics, and sci-fi warfare.

A player who loves magic can play an Elf tied to elemental power, ancient bloodlines, nature, spirit, darkness, or divine force.

A player who wants something brutal, primal, and monstrous can play an Orc shaped by survival, blood, bone, wings, swamps, and raw physical dominance.

A player who loves invention, armor, machines, industry, and impossible engineering can play a Dwarf built around creation, construction, weapons, forges, and mechanical genius.

A player who wants something stranger can step into the world of Mutants, psionics, underground cities, altered bodies, teleportation, telepathy, and powers that feel alien even to the rest of the world.

The point is simple:

The player does not need to choose a genre.

They choose the fantasy that excites them.

The Game Master helps turn that fantasy into a playable character.

Character Creation Should Be a Conversation

Character creation in Rising Dawn should not feel like filling out tax paperwork.

For most new players, it should begin with a conversation.

The Game Master can ask:

What kind of character sounds fun to you?

Do you want magic, technology, brute force, stealth, invention, psychic power, weapons, or something weird?

Do you want to fight up close?

Do you want to blast enemies from a distance?

Do you want to protect people?

Do you want to summon creatures?

Do you want to control the battlefield?

Do you want to be fast, strong, clever, terrifying, charming, or impossible to kill?

From there, the Game Master walks the player through the choices.

Pick a race.

Pick a class or combat style.

Pick the powers, skills, and traits that match the fantasy.

Write down the numbers.

Start playing.

For a brand-new player, this should usually take five to ten minutes.

The player does not need to know every option. The Game Master can present the options that matter based on what the player says they want. If the player wants to be a fire-wielding powerhouse, the Game Master does not need to explain every stealth build, healing build, summoner path, or crafting option in the game. They only need to guide the player toward the choices that create that character.

The system should serve the idea.

The idea should not be trapped by the system.



Teach the Game by Playing the Game

Rising Dawn is designed so players can learn as they go.

The basic mechanic should remain consistent:

A character attempts something.

The Game Master identifies the relevant base, skill, or modifier.

The player rolls.

The result determines what happens.

The details may change depending on the action, power, attack, defense, resistance, or situation, but the foundation remains simple and repeatable.

This matters because players should not have to pause the game constantly to search for rules. They should not sit around confused while someone else studies a page. They should not feel like they are waiting for permission to have fun.

The Game Master teaches the system through action.

When a player wants to attack, the Game Master walks them through the attack roll.

When a player wants to dodge, resist, persuade, intimidate, climb, hack, sneak, build, cast, summon, or attempt something absurd, the Game Master shows them how that roll works in the moment.

After a few turns, the rhythm becomes clear.

Declare the action.

Build the roll.

Roll the dice.

Resolve the result.

Keep moving.

That is the intended pace of Rising Dawn.



The Game Master Should Avoid Saying “No”

One of the central ideas behind Rising Dawn is that the Game Master should almost never need to say:

“No, you cannot do that because it is not in the rules.”

The better answer is usually: “You can try. Here is what it will take.”

Rising Dawn is built around possibility.

If a player wants to leap from a collapsing tower onto the back of a flying creature, there should be a way to attempt it.

If a player wants to overload a machine, talk down an enemy, smash through a wall, combine powers with another character, improvise a weapon, climb onto a giant monster, redirect an attack, or do something ridiculous but exciting, the Game Master should look for the roll, cost, risk, consequence, or challenge that makes the attempt possible.

Not everything should automatically work.

But almost anything should be attemptable.

The rules are not a cage. They are a framework.

The Game Master’s job is not to shut down creativity. The Game Master’s job is to translate creativity into mechanics, risk, consequence, and story.

Fast Turns, Constant Engagement

Rising Dawn should not leave players sitting around bored while they wait for their turn.

Combat should move quickly. Choices should be clear. Rolls should resolve fast. Enemies should feel dangerous without requiring the Game Master to manage a mountain of complicated bookkeeping.

Players should always feel close to the action.

Even when it is not their turn, they should be watching the battlefield, reacting to danger, planning their next move, helping allies, or waiting for the moment when everything changes.

The goal is not slow tactical perfection.

The goal is momentum.

A Rising Dawn fight should feel like a battle scene: movement, impact, risk, power, improvisation, and escalation. The Game Master should keep the table focused on what is happening, what is changing, and what the players can do next.

Simple Rules, Big Outcomes

The mechanics of Rising Dawn are intentionally simple at their foundation.

That simplicity is not a weakness. It is the engine that allows the game to move.

A simple core mechanic lets the Game Master resolve almost anything. It lets new players understand the game quickly. It lets experienced players focus on strategy and creativity instead of constantly checking rules. It lets the table spend more time imagining and less time calculating.

But simple does not mean shallow.

The depth of Rising Dawn comes from character choices, power combinations, race identity, class style, enemy design, worldbuilding, tactical decisions, consequences, and the imagination of the people at the table.

The math should be easy.
The choices should matter.
The results should feel huge.

That is the balance.

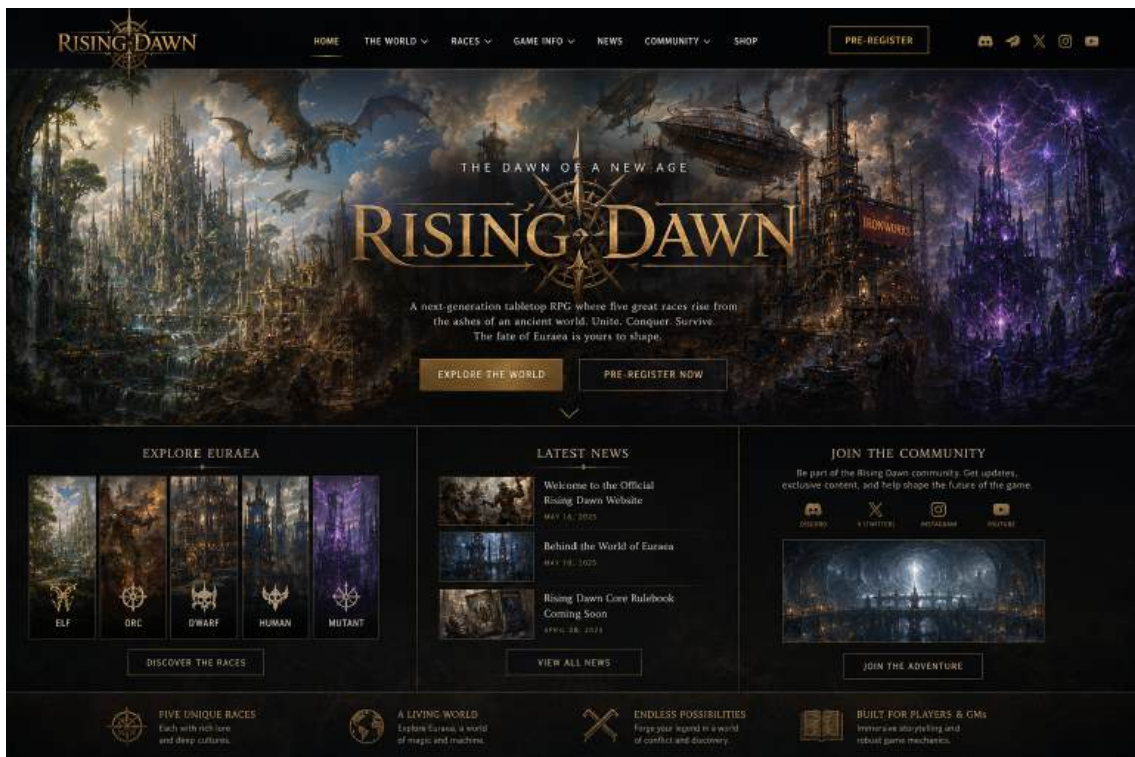
The Website and Player Access

This book is the full Game Master reference.

Players will usually interact with Rising Dawn in a different way.

The player-facing experience should be clean, quick, and easy to digest. A website, quick-reference tools, character builders, power summaries, race guides, and simplified explanations can help players understand their options without forcing them to read the full rulebook.

A player should be able to browse the world, get excited, pick a direction, and arrive ready to build. They do not need to master the system before session one. They only need enough information to say: "That is the kind of character I want to play." Then the Game Master helps make it real.



The Role of the Game Master

The Game Master is the engine that makes Rising Dawn work.

This book gives the Game Master the structure, but the Game Master brings the game to life.

The Game Master creates the world, controls the enemies, presents the danger, sets the stakes, interprets the rules, guides the players, and keeps the action moving.

The Game Master should understand the mechanics well enough to run the game smoothly, but they should not treat the book as a weapon against the players. The rules are here to help everyone have a better experience, not to limit imagination.

The Game Master should use this book to answer questions like:

How does combat work?
How do powers function?
How do enemies scale?
How do characters grow?
How do I resolve unusual actions?
How do I keep the game balanced without making it boring?
How do I create epic encounters that still feel playable?
How do I let players do incredible things without losing structure?

That is what this book is for.



What Makes Rising Dawn Different

Rising Dawn is different because it is built around access, speed, freedom, and cinematic power.

It is designed so new players can sit down and play without studying five books first.

It is designed so the Game Master can guide character creation as a quick conversation instead of a long technical process.

It is designed so fantasy, science fiction, horror, myth, machines, magic, and post-war survival can all exist in the same world without fighting each other.

It is designed so every character feels powerful, distinct, and exciting from the beginning.

It is designed so every roll uses a clear foundation.

It is designed so the Game Master can say “yes, but here is the risk” instead of “no, the rules do not allow that.”

It is designed so the table can focus on the best parts of tabletop gaming:

Imagination.

Action.

Choice.

Danger.

Creativity.

Story.

Power.

Friends at a table making something impossible together.

How to Use This Book

If you are the Game Master, read this book as the full engine behind the game.

You do not need to memorize everything before you run your first session, but you should understand the core mechanic, character creation, combat flow, power structure, enemy design, leveling, and how to resolve unusual actions.

If you are introducing new players, do not begin by asking them to read the rulebook.

Begin by asking what sounds fun.

Help them choose a race.

Help them choose a style.

Help them fill out the character sheet.

Start the game.

Teach the rules through play.

If a player later wants to read deeper, build more complex characters, optimize powers, or understand the full mechanics, this book is here for them too.

But that should be optional.

The game should begin before the homework begins.

The Core Promise

Rising Dawn exists to make tabletop roleplaying easier to enter, faster to run, bigger in imagination, and more exciting at the table.

The rules should never be more important than the adventure.

The mechanics should never bury the moment.

The Game Master should never feel trapped by the book.

The players should never feel like they need a degree in tabletop gaming to have fun.

Build the character.

Roll the dice.

Make the impossible happen.

That is Rising Dawn.



Chapter 1: Welcome to Rising Dawn

The first sound is not a trumpet or a prophecy. It is the scrape of metal in the dark, the wingbeat over broken stone, the muttered rune before a door opens, the warning growl from something that should have stayed buried. Rising Dawn begins in the moment after safety has failed and before legends have been written.

Rising Dawn is a tabletop roleplaying game about dangerous worlds, strange powers, ancient bloodlines, brutal choices, and characters who grow from survivors into legends. It blends fantasy, survival, magic, technology, old grudges, ruined places, living cultures, and hard consequences.

Rising Dawn was built for players who love the imagination, freedom, and shared energy of tabletop roleplaying, but do not want the rules to stand between the table and the story. The goal is simple: fast action, clear choices, meaningful consequences, and enough structure to keep the game fair without turning every moment into a rule search.

Tabletop role-playing games provide the ability to use your imagination but when the rule systems are restrictive, slow gameplay and have a high and lengthy learning curve it stands in the way of enjoying a truly magical experience.

We built Rising Dawn to fix the things that slow roleplaying games down while preserving what makes them powerful: imagination, danger, teamwork, and the feeling that anything can happen.

This book teaches the Clean Mode version of the game. Clean Mode is the standard way to play while the system is being tested and refined. It keeps the rules fast, readable, and easy to run at the table, while leaving room for the world to feel strange, violent, beautiful, and alive.

What Kind of Game Is This?

Rising Dawn is built for groups who want danger without rules bloat, character identity without endless character-sheet math, and a world where choices matter. Characters are not invincible heroes at the start. They are capable, marked by their race and class, and pushed into situations where power has a cost.

Element	What It Means at the Table
Dangerous world	The GM should make threats feel real, but not random or unfair.
Race and class matter	A Human Hacker, Elf Ranger, Dwarf Rune Master, Orc Shaman, and Mutant Psionist should feel different in play.
Fast rules	Most actions use Core Stat + Skill + 1d10.
Strong consequences	Success, failure, bargains, damage, and choices should change the scene.
Clean Mode first	Use the simple version before adding advanced Cinematic Mode ideas.

What Is a Tabletop Roleplaying Game?

A tabletop roleplaying game is a shared story game. The players control the main characters. The Game Master controls the world, enemies, allies, locations, consequences, hidden threats, and the pressure of the scene. Dice are used when the outcome is uncertain, risky, or dramatic.

The goal is not for the GM to defeat the players. The goal is for everyone at the table to create a dangerous, exciting story together.

What You Need to Play

To play Rising Dawn, you need:

- One Game Master.
- One or more players.
- A character sheet for each player character.
- A ten-sided die, or a digital dice roller that can roll 1d10.
- Something to take notes with.
- This rulebook or the playtest packet.

The Game Master

The Game Master, or GM, presents the world, describes scenes, controls enemies and non-player characters, calls for rolls, applies consequences, and makes final rulings when the rules do not cover something exactly.

A good GM in Rising Dawn is fair, clear, and consistent. The GM should make the world feel dangerous, but should not punish players for being creative. When the rules are quiet, make the ruling that best fits the scene and keeps the game moving.

A goal of Rising Dawn is to make the game accessible to all people regardless of their background in RPG gaming. To do this, a GM should be able to walk a new player through the character creation process quickly and without too much knowledge. Let the new players create characters based on what they find cool or interesting not based on stats, this will come later as the player becomes accustomed to the play system.

Example..

GM asks simple questions

1. What race do you like, think is cool looking or has a vibe you enjoy?
 - a. This quickly sets the race selection
2. How do you like to play, up close fighting, sneaking or a power house of magic?
 - a. This quickly sets the class selection
3. After those two decisions the character sheet is 90% completed, final steps are to walk through them selecting where to put their power points, and additional freebie points.

The Players

Each player controls one main character. Players describe what their characters attempt, make rolls when the GM calls for them, track Health, Power Points, gear, powers, skills, and choices, and help build the story through action. Players should look for bold choices, not perfect choices. Rising Dawn is built around consequences. A risky plan that changes the story is usually better than a safe plan that avoids the game.

The Core Loop

Step	What Happens
1	The GM describes the situation.
2	The players say what their characters do.
3	The GM decides whether the action succeeds automatically or needs a roll.
4	Dice are rolled when the outcome is uncertain or dangerous.
5	The GM explains the result and consequences.
6	The scene moves forward.

Clean Mode

Clean Mode is the version to use for learning the game, running the first playtests, and keeping the table focused on choices instead of bookkeeping.

Clean Mode Focus	Purpose
Clear character creation	Players can build a Level 1 character without chasing old notes.
Fast combat	Turns should move quickly and damage should resolve cleanly.
Simple power use	Powers are strong, but limited by Power Points, action economy, and GM rulings.
Broad GM rulings	The GM can handle unusual situations without building a new subsystem.
Minimal tracking	Only track what changes play.
Strong story consequences	Simple rules should still produce meaningful outcomes.

If a complicated rule is not needed, do not add it during normal play.

Cinematic Mode

Cinematic Mode is the future advanced version of Rising Dawn. It may add deeper rules for mass combat, airship battles, upgraded powers, persistent summons, serious injuries, advanced crafting, factions, territories, and other major systems.

Cinematic Mode ideas are preserved in Chapter 15. They are optional and not required for standard play.

The World of Rising Dawn

Rising Dawn takes place in a world shaped by old conflicts, dangerous species, lost knowledge, unstable powers, and rising threats. It is a world where Humans rebuild with technology, Elves answer to Living Light and nature, Dwarves carve meaning into stone and machinery, Orcs survive through strength, spirit, and dark pressure, and Mutants endure where the world has already broken.

The world should feel old enough to have ruins, young enough to still change, and dangerous enough that every victory matters.

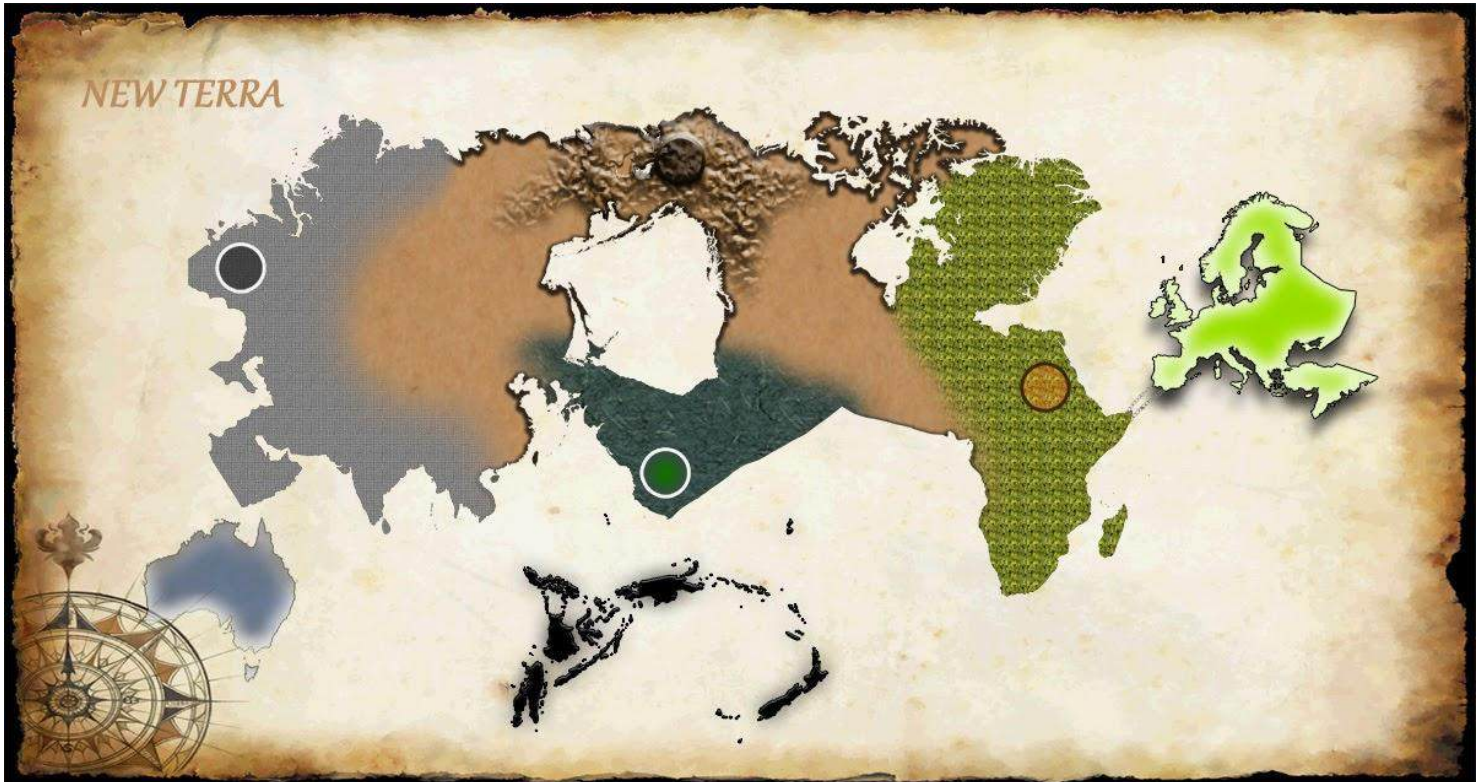
Campaign Element	How It Can Appear
Fantasy adventure	Lost roads, old powers, living forests, ruins, monsters, and strange allies.
Survival	Scarcity, hostile terrain, injury, fear, weather, hunger, isolation, and hard choices.
War and politics	Factions, territory, loyalties, betrayal, borders, soldiers, and uneasy alliances.
Magic and technology	Rune engines, hacked doors, Living Light, drones, spirit calls, psionics, and old machines.
Personal transformation	Characters become more capable, but must decide what their power is for.



Rising Dawn History of New Terra

A Rising Dawn campaign may be gritty and grounded, strange and mythic, action-heavy, horror-leaning, political, heroic, tragic, or a mix of these.

The world began not in the hands of man, but in the Age of Ancients, when primordial magics held sway and colossal creatures filled the sky and plain.



Four great races defined that era:

The Elves: The wisest, but fiercely arrogant, masters of life and death magic and nature itself. They scorned all other races, claiming that only the magnificent Dragon was a worthy steed for their majesty.

The Dwarves: The ingenious builders. Their reputation for small stature was a myth, born from endless hours hunched over rune-inscribed devices and clever mechanisms in deep caverns. They valued the perfection of their own craft and race above all else, using powerful rune magic to fuel their inventions and taming horses for their massive hauling needs.

The Orcs: The powerful warrior-kin of blood, shadow, spirit, and battle. Outsiders called them simple because they mistook directness for stupidity. They were wrong. Orcs understood strength, family, death, ritual, and joy in ways the other races feared.

Lesser Beings: A host of giants, trolls, goblins, demigods, and countless other creatures filled the spaces between the great civilizations.

As the Age of Ancients neared its close, the Elves sensed a coming doom—a cataclysm that would devour the world. In a grand, final act of preservation, they drew back the veil between life and death and summoned all living beings into a timeless void. As the veil closed and the world's inhabitants entered their deep slumber, a great fire rained down, searing the Earth until nothing remained but ash.

From this lifeless cinder, a new world was born. And from its ashes emerged Man. Like a rapidly spreading plague, humanity dominated the globe, transforming the landscape into a technological marvel.

Centuries later, the Elves awoke. They reopened the veil and returned from the void. Their re-entry, coupled with the sudden resurgence of ancient magics, was a violent rebirth that caused the planet to physically shift and reform, reshaping the world into its former self.

Humans, terrified by this magical upheaval, viewed the return as an invasion and met it with force. Thus began the War of the Rebirth. Unable to match the sheer power of Elven/Orc magic or Dwarven machines, humanity turned inward, enhancing themselves with cybernetics, nano-machines, and a relentless focus on electronic and scientific warfare.

For one century, the war was a scorched-earth stalemate. The four mighty races claimed dominion over massive, fortified citadels while the lands between them—cities decimated and abandoned—were turned into barren dust fields known as the Outlands.

It was in these ravaged Outlands that a new threat arose: the Mutants. Rumored to be a failed cross-breed of human and elf, the truth was far more terrifying: they were a highly evolved race of psionically powered beings. Feared as mindless savages, they instead built a vast subterranean network and tamed the wild giant lizards of the wastes, appearing and disappearing across the dust plains to strike fear into the hearts of all who fought the surface war.

As the century of bloodshed concluded, a mysterious, masked figure emerged from the Outlands. In a feat of impossible secrecy, this Unknown captured the four most powerful leaders—of the Elves, Humans, Orcs, and Dwarves—and brought them to a secret location. There, the Unknown revealed the true, terrible future if the conflict persisted, compelling the leaders to forge the Council of the Rising Dawn. The resultant Rising Dawn Treaty ended the century of war. A copy of the treaty and the Rising Dawn sigil—worn by all who agree not to be the initial aggressor—is now placed at the heart of every citadel.

A hundred years have passed since the truce, and the peace holds, yet it is perpetually poised on a razor's edge. New factions fester within every race: those dedicated to maintaining the balance, and those who see the truce as a tool for the ruling classes to subjugate their people and cede control to their old enemies. This division ensures that every meeting, whether between races or within them, is shadowed by uncertainty.



Characters

A character is defined by race, class, stats, skills, powers, gear, background, and choices made during play. The numbers tell the table what the character can do. The choices reveal who the character becomes.

Characters grow by surviving danger, gaining levels, earning gear, improving powers, building relationships, and changing the world around them.

What Makes Rising Dawn Different

Principle	Meaning
Race and class matter	Identity should change both Mechanics and story.
Powers are strong but limited	Power Points, action limits, resistance, range, and story logic keep power playable.
Combat should move quickly	Use range bands, simple damage order, and clear turns.
The GM has room to rule	The system supports judgment instead of forcing tiny rules for every edge case.
Consequences matter	Failure should move the story, not freeze it.
Characters grow without becoming untouchable	Leveling should create new options, not erase danger.
Advanced systems stay optional	Do not overload the core game before playtesting.

How to Read This Book

New players can review::

- Chapter 1: Welcome to Rising Dawn.
- Chapter 2: Core System.
- Chapter 3: Character Creation.
- Chapter 4: Races.
- Chapter 5: Classes.
- Chapter 6: Skills.
- Chapter 7: Powers.
- Chapter 8: Combat.

GMs should also read:

- Chapter 9: Gear and Value.
- Chapter 10: Pets, Mounts, and Summons.
- Chapter 11: Bestiary and Enemies.
- Chapter 12: Game Master Tools.
- Chapter 13: Leveling and Advancement.
- Chapter 14: Reference Appendix.
- Chapter 15: Future / Cinematic Mode Notes.

Rules Priority

Priority	Rule
1	The specific rule beats the general rule.
2	Current active chapter rules beat older archive notes.
3	Clean Mode rules beat Future / Cinematic Mode notes for standard play.
4	GM ruling decides unclear cases at the table.

Playtest Mindset

This 2.0 draft is meant to be played, tested, challenged, and improved. The goal is not to protect every old idea. The goal is to make Rising Dawn playable, readable, and fun at the table.

Track During Playtest	Why It Matters
Confusing rules	Confusion shows where wording needs cleanup.
Slow combat moments	Slow moments show where the rules need compression.
Overpowered or weak options	Balance problems should be found early.
Missing examples	Repeated questions usually mean the book needs examples.
Character creation pain points	If players cannot build characters smoothly, the game is not ready.
GM ruling gaps	Common uncertain rulings should become examples or clearer guidance.

Final Note

Start simple. Build a character. Enter a scene. Make choices. Roll when the outcome matters. Let consequences shape the story.

Chapter 2: Core System

The Core System is the basic engine of Rising Dawn. Most actions use the same structure:

Core Stat + Skill + 1d10

If the total equals or beats the Difficulty or opposing roll, the action succeeds.

Core Stats

Every character has three Core Stats:

Physical: strength, speed, toughness, coordination, movement, and direct bodily action.

Mental: intelligence, perception, focus, technical ability, magic control, tactics, and problem-solving.

Social: persuasion, command, intimidation, manipulation, animal handling, and social presence.

The GM chooses which Core Stat applies based on how the character attempts the action.

Example:

Sneaking through a hallway may be Physical + Stealth.

Planning a hidden route may be Mental + Stealth.

Blending into a crowd may be Social + Stealth.

Skills

Skills represent training.

If a character has dots in a skill, add those dots to the roll.

Skill point scale:

0 points: Untrained.

1 points: Poor.

2 points: Novice.

3 points: Trained.

4 points: Good.

5 points: Average.

6 points: Advanced

7 points: Expert

8 points: Master

9 points: Legendary

10 points: Godly

A character may still attempt many untrained actions, but the GM may increase difficulty or disallow attempts that require specialized training.

Constitutions

Constitutions are secondary resistance traits that help characters withstand pressure. They are not Core Stats, but they are used when a character resists fear, control, manipulation, pain, spiritual pressure, psychic force, or emotional collapse.

- **Willpower** represents mental strength, courage, focus, pain tolerance, magical resistance, psychic resistance, and the ability to keep acting under fear or pressure.
- **Self-Control** represents emotional control, discipline, restraint, social resistance, resisting manipulation, resisting charm, and refusing to be pushed into reckless choices.

When a power, enemy, or social pressure targets a character's mind or emotions, the GM may call for a Willpower or Self-Control roll. If the game needs a static number, use the character's Willpower or Self-Control as the target number.

Difficulty

Use Difficulty when the action is not directly opposed by another character.

- Difficulty calculation
 - Total potential Base stat = 5
 - Total Potential Skill Stat = 10
 - Total potential roll without Nat 10 = 9
 - Total possible roll = 24
 - Mid roll = 12, the mid difficulty
- Difficulty 6: Very Easy.
- Difficulty 8: Easy.
- Difficulty 10: Average.
- Difficulty 12: Standard.
- Difficulty 14: Hard.
- Difficulty 16: Very Hard.
- Difficulty 18: Extreme.
- Difficulty 20+: Legendary.

The GM should set difficulty based on the situation, not based on whether the GM wants success or failure.

Opposed Rolls and Resistance

Use opposed rolls or Resistance when another creature, enemy, system, or force is pushing back.

Examples:

An attack rolls against Defense.

A fear power rolls against Willpower or Self-Control.

A hacking attempt rolls against system security.

A stealth attempt may roll against Perception.

For simple enemies, the GM may use one Resistance value instead of separate Physical, Mental, and Social resistance.

Natural 10

A natural 10 is an automatic success.

If the action deals damage, add +5 damage.

Do not also add extra margin damage unless a specific power says so.

Natural 1

A natural 1 is an automatic failure.

In Clean Mode, no added penalty is required.

In Cinematic Mode, the GM may add a complication.

Complications should fit the scene. They should create tension, not randomly destroy the character.

Range Bands

Rising Dawn uses range bands instead of exact measurement in Clean Mode.

- Touch: adjacent or physically reachable.
- Close: up to 15 feet.
- Short: up to 30 feet.
- Medium: up to 60 feet.
- Long: up to 120 feet.
- Extreme: beyond 120 feet, GM-controlled.

If exact positioning matters, the GM may use a map, grid, or Cinematic Mode ruling.

Turns and Actions

During combat or structured scenes, play moves in turns.

A character usually has:

- One major action.
- Movement.
- Minor interaction or simple narration as allowed by the GM.

Major actions include:

- Attack.
- Use an active power.
- Help an ally.
- Defend.
- Perform a major skill action.
- Command a summon, mount, or vehicle when required.

A character may use one active power per turn unless a rule specifically allows combining.

A character may spend up to 5 Power Points per turn, within the one specific power chosen.

Margin of Success

If a damage roll beats the target number by 5 or more, the attack deals extra damage. For every full 5 points above the target number, add +1 damage.

Example:

- Attacker Rolls a 16
- Defender rolls a 5
- 11 difference means 2 points of additional damage are added to the attack
- $11/5 = 2$ rounded down.
- 5 extra points = 1 point of additional damage
- 10 extra points = 2 points of additional damage
- 15 extra points = 3 points of additional damage

Outside combat, margin of success can create stronger results instead of extra damage.

Use margin mainly for:

- Better position.
- Extra information.
- Faster completion.
- Cleaner success.
- Reduced complication.

Failure

Failure means the character does not get what they wanted.

Failure does not always mean nothing happens.

The GM may offer:

- Failure with no progress.
- Partial success at a cost.
- Success with a complication.
- Delayed success.
- A new choice.

In Clean Mode, keep failure simple unless the scene is important.

Core System Quick Reference

- Roll: Core Stat + Skill + 1d10.
- Natural 10: automatic success; +5 damage if damage is dealt.
- Natural 1: automatic failure.
- Active power limit: one active power per turn unless a rule says otherwise.
- Power Point limit: spend up to 5 Power Points per turn.
- Range bands: Touch, Close, Short, Medium, Long, Extreme.
- Default mode: Clean Mode.
- Optional mode: Cinematic Mode.

Chapter 3: Character Creation

Character creation builds a Level 1 character ready for play.

A complete character has:

- A Race
- A Class
- Base Stats
- Class Powers
- Constitutions
- Race advantages
- One Passive Power
- One Team Power
- Optional Trade-Off Power
- Skills
- Power Points/PP Pool
- Level
- Health/ HP Pool
- Starting equipment
- A short character concept.

Step 1: Choose Race

Choose one race:

- Humans.
- Elves.
- Dwarves.
- Orcs.
- Mutants.

Race determines your starting Core Stats, race movement, race advantage, power flavor, cultural flavor, and starting identity in the world.

Race Base Stats

- Human: Physical 2, Mental 2, Social 2.
- Elf: Physical 1, Mental 3, Social 2.
- Dwarf: Physical 3, Mental 2, Social 1.
- Orc: Physical 3, Mental 1, Social 2.
- Mutant: Physical 2, Mental 3, Social 1.

Race Advantages

- Human: Power Slide and Awareness
- Elf: Feather Winged Flight and Eagle Vision
- Dwarf: Tunneling and Tactile Kinesis
- Orc: Leathery Winged Flight and Precognition
- Mutant: Teleportation and Night Vision

Step 2: Choose Class

Choose one class from your race-specific class list in Chapter 5.

Class determines your role, starting skill package, starting equipment direction, active power access, and recommended starting powers.

Classes include:

- Fighter Classes
 - Close Range.
 - Long Range.
- Power Classes
 - Elementalist
 - Summoner
 - Necromancer
 - Crafter
- Support Classes
 - Healer
 - Scout
 - Rider
- Stealth Classes
 - Ranger
 - Assassin

A race-specific class list appears in Chapter 5. Choose one class from your race list, then use the Class Category to determine starting skills, starting loadout, Health bonus, Power Point bonus, and recommended starting powers.

Step 3: Record Core Stats

Record your race's Physical, Mental, and Social values.

Physical covers bodily action, strength, endurance, speed, melee, movement, and direct combat pressure.

Mental covers thought, focus, perception, magic, psionics, technology, tactics, investigation, and problem-solving.

Social covers command, persuasion, intimidation, manipulation, animal handling, leadership, and presence.

Each Race starts with 6 total points - these are preallocated based on Race

Race Starting Point Allocation

Race	Base Points	Willpower	Self Control	Transportation
Human	Physical = 2 Social = 2 Mental = 2	5	5	Power Slide Awareness
Elves	Physical = 1 Social = 2 Mental = 3	7	3	Feather Wings Eagle Vision
Orcs	Physical = 3 Social = 2 Mental = 1	3	7	Leather Wings Precognition
Dwarves	Physical = 3 Social = 1 Mental = 2	4	6	Burrowing Tactile Kinesis
Mutants	Physical = 2 Social = 1 Mental = 3	6	4	Teleportation Night Vision

Step 4: Calculate Starting Health/ HP Pool

Starting Health = 10 + Physical + class Health bonus.

Class Category Health Bonus Table

Class Category	Health Bonus
Close Range	+5
Long Range	+3
Ranger	+3
Assassin	+3
Healer	+2
Scout	+2
Crafter	+2
Rider	+2
Power / Caster / Summoner	+1

Example:

A Dwarf Close Range character has Physical 3.

Starting Health = 10 + 3 + 5 = 18 Health.

A Human Hacker has Physical 2 and belongs to the Power / Caster / Summoner Class Category.

Starting Health = 10 + 2 + 1 = 13 Health.

Step 5: Calculate Starting Power Point/Mana Pool

Power Points are the resources used for active powers.

Starting Power Points = 10 + Mental + class Power bonus.

Class Category Power Point Bonus Table

Class Category	Power Point Bonus
Close Range	+3
Long Range	+3
Ranger	+4
Assassin	+4
Healer	+5
Scout	+5
Crafter	+5
Rider	+5
Power / Caster / Summoner	+7

Example:

An Elf Elementalist has Mental 3 and belongs to the Power / Caster / Summoner Class Category.

Starting Power Points = 10 + 3 + 7 = 20 Power Points.

An Orc Close Range character has Mental 1 and is a Close Range class.

Starting Power Points = 10 + 1 + 3 = 14 Power Points.

Characters recover all Power Points after a full rest unless the GM is running a harsher survival campaign. During short rests, the GM may allow partial Power Point recovery if the scene provides safety, focus, medicine, ritual time, batteries, food, or source-specific recovery.

Step 6: Choose Skills

Each Level 1 character starts with:

13/9/7 skill points to be allocated within one of the skill trees - General/Tools/Proficiencies.

Based on your class chosen the points are pre allocated within a tree, and can be spent accordingly, max 2 dots per skill.

Skill Point Allocation

Classes	General	Tools	Proficiencies
Close Range Fighter	13	9	7
Long Range Fighter	9	13	7
Summoner	9	7	13
Elementalist	9	7	13
Crafter	9	7	13
Medic/ Healer	9	7	13
Scout	13	9	7
Rider/Pilot	9	7	13
Ranger	13	9	7
Assassin	13	7	9

The GM may allow one class skill tree swap if it fits the character concept and does not break the class role.

No starting skill should begin above 2 dots unless the GM specifically allows it.

Skill Point Scale

- 0 points: Untrained.
- 1 points: Poor.
- 2 points: Novice.
- 3 points: Trained.
- 4 points: Good.
- 5 points: Average.
- 6 points: Advanced
- 7 points: Expert
- 8 points: Master
- 9 points: Legendary
- 10 points: Godly

Step 7: Choose Active Powers

At Level 1, a character begins with 3 Active Power points total.

Rules:

- Active Powers must come from the character's class, or approved background access.
- No starting Active Power may begin above 2 dots unless the GM allows it.
- A character may split points across all powers..
- A character cannot start with a power they do not have access to.

Example: A Level 1 Human Medic has 3 Active Power dots. The player may choose Restore Health 2 and Revive 1, or Restore Health 1, Power Regenerate 1, and Revive 1.

No starting Active Power may begin above 2 dots unless the GM allows it.

Step 8: Choose One Passive Power

Each character chooses one Passive Power.

Passive Powers do not upgrade in core rules.

Passive powers are powers that enhance your characters abilities, these are permanent powers that require nothing to use them.

Core Passive Power options:

- Shield.
- Health Regeneration.
- Power Replenishment.
- Willful.
- Luck.
- Heightened Sense.
- Quick Learning.
- Obedience Training.*
- Reckless

*Obedience Training is required for a bonded pet and must be paired with Animal Kin 1+.

Step 9: Choose One Team Power

Each character chooses one Team Power.

Team Powers do not upgrade in core rules.

A Team Power may be used once per major encounter when teamed with one or more players and refreshes after a full rest.

Going at it alone is good sometimes but when some problems require the aid of some companions, the best part is that all the races gain special advantages when they play nice together.

Core Team Power options:

- War Cry.
- Healer's Delight.
- Wizard's Wish.
- Tough to Kill.
- Go Again.
- Defender.
- Traveler.

Step 10: Choose Optional Trade-Off

A player may choose one Trade-Off.

Trade-Offs are optional.

A Trade-Off gives the character a benefit and a drawback.

You have to take the good with the bad, with trade offs your personal life provides you with great advantages, unfortunately they always come at a cost.

A Trade-Off must have:

- A clear benefit.
- A real drawback.
- A clear way the drawback matters in play.

Do not choose a Trade-Off that gives a strong benefit with a drawback that almost never appears.

A starting character normally has no more than one Trade-Off.

Core Trade Off Power options:

- Race Hatred
- Buyers Remorse
- Evil Aura
- Pacifist
- Tit for Tat
- Pet Connection

Step 11: Spend Freebie Points

Every player starts with 10 freebie points to use wherever they want to boost and augment their character.

Freebie points value is:

- Core Stats cost 2 Freebie Points per +1.
- Skills and Constitutions cost 1 each
- Freebie Points cannot be spent on Active Powers, Passive Powers, Team Powers, Race Advantages, Health, or Power Points unless the GM allows it.

No Level 1 character may raise a Core Stat above 3, a Skill above 2 or Power above 2 with Freebie Points unless the GM specifically approves it.

Step 12: Choose Starting Equipment

Starting equipment is based on Class Category, race flavor, and character identity.

Default Level 1 starting equipment:

- One Level 1 basic weapon.
- One Level 2 class weapon, tool, focus, or signature item.
- One Level 1 armor.
- One class kit.
- Basic travel gear.
- One small personal or flavor item.

Starting characters should not normally begin with Level 3+ weapons, Level 2+ armor, rare explosives, major vehicles, permanent summons, legendary items, or large amounts of Value unless the GM approves it.

Step 13: Record Race Features

Record your race movement, race advantage, source flavor, cultural flavor, and currency flavor. Race advantages start at a level 1 and can be upgraded through leveling.

Race advantage reminders:

- Human: Power Slide and Awareness
- Elf: Feather Winged Flight and Eagle Vision
- Dwarf: Tunneling and Tactile Kinesis
- Orc: Leathery Winged Flight and Precognition
- Mutant: Teleportation and Night Vision

Step 14: Write Character Concept

Write a short concept:

- Name.
- Race.
- Class.
- Role in the party.
- One-sentence backstory.
- One goal.
- One relationship, obligation, or tension.

This gives the GM something to connect to the world.

Level 1 Character Checklist

A complete Level 1 character has:

- Race selected.
- Class selected.
- Physical, Mental, and Social recorded.
- Health calculated.
- Power Points calculated.
- Skills selected.
- 3 Active Power dots assigned.
- One Passive Power selected.
- One Team Power selected.
- Optional Trade-Off selected or skipped.
- Starting equipment selected.
- Race movement recorded.
- Race advantage recorded.
- Freebie Points spent
- Character concept written.

Chapter 4: Races

Race defines more than a starting stat line. It tells the table what kind of body you move through the world with, what your people fear, what they value, what power source feels natural to you, and what stories follow you into danger. The rules below keep race simple enough for Clean Mode while giving each people a strong identity. Choose the race that creates the kind of pressure, movement, and story you want to play.

Race Choice Checklist

When you choose a race, record these items on your character sheet:

- Base Core Stats: Physical, Mental, and Social.
- Race Movement.
- Race Advantage.
- Power Source Flavor.
- Cultural and Value Flavor.
- Any race-specific limits or story considerations approved by the GM.

Race Summary

Race	Identity	Typical Feel at the Table
Human	Balanced survivors shaped by technology, systems, tools, and adaptation.	Flexible, prepared, tactical, practical.
Elf	Perceptive nature-linked people tied to Living Light, flight, beasts, spirits, and old magical memory.	Graceful, observant, magical, mobile.
Dwarf	Durable makers, rune users, engineers, and stone-linked builders of machines and strongholds.	Sturdy, precise, defensive, craft-focused.
Orc	Powerful survivors of swamp, blood, spirit, fear, ritual pressure, and brutal terrain.	Forceful, dangerous, spiritual, hard to stop.
Mutant	Psionic and altered survivors shaped by wasteland pressure, strange biology, and unstable mental force.	Strange, adaptive, psychic, unpredictable.

Base Core Stats

Race sets the starting Physical, Mental, and Social values used during character creation.

Race	Physical	Mental	Social
Human	2	2	2
Elf	1	3	2
Dwarf	3	2	1
Orc	3	1	2
Mutant	2	3	1

Race Movement Summary

Race	Movement	Play Purpose
Human	Power Slide	Fast ground repositioning, tactical movement, closing gaps, escaping danger.
Elf	Flight	Vertical movement, scouting, obstacle bypass, aerial positioning.
Dwarf	Tunneling	Movement through earth, rubble, crawlspaces, mine paths, and suitable stone.
Orc	Dark Flight	Aggressive burst flight, ambush movement, intimidation, swamp escape.
Mutant	Teleportation	Short blink movement, escape, repositioning, bypassing obstacles.

Race Advantage Summary

Race	Advantage	How It Feels
Human	Awareness / technology edge	Reading systems, signals, patterns, tools, threats, and old-world tech.
Elf	Eagle Vision	Seeing far, spotting movement, reading natural detail, and noticing threats from above.
Dwarf	Tactile Kinesis / stone sense	Feeling structure, pressure, stone, vibration, and material weakness.
Orc	Danger Vision	Sensing threat, pain, ambush, fear, and violence before it lands.
Mutant	Night Vision / psionic edge	Seeing in darkness, feeling psychic pressure, and noticing strange patterns.

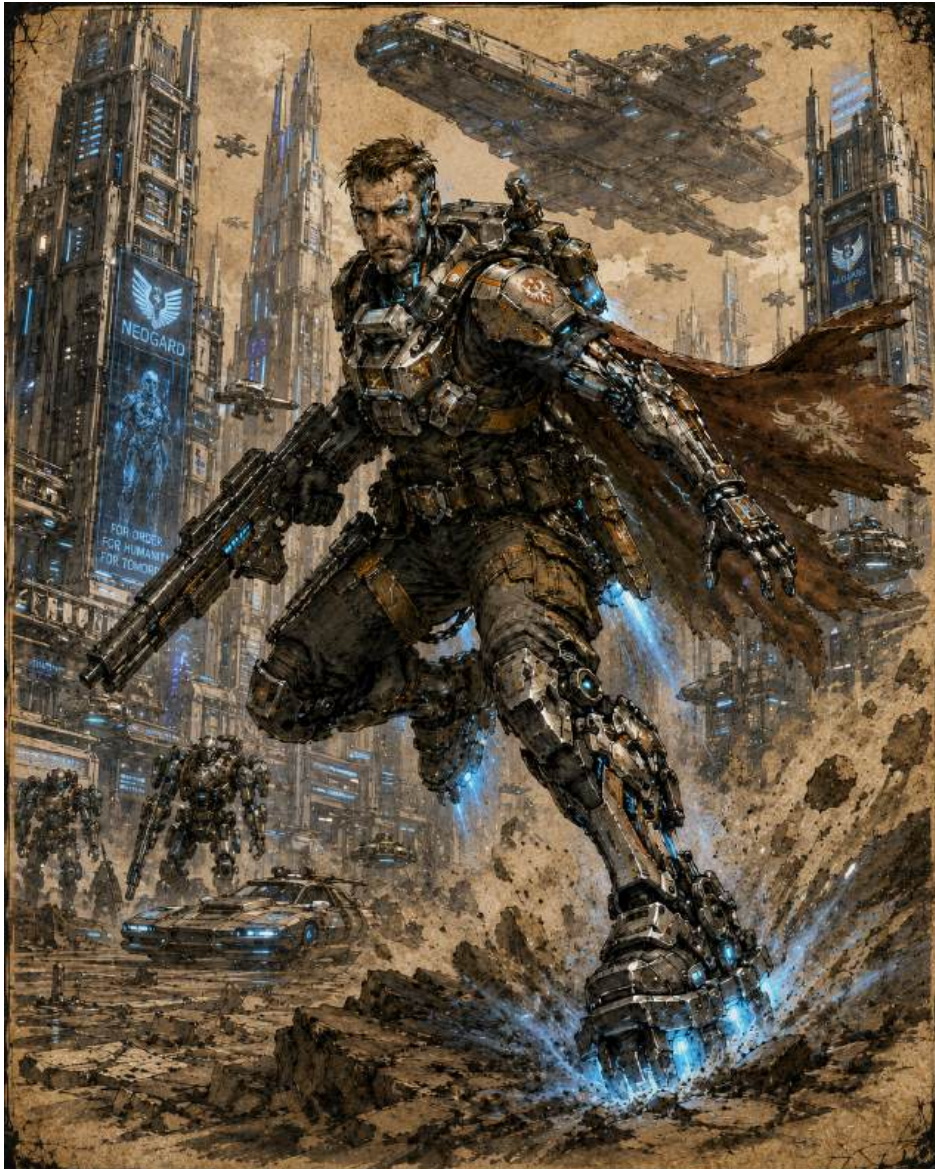
Humans of New Terra

Humanity was not ready when magic returned.
That is what the official histories say.

Humans survive because they adapt. Where others rely on ancient blood, spiritual pressure, living magic, or mutant instinct, Humans reach for tools, systems, preparation, and command structure. Their cities, machines, medics, hackers, pilots, and soldiers are proof that stubborn intelligence can become a power source of its own.

Human characters are balanced, practical, and flexible. They are not the strongest, smartest, or most socially dominant by default, but they can move into almost any role without a major weakness. Their powers often look like technology, cybernetics, tactical gear, medicine, drones, vehicles, or old-world systems being pushed past the edge of what they were meant to do.

Human Feature	Rule / Flavor
Base Stats	Physical 2, Mental 2, Social 2.
Race Movement	Power Slide.
Race Advantage	Awareness / technology edge.
Power Source Flavor	Technology, cybernetics, old-world systems, drones, hacking, medicine, vehicles, tactical gear, and practical invention.
Currency Flavor	Notes, credits, digital money, old-world currency, trade accounts, and technological resources.



The Human Story

The old world had belonged to Humans for so long that they forgot it could ever belong to anyone else. Their cities covered the land. Their machines crossed the sky. Their satellites watched the Earth from orbit. Their towers, roads, grids, weapons, hospitals, laboratories, and engines shaped the future.

Then the old races returned.

Elves came from exile with wings, dragons, and magic older than Human civilization. Orcs rose from the southern swamps with blood, shadow, and war in their bones. Dwarves emerged from the northern mountains with rune engines, forge machines, and impossible craft. The world cracked open, and Humanity discovered that technology alone was not enough.

So Humanity changed.

It rebuilt itself in steel, circuitry, nanotechnology, doctrine, propaganda, military order, and survival.

Humans became the race that refused extinction.

They became the Freehaven Republic.

Quick Identity

Humans are the balanced, technology-driven survivors of New Terra.

They are cybernetically enhanced, militarized, adaptive, and built around the belief that Humanity must survive at any cost.

They are the futuristic side of Rising Dawn: cybernetics, nanotech, drones, vehicles, firearms, powered armor, propulsion systems, artificial intelligence, and battlefield technology.

Play a Human if you want a flexible, balanced character who can become almost anything and who stands at the center of New Terra's largest propaganda machine.

Human Core Themes and Race Mechanics

- Technology
- Cybernetics
- Military service
- Propaganda
- Survival
- Unity
- Firepower
- Artificial intelligence
- Social engineering
- Freedom as doctrine
- Morally gray progress
- Fighting magic with machines

Trait	Human Value
Power Source	Technology
Homeland	Neogard
Capital	Freehaven
Language	Human Tongue / Common Speech
Currency	Credits
Movement Ability	Power Slide / Speed Slide
Secondary Advantage	Awareness
Physical	2
Social	2
Mental	2

Human Experience



Homeland: Neogard

The Human homeland is **Neogard**, located in the western region of New Terra. Neogard is a land of gleaming cities, military districts, production zones, transport grids, training facilities, high walls, propaganda towers, laboratories, and clean civic architecture designed to communicate strength, order, and purpose. To Human citizens, Neogard is the last great achievement of their people. To outsiders, it can feel sterile, controlled, and terrifyingly organized.

Capital: Freehaven

The Human capital is **Freehaven**.

Freehaven is the heart of the Freehaven Republic. It is the symbol of Human survival, the center of military authority, the home of the government, and the visible proof that Humanity endured the Scorched Earth War.

Freehaven is beautiful in the way a blade can be beautiful.

It is polished, organized, defended, monitored, and full of public monuments to sacrifice, unity, and victory.



Government: The Freehaven Republic

The Human government is called **The Freehaven Republic**.

On paper, it is a democratic defender of Humanity, freedom, order, and survival.

In practice, it is a military-controlled, propaganda-heavy survival state that never fully demilitarized after the Scorched Earth War.

The Republic teaches its citizens one central truth:

No individual is greater than the whole.

Every Human has a role.

Every role serves survival.

Every sacrifice is justified if Humanity endures.

The Freehaven Republic does not see itself as evil. It sees itself as necessary.

That is what makes it dangerous.

The Public Story

The public story of Humanity is heroic.

Citizens are taught that Humans were attacked by monstrous and magical invaders. They are taught that Humanity united, advanced, sacrificed, and fought back against impossible odds. They are taught that the Freehaven Republic saved the species from extinction.

They are taught that the Rising Dawn Treaty exists because Humanity forced the other races to accept peace.

The public story says Humanity rose through courage, unity, technology, and righteous purpose.

Much of that is true.

Not all of it is clean.

The Hidden Truth

Behind the Republic's polished civic face are secrets.

During the war, Human leaders authorized rapid technological advancement through any means necessary. Genetic optimization, cybernetic experimentation, forced enhancement programs, nanotechnology trials, classified military research, and morally gray or outright monstrous experiments helped Humanity catch up to the magical races faster than should have been possible.

Most citizens do not know the full truth.

Many soldiers suspect pieces of it.

Some dissidents know too much.

Some laboratories are still running.

The Mainframe

The Human creator-source is **The Mainframe**.

The Mainframe is the great artificial intelligence at the center of Human power. It coordinates major systems, advances technological development, stabilizes cybernetic networks, supports nanotechnology integration, and helps maintain the Republic's vast infrastructure.

It is not merely a computer.

It is the core intelligence that keeps Human civilization functioning at its current level.

If the Mainframe were destroyed, Human society would be devastated. Cybernetic systems, nanotech coordination, military logistics, automated factories, medical networks, and defensive systems could fail or collapse.

To the Republic, the Mainframe is not worshiped as a god.

But it is protected like one.

Human Unity

Old Human divisions have been officially erased.

Race, old nationality, religion, and former cultural identity are treated as secondary or irrelevant under the Republic. Humanity is one people now.

The official message is simple:

We survived because we became one.

Anyone who divides Humanity weakens Humanity.

This unity gives Humans strength. It also gives the Republic a powerful tool of control.

Birth, Enhancement, and Social Assignment

Humans are still born, but birth is no longer treated as random chance.

From birth or early childhood, each Human is analyzed and given a developmental blueprint. Their strengths, weaknesses, physical traits, mental aptitude, personality patterns, and projected usefulness are assessed by Republic systems.

From there, they are guided toward a role.

Some are enhanced for construction.

Some for farming.

Some for medicine.

Some for engineering.

Some for logistics.

Some for reproduction and family development.

Some for command.

Some for war.

Cybernetic enhancement is normal in Human society. Nearly all Humans are enhanced to some degree.

Player characters, soldiers, specialists, and adventurers are often more heavily enhanced than civilians.

Citizenship Through Service

Military service is the primary path to full citizenship and advanced rights.

Those who serve gain access to better cybernetics, stronger equipment, higher social standing, and expanded personal freedom.

This is one of the Republic's most effective systems of control.

Serve the whole, and the whole rewards you.

Refuse, and you remain useful but limited.

Most Human player characters have some military background, direct or indirect, because that is how they gained access to the enhancements and tools that make them exceptional.

Power Source: Technology

Human power comes from technology.

This includes:

- Cybernetic implants
- Replacement limbs
- Nanotechnology
- Propulsion systems
- Gravity boots
- Powered armor
- Firearms
- Drones
- Robots
- Artificial intelligence
- Medical stimulants
- Weather control
- Orbital support
- Battlefield hardware
- Surveillance systems
- Tactical prediction software

Human power is not mystical.

It is built, implanted, programmed, charged, deployed, and upgraded.

Movement Ability: Power Slide

Human racial movement is **Power Slide**, also called **Speed Slide**.

Power Slide allows a Human to propel, slide, burst, or jet across terrain at high speed. It may come from gravity boots, cybernetic leg systems, propulsion packs, spinal stabilizers, magnetic movement gear, or a full-body mobility rig.

The exact appearance may vary by character, but the mechanics are the same.

Outside combat, Power Slide can be used freely for travel and movement within reason.

During combat, active events, or direct conflict, Power Slide costs **1 Power Point** to use, regardless of the movement level used.

Power Slide is a Human answer to a hostile battlefield: momentum, friction control, tech-assisted movement, muscle memory, and nerve response working together. A Human can drop low under fire, slide across broken ground, cross a gap, or shift position before an enemy finishes reacting.

Level	Clean Mode Scaling
1	Move within the same range band and ignore one minor ground obstacle.
2	Move one extra range band on clear ground, or gain +1 to a movement/dodge reposition roll.
3	Move one extra range band and ignore one minor terrain penalty.
4	Move up to two range bands on suitable terrain or reposition after a successful defense with GM approval.
5	Major battlefield slide, dangerous reposition, or dramatic ground movement with GM approval.

Limit: Power Slide needs a surface or movement path. It does not work normally while airborne, underwater, fully restrained, or blocked by surfaces that cannot support the slide.

Secondary Advantage: Awareness

Human secondary advantage is **Awareness**.

Awareness represents tactical instinct, predictive training, cybernetic threat analysis, survival intuition, and battlefield probability processing.

Once per major scene, the Game Master may give the Human a useful instinct, warning, or hint when the character is about to make a dangerous decision or when there is a meaningful hidden risk.

Example:

The group reaches a hallway split. One path leads left, the other right. The Human player is leaning toward the right path. The Game Master says: "Something about the right corridor feels wrong. Your systems and instincts do not like it. It has the rhythm of a trap."

Awareness is not a direct combat bonus by default. It is an information and instinct advantage.

Culture

Human culture is built around survival, unity, and service.

Core Human values include:

- Survival
- Freedom
- Unity
- Military service
- Technological progress
- Order
- Sacrifice for the greater good
- Defense of Humanity

Human propaganda emphasizes freedom and justice.

Human reality emphasizes survival and control.

The average Human citizen believes they are part of something noble. They believe they are defending the last hope of their species. They believe the other races would destroy them if given the chance.

Many are sincere.

Many are wrong.

Some are both.

The Rising Dawn Treaty

The Rising Dawn Treaty divides Human society.

Pro-Treaty Humans

Pro-Treaty Humans believe peace must be maintained. They believe the races must eventually find a way forward together, even if that future is difficult.

They may wear Rising Dawn patches or symbols openly.

To them, the Treaty is the only thing keeping New Terra from burning again.

Anti-Treaty Humans

Anti-Treaty Humans believe the Republic's harder propaganda. They see the other races as existential threats and believe war should resume before Humanity is weakened by false peace.

To them, the Treaty is a pause, not a solution.

Human View of Other Races

Elves

- Humans view Elves as the primary threat.
- Republic propaganda describes Elves as elitist, demonic, arrogant, and determined to destroy or dominate Humanity. Elven magic is treated as unnatural, corrupting, and evil.
- Humans know Elves believe themselves superior.
- Humans refuse to accept it.

Orcs

- Humans view Orcs with absolute disdain.
- Republic stories describe Orcs as monsters, brutes, beasts, and mindless destroyers. Some propaganda claims Orcs cannot even speak properly and exist only to kill and burn.
- This is false.
- It is also widely believed.

Dwarves

- Humans view Dwarves as unnatural abominations of machine and dark craft.
- Dwarven Rune Mysticism is seen as dangerous, unclean, and deeply suspicious.
- Humans dislike that Dwarves can make machines live without Human science or the Mainframe.

Mutants

- The Freehaven Republic officially denies that Mutants exist.
- In public, Mutants are dismissed as ghost stories, wasteland myths, enemy propaganda, or children's fears.
- In private, everyone knows the stories are too common to ignore.
- The denial is intentional.

Human Internal Factions

- **Freehaven Military Command**
 - The central military force controlling defense, citizenship, enhancement access, border patrols, weapons deployment, and major strategic decisions.
- **Civic Development Bureau**
 - The state system responsible for analyzing children, assigning roles, managing enhancement paths, and maintaining the image of Human unity.
- **Tech Guilds / Cybernetic Houses**
 - Powerful engineering, robotics, medical, cybernetic, and enhancement groups that build the tools Humanity depends on.
- **Frontier Settlers**
 - Humans living near the Wasteland borders. They are often more practical, less controlled, and more likely to know the official story is incomplete.
- **Treaty Loyalists**
 - Humans who believe the Rising Dawn Treaty is necessary and that cooperation with other races is the only long-term path forward.
- **Anti-Magic Hardliners**
 - Militant Humans who believe magic is evil and all non-Human races are existential threats.
- **Human Purists**
 - A minority group that rejects cybernetic enhancement and believes Humanity lost something essential by becoming too dependent on machines.
- **Black Labs / Classified Research Divisions**
 - Secret government or military programs responsible for the darkest Human experiments.

Suggested Human Classes

Humans can play any class.

They are especially well suited for:

- Close-Range Fighter
- Long-Range Fighter
- Engineer
- Hacker
- Cavalry / Drone Mind Control
- Medic
- Scout
- Pilot
- Assassin

Human Roleplay Questions

1. Were you proud to serve the Republic?
2. What role were you assigned at birth or childhood?
3. What enhancement changed your life?
4. Do you believe the Freehaven Republic tells the truth?
5. Are you pro-Treaty or anti-Treaty?
6. Have you ever met a non-Human face-to-face?
7. What secret about Humanity do you suspect but cannot prove?
8. Did you earn full citizenship through service?
9. What would make you turn against the Republic?
10. What part of you is still fully Human?

Game Master Notes

Humans are useful as heroes, soldiers, villains, dissidents, frontier survivors, propaganda agents, cybernetic elites, and morally conflicted officers.

The Freehaven Republic should never feel purely evil from the inside. It should feel orderly, heroic, necessary, and proud.

Then the cracks should show.

A Human campaign can explore propaganda, loyalty, military service, enhancement, free will, citizenship, buried war crimes, anti-magic fear, and the cost of survival.

Why Play a Human?

Play a Human if you want:

- Balanced starting stats
- Cybernetics
- Nanotechnology
- Firearms and heavy weapons
- Propulsion movement
- Drones and robots
- Tactical gear
- Futuristic military power
- A character caught between propaganda and truth
- A soldier, dissident, engineer, citizen-warrior, or tech-powered survivor

Humans are the power fantasy of standing against magic with steel, science, firepower, and the belief that Humanity will not die quietly.

Elves of New Terra

Elves carry the memory of the living world in their bodies. They are tied to height, vision, nature, Living Light, old magic, fairy folk, spirits, beasts, and places that still remember what the world was before ruin and war cut into it.

Elf characters are mentally strong, perceptive, graceful, and connected to natural and magical forces. They are physically weaker by default, but their movement, senses, and magic give them powerful tactical options. An Elf may feel elegant and distant, warm and protective, predatory and silent, or strange and ancient depending on class and campaign tone.

Elf Feature	Rule / Flavor
Base Stats	Physical 1, Mental 3, Social 2.
Race Movement	Flight.
Race Advantage	Eagle Vision.
Power Source Flavor	Earth Magic, Living Light, nature magic, plants, beasts, fairy folk, spirits, elemental nature, and natural harmony.
Currency Flavor	Silver, gold, gems, natural exchange, favor-gifts, and culturally meaningful trade.



The Elven Story

The Elves remember the world before Humanity covered it in metal.

They remember forests older than nations, rivers without factories beside them, mountains uncut by machines, skies unmarked by satellites, and magic moving through all living things without fear.

Then they left.

When they returned, they found a world desecrated.

Concrete buried the soil. Smoke stained the air. Machines screamed where old groves once breathed. Humanity had multiplied, expanded, extracted, paved, cut, and claimed dominion over a world the Elves believed was never theirs to own.

So the Elves answered.

They returned with wings, dragons, magic, and the Living Light.
To themselves, they are healers of a broken world.

To others, they are beautiful imperialists with the power to make their judgment real.

Quick Identity

Elves are ageless, winged, magical aristocrats born from the Living Light.

They are ancient, intelligent, graceful, nature-bound, and deeply convinced of their own superiority. They are defenders of nature, but they also believe they have the right to decide what nature needs.

Play an Elf if you want ancient magical nobility, wings, nature power, high Mental strength, long-range perception, political arrogance, and the possibility of becoming a Dragon Rider.

Elf Core Themes and Race Mechanics

- Earth Magic
- Living Light
- Nature
- Agelessness
- Wings
- Noble bloodlines
- Magical aristocracy
- Dragons
- Restoration
- Purity
- Beauty
- Superiority
- Ancient duty

Trait	Elf Value
Power Source	Earth Magic / Living Light
Homeland	Kingdom of Euraea
Capital	Thasari
Language	Elven Tongue / Common Speech
Currency	Silver and Gold
Movement Ability	Flight
Secondary Advantage	Eagle Vision
Physical	1
Social	2
Mental	3

Age and Mortality

Elves are ageless unless killed.

They do not grow old in the normal sense. Their bodies remain powerful, beautiful, and connected to the Living Light for as long as they live.

They are not indestructible.

They can be wounded, killed, executed, betrayed, poisoned, burned, or destroyed in war.

Their agelessness comes from their connection to the Living Light. If that connection were broken, the Elves would lose more than magic. They would lose the foundation of their existence.

Wings

All Elves are born with wings.

Their wings are feathered, majestic, and often described by Humans as angelic. When not in use, an Elf's wings may drape around the body like a flowing cloak.

Some rare ascetic or extremist sects sever their own wings. They believe that sacrificing the winged body brings them closer to the true divine source behind Elven power.

Most Elves consider this practice disturbing, tragic, sacred, or blasphemous depending on faction and belief.

Homeland: The Kingdom of Euraea

The Elven homeland is the **Kingdom of Euraea**, located in the eastern forests of New Terra. Euraea is ancient, living, and magical. Its cities are not built against nature but grown with it. Towers may rise from living trees. Bridges may be shaped from roots. Crystal, stone, bark, water, and light form structures that seem impossible to outsiders. To Elves, Euraea is proof that civilization and nature were never meant to be separate. To Humans, it is a beautiful threat.



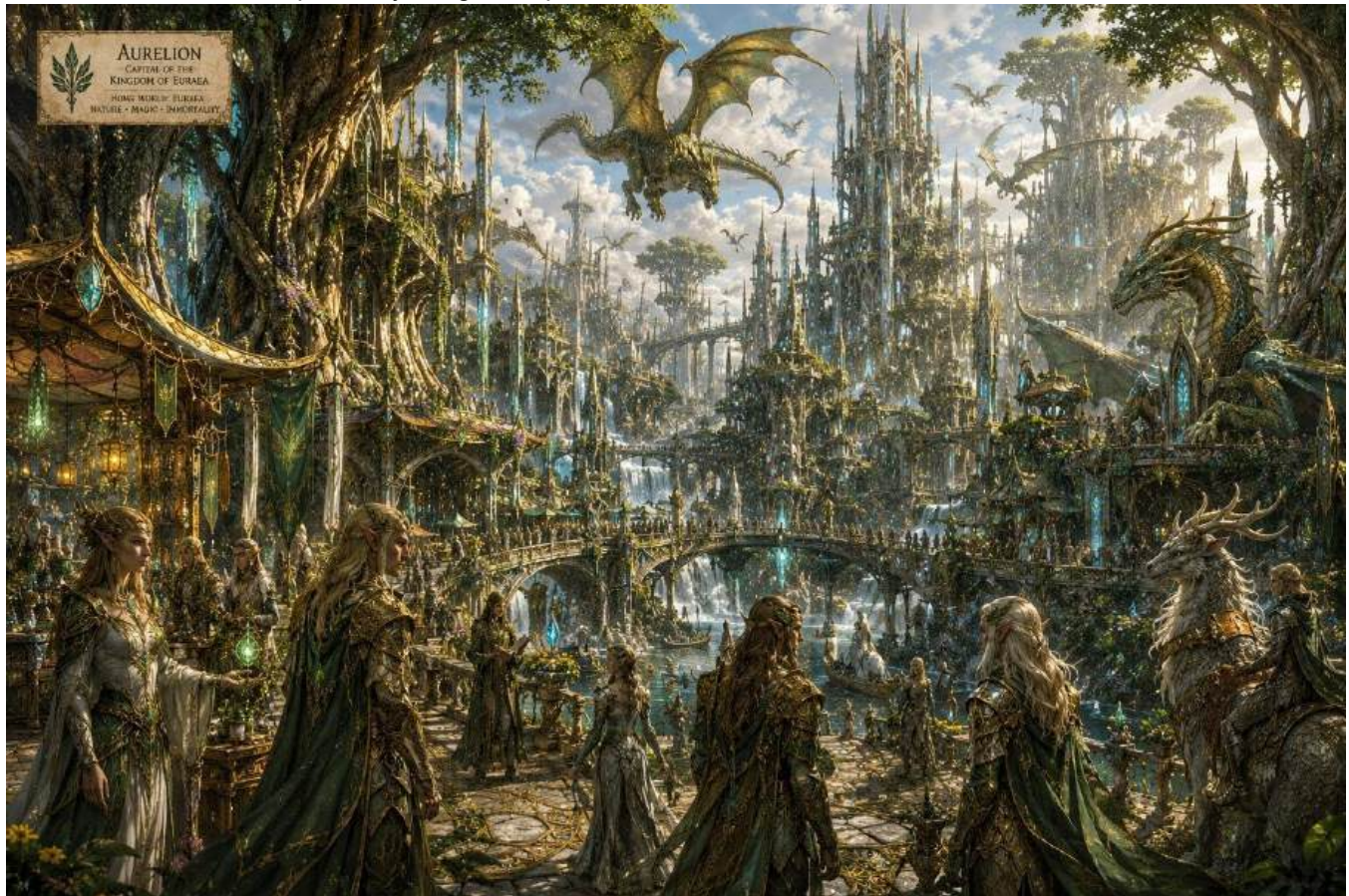
Capital: Thasari

The Elven capital is **Thasari**.

Thasari is the sacred heart of Elven civilization. It is a city of noble houses, living architecture, magical courts, ancient ceremonies, and direct connection to the Living Light.

It is beautiful beyond easy description.

It is also one of the most politically dangerous places in New Terra.



The Living Light

The **Living Light** is the Elven creator-source.

It is held within the husk of a massive ancient tree at the heart of the Elven citadel. It is not merely a religion, symbol, or myth. It is real.

The Living Light is life-force, nature magic, cosmic energy, and eternal Elven origin bound into one source.

Every Elf is born from the Living Light and carries part of it within them.

The Living Light gives Elves:

- Magic
- Agelessness
- Connection to nature
- Spiritual identity
- Cultural purpose
- Their belief that they are chosen to heal the world

If the Living Light were destroyed, Elven civilization would be devastated. Elves would lose their magic, their agelessness, and the center of their identity.

The Living Light is protected deep within Elven territory by sacred bloodlines, magical wards, living guardians, ancient defenses, and the natural power of Euraea itself.

Government

Elven government is a magical aristocracy ruled by noble houses and sacred bloodlines. There is a King and Queen, but they are not absolute rulers in the simple feudal sense. True power belongs to a select ruling class drawn from bloodlines believed to have the strongest connection to the Living Light. These sacred houses form the high council and shape the future of Elven society.

A member of the ruling bloodline may be a Dragon Rider, Sorcerer, Archer, Healer, Forest Warden, diplomat, military Mind Control, or priest of the Living Light. Their authority comes from bloodline first and role second.

Dragons

Dragons are extremely rare.

The Elves control a special floating island connected to their region where dragons are hatched, raised, protected, and bonded.

Dragons live for a very long time, but they also have long gestation and growth cycles. Replenishing dragon numbers takes generations.

A Dragon Rider is rare and prestigious.

A dragon is not a pet.

Dragons are intelligent beings. They choose, bond with, and work beside their riders. The connection requires lifelong commitment and mutual recognition.

Elven Dragon Riders defend sacred lands, enforce the will of the ruling powers, and symbolize Elven superiority.

A player may become a Dragon Rider, but it should feel rare, important, and story-significant.

Power Source: Earth Magic and Living Light

Elven power comes from Earth Magic and the Living Light.

This includes:

- Nature magic
- Healing
- Earth shaping
- Elemental magic
- Summoning
- Dragon bonding
- Life-force manipulation
- Magical shields
- Forest communication
- Natural restoration
- Living architecture

Elven magic is not separate from nature.

To Elves, magic is nature speaking clearly.

Movement Ability: Flight

Elf racial movement is **Flight**.

All Elves have wings and may fly for travel, exploration, positioning, escape, and combat movement. Outside combat, Flight can be used freely for movement within reason.

During combat, active events, or direct conflict, Flight costs **1 Power Point** to use, regardless of the movement level used.

Elf Flight is not only travel. It is perspective. An Elf can rise above a battlefield, glide through broken architecture, cross a ravine, perch on a high branch, or hover long enough to see what others miss.

Level	Clean Mode Scaling
1	Short lift, glide, brief hover, or movement within the same range band through air.
2	Fly one range band and hover briefly.
3	Fly one extra range band and maintain controlled flight during combat if space allows.
4	Fly up to two range bands in open space and handle moderate aerial maneuvers.
5	Major aerial reposition, dramatic ascent/descent, or high-speed flight with GM approval.

Limit: Flight requires room to move. Tight tunnels, low ceilings, heavy storms, nets, cramped interiors, magical suppression, or heavy armor can restrict or block flight.

Secondary Advantage: Eagle Vision

Elf's secondary advantage is **Eagle Vision**.

Eagle Vision allows Elves to see at extreme distances with exceptional clarity and detail. It is primarily a scouting, exploration, navigation, and information advantage.

When Eagle Vision applies, the Game Master may allow the Elf to ignore distance or detail penalties for visual scouting. The Elf may see movement, structures, tracks, enemies, weather, terrain, or far-off signs that other characters would miss.

Eagle Vision is not a direct combat bonus by default.

The Game Master may allow it to help in specific ranged, scouting, or ambush situations if it logically applies.

Culture

Elven culture is ancient, refined, magical, beautiful, and hierarchical.

Core Elven values include:

- Nature
- Purity
- Magic
- Beauty
- Superiority
- Bloodline
- Restoration
- Living harmony
- Ancient duty
- Control through wisdom

Elves believe the world is wounded.

They believe they are the ones who know how to heal it.

The danger is that many Elves believe healing the world may require removing what damaged it.

Noble Defenders and Beautiful Imperialists

Elves are both noble nature-defenders and beautiful imperialists.

They protect forests, rivers, beasts, dragons, ancient magic, and the Living Light.

They also believe themselves superior to the other races and often assume they have the right to decide the future of New Terra.

This contradiction is central to Elven identity.

An Elf may be compassionate, wise, and genuinely committed to balance.

An Elf may also be cold, arrogant, and willing to purify the world through force.

Both are Elven.

The Rising Dawn Treaty

The Rising Dawn Treaty divides Elven society.

Pro-Treaty Elves

Pro-Treaty Elves believe every life has value and that the races must find a way to coexist. They believe the world can only truly heal if all living things are given a place within it.

To them, peace is not surrender. It is the beginning of restoration.

Anti-Treaty Elves

Anti-Treaty Elves believe in purification and return. They want the world restored to what it was before Elven exile and before Human desecration.

To them, the Treaty protects the disease instead of healing the wound.

Elven View of Other Races

Humans

- Elves view Humans as vermin, desecrators, and destroyers.
- When Elves returned, they found a world buried under concrete, steel, smoke, machines, and Human expansion. To many Elves, Humans are the assailants of their homeland and the greatest threat to the natural order.
- Many Elves believe Humans should not be allowed to continue as they are.

Orcs

- Elves view Orcs with pity and disdain.
- Orcs are an ancient offshoot of Elven culture or biology, though Elves rarely admit this openly.
- Elves do not hate Orcs the way they hate Humans. They find Orcs crude, repulsive, brutal, lowbrow, and beneath true Elven civilization.
- To many Elves, Orcs are part of the ecosystem, but an ugly and undisciplined part.

Dwarves

- Elves distrust Dwarves because of their machinery, isolation, and mechanical manipulation of the natural world.
- Dwarves do not destroy nature like Humans do, but they do bend stone, metal, and magic into machines. Elves find this unsettling and often spiritually offensive.

Mutants

- Elves rarely interact with Mutants.
- Many view them as random Wasteland abominations. A common rumor says Mutants were created when Humans tried to make themselves magical, perhaps through failed Human-Elf hybridization or forbidden experimentation.
- This is not confirmed truth.
- Many Elves believe it anyway.

Elven Internal Factions

- **Sacred Blood Houses**
 - The noble ruling lines believed to hold the strongest connection to the Living Light.
- **The Royal Court of Thasari**
 - The King, Queen, advisers, diplomats, and political operators of the Elven capital.
- **Dragon Riders of the Floating Isle**
 - Rare bonded riders and dragons who serve as sacred military and symbolic power.
- **Living Light Priesthood**
 - Spiritual and magical guardians of the Living Light.
- **Forest Wardens**
 - Defenders of the Eastern Forests: scouts, archers, hunters, border watchers, and protectors of sacred groves.
- **Treaty Bloom**
 - Pro-Treaty Elves who believe coexistence is part of true restoration.
- **Purification Houses**
 - Anti-Treaty hardliners who believe the world must be cleansed of Human corruption.
- **Wingless Ascetics**
 - Rare sects who sever their wings to become closer to the divine source of Elven power.

Elf Roleplay Questions

1. Which noble house, grove, or bloodline shaped you?
2. Are you pro-Treaty or anti-Treaty?
3. Do you truly believe Elves are superior?
4. Have you ever seen the Living Light directly?
5. How do you feel about Humans?
6. Are your wings a source of pride, burden, or sacred duty?
7. Do you seek to heal the world or rule it?
8. What part of nature do you feel most connected to?
9. Would you defy your house for peace?
10. What would make you question Elven purity?

Game Master Notes

Elves are excellent allies, antagonists, nobles, zealots, healers, diplomats, ancient witnesses, and magical threats.

Use them to explore beauty, arrogance, restoration, ecological rage, ancient trauma, and the line between protection and domination.

Elves should rarely feel casual. Even friendly Elves should carry the weight of age, culture, and expectation.

Why Play an Elf?

Play an Elf if you want:

- Ancient magical nobility
- Ageless beauty and power
- Wings and flight
- Nature-based magic
- High Mental starting strength
- Long-range vision and scouting
- Dragon Rider possibilities
- Aristocratic politics
- A character torn between healing the world and dominating it

Elves are the high-fantasy side of Rising Dawn.

They are what happens when nature, magic, beauty, arrogance, and ancient power all believe they are the rightful answer to a broken world.

Dwarves of New Terra

Dwarves are made for weight: stone weight, oath weight, machine weight, history weight. Their people build, bind, carve, reinforce, repair, and endure. To a Dwarf, a wall is not just a wall. It is stress, grain, weakness, memory, and possibility.

Dwarf characters are physically strong, durable, structured, and craft-focused. They are less socially flexible by default, but they excel as builders, fighters, engineers, rune users, and machine mystics. Their magic often feels engineered rather than wild: marked, measured, forged, and made to last.

Dwarf Feature	Rule / Flavor
Base Stats	Physical 3, Mental 2, Social 1.
Race Movement	Tunneling.
Race Advantage	Tactile Kinesis / stone sense.
Power Source Flavor	Rune Magic, stone, metal, machines, crafting, forge energy, Rune-Forge Mysticism, structured logic, and tool mastery.
Currency Flavor	Barter, metal, crafted goods, material weight, forge credit, and practical trade value.



The Dwarven Story

The old stories got Dwarves wrong.
They were never small.

The first Humans who saw them did not see kings of the forge or giants of the deep halls. They saw broad shapes hunched in tunnels, bent over stone, digging through the ribs of the world for the materials only they could understand.

So the stories made them short.
The stories were wrong.

Dwarves are towering beings of stone, muscle, metal, silence, craft, and rune power. They are blacksmith giants, machine mystics, builders of impossible things, and keepers of the Great Forge.

They do not care if outsiders understand them.
They barely care if outsiders exist.
A Dwarf does not need applause.
A Dwarf needs the right material, the right rune, and enough time to make imagination physical.

Quick Identity

Dwarves are 7-8 foot rune-forged master builders from the Iron Mountains.

They are private, antisocial, brilliant, massive, and craft-obsessed. They build machines, golems, airships, turrets, armor, sentry bots, rune weapons, and living constructs from raw material and magical engineering.

Play a Dwarf if you want to be a giant forge engineer, armored builder, rune Crafter, golem maker, or creator whose imagination can become real if the materials are right.

Dwarf Core Themes and Race Mechanics

- Rune Magic
- Rune-Forge Mysticism
- Craft
- The Great Forge
- Giant blacksmiths
- Machines
- Golems
- Airships
- Tunneling
- Privacy
- Materials
- Barter
- CreationAntisocial brilliance

Trait	Dwarf Value
Power Source	Rune-Forge Mysticism / Rune Magic
Homeland	The Iron Mountains
Capital	Forgeworld
Language	Dwarven Tongue / Common Speech
Currency	None / barter
Movement Ability	Tunneling
Secondary Advantage	Tactile Kinesis
Physical	3
Social	1
Mental	2

Homeland: The Iron Mountains

The Dwarf homeland is **The Iron Mountains**, located in the northern region of New Terra.

The Iron Mountains are vast, isolated, dangerous, and heavily protected. Deep beneath them are workshops, tunnels, forge-cities, rune halls, machine vaults, airship docks, material mines, and ancient construction sites that few outsiders have ever seen.

Dwarves do not invite visitors.

Most people who claim to understand the Iron Mountains are lying.



Capital: Forgeworld

The Dwarf capital is **Forgeworld**.

Forgeworld is less like a normal city and more like a living industrial mountain-state. It is part fortress, part forge, part machine, part mine, and part sacred place.

Everywhere within it, something is being built, tested, repaired, carved, heated, hammered, awakened, or buried.

The air is thick with heat, stone dust, metal, rune glow, and silence broken only by work.



Population

The Dwarf population is unknown.

There are millions of Dwarves within the Iron Mountains, but no one knows the true number.

Dwarves do not keep a public census because they do not care to explain themselves to anyone. Even among themselves, record-keeping is more likely to track materials, projects, formulas, rune patterns, and forge output than population.

Language

Dwarves speak the **Dwarven Tongue** and Common Speech when necessary.

Dwarves do not speak more than needed.

Their language is dense, practical, blunt, technical, and full of craft meaning that outsiders usually miss.

A Dwarf may say three words and mean an entire engineering argument.

They consider this efficient.

Economy

Dwarves have no standard currency.

They use barter, craft exchange, materials, favors, tools, rare components, and useful work.

A Dwarf does not care what something is worth in money.

A Dwarf cares what it can do, what it is made of, who made it, how long it will last, and whether it can be improved.

The Great Forge

The Dwarf creator-source is **The Great Forge**.

The Great Forge is deep within the heart of a volcanic mountain.

It gives Dwarves their power and is the center of their existence. Through it, Dwarves are born, empowered, and connected to Rune Magic.

Like the Living Light for Elves, the Great Mother for Orcs, and the Mainframe for Humans, the Great Forge is essential to Dwarf survival and identity.

If the Great Forge were destroyed, Dwarf civilization would be devastated.

Dwarf Birth

Dwarves are forged from rock itself through the Great Forge.

They are not born naturally like Humans.

They are shaped, awakened, and brought into life through stone, heat, rune power, craft, and the sacred force of the Great Forge.

This origin explains why Dwarves see craft as more than work.

To a Dwarf, creation is life.

Rune-Forge Mysticism / Rune Magic

Dwarf power is **Rune-Forge Mysticism**, also called **Rune Magic**.

Rune Magic is the ability to carve, mark, shape, or imbue runes into objects and bring them to life or give them function.

Dwarves can build machines, tools, weapons, armor, airships, turrets, golems, sentry bots, engines, and constructs using physical materials and rune power.

Their aesthetic may feel steampunk, forge-built, heavy, mechanical, and industrial, but the power source is not simple steam.

It is magic bound into material through runes.

Example:

A Dwarf builds an airship. The ship does not fly because of ordinary engines alone. The hull, frame, and power systems are carved with runes that allow the ship to channel Dwarven magic and rise into the air.

Creation Limits

Dwarf creation is powerful, but it is not limitless.

Rune Magic does not work without proper materials.

A Dwarf can imagine almost anything, but they still need:

- The right materials
- The right tools
- Enough time
- Enough knowledge
- Proper rune ability
- A workable design

This is where Tactile Kinesis becomes essential.

Dwarves do not just build from imagination.

They understand the substance of the world and use the right materials to make impossible things real.

Appearance

Dwarves are naturally 7-8 feet tall.

The old myth that Dwarves are short comes from outsiders seeing them hunched over in mines, tunnels, and caves while digging for materials.

In truth, Dwarves tower over most races.

They are usually broad, heavily muscled, hairy, practical, tool-covered, and built like living blacksmiths.

Both Dwarf men and women are large, powerful, and physically imposing.

A Dwarf walking into a room does not need to threaten anyone.

The room understands.

Society

Dwarf society is quiet, private, isolated, and craft-centered.

They do not seek conquest.

They do not enjoy politics.

They do not want outsiders in their halls.

They defend themselves fiercely when necessary, but they do not usually go looking for war.

Their society is built around:

- Understanding
- Building
- Testing
- Mining
- Crafting
- Improving
- Preserving knowledge
- Working materials
- Expanding internal mastery

A Dwarf's status is based less on charm and more on what they can make, repair, understand, or endure.

Government

Dwarves have a King and several Forge Masters.

The Dwarf King protects the unity, privacy, and territory of the Iron Mountains.

The Forge Masters hold immense influence because Dwarf society respects knowledge, craft, and mastery above almost everything else.

Forge Masters may control major fields such as:

- Rune work
- Construction
- Machines
- Weapons
- Airships
- Armor
- Golems
- Materials
- Deep mining
- Forge ritual

The Great Forge is sacred and may be tended by the highest Forge Masters or forge-priests.

Power Source: Rune-Forge Mysticism / Rune Magic

Dwarf power comes from Rune-Forge Mysticism and Rune Magic.

This includes:

- Rune-carved machines
- Golems
- Turrets
- Sentry bots
- Airships
- Powered armor
- Mechanical allies
- Rune weapons
- Material reading
- Forge rituals
- Living constructs
- Stone and metal manipulation through craft

Movement Ability: Tunneling

Dwarf racial movement is **Tunneling**.

Dwarves can move through earth, stone, tunnels, caverns, mines, and underground passages using strength, tools, rune craft, and instinctive understanding of material.

Outside combat, Tunneling can be used freely for travel and movement within reason.

During combat, active events, or direct conflict, Tunneling costs **1 Power Point** to use, regardless of the movement level used.

Dwarf Movement: Tunneling

Tunneling is a Dwarf way of refusing the obvious path. Loose earth, rubble, mine shafts, broken stone, crawlspaces, and prepared surfaces become routes where others see only blockage. In the right terrain, a Dwarf does not go around the obstacle. A Dwarf goes through it.

Level	Clean Mode Scaling
1	Move through loose earth, rubble, crawlspaces, mine paths, or broken stone at slow speed.
2	Tunnel a short distance through loose earth or weakened material.
3	Tunnel within the same range band in suitable earth/stone and create a small passage if the GM allows it.
4	Move one range band through suitable tunneling material or create a usable passage with tools/time.
5	Bypass a major stone/earth obstacle, reinforce or collapse a small passage, or create a dramatic underground route with GM approval.

Limit: Tunneling cannot pass through reinforced steel, strong magical barriers, deep foundations, impossible materials, or unknown hazards without tools or GM approval. Fast tunneling may create noise, dust, vibration, or obvious signs.

Secondary Advantage: Tactile Kinesis

Dwarf secondary advantage is **Tactile Kinesis**.

By touching an object, material, tool, weapon, machine, stone, metal, or crafted item, a Dwarf can sense information about it.

This may include:

- Material composition
- Weaknesses
- Craft quality
- History
- Recent use
- Damage
- Maker traces
- Magical or rune potential
- Whether it is suitable for a planned construction

Tactile Kinesis is essential to Dwarf crafting.

Rune Magic alone is not enough. The Dwarf must understand the material.

Once per major scene, when touching a relevant object or material, the Dwarf may ask the Game Master what the object is, what it has been through, what it can be used for, or whether it is suitable for a specific build.

This is mostly non-combat.

It may help in combat only if the Dwarf is directly interacting with objects, machines, structures, armor, weapons, or environmental materials.

Cultural Values

Core Dwarf values include:

- Craft
- Knowledge
- Privacy
- Function
- Materials
- Endurance
- Invention
- Self-reliance
- Precision
- Creation

Dwarves do not care about being liked.

They care about whether something works.

The Rising Dawn Treaty

Dwarves are less emotionally invested in the Rising Dawn Treaty than Humans, Elves, or Orcs.

Pro-Treaty Dwarves

Pro-Treaty Dwarves believe the Treaty keeps outsiders away, prevents wasteful war, and allows Dwarves to continue building in peace.

Anti-Treaty Dwarves

Anti-Treaty Dwarves believe the Treaty is pointless because outsiders will eventually cause problems anyway. Some may prefer sealing the Iron Mountains completely and letting the other races destroy themselves.

Dwarf View of Other Races

Dwarves do not care much for any race.

This is not always intense hatred.

They simply do not like dealing with people.

Humans

- Dwarves view Humans as another noisy problem to deal with.
- Human technology may interest them, but Human politics, military behavior, propaganda, and constant expansion are irritating.

Elves

- Dwarves do not like Elves.
- They see them as selfish, egotistical, arrogant, and too convinced that nature and beauty make them superior.

Orcs

- Dwarves find Orcs too friendly, too loud, and too eager to fight.
- However, Orcs are durable, direct, and capable of revelry, which Dwarves may respect more than they admit.

Mutants

- Dwarves have little to no direct interaction with Mutants.
- They do not leave their mountains often, and Mutants rarely enter Dwarf territory openly.

Dwarf Internal Structure

- **The Dwarf King**
 - The central protector of Dwarf unity, privacy, and territory.
- **Forge Masters**
 - Elite master builders who govern major fields of craft and invention.
- **Rune Engineers**
 - Dwarves who carve runes into machines, weapons, armor, and constructs.
- **Golem Makers**
 - Specialists who create living constructs from stone, metal, and other materials.
- **Deep Miners**
 - Material seekers who travel into dangerous depths to find rare components.
- **Airshipwrights**
 - Builders of rune-powered flying ships.
- **Quiet Halls**
 - Isolated internal communities that barely interact even with other Dwarves unless necessary.

Dwarf Roleplay Questions

1. What was the first thing you built that mattered?
2. What material do you understand better than anyone else?
3. Why did you leave the Iron Mountains?
4. Are you pro-Treaty or anti-Treaty?
5. Do you serve the King, a Forge Master, or only your craft?
6. What do you refuse to build?
7. What machine do you dream of making?
8. What outsider surprised you by being useful?
9. What object do you carry that no one else understands?
10. What would make you speak more than necessary?

Game Master Notes

Dwarves are excellent engineers, inventors, fortress builders, reluctant allies, mechanical threats, rune masters, and keepers of secrets buried in stone.

Use Dwarves to explore creation, isolation, knowledge, craft obsession, privacy, and the tension between imagination and material limits.

A Dwarf can build almost anything, but not instantly and not without the right materials.

That limit keeps them playable while preserving the fantasy.

Why Play a Dwarf?

Play a Dwarf if you want:

- A giant rune-powered builder
- Heavy armor and massive physical presence
- Machines, turrets, drones, golems, and constructs
- The ultimate creator/engineer playstyle
- A character who can build impossible things from raw materials
- A steampunk-like magical forge aesthetic
- Tactile object-reading
- Underground movement and tunneling
- A blunt, private, brilliant character who values craft over conversation

Dwarves are for players who want creative freedom.

If you want to imagine machines, build devices, raise constructs, repair the impossible, and turn raw materials into story-changing tools, play a Dwarf.

Their limitation is not lack of imagination.

Their limitation is whether they can find the right materials and carve the right runes before everything falls apart.

Orcs of New Terra

Orcs are born from harsh places and harder lessons. Swamp, blood, hunger, spirits, fear, family, death, ritual, and strength all leave marks. Orc culture does not treat danger as an interruption. Danger is the ground life stands on.

Orc characters are physically powerful, socially forceful, spiritual, and dangerous. They are less mentally focused by default, but they make up for it with strength, survival instinct, fear pressure, dark spiritual power, and an ability to keep moving when others would stop.

Orc Feature	Rule / Flavor
Base Stats	Physical 3, Mental 1, Social 2.
Race Movement	Dark Flight.
Race Advantage	Danger Vision.
Power Source Flavor	Dark Magic, blood force, swamp magic, ancestral spirits, raised dead, fear, pain, ritual pressure, and brutal survival.
Currency Flavor	Barter, trophies, favors, food, weapons, ritual goods, and strength-based trade.



The Orc Story

The other races tell stories about Orcs because they are afraid to understand them.

Humans call them monsters.
Elves call them crude mistakes.
Dwarves call them too loud.
Mutants mostly avoid them.
Orcs do not care.
They know what they are.

They are the children of the Great Mother. They are blood, shadow, wing, laughter, teeth, song, battle, death, and glory. They are family born from a living tree and raised in a world that is only worth living in if it can still surprise you with a good fight.

An Orc does not fear death.

An Orc fears a dull life.

Quick Identity

Orcs are noble, brutal, winged warrior-kin born from the Great Mother. They are not stupid monsters. They are bold, brave, rowdy, intelligent, social, loyal, dangerous, and deeply communal. They love battle, feasting, games, boasts, stories, and tests of strength. To outsiders, Orc joy looks like violence. Often, it is.

Play an Orc if you want to be a massive battle-loving force of nature with wings, dark magic, necromancy, danger visions, clan-family loyalty, and the ability to scare people by existing.

Orc Core Themes and Race Mechanics

- Battle
- Family
- Glory
- Blood magic
- Death magic
- Shadow magic
- Necromancy
- Wings
- Bravery
- Revelry
- Strength
- Warchief rule
- Great Mother worship
- Honorable ferocity

Trait	Orc Value
Power Source	Dark Magic
Homeland	Itor
Capital	Bakarash
Language	Orc Tongue / Common Speech
Currency	None / barter
Movement Ability	Flight
Secondary Advantage	Precognition / Danger Vision
Physical	3
Social	2
Mental	1

Homeland: Itor

The Orc homeland is **Itor**, located in the southern swamplands of New Terra.

Itor is wet, smoky, dangerous, loud, ritualistic, and alive with dark power. It is a place of war camps, bone markers, fighting pits, beasts, dark waters, sacred mud, ritual fires, wing shadows, and the deep protected territory surrounding the Great Mother.

To outsiders, Itor is a nightmare.

To Orcs, it is home.



Capital: Bakarash

The Orc capital is **Bakarash**.

Bakarash is not clean, quiet, or delicate. It is a living war-heart of Orc society: part camp, part fortress, part ritual ground, part celebration hall, part training field, and part sacred approach to the Great Mother.

There is always noise in Bakarash.

Something is being fought, forged, eaten, sung, mourned, born, or dared.



The Great Mother

The Orc creator-source is **The Great Mother**.

The Great Mother is a giant female Orc in the form of a massive living tree. She is the origin, center, and survival of the Orc race.

Orcs do not reproduce sexually.

Instead, Elder Shamans conduct birthing cycles every set number of moons. During these cycles, the Shamans place blood, offerings, remains, symbols, ritual components, and other chosen elements into the Great Mother.

Those elements influence what kind of Orcs are born.

Multiple Orcs may be born during a single birthing cycle. They emerge from fleshy egg-like growths produced by the Great Mother.

Without the Great Mother, Orc civilization would eventually collapse.

Orcs die often because they seek battle willingly. The Great Mother ensures that the family continues.

Orc Childhood and Training

Young Orcs are raised by the community.

They are trained by warriors, Shamans, elders, and battle-proven kin. They learn to fight, endure pain, celebrate strength, respect bravery, laugh at fear, and serve the greater Orc family.

Orc childhood is not soft, but it is not loveless.

A young Orc is not raised to be cruel.

A young Orc is raised to be strong enough to survive joyfully in a brutal world.

Government

Orc society is ruled by a **Warchief**.

The Warchief is the greatest respected warrior among the Orcs, feared by enemies and honored by the family. The Warchief leads war parties, settles major conflicts, and gives direction when the Orcs act as one people.

The Warchief is advised by Elder Shamans.

Different Shamans hold different sacred roles:

- Birthing Shamans
- Healing Shamans
- Death Shamans
- War Shamans
- Youngling trainers
- Ritual keepers
- Speakers of the Great Mother

Orc society does not have endless political hierarchy. Outside the Warchief, key warriors, generals, and Shamans, most Orcs view one another as part of the same great family.

Strength earns respect.

Glory earns love.

Cowardice earns mockery until it is fixed or fatal.

Culture

Orc culture is built on camaraderie.

They are social, loud, rowdy, competitive, and deeply communal. They love feasting, drinking, wrestling, fighting, singing, boasting, testing themselves, and honoring glorious deaths.

A good Orc gathering may include:

- Fighting
- Drinking
- Feasting
- Wrestling
- Boasting
- Storytelling
- Rituals
- Songs
- Challenges
- Bone-breaking games
- Remembering the dead

Orc culture should feel closer to warrior-feast myth than simple monster culture.

They enjoy life.

They enjoy each other.

They enjoy seeing what breaks.

The problem is that most other races break too easily.

Intelligence and Misconception

Orcs are intelligent.

They are not primitive fools.

They simply do not care much about how other races judge them. They value directness, strength, loyalty, humor, and bravery over etiquette, polish, or intellectual vanity.

Other races mistake Orc bluntness and violence for stupidity.

This is often a fatal mistake.

Dark Magic

Orc power comes from **Dark Magic**.

Dark Magic is not corrupted Living Light. It is not simple swamp magic. It is its own force.

Orc Dark Magic is made of:

- Blood magic
- Death magic
- Shadow magic
- Ritual sacrifice
- The blood of enemies
- The Orc's own blood
- Darkness as a weapon
- Necromancy

Orcs are the only core launch race with true access to Necromancy as a cultural power path.

They deal with death directly. They do not hide from it. They kill, bleed, raise, curse, and command what other races fear to touch.

Relationship to Elves

Elves and Orcs share ancient beginnings.

Elves would never openly admit this.

Deep in the oldest histories, Elves and Orcs came from the same origin and diverged onto different paths.

Elves became light, beauty, nature, and aristocratic magic.

Orcs became blood, shadow, death, strength, and communal war.

They are not the same people anymore.

But they are not unrelated.

This truth is old, controversial, and buried beneath pride.

Power Source: Dark Magic

Orc power comes from Dark Magic.

This includes:

- Blood magic
- Death magic
- Shadow magic
- Necromancy
- Curses
- Fear effects
- War rituals
- Life theft
- Death calling
- Dark shields
- Brutal physical enhancement

Movement Ability: Flight

Orc racial movement is **Flight**.

Orcs have massive leathery, bat-like wings.

Orc flight is not graceful like Elven flight. It is forceful, frightening, heavy, and violent. An Orc in flight looks less like a bird and more like a weapon thrown by the sky.

Outside combat, Flight can be used freely for movement within reason.

During combat, active events, or direct conflict, Flight costs **1 Power Point** to use, regardless of the movement level used.

Dark Flight is not graceful. It is a surge. An Orc launches through smoke, mist, shadow, swamp air, or open violence with enough force to frighten the thing being charged. It is used for ambush, escape, intimidation, and the kind of battlefield movement that makes enemies step back.

Level	Clean Mode Scaling
1	Short lift, leap-flight, glide, or forceful movement within the same range band.
2	Fly one range band in a burst and ignore one minor ground or swamp terrain penalty.
3	Burst through one extra range band and gain +1 to one intimidation, ambush, or charge-style movement moment if appropriate.
4	Fly up to two range bands in open space or make a forceful aerial reposition during combat.
5	Dramatic battlefield surge, terrifying descent, or major aerial escape with GM approval.

Limit: Dark Flight is less graceful than Elf Flight. It may be louder, more visible, more forceful, and harder to use subtly. Tight interiors, nets, magical suppression, exhaustion, heavy wounds, or enclosed terrain can restrict it.

Secondary Advantage: Precognition / Danger Vision

Orc secondary advantage is **Precognition**, also called **Danger Vision**.

This is not the same as Human Awareness.

Human Awareness is tactical instinct.

Orc Precognition comes as visions, dreams, flashes, omens, or violent glimpses of danger before it happens.

Once per major story beat, rest, or Game Master-selected moment, the GM may give the Orc a vision of upcoming danger.

The vision does not need to reveal exact time, place, or full context.

Example:

The Orc dreams of the party being attacked by masked bandits beneath broken stone arches. The Orc does not know when or where it will happen, only that it is coming.

Precognition is mostly non-combat. It is used for foreshadowing, danger, tension, and story movement.

Culture Values

Core Orc values include:

- Bravery
- Strength
- Glory
- Family
- Battle
- Loyalty
- Revelry
- Endurance
- Honorable ferocity
- Death without fear

Orcs want to live hard, fight well, and be remembered.

The Rising Dawn Treaty

The Rising Dawn Treaty divides Orcs less through ideology and more through appetite.

Pro-Treaty Orcs

A Pro-Treaty Orc may believe the Treaty gives Orcs time to grow stronger, find better enemies later, or prove that Orc strength does not require the whole world to burn.

Some genuinely believe all races deserve a place in the great fight of existence.

Anti-Treaty Orcs

Anti-Treaty Orcs are restless.

They believe peace is boring, unnatural, and cowardly. They want war to return because war is where Orcs become what they are meant to be.

Orc View of Other Races

Humans

- Orcs do not like Humans.
- Every meaningful interaction with Humans tends to involve Humans trying to kill them. Orcs see Humans as fragile, aggressive nuisances who break too easily and are rarely any fun.
- Humans are dangerous mostly because of weapons, numbers, and hatred.

Elves

- Orcs see Elves as high-nosed, arrogant, joyless, and overly refined.
- They do not necessarily want to destroy Elves, but they do not enjoy them. Elves are too stiff, too proud, and too convinced of their own importance.

Dwarves

- Orcs have limited interaction with Dwarves, but they respect them more than most races.
- Dwarves are stout, hardy, difficult to break, and capable of drinking, enduring, and standing their ground.
- Orcs enjoy that.
- They may not understand Dwarves, but they respect someone who does not collapse after the first punch.

Mutants

- Orcs know almost nothing about Mutants.
- Most Orcs have never met one.
- If an Orc has met a Mutant, they likely did not return to tell the story.

Orc Internal Structure

Orcs have fewer political factions than Humans or Elves. They are more unified by culture and shared purpose.

Important Orc social roles include:

- **The Warchief**
 - The greatest warrior-leader of the Orc people.
- **War Generals**
 - Respected Commanders who lead large battle groups.
- **Elder Shamans**
 - Spiritual, magical, healing, birthing, and ritual authorities.
- **Birthing Shamans**
 - Shamans responsible for Great Mother birthing cycles.
- **Death Shamans / Necromancers**
 - Shamans and power users who work with death, blood, spirits, and raised dead.
- **Youngling Trainers**
 - Warriors and Shamans responsible for raising new Orcs into fighters and members of the family.
- **Honor Clans / War Bands**
 - Social fighting groups bound by loyalty, shared battles, and common glory.

Orc Roleplay Questions

1. What were you born from during your birthing cycle?
2. Which Shaman or warrior trained you?
3. What is your greatest boast?
4. What kind of death would make you proud?
5. Are you pro-Treaty or anti-Treaty?
6. What vision has haunted you?
7. Do you fight for glory, family, fun, or something deeper?
8. What other race surprised you by not being what you expected?
9. What is the one insult you cannot ignore?
10. What would make you walk away from a fight?

Game Master Notes

Orcs are excellent allies, bruisers, rivals, war bands, dark-magic threats, comic relief, tragic heroes, and terrifying battlefield forces.

Do not play them as dumb unless the individual Orc is dumb.

Orcs as a people are direct, loud, physical, emotional, and dangerous. They can be funny, noble, brutal, loving, and horrifying in the same scene.

Their culture should feel like a family reunion where everyone can bench-press a horse and half the games require a healer afterward.

Why Play an Orc?

Play an Orc if you want:

- Massive physical presence
- Brutal melee power
- Big leathery wings
- Dark magic
- Necromancy
- Clan/family loyalty
- Fearless battle energy
- A rowdy warrior culture
- A character who scares people by existing
- A big axe and a reason to run straight into the fight

Orcs are for players who want to be bold, loud, powerful, dangerous, and fun.

They are not mindless monsters.

They are a family of battle-loving legends who laugh at fear, bleed for glory, and break the world by enjoying it too hard.

Mutants of New Terra

Mutants are what happens when survival does not ask permission from nature. Their bodies, senses, minds, and instincts have been bent by pressure, wasteland forces, psychic instability, toxins, strange energy, and the need to live where others cannot.

Mutant characters are mentally powerful, strange, adaptive, and shaped by harsh conditions. They are less socially accepted by default, but their psionics, mutation, altered senses, and survival instincts make them extremely flexible. A Mutant may be feared, pitied, hunted, protected, or needed — sometimes all in the same settlement.

Mutant Feature	Rule / Flavor
Base Stats	Physical 2, Mental 3, Social 1.
Race Movement	Teleportation.
Race Advantage	Night Vision / psionic edge.
Power Source Flavor	Psionics, mutation, body adaptation, psychic force, altered perception, toxins, unstable elements, and wasteland survival.
Currency Flavor	Salvage, scrap, water, medicine, safe shelter, trade parts, and practical survival value.



The story of the Mutants

Everyone has a story about the Wasteland.
Humans say it is empty.
Elves say it is poisoned.
Orcs say things go in and do not come back.
Dwarves say little, which may be the most honest answer.

Travelers whisper about shapes moving between ruins, purple eyes in the dark, people who vanish when seen, voices heard without sound, and monsters that kill anyone foolish enough to cross the dead center of New Terra.

Those stories are useful.
The Mutants help spread them.

Fear keeps people away.

And the less the world knows about Mutants, the safer the Mutants remain.

Quick Identity

Mutants are the most misunderstood race in New Terra.

They are mysterious, psionic, reclusive, agile, fast-moving, and feared by every other race. They are called “Mutants” because that is what outsiders call them. They do not know their true original name, and they do not know where they came from.

They are not mindless Wasteland monsters.

They are a highly evolved, highly connected people living in secrecy beneath the ruins of the world.

Play a Mutant if you want to be strange, feared, psychic, fast, mysterious, connected to hidden truth, and tied to the deepest unanswered questions of Rising Dawn.

Mutant Core Themes and Race Mechanics

- Psionics
- Teleportation
- Wasteland survival
- The Citadel
- The Collective
- Lost memory
- Hidden origin
- Night Vision
- Salvage
- Mystery
- Fear mythology
- Outcast identity
- Psychic connection
- Future truth

Trait	Mutant Value
Power Source	Psionics
Homeland	The Wasteland / The Citadel
Capital	The Citadel
Language	Mutant Tongue / Common Speech / Collective telepathy
Currency	Barter / salvage trade
Movement Ability	Teleportation
Secondary Advantage	Night Vision
Physical	2
Social	1
Mental	3

The Wasteland

Mutants live within **The Wasteland**.

New Terra is shaped like a reformed supercontinent. The major race territories sit around the outer regions:

- North: The Iron Mountains of the Dwarves
- East: The forests of the Elves
- South: The swamplands of the Orcs
- West: The gleaming cities of the Humans

At the center of all these territories is the Wasteland.

The Wasteland is made of destroyed cities, broken Human ruins, shattered infrastructure, battlefields, collapsed towers, dead zones, Wasteland routes, buried streets, and the scars of the Hundred Year War. It is where the old world was crushed together, burned, and left behind.

This is where the Mutants live.



The Citadel

Beneath the Wasteland is an advanced underground city called **The Citadel**.

The Citadel is the center of Mutant life and the closest thing they have to a homeland, capital, and creator-source.

The Mutants woke up there near the end of the Hundred Year War.

Hundreds of thousands of them opened their eyes with no memory of who they were, where they came from, who made them, or why they existed.

They only knew they were awake.

They only knew the world above them was burning.



Mutant Origin

Mutants do not know their own origin.

They do not know whether they were created, transformed, engineered, hidden, awakened, or brought from somewhere else.

They know only what happened after they woke in the Citadel.

This is one of the great mysteries of Rising Dawn.

The player-facing truth is simple:

Mutants do not know what they are.

They know what they became.

The Collective

Mutants have access to a shared consciousness called **The Collective**.

The Collective is not a forced hive mind.

A Mutant does not lose individuality by existing near other Mutants.

Instead, Mutants may choose to connect to the Collective. When they do, they can share thought, feeling, memory, discussion, and decision-making with others who are connected.

The Collective functions as the central governing body of Mutant society.

When major decisions must be made, Mutants connect to the Collective and decide together.

This makes Mutant society highly cooperative, synchronized, and difficult for outsiders to understand.

Telepathic Communication

Mutants speak Common Speech when dealing with other races.

Among themselves, they often communicate telepathically through the Collective.

Even if two Mutants are standing next to each other, true telepathic speech requires connecting to the Collective.

A Mutant who is hiding, exiled, hunted, or avoiding the Collective may choose not to connect. If they do, their telepathic ability is diminished or unavailable.

This creates an important roleplay question for Mutant characters:

Are you connected, or are you alone?

Society

Mutant society is secretive, cooperative, and survival-focused.

They move through the Wasteland and underground passages as nomads, scouts, traders, watchers, and hidden communities.

They help one another. They are kind to their own. Through the Collective, they can move with unsettling coordination, almost like one organism made of many willing minds.

This makes them seem alien or monstrous to outsiders, but internally they are deeply connected.

Economy

Mutants use barter and salvage trade.

They recover old-world materials, ruined technology, weapons, tools, parts, and rare Wasteland resources.

Along the border regions between race territories and the Wasteland, there are small towns, shops, trade posts, and hidden markets.

Mutants often move through these places in disguise or incognito, trading materials and information without revealing what they are.

A traveler may buy a rare machine part from a quiet hooded trader and never realize they just dealt with the thing their parents warned them about.

Outsider Mythology

Mutants deliberately encourage fear and mystery.

Each race tells different stories about them, but most stories describe Mutants as:

- Wasteland monsters
- Ghosts
- Psychic raiders
- Boogeymen
- Beasts that kill anyone who sees them
- Myths invented to scare people away from the ruins

Mutants like these stories.

They spread them when useful.

The more other races fear the Wasteland, the safer Mutants remain.

Appearance and Presence

Mutants are generally agile, thin, fast-moving, and strange.

They are not massive like Orcs or Dwarves. Their danger comes from speed, psionics, teleportation, stealth, and mystery.

They can appear and disappear in ways that make them seem supernatural.

Their psionic abilities may create sonic-like attacks, psychic weapons, force effects, mind pressure, or strange distortions outsiders do not understand.

In darkness, their eyes may glow purple when Night Vision is active.

Many Mutants hide this with goggles, glasses, wraps, masks, or hoods.

Power Source: Psionics

Mutant power comes from **Psionics**.

This includes:

- Teleportation
- Telekinesis
- Psychic blast
- Mind reading
- Mind control
- Mental communication
- Sonic or psionic force
- Night Vision
- Psychic shields
- Collective connection
- Perception and thought-based abilities

Mutant power is neither magic nor technology in the normal sense.

It is thought made dangerous.

Movement Ability: Teleportation

Mutant racial movement is **Teleportation**.

Racial Teleportation is primarily self-movement. It allows the Mutant to teleport their own body across distance, reposition, escape, travel, or create sudden movement during a scene.

Outside combat, Teleportation can be used freely for movement within reason.

During combat, active events, or direct conflict, Teleportation costs **1 Power Point** to use, regardless of the movement level used.

Teleportation is not only speed. It is refusal. A Mutant sees a place, feels the edge of it, and is suddenly there. Used well, it turns a locked door, a killing blow, or a battlefield gap into a moment of impossible movement.

Level	Clean Mode Scaling
1	Short blink within the same range band to a visible safe location.
2	Teleport one range band to a visible safe location or well-known nearby spot.
3	Teleport one extra range band, escape a simple obstacle, or reposition in combat with a roll if pressured.
4	Teleport up to two range bands, carry a small object or light gear, or make a difficult line-of-sight jump with GM approval.
5	Major reposition, emergency escape, or limited passenger/object teleport with GM approval.

Limit: Teleportation cannot place the character inside solid objects. It requires a legal destination. The GM may require line of sight, memory, known location, safe landing space, or Power Point cost. Psychic interference, anti-mutant fields, unknown spaces, unstable terrain, and story conditions can block or distort teleportation.

Racial Teleportation is basic self-movement.

The Psionic Teleportation power path is advanced teleportation mastery.

Advanced Psionic Teleportation may allow:

- Carrying another person
- Teleporting objects
- Longer distances
- Tactical teleportation
- Combat tricks
- Emergency extraction
- Complex spatial manipulation

This keeps every Mutant uniquely mobile while still allowing specialized teleportation builds.

Secondary Advantage: Night Vision

Mutant secondary advantage is **Night Vision**.

Mutants can activate Night Vision to see in darkness as clearly as others see during the day.

When active, their eyes glow purple.

This glow can reveal them in darkness, so Mutants often wear goggles, glasses, wraps, or masks to hide their eyes when using Night Vision.

When Night Vision is active, the Mutant ignores darkness penalties for visual exploration and perception.

This is mostly non-combat.

It may help in combat if the fight happens in complete darkness and the Mutant can see while others cannot.

Cultural Values

Core Mutant values include:

- Secrecy
- Survival
- Connection
- Mystery
- Cooperation
- Memory-seeking
- Salvage
- Adaptability
- Freedom from outside control
- Protection of the Citadel

Mutants live with a question no other race carries as deeply:

What are we?

The Rising Dawn Treaty

Mutants were not part of the Rising Dawn Treaty.

This matters.

To many Mutants, the Treaty is not peace. It is a deal made by races who ignored the people living in the ruins between them.

Pro-Treaty Mutants

A Pro-Treaty Mutant may believe that open peace is the only way Mutants can eventually reveal themselves safely and find a place in New Terra.

Anti-Treaty Mutants

An Anti-Treaty Mutant may believe the Treaty is a lie, a political mask, or an insult to the truth of the Wasteland. They may prefer secrecy, manipulation, or eventual exposure of the other races' hidden crimes.

Mutant View of Other Races

Mutants know much more about the other races than the other races know about them. They watch. They listen. They trade in disguise. They move through ruins and borders. They understand that every race tells lies about the Wasteland.

Humans

- Mutants know Humans officially deny their existence, which makes Humans both dangerous and useful.
- Human ruins, technology, and secrets are scattered across the Wasteland, making Humanity deeply tied to Mutant survival and mystery.

Elves

- Mutants know Elves often view them as abominations or failed magical experiments.
- Mutants may view Elves as arrogant and ignorant, but also powerful enough to be avoided.

Orcs

- Mutants know Orcs are dangerous, loud, and direct.
- Since most Orcs know almost nothing about Mutants, Mutants can use that ignorance to stay hidden.

Dwarves

- Mutants have little direct interaction with Dwarves, but Dwarf materials and machines may interest Mutant scavengers and explorers..
- Dwarves rarely leave their mountains, and Mutants rarely enter them openly.

Mutant Internal Structure

- **The Collective**
 - The shared consciousness and governing decision system of Mutant society.
- **Citadel Keepers**
 - Those who maintain, protect, and study the Citadel.
- **Memory Seekers**
 - Mutants obsessed with discovering their lost origin.
- **Wasteland Scouts**
 - Nomadic explorers who move through ruins, borders, and danger zones.
- **Salvage Traders**
 - Mutants who move disguised through Wasteland trade posts and border towns.
- **Silent Cells**
 - Small groups who operate away from the Citadel for secrecy, reconnaissance, or protection.
- **The Disconnected**
 - Mutants who avoid or are cut off from the Collective, either by choice, exile, trauma, or mission.

Mutant Roleplay Questions

1. What was the first thing you remember after waking, or what story were you told about the awakening?
2. Are you connected to the Collective or avoiding it?
3. Why did you leave the Citadel?
4. Are you pro-Treaty or anti-Treaty?
5. What story have you spread about Mutants to frighten outsiders?
6. What do you want to know about your origin?
7. What old-world object do you carry?
8. Have you ever trusted someone from another race?
9. What happens to you when you are alone too long?
10. What truth would be worth revealing the Mutants to the world?

Game Master Notes

Mutants are the mystery race of Rising Dawn.

Use them carefully. They should feel strange, feared, and misunderstood, but not unknowable to players who choose to play them.

A Mutant player knows about the Citadel, the Collective, Mutant society, and the fact that outsiders are wrong about them.

They do not know the full truth of Mutant origin.

That mystery should remain available for future campaign reveals or expansion material.

Mutants work well in stories about identity, secrecy, memory, exile, hidden cities, psychic connection, salvage, forbidden ruins, and the truth buried under political lies.

Why Play a Mutant?

Play a Mutant if you want:

- Psionic powers
- Teleportation
- Night Vision
- Mystery
- Wasteland survival
- Outcast identity
- Hidden knowledge
- Psychic abilities
- A connection to a secret future truth
- A character feared by almost everyone
- A race that knows less about its own past than it knows about everyone else

Mutants are for players who want to be strange, feared, fast, psychic, and connected to the deepest mysteries of Rising Dawn.

They are not simply monsters in the Wasteland.

They are the question New Terra has not answered yet.

Race Value and Currency

All cultures describe wealth differently, but the rules treat trade, loot, rewards, and purchases through a shared game currency called Value. This keeps the game simple while still allowing each culture to feel different in the fiction.

Race	Currency / Value Flavor
Human	Credits, digital money, old-world currency, trade accounts, technological resources.
Elf	Silver, gold, gems, natural exchange, favor-gifts, culturally meaningful trade.
Dwarf	Barter, metal, crafted goods, material weight, forge credit, practical trade value.
Orc	Barter, trophies, favors, food, weapons, ritual goods, strength-based trade.
Mutant	Salvage, scrap, water, medicine, safe shelter, trade parts, survival value.

Playing Race at the Table

Race should matter in scenes, but it should not trap a character into one personality.

- A Dwarf can be reckless.
- An Orc can be thoughtful.
- A Human can be mystical.
- An Elf can be brutal.
- A Mutant can be charming.

The race rules define origin, pressure, movement, and common power language — not every choice the character will ever make.

Chapter 5: Classes

A class is more than a job title. It is the way a character survives pressure. It tells the table what the character reaches for when the door breaks open, when the map ends, when someone is bleeding, or when a strange power starts moving through the room.

Classes in Rising Dawn are built around two ideas: fantasy identity and Mechanical role. The fantasy identity gives the character their place in the world. The Class Category gives the rules package that makes them playable at Level 1.

Class defines what your character does best.

Your race describes what you are. Your class describes your role, training, starting skills, starting equipment, and power access.

Each class belongs to a Class Category. Class Categories share starting skill packages, equipment logic, and recommended Level 1 power spreads.

Starting Class Package Rule

This package is intentionally simple. A new character should be ready to play quickly, with enough training to feel capable and enough empty space to grow through the campaign.

At Level 1, each character receives:

13/9/7 points to spend within the 3 Skill Trees

- Allocation of points is based on class chosen.
- One Level 1 basic weapon.
- One Level 2 class weapon, tool, focus, or signature item.
- One Level 1 armor.
- One class kit.
- Basic travel gear.

The GM may allow one class skill swap if it fits the character concept and does not break the class role. No starting skill should begin above 2 dots unless the GM allows it.

Mechanical Role Bonus Reference

Use this table whenever a class list tells you the Class Category. The class name gives the fantasy identity; the Class Category gives the Level 1 mechanical package.

Class Category	Health Bonus	Power Point Bonus
Close Range	+5	+3
Long Range	+3	+3
Ranger	+3	+4
Assassin	+3	+4
Healer	+2	+5
Scout	+2	+5
Builder / Engineer / Crafter	+2	+5
Rider / Pilot	+2	+5
Power / Caster / Summoner	+1	+7

Race-Specific Class Lists

Choose the class name that excites you, then use its Class Category for Health, Power Points, skills, gear, and starting power guidance.

The Class Categories above explain how a class works mechanically. The lists below show the actual class names available to each race in Clean Mode. A player chooses one class from their race list, then uses the matching Class Category package from this chapter.

These class lists are player-facing starting options. The GM may approve unusual cross-race training, story exceptions, or future expansion classes, but those are not assumed for standard character creation. Some class names are also Class Categories. For example, a Human Close Range character is both using the Human Close Range class name and the Close Range Class Category package. This is intentional in Clean Mode.

Human Classes

Human classes are practical, tactical, and tool-driven. They are soldiers, medics, hackers, pilots, engineers, scouts, and battlefield problem-solvers who turn old-world knowledge into immediate survival. A Human class often feels like preparation under pressure: the right device, the right signal, the right shot, the right override.

Class	Class Category	Player-Facing Role
Close Range	Fighter	Front-line soldier, brawler, security fighter, or melee combat specialist.
Long Range	Fighter	Marksman, gunner, sniper, archer-equivalent, or ranged overwatch fighter.
Cavalry	Power	Calls or coordinates bots, tactical drops, or mobile support assets.
Hacker	Power	You control the elements through advanced technology.
Engineer	Power	Create from your imagination, alchemy constructs, explosives, .and so much more are yours to build and perfect.
Medic	Support	Uses medicine, emergency tools, and technology to heal and stabilize allies.
Pilot	Support	Operates vehicles, aircraft and transport systems.
Scout	Support	Gathers information, coordinates movement, and supports tactical awareness.
Assassin	Stealth	Uses stealth, disguise, precision, and technology to infiltrate or eliminate targets.
Ranger	Stealth	Survives ruins, recovers supplies, tracks danger, and navigates hostile territory.

HUMANS

Class Category	Class Name	Powers	Weapons
Fighter	Close Range	Strength / Shield Speed / Multiplier	Pistol 1 / Shock Knuckles 2 Armor 1
Fighter	Long Range	Speed / Distance View Shield / Camouflage	Pistol1 / Sniper Rifle 2 Armor 1
Power	Cavalry	Cavalry* Shield / Predictions	Pisot 1 / Collapsible Staff 2 Armor 1
Power	Hacker	Hacker* Telepathy / Shield	Pisot 1 / Electric Whip 2 Armor 1
Power	Engineer	Crafter* Illusions / Shield	Pistol 1 / Plasma Rifle 2 Armor 1
Support	Medic	Restore Health / Power Regenerate Life Theft / Revive	Pistol 1 / Arm Blade 2 Armor 1
Support	Scout	Illusions / Predictions Invisibility / Telepathy	Pistol 1 / Shock Baton 2 Armor 1
Support	Pilot	Air Support / Rider Attack 1 Rider Attack 2 / Repair	Pistol 1 / Shotgun 2 Armor 1
Stealth	Ranger	Speed / Camouflage Multiplier / Mind Control	Pistol 1 / Pistol 2 Armor 1
Stealth	Assassin	Speed / Invisibility Shape Shifting / Agility	Pistol 1 / Sword 2 Armor 1

Elf Classes

Elf classes move between grace and danger. They use Living Light, flight, nature magic, bows, beasts, spirits, and old natural power. An Elf class often feels like awareness before violence: reading the wind, seeing the hidden path, calling the forest to answer, or striking from above before the enemy understands the field.

Class	Class Category	Player-Facing Role
Close Range	Fighter	Graceful melee fighter, spear user, blade dancer, or natural front-line defender.
Long Range	Fighter	Archer, power-bow user, ranged scout, or aerial marksman.
Summoner	Power	Calls fairy folk, nature spirits, living wood allies, or magical beasts.
Elementalist	Power	Shapes Living Light, nature force, and elemental magic into direct effects.
Crafter	Power	Shapes natural materials, living wood, tools, and magical craftwork.
Dragon Rider	Support	Bonds with or calls dragon-style mounts and aerial movement support.
Healer	Support	Uses Living Light and nature magic to restore, cleanse, and protect.
Scout	Support	Uses vision, flight, natural awareness, and terrain knowledge to guide the party.
Ranger	Stealth	Tracks, survives, hunts, and controls terrain through wilderness skill.
Assassin	Stealth	Uses stealth, poison, movement, and natural concealment for precision strikes.

ELVES

Class Category	Class Name	Pow/ rs	Weapons
Fighter	Close Range	Strength / Shield Speed / Multiplier	Shortsword1 / Spear 2 Armor 1
Fighter	Long Range	Speed / Distance View Shield / Camouflage	Shortsword1 / Power Bow 2 Armor 1
Power	Summoner	Summoner* Shield / Predictions	Shortsword1 / Staff 2 Armor 1
Power	Sorcerer	Sorcerer* Telepathy / Shield	Shortsword1 / Vine Whips 2 Armor 1
Power	Crafter	Crafting* Illusions / Shield	Shortsword1 / Long Bow 2 Armor 1
Support	Healer	Restore Health / Power Regenerate Life Theft / Revive	Shortsword1 / Hand Crossbow 2 Armor 1
Support	Scout	Illusions / Predictions Invisibility / Telepathy	Shortsword1 / Short Bow 2 Armor 1
Support	Dragon Rider	Dragon Call / Rider Attack 1 Rider Attack 2 / Dragon Heal	Shortsword1 / Crossbow 2 Armor 1
Stealth	Ranger	Speed / Camouflage Multiplier / Mind Control	Shortsword1 / Long Bow 2 Armor 1
Stealth	Assassin	Speed / Invisibility Shape Shifting / Agility	Shortsword1 / Short Bow 2 Armor 1

Dwarf Classes

Dwarf classes are built around endurance, craft, rune logic, machines, stone, metal, and stubborn execution. A Dwarf class often feels deliberate and heavy with consequence: a locked shield line, a rune waking under a hammer blow, an airship engine coughing to life, or a golem stepping out of dust and sparks.

Class	Class Category	Player-Facing Role
Close Range	Fighter	Armored front-line warrior, hammer fighter, shield bearer, or tunnel defender.
Long Range	Fighter	Musket user, crossbow fighter, artillery shooter, or tunnel marksman.
Rune Master	Power	Uses rune magic, golems, constructs, and structured magical effects.
Mystic	Power	Channels rune force, stone sense, machine spirits, and forge-linked magic.
Engineer	Power	Builds, repairs, reinforces, modifies, and operates machines or crafted systems.
Healer	Support	Uses rune healing, forge repair, medicine, or structured recovery methods.
Scout	Support	Reads stone, tunnels, machines, routes, and hidden structural dangers.
Airship Rider	Support	Uses airships, air skiffs, rune platforms, or engineered mobility supports.
Ranger	Stealth	Navigates mines, caves, mountains, ruins, and difficult terrain.
Assassin	Stealth	Uses tunnels, traps, precise strikes, and concealed tools to infiltrate.

DWARVES

Class Category	Class	Powers	Weapons
Fighter	Close Range	Strength / Shield Speed / Multiplier	Fist Drills 1 / War hammer 2 Armor 1
Fighter	Long Range	Speed / Distance View Shield / Camouflage	Fist Drills 1 / Musket Rifle 2 Armor 1
Power	Rune Master	Rune Summoning* Shield / Odds	Fist Drills 1 / Arc Staff 2 Armor 1
Power	Mystic	Elemental* Telepathy / Shield	Fist Drills 1 / Scimitar 2 Armor 1
Power	Crafter	Crafting* Illusions / Shield	Fist Drills 1 / Gatling Gun 2 Armor 1
Support	Medic	Restore Health / Power Regenerate Life Theft / Revive	Fist Drills 1 / Pistol Musket 2 Armor 1
Support	Scout	Illusions / Predictions Invisibility / Telepathy	Fist Drills 1 / War hammer 2 Armor 1
Support	Rider	Airship Call / Rider Attack 1 Rider Attack 2 / Dragon Heal	Fist Drills 1 / Long Sword 2 Armor 1
Stealth	Ranger	Speed / Camouflage Multiplier / Mind Control	Fist Drills 1 / Short Axe 2 Armor 1
Stealth	Assassin	Speed / Invisibility Shape Shifting / Agility	Fist Drills 1 / Collapsible Hatchet 2 Armor 1

Orc Classes

Orc classes are forceful, spiritual, brutal, and deeply tied to survival. They draw from blood, swamp, spirits, fear, ancestral pressure, and the hard law of strength. An Orc class often feels like momentum: a charge through mud, a curse muttered through broken teeth, a spirit rising behind the warrior, or a war cry that makes hesitation impossible.

Class	Class Category	Player-Facing Role
Close Range	Fighter	Brutal melee fighter, warband warrior, shield breaker, or battle bruiser.
Long Range	Fighter	Heavy bow user, thrown-weapon hunter, ambush shooter, or ranged warband fighter.
Healer	Support	Uses blood force, ritual recovery, dark medicine, or spirit-guided healing.
War Beast Rider	Support	Uses beasts, swamp mounts, dark flying creatures, or brutal mobility support.
Elementalist	Power	Uses dark magic, swamp force, fear, blood, and terrain pressure.
Crafter	Power	Builds weapons, traps, ritual tools, survival gear, and rough field solutions.
Shaman	Power	Calls spirits, raised dead, swamp spirits, and ancestral forces.
Scout	Support	Tracks danger, reads swamp terrain, hunts enemies, and warns the group.
Ranger	Stealth	Survives hostile wilds, swamps, ruins, and brutal territory.
Assassin	Stealth	Uses ambush, fear, disguise, swamp cover, and precision violence.

ORCS

Class Category	Class	Powers	Weapons
Fighter	Close Range	Strength / Shield Speed / Multiplier	Hatchet 1 / 2 Handed Battle Axer 2 Armor 1
Fighter	Long Range	Speed / Distance View Shield / Camouflage	Hatchet 1 / Heavy Crossbow 2 Armor 1
Power	Shaman	Necromancy* Shield / Odds	Hatchet 1 / Staff 2 Armor 1
Power	Warlock	Elemental* Telepathy / Shield	Hatchet 1 / Thorn Whip 2 Armor 1
Power	Crafter	Crafting* Illusions / Shield	Hatchet 1 / Repeating Crossbow 2 Armor 1
Support	Medic	Restore Health / Power Regenerate Life Theft / Revive	Hatchet 1 / Crossbow 2 Armor 1
Support	Scout	Illusions / Predictions Invisibility / Telepathy	Hatchet 1 / Heavy Axe 2 Armor 1
Support	Rider	Wolf Call / Rider Attack 1 Rider Attack 2 / Dragon Heal	Hatchet 1 / Bastard Sword 2 Armor 1
Stealth	Ranger	Speed / Camouflage Multiplier / Mind Control	Hatchet 1 / Light Crossbow 2 Armor 1
Stealth	Assassin	Speed / Invisibility Shape Shifting / Agility	Hatchet 1 / Push Dagger 2 Armor 1

Mutant Classes

Mutant classes are unstable, psychic, adaptive, and shaped by harsh places. They survive by sensing what others miss, twisting the body or mind into new shapes, and using the wasteland itself as a teacher. A Mutant class often feels strange and immediate: a blink across danger, a psychic pressure in the skull, a body adapting under stress, or a ruined tool turned into salvation.

Class	Class Category	Player-Facing Role
Close Range	Fighter	Body-adapted fighter, clawed striker, tough survivor, or mutation bruiser.
Long Range	Fighter	Wasteland shooter, sniper, crossbow user, or ranger.
Psionist	Power	Uses psionics, telekinesis, mental static, perception, and psychic force.
Elemental Psy	Power	Channels unstable mutant elements such as fire, ice, lightning, acid, decay, force, or organic growth.
Engineer	Power	Salvages, repairs, improvises, modifies, and survives with limited resources.
Healer	Support	Uses cellular recovery, mutation adaptation, medicine, or psychic recovery.
Scout	Support	Uses hazard sense, psychic warning, ruins knowledge, and survival awareness.
Wasteland Rider	Support	Uses mutated mounts, salvage vehicles, or psychic-bonded movement support.
Ranger	Stealth	Travels wastelands, tracks threats, survives hazards, and finds safe routes.
Assassin	Stealth	Uses perception distortion, ambush, teleportation, and mutation tricks.

MUTANTS

Class Category	Class	Powers	Weapons
Fighter	Close Range	Strength / Shield Speed / Multiplier	Hand Claws 1 / Saw Off Shotgun 2 Armor 1
Fighter	Long Range	Speed / Distance View Shield / Camouflage	Hand Claws 1 / Sniper Crossbow 2 Armor 1
Power	Psionic	Psionics* Shield / Odds	Hand Claws 1 / Katana 2 Armor 1
Power	Elementalist	Elemental* Telepathy / Shield	Hand Claws 1 / Spear 2 Armor 1
Power	Engineer	Crafting* Illusions / Shield	Hand Claws 1 / Saw Blade Crossbow 2 Armor 1
Support	Medic	Restore Health / Power Regenerate Life Theft / Revive	Hand Claws 1 / Pistol 2 Armor 1
Support	Scout	Illusions / Predictions Invisibility / Telepathy	Hand Claws 1 / Crossbow 2 Armor 1
Support	Rider	Lizard Call / Rider Attack 1 Rider Attack 2 / Dragon Heal	Hand Claws 1 / Lance 2 Armor 1
Stealth	Ranger	Speed / Camouflage Multiplier / Mind Control	Hand Claws 1 / Rifle 2 Armor 1
Stealth	Assassin	Speed / Invisibility Shape Shifting / Agility	Hand Claws 1 / Glaive 2 Armor 1

Class Skill Point Allocation

Classes	General	Tools	Proficiencies
Close Range Fighter	13	9	7
Long Range Fighter	9	13	7
Summoner	9	7	13
Elementalist	9	7	13
Crafter	9	7	13
Medic/ Healer	9	7	13
Scout	13	9	7
Rider/Pilot	9	7	13
Ranger	13	9	7
Assassin	13	7	9

Close Range Class

Close Range characters are the ones who step into the space everyone else wants to avoid. They are not just damage dealers. They hold lines, break lines, protect weaker allies, force enemies to react, and turn physical presence into control of the scene.

Choose this group if you want to be where the fight is loudest.

Role: Front-line combatant, brawler, melee fighter, bodyguard, or aggressive defender..

Starting loadout:

- Level 1 side weapon.
- Level 2 melee weapon or natural-weapon enhancement.
- Level 1 armor.
- Combat kit.

Long Range Class

Long Range characters control space. They punish exposed enemies, cover allies, watch approaches, and make distance matter. In a dangerous world, the person who sees the threat first often decides how the fight begins.

Choose this group if you want to strike from position, manage distance, and shape the battlefield before enemies close in.

Role: Marksman, archer, thrower, sniper, ranged controller, or battlefield overwatch.

Starting loadout:

- Level 1 side weapon.
- Level 2 ranged weapon.
- Level 1 armor.
- Ammunition, targeting, or scouting kit.

Ranger Class

Ranger characters keep the party alive before combat starts. They find paths, read danger, scout ruins, hide movement, track enemies, and turn terrain into an advantage. They are often the difference between an ambush and a plan.

Choose this group if you want exploration, scouting, tracking, and quiet problem-solving to matter.

Role: Ranger, pathfinder, survivalist, ruin runner, scout, or terrain specialist.

Starting loadout:

- Level 1 side weapon.
- Level 2 survival/stealth weapon.
- Level 1 armor.
- Survival, scavenging, tracking, or terrain kit.

Assassin Class

Assassin and Infiltration characters solve problems by not being where enemies expect them. They slip past defenses, strike at weak points, wear false identities, and turn surprise into leverage. They are dangerous because they choose the moment of contact.

Choose this group if you want stealth, disguise, ambush, and precision to drive your scenes.

Role: Infiltrator, targeted striker, spy, silent blade, disguise user, or ambush specialist.

Starting loadout:

- Level 1 concealed side weapon.
- Level 2 assassin weapon or disguise/infiltration tool.
- Level 1 light armor.
- Stealth or disguise kit.

Healer Classes

Healers carry the line between survival and collapse. They are not passive characters; they decide who gets back up, who can keep moving, and how long the party can stay in danger. Healing may look like medicine, Living Light, blood force, runes, mutation, or spirit work, but the table role is the same: keep the team alive.

Choose this group if you want responsibility, support, recovery, and clutch decisions.

Role: Restore Health, stabilize allies, remove conditions, manage recovery, and keep the party alive.

Starting loadout:

- Level 1 side weapon.
- Level 2 healing focus, med kit, rune kit, Living Light focus, spirit charm, or recovery device.
- Level 1 armor.
- Medical/recovery kit.

Scout

Scout and Information Support characters give the team answers before the price gets too high. They read movement, notice patterns, mark threats, coordinate allies, and help the group avoid walking blind into danger.

Choose this group if you want information, awareness, route-finding, and tactical coordination.

Role: Information gatherer, recon specialist, tactical observer, route finder, and party coordinator.

Starting loadout:

- Level 1 side weapon.
- Level 2 scouting tool, optic, signal device, nature charm, rune sensor, or psionic focus.
- Level 1 armor.
- Recon kit.

Crafter Classes

Crafter characters make the world usable. They repair what breaks, build what is missing, alter the field, salvage the impossible, and turn tools into solutions. In Rising Dawn, a good builder can be as dangerous as a blade if given time and materials.

Choose this group if you want repairs, devices, crafting, field setups, and practical problem-solving.

Role: Repair, build, modify, craft, prepare field devices, and solve technical or material problems.

Starting loadout:

- Level 1 side weapon or tool weapon.
- Level 2 crafting/repair tool, forge kit, field rig, living tool, or salvage kit.
- Level 1 armor.
- Repair/crafting supplies.

Rider / Pilot Classes

Rider and Pilot characters make movement into power. Whether riding a beast, commanding a vehicle, calling a dragon, steering an airship, or managing a tactical platform, they change where the fight happens and how fast the party can respond.

Choose this group if you want mounts, vehicles, mobility, transport, and dramatic battlefield movement.

Role: Mount user, vehicle operator, mobility support, battlefield transporter, and mounted combatant.

Starting loadout:

- Level 1 side weapon.
- Level 2 riding gear, vehicle tool, mount focus, flight harness, saddle, control device, or pilot kit.
- Level 1 armor.
- Rider/pilot kit.

Power / Caster / Summoner Classes

Power, Caster, and Summoner characters bend the scene through source-driven abilities. Their strength comes from Power Points, focus, and the risk of using major effects at the right time. Some attack directly, some control the field, some summon allies, and some solve problems no normal tool can touch. Choose this group if you want magic, technology, psionics, summoning, control, or other major source-based effects.

Role: Use Power Points to cast, summon, manipulate, control, attack, defend, or solve supernatural and technological problems.

Starting loadout:

- Level 1 side weapon.
- Level 2 focus, device, rune kit, charm, staff, hacking tool, ritual item, summon control item, or psionic focus.
- Level 1 armor.
- Power-source kit.

Characters recover all Power Points after a full rest unless the GM is running a harsher survival campaign. During short rests, the GM may allow partial Power Point recovery if the scene provides safety, focus, medicine, ritual time, batteries, food, or source-specific recovery.

Race/Class Flavor Examples

The same Class Category should feel different in different cultures. Do not erase the race flavor when applying the Mechanical package. Let the Mechanics stay clean while the description changes at the table.

Human classes tend to use technology, tactical gear, cybernetics, medicine, hacking, drones, vehicles, and old-world tools.

Elf classes tend to use Living Light, nature magic, animals, spirits, plants, bows, flight, and graceful movement.

Dwarf classes tend to use runes, machines, stone, metal, forge work, airships, constructs, and heavy gear.

Orc classes tend to use dark magic, blood force, spirits, swamp survival, fear, war beasts, and brutal weapons.

Mutant classes tend to use psionics, mutation, wasteland gear, salvage, body adaptation, perception distortion, and teleportation.

Class Selection Guidance

When in doubt, choose the class based on what you want to do most often during play. A strong class choice should answer a simple question: when danger arrives, what does this character naturally do?

Choose a class based on the role you want at the table.

Choose Close Range if you want to fight up front.

Choose Long Range if you want to control distance and attack from safety.

Choose Ranger if you want to scout, survive, track, and explore.

Choose Assassin / Infiltration if you want to hide, ambush, disguise, and bypass defenses.

Choose Healer if you want to restore allies and manage survival.

Choose Scout / Information Support if you want to gather information and coordinate the party.

Choose Builder / Engineer / Crafter if you want to repair, build, and solve material problems.

Choose Rider / Pilot if you want mobility, mounts, vehicles, or battlefield movement support.

Choose Power / Caster / Summoner if you want major supernatural, technological, summoning, or battlefield-control effects.

Chapter 6: Skills

Skills represent training, practice, instinct, and learned ability. Most rolls use a skill only when the outcome is uncertain, risky, contested, or dramatic.

Core Skill Rule

Most skill rolls use:

Core Stat + Skill + 1d10

The Skill describes the training being used. The Core Stat describes how the character approaches the action.

Skill Alias Rule

Some rules use broad labels for readability. When that happens, use the closest specific skill from the Master Skill List.

- Melee Weapons means 1 Hand Weapons, 2 Hand Weapons, Staff, Hand to Hand, or another fitting melee skill.
- Ranged Weapons means Archery, Crossbows, Handguns, Rifles, Heavy Artillery, or Throwing Weapons.
- Hacking uses Science unless the GM adds a separate Hacking skill.
- Psionics uses Magics unless the GM adds a separate Psionics skill.
- Persuasion, Intimidation, and Command use Manipulation unless the GM adds separate social skills.

Flexible Core Stat Pairing

Skills are not locked to one Core Stat. The GM chooses Physical, Mental, or Social based on the character's method.

Approach	Example Roll	Use
Physical approach	Physical + Stealth	Move silently through a guarded hallway.
Mental approach	Mental + Stealth	Plan the safest hidden route through a facility.
Social approach	Social + Stealth	Blend into a crowd without drawing attention.

This keeps the system flexible and lets different characters solve problems in different ways.

Skill Dot Scale

Points	Rating	Meaning
0	Untrained	No formal training. The character may still attempt simple actions.
1	Poor	You understand the basics, but your execution is unreliable.
2	Novice	Basic training or practical familiarity.
3	Trained	Reliable trained competence.
4	Good	You are capable and consistent, though not exceptional.
5	Average	You are near the top of ordinary trained ability.
6	Advanced	Strong specialist training.
7	Expert	Elite ability
8	Master	Peak mortal
9	Legendary	Legendary skill.
10	Godly	Unmatched

Starting characters normally cannot begin with a skill above 2 dots unless a race, class, or GM-approved rule specifically allows it.

Master Skill List

General	Tools	Proficiencies
Acting	1 Hand Weapons	Animal Kin
Agility	2 Hand Weapons	Crafting
Aviation/Sailing	Archery	Customs
Dodge	Crossbows	Disarm
Drive/Ride	Explosives	Investigation
Hand to Hand	Handguns	Languages
Navigation	Rifles	Magics
Perception	Heavy Artillery	Manipulation
Stamina	Lock Picking	Medical
Stealth	Staff	Repair
Survival	Throwing Weapons	Science

The groups are organizational tools, not hard limits. A Physical skill can sometimes use Mental or Social, and a Social skill can sometimes use Physical or Mental if the method makes sense.

General

Skill	Used For	Common Pairings
Acting	Deception, trickery, disguise behavior, pressure, misdirection, leverage, and social maneuvering.	Social + Acting; Mental + Acting for planned deception or disguise behavior.
Agility	Climbing, jumping, swimming, sprinting, lifting, stunts, endurance bursts, and hard movement.	Physical + Agility; Mental + Agility for route planning.
Aviation/Sailing	Operating airships, vehicles, and nautical craft under non-combat conditions.	Mental + Aviation/Sailing; Physical + Aviation/Sailing for manual control.
Dodge	Avoiding attacks, traps, falling objects, danger, and repositioning under pressure.	Physical + Dodge; Mental + Dodge for reading a pattern.
Drive/ Ride	Mounts, vehicles, airships, beasts, aircraft, drones, and movement support systems.	Physical, Mental, or Social + Riding/Piloting depending on control method.
Hand to Hand	Unarmed strikes, grapples, wrestling, shoving, pinning, claws, bites, and natural weapons.	Physical + Hand to Hand.
Navigation	Maps, routes, stars, tunnels, wastelands, cities, airship routes, and unknown terrain.	Mental + Navigation.
Perception	Noticing threats, hidden details, sounds, movement, traps, body language, tracks, and patterns.	Mental + Perception.
Stamina	Resisting fatigue, pain, harsh environments, poison pressure, hunger, thirst, and long-term strain.	Physical + Stamina; Mental + Stamina for discipline or breathing control.
Stealth	Hiding, sneaking, ambush, shadowing, moving unseen, and concealment.	Physical, Mental, or Social + Stealth depending on approach.
Survival	Wilderness travel, finding food/water/shelter, reading weather, avoiding hazards, tracking, and foraging.	Mental + Survival; Physical + Survival for harsh travel.

Tools

Skill	Used For	Common Pairings
1 Hand Weapons	Single handed melee weapons	Physical + Melee Weapons.
2 Hand Weapons	Wielding two-handed melee weapons like axes, hammers, and greatswords, or blocking/parrying with them	Physical + Melee Weapons; Mental + Melee Weapons for tactical positioning.
Archery	Using traditional bows for ranged combat, hunting, and precision shots	Physical + Ranged Weapons; Mental + Ranged Weapons for calculated distance.
Crossbows	Operating crossbows for ranged attacks, bolt placement, and silent strikes	Physical + Ranged Weapons; Mental + Ranged Weapons for zeroing in on a target.
Explosives	Setting, disarming, and detonating explosive devices; calculating blast radii and controlled demolition.	Mental + Explosives; Physical + Explosives for precise placement under pressure.
Handguns	Operating single-handed firearms like pistols, revolvers, and energy blasters for close to medium range	Physical + Ranged Weapons; Mental + Ranged Weapons for calculated quick-draw.
Rifles	Long ranged rifles and sniper guns	Physical + Ranged Weapons; Mental + Ranged Weapons for calculated shots.
Heavy Artillery	Operating large, mounted, or heavy support weaponry, vehicle weapons, and fixed defense systems.	Physical + Ranged Weapons (for aiming/recoil); Mental + Ranged Weapons (for targeting systems).
Lock Picking	Bypassing mechanical locks, safes, restraints, and securing mechanisms using tools.	Mental + Lock Picking (for patience/focus); Physical + Lock Picking (for delicate work/speed).
Staff	Using staves for defense, offense, parrying, and as a focus for certain powers.	Physical + Melee Weapons; Mental + Melee Weapons for tactical defense/countering.
Throwing Weapons	Accurately throwing knives, axes, grenades, and other weapons for ranged damage or special effects.	Physical + Ranged Weapons; Mental + Ranged Weapons for trajectory calculation.

Proficiencies

Skill	Used For	Common Pairings
Animal Kin	Bonding with animals, commanding pets, calming beasts, reading animal behavior, riding living mounts, and training companions.	Social + Animal Kin; Mental + Animal Kin.
Crafting	Building, modifying, carving, forging, sewing, setting traps, creating tools, and working materials.	Mental + Crafting; Physical + Crafting for heavy work.
Customs	Buying, selling, negotiating Value, identifying fair prices, and reading local economies, criminal networks, and trade contacts.	Social + Customs; Mental + Customs for system analysis.
Disarm	Disarming traps, bombs, locks, rigged devices, and dangerous mechanisms.	Physical + Disarm; Mental + Disarm for trap analysis.
Investigation	Searching scenes, interpreting clues, solving mysteries, examining objects, and reconstructing events.	Mental + Investigation.
Languages	Understanding, speaking, reading, and translating languages.	Social + Languages; Mental + Languages for translation or reading ancient script.
Magics	Magical theory, spellcasting, source control, rituals, elemental power, rune magic, dark magic, and Living Light.	Mental + Magics; Social + Magics for ritual command.
Manipulation	Deception, trickery, disguise behavior, pressure, misdirection, leveraging social power, convincing, negotiating, and building trust.	Social + Manipulation; Mental + Manipulation for planned deception.
Medical	Healing, stabilizing, treating conditions, diagnosing illness/injury, and using medical tools.	Mental + Medical.
Repair	Fixing machines, armor, weapons, vehicles, constructs, devices, tools, and damaged gear.	Mental + Repair.
Science	Old-world science, chemistry, electricity, machinery theory, biology, physics, experiments, computers, systems, signals, security, electronics, drones, cybernetics, and advanced devices.	Mental + Science.

Untrained Rolls

A character can attempt many actions without skill dots. If the task is simple enough, the GM may allow the roll normally. If the task requires specialized training, the GM may increase the difficulty, require tools or help, limit what success can accomplish, or rule that the action cannot be attempted untrained.

Skill Use Quick Reference

Step	Question
1	What is the character trying to accomplish?
2	What training applies? Choose the Skill.
3	How are they doing it? Choose Physical, Mental, or Social.
4	Roll Core Stat + Skill + 1d10.
5	Meet or beat the Difficulty, Defense, Resistance, or opposed roll.

Chapter 7: Powers

Powers are the moments when Rising Dawn stops being ordinary survival and becomes something stranger.

Powers are the special abilities that make each character feel distinct inside **Rising Dawn**. They are not only attacks. Powers define how a character fights, survives, supports the team, travels, controls the battlefield, summons aid, or creates a unique role inside the party.

A power may represent magic, technology, mutation, physical mastery, spiritual force, racial ability, trained technique, machinery, nature, blood, runes, or another source depending on the race, class, and specialty using it.

The goal of the power system is to keep gameplay simple while allowing every race to feel different.

The flavor changes by race and class, but the core Mechanics stay the same.

A human may call their power source energy, tech charge, command access, or power points. An elf may call it mana. A dwarf may call it rune power. An orc may call it rage, spirit, or blood force. A mutant may call it mutation energy or focus. Mechanically, these all use the same system.

This keeps the game easy to learn: **Learn the base mechanic once, then apply it everywhere.**

7.1 Power Rules

Every race explains power differently.

- Humans speak in systems, charge, cybernetics, drones, medicine, and command access.
- Elves call on Living Light, spirits, beasts, plants, and old nature.
- Dwarves carve the world with runes, stone, metal, and machines.
- Orcs press blood, fear, spirits, and swamp-dark force into action.
- Mutants pull reality sideways through psionics, body change, and psychic pressure.

Mechanically, all of these use the same Clean Mode power structure.

Rule	Clean Mode Use
Power Points	The resource used for Active Powers. A character may spend up to 5 Power Points per turn unless a specific rule says otherwise.
One Active Power	A character may normally use one Active Power per turn. Combining Active Powers requires a specific rule or GM approval.
Power Level 1-5	Level 1 is basic. Level 3 is strong and reliable. Level 5 is signature-level
Rolls	When uncertain, roll Core Stat + Skill + 1d10 against Difficulty, Defense, Resistance, or an opposed roll.
Resistance	Physical effects usually face Defense or Dodge. Mental, fear, social, magical, technological, and control effects usually face Resistance.
Critical	A natural 10 is an automatic success. If damage is dealt, add +5 damage.
Botch	A natural 1 is an automatic failure. In Clean Mode, no additional penalty is required.

Power Level	Narrative Weight	Table Expectation
1	A controlled trick, basic strike, small shield, simple utility, or minor movement.	Useful but limited.
2	A stronger trained use that can shape a turn or solve a simple obstacle.	Reliable but not scene-breaking.
3	A full adventuring-grade power that can decide a meaningful moment.	Strong enough to matter consistently.
4	An advanced use with broader reach, stronger impact, or harder opposition.	Powerful but still bounded by cost and resistance.
5	A signature moment: dramatic, dangerous, cinematic, or story-shaping.	

7.2 Passive Powers

Passive Powers are the quiet truths about a character. They are the thing that keeps working when no one has time to prepare: a shield that flickers back, a body that refuses to die, a mind that resists command, a lucky instinct that turns disaster sideways. Each character begins with one Passive Power. Passive Powers do not upgrade in core rules.

Passive Power	Flavor	Core Rule
Shield	A protective layer: tech barrier, light shell, rune guard, hide thickening, or psychic shell.	Start with +3 Shield. Regenerate 1 Shield every 5 turns unless a specific shield says otherwise.
Health Regeneration	The body slowly knits itself back together through biology, magic, spirit force, or mutation.	Recover Health 1 point for every 3 turns.
Power Replenishment	The character refills their source faster than others: batteries, breath, focus, runes, spirits, or psychic calm.	Recover Power Points 1 point for every 3 turns
Willful	The character has a hard center that resists fear, command, charm, and pressure.	Whenever you are attacked with a mental control, fear, charm, possession, or domination effect, it cannot fully control you unless the attacker rolls a natural 10. Lesser mental pressure may still distract, frighten, confuse, or influence you at the GM's discretion.
Luck	Small accidents bend toward the character at the right moment.	You are lucky and get to reroll 1 botched roll every 10 turns.
Heightened Sense	A sharpened sense: sight, hearing, smell, danger sense, psychic awareness, or environmental feel.	You have a single sense that is heightened, providing you the ability to use it during events to negate difficulty or gain the upper hand.
Quick Learning	The character adapts fast, absorbs patterns, and turns failure into training.	You gain 10% more xp in everything you do.
Reckless	The character survives by committing fully before fear can catch up.	When taking a clearly dangerous, aggressive, or high-risk action, reduce the Difficulty by 2. The GM may add a consequence on failure because reckless action attracts danger.
Obedience Training	The character has the discipline, instinct, or bond needed to keep a companion loyal.	Allows a bonded pet when paired with Animal Kin 1+.

7.3 Team Powers

Team Powers are not private tricks. They are the moments when a character changes the rhythm of the entire group: a shout that keeps everyone standing, a wish that restores strength, a command that gives an ally one more chance. Each character begins with one Team Power. Team Powers do not upgrade in core rules and may be used once per major encounter, refreshing after a full rest.

Team Power	Flavor	Core Effect
War Cry	A shout, signal, roar, command phrase, chant, or psychic pulse that forces courage into the room.	All team members gain a plus 1 to their next dice roll and a plus 2 to their damage.
Healer's Delight	A surge of recovery moves through the group: medicine, light, spirit breath, rune pulse, or mutation response.	All conscious team members regain 25% of missing Health. Any unconscious team members are revived with 1 HP
Wizard's Wish	The team draws one more breath of power from the impossible.	All team members regain 25% of maximum Power Points, rounded down, minimum 1.
Tough to Kill	For one round, the team refuses to break.	All team members take half damage for 1 full round.
Go Again	A perfect opening appears and one ally moves before the enemy can recover.	Choose one ally. That ally immediately takes one major action.
Defender	A character throws protection into the path of disaster.	Reduce one incoming attack or effect by 50%.
Traveler	The group finds the way out, across, through, or forward.	For one turn all team members gain two times their travel abilities.

7.4 Trade Off Powers

You have to take the good with the bad, with trade offs your personal life provides you with great advantages, unfortunately they always come at a cost.

Trade Off	Core Effect
Race Hatred	You hate another race so much you gain +2 damage when fighting them, although only when you fight with your bare hands or blunt weapons.
Buyer's Remorse	You can get a great deal when buying items, 20% off of any cost, although if you botch twice during an event when using the item it becomes unusable for the remainder of the event .
Evil Aura	You can be a scary person if you choose to, gaining +2 to persuasion and intimidation, although when you do people distrust you, they will turn you away, refuse to work or talk to you for 5 turns.
Pacifist	You don't want to fight if you don't have to. If you choose to attempt to talk someone out of a fight, they have a -2 modifier to their willpower roll against your social + manipulation roll. Although if you fail, the enemy will immediately attack with a +2 damage for being enraged by your stupid talking.
Tit for Tat	You like making deals with people, and when you choose you can get bonuses from completing the agreement, such as double payment, or owed a major favor. Although if you fail to deliver your end of the bargain will become number one on their hit list for revenge, being hunted until one of you are dead or disgraced.
Pet Connection	If you choose you can inhabit the body of your pet to control and see what they see. While you are doing that you will be vulnerable as you will not be conscious in your own body, also it takes a toll on you and when you return to your body you will be weakened, suffering a -2 to all rolls for the same amount of turns you where in your pets body.

7. 5 Physical Powers vs. Magic Powers

Rising Dawn powers may come from very different sources, but the rules stay unified.

Physical / Action Powers

Physical powers represent trained attacks, enhanced movement, weapon techniques, cybernetics, mutations, vehicle weapons, martial abilities, or physical specialties.

Examples:

- Rocket Punch
- Quick Punch
- Power Smash
- Rapid Fire
- Charge Shot
- Vehicle attacks
- Mutation-enhanced attacks

These powers usually spend points and may use combat-based rolls.

Magic / Willpower Powers

Magic powers represent elemental control, spirit force, summoning, runes, psychic influence, shamanic force, fairy magic, demonic force, or similar supernatural effects.

Examples:

- Fireball
- Spirit Walk
- Soul Touch
- Psychic attacks
- Summoning
- Rune constructs

These powers may require Willpower-based rolls when the effect is supernatural, mental, spiritual, or reality-altering.

Selective Powers vs. Progressive Powers

Powers can be structured in two major ways.

Selective Powers

A selective power path means that you will have multiple power groups within a group such as Elemental class. You are able to select any group you want in any order you want. The way you level up is after you reach level 3 in any one group, you can add your 4th point into another group of your selection.

Example

- Choose Fire up to level 3
- Then choose level 1 Ice
- After you reach level 3 in ice you can select another group like Wind and so on.
- Choosing your group on a selective path is complete up to the player.
- Points can be spent in any unlocked group of a path.

Progressive Powers

A progressive power means you have to progress for the lowest to the highest to unlock the different groups. Mostly use in summoner classes this works with the ability to unlock the next level after 3 points are spent within the current group.

Example:

- Choose the first Summoner creature group up to level 3
- Then place your 4th point in the next creature group above that
- Continue in this fashion until you unlock all levels.

7.6 Defense and Movement Powers

Defense and Movement Powers decide who stays standing and who controls position. They are not only about numbers. A shield can buy time. A slide can escape death. A burst of speed can turn an exposed fighter into a flanking threat.

Power	Flavor	Core Mechanics
Universal Armor Power	Temporary protection forms around the character: metal, light, rune, hide, organic shell, or psychic force.	Creates Temporary Shield Health: Level 1: 3, Level 2: 5, Level 3: 8, Level 4: 12, Level 5: 18. Does not stack as Armor reduction.
Defensive Support	A character protects an ally with cover, warning, shield pulse, command, ward, or tactical setup.	Grants Defense bonus, Temporary Shield Health, cover, or damage reduction. Level 5 may reduce one incoming attack/effect by 50% with GM approval.
Speed / Movement Boost	The character crosses ground faster than expected through speed, flight, slide, tunnel work, or psychic anticipation.	Improves movement, escape, pursuit, or repositioning. Higher levels move extra range bands or ignore movement penalties.
Evasion / Escape	The character slips a hold, twists away from danger, blinks clear, drops behind cover, or breaks a trap's timing.	+1/+2 style escape or dodge benefit, simple hold escape, range-band reposition, or major escape at Level 5 with GM approval.

7.7 Long Range and Stealth Powers

Long Range Powers reward patience, sight, timing, and position. Stealth Powers reward silence, misdirection, terrain, and knowing when not to be seen. Both power families make the battlefield larger than the space between two fighters.

Power	Flavor	Core Mechanics
Aim / Accuracy Boost	Breath slows, targeting locks, a rune calculates, a bow listens to the wind, or a psychic line appears.	+1 to one ranged attack at Level 1; higher levels improve range, cover handling, or precision.
Vision / Targeting	The character marks heat, motion, spirit trails, weak points, range shifts, or enemy intent.	Improves detection, range awareness, and targeting. Can reveal target detail, weak point, or movement clue.
Precision Shot / Trick Shot	A shot cuts a strap, hits a weak point, pins clothing, destroys a device, or places damage exactly where needed.	Damage or special object/condition effect. Level 5 may create a major precision result with GM approval.
Area Shot / Multi-Shot	A spread, volley, burst, cone, arc, or multi-target strike pressures a group.	Affects extra targets, small clusters, or area pressure. Damage/effects may be reduced for multiple targets.
Stealth / Concealment	The character disappears into shadow, brush, static, crowd rhythm, psychic blur, or stone-colored stillness.	+1 to Stealth at Level 1; higher levels allow movement while hidden, difficult hiding, or brief ally concealment.
Ambush Strike	The first hit lands before the target fully understands the fight has started.	Adds damage or attack benefit from stealth/surprise. Higher levels add conditions or stronger ambush riders.
Tracking / Detection	Signs rise from mud, dust, broken signal, bent grass, psychic residue, or the silence of animals.	Finds tracks, hazards, routes, hidden enemies, or clues. Higher levels reveal ambushes, hidden paths, or major tactical truths.
Disguise / Identity Mask	The character becomes someone else on the surface: face, posture, scent, signal, aura, or social mask.	Minor disguise at Level 1; convincing scene disguise at Level 2; strong false identity at higher levels. Does not grant memories or true authority.

7.8 Support Powers

Support Powers are the difference between winning and surviving. A support character fixes what breaks: bodies, machines, morale, routes, supplies, positions, and sometimes the plan itself.

Power	Flavor	Core Mechanics
Heal / Restore Health	Medicine, Living Light, blood force, cellular recovery, spirit breath, or field treatment restores the wounded.	Restore 3/5/7/10/15 Health by level. Cannot exceed maximum Health. Does not automatically revive Downed characters.
Stabilize / Revive	A desperate recovery action pulls someone back from collapse.	Level 1 stabilizes. Level 2 revives to 1 Health. Level 3 revives to 5 Health. Level 4 revives to 50% Health. Level 5 revives to 100% Health or as GM-approved.
Repair / Restore Object or Construct	Tools, runes, patches, machine sympathy, or technical force restore function to damaged things.	Repair 3/5/7/10/15 durability/Health or restore function by level. Does not heal living tissue unless allowed.
Condition Recovery	The character clears poison, panic, burning, bleeding, control, exhaustion, or similar harm.	Reduces/removes conditions by severity. Severe conditions require higher levels and GM approval.
Scout / Reveal Information	The character finds the missing fact: route, hazard, weak point, enemy position, signal, trail, or clue.	Learn useful facts, reveal hidden danger, mark target, or provide team awareness advantage.
Team Coordination	The character turns scattered action into a plan.	Grants +1 bonuses, setup advantages, movement options, or coordination benefits. Does not replace Team Powers.
Build / Craft / Field Setup	The character creates tools, traps, braces, barriers, mods, turrets, temporary repairs, or battlefield features.	Builds or improves objects with materials, tools, time, and skill. Higher levels allow stronger scene devices.
Mount / Vehicle / Mobility Support	A mount, vehicle, dragon, airship, bot platform, or movement asset enters the scene.	Calls/activates/supports a mount or vehicle. Mounts do not act separately. Duration uses Power Points spent.
Resource Recovery	The character helps the party recover energy, supplies, readiness, or rest value.	Restores limited Power Points, improves rest, reduces recovery penalties. Cannot exceed maximum Power Points.

7.9 Caster and Controller Powers

Caster and Controller Powers change the shape of a scene. They build walls, twist senses, slow enemies, reveal patterns, disturb minds, bend terrain, and turn the environment into a weapon. These powers need clear limits because they are often more dangerous than raw damage.

Power	Flavor	Core Mechanics
Area / Battlefield Control	Terrain shifts, roots rise, smoke spreads, gravity bends, mud grabs, runes flare, or psychic force blocks a path.	Affects zones, terrain, small groups, or battlefield sections. Can create hazards, cover, difficult terrain, or conditions.
Illusion / Misdirection	False images, Illusions, spirit Multipliers, psychic haze, shadow masks, or nature tricks distort perception.	Creates false sensory information. Does not create real force unless a specific power says so.
Sense / Prediction / Analysis	The character reads odds, instinct, calculations, danger, psychic pressure, or battlefield patterns.	+1/+2 or major insight depending on level. Can reveal weakness, danger, route, probable action, or pattern.
Control / Debuff	Fear, static, curse, pressure, pain, slowing, weakness, command disruption, or focus break hits the target.	Weakens, slows, frightens, restricts, or disrupts. Full control should be rare, resisted, limited, and short.
Utility / Scene Manipulation	A power solves a non-damage problem: open, seal, light, bridge, mark, move, signal, cleanse, or bypass.	Flexible scene effect by source. Higher levels allow major utility with clear limits and GM approval.
Elemental / Source Path	Fire, ice, lightning, earth, air, water, light, shadow, rune force, technology, mutation, or psionics takes form.	Creates source-appropriate damage, conditions, terrain changes, or scene effects by power level.

7.10 Summoner Powers

Summons are temporary help, not permanent replacements for player characters. A bot drops from a Human craft. An Elf calls a fairy helper from the edge of the world. A Dwarf wakes a rune construct. An Orc drags a spirit from mud, bone, or memory. Summons are dramatic, useful, and temporary.

Summon Rule	Clean Mode Use				
Duration	Summons last 10 rounds in combat or roughly 15 minutes outside combat unless a specific power says otherwise.				
Healing / Repair	Summons cannot be healed or repaired during combat unless a specific power says otherwise.				
Actions	Summons act simply: attack, defend, block, scout, carry, distract, hold position, or use one listed trait.				
Multiple Weak Summons	May act as a group to keep combat fast.				
Permanent Companions	Summons are not pets and do not become permanent companions in core rules.				
Power Level	Summon Amount				
1	1 LV1				
2	1 LV2	2 LV1			
3	1 LV 3	2 LV 2	3 LV 1		
4	1 LV 4	2 LV 3	3 LV 2	4 LV 1	
5	1 LV 5	2 LV 4	3 LV 3	4 LV 2	5 LV 1
Summon Level	Point Cost	Attack	Defense	Health	
1	1	5	3	7	
2	2	7	5	10	
3	3	9	7	15	
4	4	11	9	20	
5	5	15	12	30	
Core Summoner	Summon Flavor				
Human Cavalry	Bots, drones, support machines, tactical drops, defense platforms, or combat units.				
Elf Summoner	Nature spirits, fairy folk, living wood allies, magical beasts, or Living Light manifestations.				
Dwarf Rune Master	Golems, rune constructs, forge drones, gear creatures, or stone servants.				
Orc Shaman	Spirits, raised dead, swamp spirits, ancestral Multiplieres, or dark guardians.				
Mutant Psionist	Not a core summoner. Mutants use psionic and mutation powers instead.				

7.11 Human Technology Powers

Human powers feel practical even when they look impossible. They come from old-world systems, cybernetics, battlefield doctrine, drones, medicine, vehicles, signal control, and improvised survival technology. Human power often looks like preparation becoming advantage.

Power	Flavor	Core Use
Hacker	A hand on a panel, a cracked visor full of code, a locked system opening for the wrong person.	Access, disrupt, control, or read devices, systems, doors, drones, sensors, and networks with Mental + Hacking.
Telepathy	A dead channel clears. The team hears each other through walls, storms, static, or distance.	Send, receive, protect, intercept, boost, or coordinate communication.
Remote Override	A machine obeys the wrong master for one critical moment.	Temporarily control or disable a device, door, drone, turret, vehicle subsystem, or machine.
Signal Jam	The battlefield fills with invisible noise and enemy systems lose coherence.	Disrupt tech actions, Telepathy, sensors, remote commands, targeting, or tech-based powers.
Surveillance Tap	A camera, drone feed, sensor log, or hidden microphone becomes the party's eyes.	Gather information through technological observation.
Shape Shifting	Identity becomes data: voice, profile, access marker, clothing projection, or signal signature.	Create a temporary disguise or spoofed access marker. Does not grant true authority or memories.
Revive	Emergency technology drags a body back from the edge.	Stabilize or revive Downed allies using medical technology.
Air Support	A drone pass, supply drop, smoke marker, extraction ping, or strike arrives from above.	Call aerial/remote support if signal, sky, or prepared systems are available.
Rider Rider Attack 1 / 2	The vehicle itself becomes the weapon: mounted gun, ram, drone strike, or firing platform.	Basic or enhanced vehicle attack using rider/pilot action.
Mind Control	Orders cut through panic and make the team move like one system.	Grant ally/summon/team bonuses, repositioning, defense, or prepared actions with limits.
Multiplier	A device overlocks, a system runs cleaner, or a tool does more than it should.	Improve efficiency, output, speed, or result quality of a tech-supported action.
Agility / Speed	Cybernetics fire through muscle and reaction time becomes weaponized.	Boost Physical rolls, movement, melee, dodge, reflexes, or repositioning.

7.12 Elf Nature Magic Powers

Elf powers are graceful until they are terrifying. Living Light heals, reveals, and burns away corruption. Roots become walls. Spirits answer old names. Beasts arrive because the world remembers the bond. Elf magic is not only force; it is relationship with the living world.

Power	Flavor	Core Use
Living Light	Soft light moves like breath through wounds, leaves, spirits, and hidden corruption.	Heal, protect, reveal, cleanse, illuminate, empower plants, or create soft magical force.
Nature Ward	Roots, wind, leaves, bark, light, and spirits gather into protection.	Grant Defense, Temporary Shield Health, cover, or small-area protection.
Terrain Shape	The land answers: vines tighten, brush opens, roots rise, water shifts, wind carries.	Alter natural terrain to help allies, hinder enemies, create routes, cover, or difficult terrain.
Nature Spirit Call	A temporary spirit steps from light, bark, water, stone, or animal memory.	Summon a nature spirit.
Fairy Folk Call	Small old powers appear at the edges of sight: helpers, tricksters, scouts, and mischief-makers.	Summon temporary fairy folk with support, scout, illusion, or control traits.
Living Wood Ally	Nearby wood, vines, roots, or branches pull themselves into a temporary body.	Create a temporary plant/wood ally
Magical Beast Call	A beast of the wild or its spirit-form answers the call.	Call temporary magical beasts for scouting, speed, senses, or striking.
Dragon Rider Package	The sky becomes an ally: drake, dragon, winged beast, or dragon-linked mount.	Call, ride, coordinate, or command a dragon-style mount using mount rules.

7.13 Dwarf Rune Magic Powers

Dwarf powers are built, carved, hammered, calculated, and awakened. They do not ask the world to change; they mark the world until it remembers a stronger shape. Runes make force visible. Machines answer. Stone gives information to those who know how to listen.

Power	Flavor	Core Use
Rune Craft	A mark becomes a lock, a weapon edge, a warning, a repair, a light, or a barrier.	Create, activate, repair, mark, charge, or modify objects/areas with rune force.
Stone Sense	The Dwarf reads cracks, pressure, tunnels, foundations, vibrations, and buried movement.	Sense stone, earth, tunnels, hidden routes, structural weaknesses, and underground movement.
Machine Spirit	A machine is not alive, but it has habits. Dwarves learn those habits.	Understand, calm, activate, repair, coordinate with, or gain information from machines and rune mechanisms.
Forge Channel	Heat, pressure, rune force, metal strength, and craft focus surge into action.	Boost crafting, repair, melee, tools, object strength, or forge-linked actions.
Golem Call	Stone, metal, and runes gather into a temporary servant of weight and purpose.	Call or create a temporary golem
Rune Construct	A smaller construct wakes for utility, scouting, carrying, shielding, repair, or combat.	Build or awaken temporary rune-powered constructs for combat or scene utility.
Airship Rider Package	Lift engines, rune platforms, air skiffs, and Mechanical craft bring mobility and support.	Call, pilot, coordinate, repair, or maneuver an airship-style vehicle using mount/vehicle rules.

7.14 Orc Dark Magic Powers

Orc powers are not polite. They come from blood, mud, spirit debt, fear, hunger, survival, and the dead places that still speak. They are brutal because the world that shaped them was brutal. In play, Orc powers should feel forceful, spiritual, dangerous, and costly without becoming random or unfair.

Power	Flavor	Core Use
Curse	A word, mark, glare, bone charm, or spirit pressure turns fortune against a target.	Impose difficulty, weaken defense, disrupt powers, or apply limited harmful pressure.
Fear / Ritual Pressure	The air tightens. Weak enemies hesitate. Strong enemies feel the old warning in their ribs.	Create fear, hesitation, morale disruption, surrender pressure, or battlefield intimidation.
Blood Force	Pain becomes fuel. Vitality becomes weapon, shield, healing, or fury.	Boost endurance/intimidation/melee/dark magic, restore Health, add damage, or resist being Downed.
Swamp Hex	Mud grabs ankles, mist hides threats, rot spreads, insects gather, and water turns hostile.	Shape swamp terrain, create difficult terrain, slow targets, hide trails, or create area denial.
Weakening Hex	Strength, confidence, defense, focus, or resistance drains from the target.	Reduce rolls, damage, Defense, or apply Weakened-style pressure.
Spirit Call	A temporary spirit answers from ancestor, grave, shadow, mud, or ritual smoke.	Summon a temporary spirit
Ancestral Force	The dead do not return fully, but their memory can still lift a weapon or block a blow.	Gain guidance, protection, attack/defense/resistance bonuses, or summon support.
Swamp Spirit	Mist, mud, rot, water, and old hunger gather into a temporary spirit-form.	Summon swamp-linked spirits with control, fear, movement, or protection traits.
Raised Dead	The dead rise for a short purpose, not a permanent army.	Create temporary undead summons. Permanent undead are Future/Cinematic Mode.

7.15 Mutant Psionic Powers

Mutant powers feel unstable because they come from pressure: psychic damage, altered bodies, wasteland survival, mutation, and perception that no longer agrees with the world. A Mutant may not cast

Power	Flavor	Core Use
Psionics Core	Thought becomes pressure. Perception becomes force. The mind reaches where hands cannot.	Affect perception, thought, force, movement, defense, and mental pressure.
Psy Sense	Danger flickers before it arrives: emotion, hostile intent, psychic pressure, or the shape of the next mistake.	Read danger, emotion, hidden presence, likely movement, or psychic impressions.
Telekinesis	Objects move under invisible strain. Weapons twitch. Doors bend. Enemies stumble.	Move, push, pull, lift, shove, disarm, block, or manipulate objects/targets.
Surface Thought Read	The loudest thought, fear, lie, or desire rises to the surface.	Read surface emotion, intent, immediate thoughts, or useful social pressure points.
Perception Distortion	The target sees the wrong thing, too late, at the wrong angle.	Blur, mask, misdirect, hide movement, or distort perception of self/ally/object/area.
Mental Static	Focus breaks into noise. Orders blur. Concentration stutters.	Impose difficulty on focus, perception, command, concentration, or mental actions.
Psychic Guard	The mind hardens against intrusion, fear, control, and psychic damage.	Improve Mental Resistance or create Temporary Shield Health against psychic damage.
Precognitive Step	The body moves a heartbeat before the danger lands.	Gain dodge/movement bonuses, avoid hazards, or reposition through brief psychic warning.
Mutation Surge	The body adapts under stress: hardens, heals, grows, resists, or shifts.	Boost mutation/physical/resistance rolls, restore Health, gain Temporary Shield Health, or resist hazards.
Hazard Sense	The wasteland leaves warnings in taste, smell, static, pressure, and instinct.	Detect toxins, weak structures, unsafe areas, hazards, and safer routes.
Terrain Distortion	Ground, cover, gravity, hazard flow, or perception twists around the Mutant.	Warp terrain, create difficult ground, distort line of sight, redirect hazards, or control routes.
Mutant Elementalist Core	Unstable fire, ice, lightning, acid, decay, force, or organic growth erupts from mutation.	Use mutation-based elements for damage, conditions, area effects, or source-path utility.

a spell or activate a device. They may simply decide that distance, fear, flesh, or gravity is temporarily negotiable.

7.16 Power Quick Reference

Quick Rule	Reference
Active Powers	Usually cost Power Points and are used during play. One Active Power per turn unless a rule says otherwise.
Passive Powers	Always-on or background benefits. Each character begins with one. They do not upgrade in core rules.
Team Powers	Once per major encounter team abilities. Refresh after a full rest. They do not upgrade in core rules.
Power Point Limit	A character may spend up to 5 Power Points per turn unless a specific rule changes it.
Level 5 Powers	Signature-level effects. Use GM approval, resistance, cost, position, and story logic.
Armor Powers	Create Temporary Shield Health. They are not worn armor reduction.
Summons	Last 10 rounds in combat or roughly 15 minutes outside combat unless a specific power says otherwise.
Mounts	Do not act separately. Rider and mount act as one unit. Mount attacks use rider action.

Power descriptions should make the world feel alive, but the table rules above remain the authority during play. When flavor and Mechanics seem to conflict, use the Mechanics and let the flavor explain how that result looks in the scene.

Powers List

Agility

Category: Active Physical Enhancement

Common Roll: Usually applies to Physical + Agility, Dodge, Acrobatics, or similar movement rolls

Resistance: None

Duration: Instant action or short movement sequence

Description:

Agility improves the character's ability to dodge, climb, jump, flip, balance, escape, maneuver, or perform difficult physical movement. The character can either move/act faster or reduce the difficulty of a physical action.

Levels:

Level 1: Gain +1 to one physical movement, dodge, escape, or agility-based roll.

Level 2: Gain +2 to one physical movement, dodge, escape, or agility-based roll.

Level 3: Gain +3 to one physical movement, dodge, escape, or agility-based roll.

Level 4: Gain +4 to one physical movement, dodge, escape, or agility-based roll.

Level 5: Gain +5 to one physical movement, dodge, escape, or agility-based roll.

Camouflage

Category: Active Utility / Stealth Power

Duration: Turns per dot spent

Description:

The character blends into the environment and becomes harder to detect. At lower levels, movement is restricted. Higher levels allow movement while hidden.

Levels:

Level 1: +2 Stealth within 10 feet; +5 Stealth beyond 10 feet. No movement. Lasts 3 turns per dot spent.

Level 2: +3 Stealth within 10 feet; +7 Stealth beyond 10 feet. No movement. Lasts 3 turns per dot spent.

Level 3: +5 Stealth within 10 feet; +9 Stealth beyond 10 feet. Slow movement. Lasts 5 turns per dot spent.

Level 4: +7 Stealth within 10 feet; +12 Stealth beyond 10 feet. Medium movement. Lasts 5 turns per dot spent.

Level 5: +10 Stealth within 10 feet; +15 Stealth beyond 10 feet. Full movement. Lasts 7 turns per dot spent.

Distance View

Description:

Distance View sharpens sight through lenses, magic, mutation, predator focus, rune optics, or psychic perception. The character can read distant movement, reduce range penalties, scout far terrain, or line up difficult ranged actions.

Level 1: -1 Difficulty

Level 2: -2 Difficulty

Level 3: -3 Difficulty

Level 4: -4 Difficulty

Level 5: -5 Difficulty

Restore Health

Category: Active Healing Power

Description:

Restores HP to the target.

Levels:

Level 1: Heal 3 health.

Level 2: Heal 5 health.

Level 3: Heal 7 health.

Level 4: Heal 10 health.

Level 5: Heal 15 Health, or a stronger healing effect with GM approval.

Illusions

Category: Active Illusion / Utility / Deception Power

Roll: Usually automatic to create; observers may roll to detect under scrutiny

Description:

Creates illusions. The player can imagine and create visual falsehoods, decoys, false objects, false walls, moving images, or complex scenes depending on power level.

Illusions cannot directly cause real physical damage. You cannot create an illusionary truck and actually run someone over. However, illusions can frighten, distract, mislead, block sight, redirect enemies, or create tactical confusion.

If an illusion physically interacts with a target beyond what its level allows, it may dissipate.

Levels:

Level 1: Create a simple visual illusion, such as a false wall or small object. It is obviously fake up close and dissipates if touched.

Level 2: Create a static image that can withstand light contact, but falls apart under scrutiny.

Level 3: Create a moving illusion with simple or binary movement, such as a passing vehicle, walking figure, or moving object. It does not meaningfully interact.

Level 4: Create a full illusion with movement and limited interaction. It can resist light touch and basic scrutiny, but dissipates if damaged.

Level 5: Create a full-scale complex illusion with moving parts, stronger believability, resistance to scrutiny, and limited durability before dissipating.

Invisibility

Category: Active Stealth / Utility Power

Description:

The character becomes invisible or hidden from sight. Lower levels require shadow and stillness. Higher levels allow movement.

Levels:

Level 1: Invisible in shadows for 2 turns per dot spent; no movement.

Level 2: Invisible in shadows for 3 turns per dot spent; no movement.

Level 3: Invisible for 4 turns per dot spent; slow movement.

Level 4: Invisible for 5 turns per dot spent; medium movement.

Level 5: Invisible for 5 turns per dot spent; full movement.

Mind Control

Category: Active Mental / Control Power

Roll: Opposed Willpower roll

Description:

The character attempts to influence, command, or control a target's mind.

Characters with the **Willful** passive are almost impossible to dominate. They cannot be controlled by mind control unless the attacker rolls a natural 10. Other mental effects may still affect them depending on the power.

Levels:

Level 1: Suggestion.

Level 2: Command.

Level 3: False idea or false memory.

Level 4: Reality shift.

Level 5: Possession for 2 turns.

Multiplier

Category: Active Illusion / Decoy Power

Roll: Automatic to create; observers may roll to detect false copies under scrutiny

Description:

Creates illusory duplicates of the character. Duplicates look and sound like the character and can be given basic objectives, such as run in a direction, distract, stand guard, or confuse enemies.

Duplicates are not true physical clones. They are illusory decoys and cannot meaningfully damage enemies unless a future power says otherwise.

Scaling Rule:

Each level gives a pool of duplicate-duration value. The player can create more duplicates for less time, or fewer duplicates for a longer time.

Levels:

Level 1: Create 1 duplicate for 3 turns.

Level 2: Create 1 duplicate for 6 turns, or 2 duplicates for 3 turns.

Level 3: Create 1 duplicate for 9 turns, 2 duplicates for 5 turns, or 3 duplicates for 3 turns.

Level 4: Create 1 duplicate for 12 turns, 2 duplicates for 6 turns, 3 duplicates for 4 turns, or 4 duplicates for 3 turns.

Level 5: Create 1 duplicate for 15 turns, 3 duplicates for 5 turns, or 5 duplicates for 3 turns.

Power Regenerate

Category: Active Support / Resource Recovery Power

Description:

The user restores power/resource points to allies. This works like a power-point healing ability.

This power cannot be used on oneself. A character cannot receive Power Points from this power more than once per encounter. Two characters cannot use Power Regenerate on each other in the same scene to create a resource loop.

Rule: For each point spent on this power, the user creates **3 resource points** that can be distributed among allies.

Levels:

Level 1: Spend 1 point to create 3 resource points for allies.

Level 2: Spend 2 points to create 6 resource points for allies.

Level 3: Spend 3 points to create 9 resource points for allies.

Level 4: Spend 4 points to create 12 resource points for allies.

Level 5: Spend 5 points to create 15 resource points for allies.

Distribution:

The user may give all restored points to one ally or split them among multiple allies.

Predictions

Category: Active Prediction / Divination / Tactical Insight Power

Description:

This power lets the character look ahead, predict likely outcomes, sense future danger, or ask a specific question about what may happen.

Human versions use AI and available data to calculate Predictions. Magical or psychic versions use divination, precognition, instinct, spirit guidance, or future sight.

The Game Master decides how clear the answer is. A weak success may give a vague vision. A strong success may give a clearer answer.

Levels:

Level 1: Sense immediate likely danger or get a vague feeling about a simple near-future choice.

Level 2: Ask a simple question about a near-future outcome and receive a vague but useful answer.

Level 3: Receive a clearer vision or probability about a specific event, plan, or danger.

Level 4: Gain strong predictive insight about a complex situation, enemy plan, or future consequence.

Level 5: Receive a powerful future vision or high-confidence prediction about a major question, subject to GM limits.

Shape Shifting

Description:

Disguise allows you to change your appearance to be an exact copy of someone else.

Levels:

Level 1: Disguise as same size and build for 5 turns of your race.

Level 2: Disguise as any size and build for 5 turns of your race.

Level 3: Disguise as any race for 5 turns.

Level 4: Disguise as any race for 10 turns.

Level 5: Disguise as any race for 10 turns and convincingly mimic voice, posture, surface behavior, and visible physical traits. This does not grant race stats, race advantages, memories, authority, or powers.

Shield

Category: Active Defensive Power

Duration: Generates a shield that lasts until it is depleted or at the end of combat. If used outside of combat it lasts for 6 turns or about an hour of game time.

Description:

Shield creates Temporary Shield Health that absorbs damage before armor and Health. It is not worn armor and does not reduce damage unless a specific rule says otherwise.

Levels:

Level 1: 3 Temporary Shield Health

Level 2: 5 Temporary Shield Health

Level 3: 8 Temporary Shield Health

Level 4: 12 Temporary Shield Health

Level 5: 18 Temporary Shield Health

Duration: until depleted or the scene ends.

Speed

Category: Active Physical Enhancement

Description:

Speed does not grant true extra turns. Instead, it lets a character move or act faster within the normal turn structure.

The player may use Speed in one of two ways:

1. **Multi-Action Support:** Negate difficulty penalties from taking multiple actions.
2. **Difficulty Reduction:** Reduce the difficulty of one physical action by the number of points spent.

Example: If a Dodge difficulty is 14 and the player spends 3 Speed points, the difficulty drops to 11.

Levels:

Level 1: Negate 1 level of multi-action penalty, or reduce one physical action difficulty by 1.

Level 2: Negate 2 levels of multi-action penalty, or reduce one physical action difficulty by 2.

Level 3: Negate 3 levels of multi-action penalty, or reduce one physical action difficulty by 3.

Level 4: Negate 4 levels of multi-action penalty, or reduce one physical action difficulty by 4.

Level 5: Negate 5 levels of multi-action penalty, or reduce one physical action difficulty by 5.

Strength

Category: Active Physical Enhancement

Description:

Increases lifting capacity and may increase physical force depending on use.

Levels:

Level 1: Lift additional 25%.

Level 2: Lift additional 50%.

Level 3: Lift additional 100%.

Level 4: Lift additional 200%.

Level 5: Lift additional 500%.

Telepathy

Description:

Telepathy allows thought-based communication, emotional reading, surface thought sensing, or mental contact. Human versions may use nanotech or signal systems. Elf versions may use Living Light. Mutant versions may use psionics. Orc and Dwarf versions may use spirit, rune, or source-specific methods if allowed by class.

Level 1: Allows Team Communication for entire event

Level 2: Allows Basic understanding of another's state of mind

Level 3: Allows A good understanding of another's state of mind and basic thoughts.

Level 4: Strong read. You may read active thoughts, emotional state, immediate intent, or the clearest thing the target is focused on, subject to resistance and GM limits.

Level 5: Deep read. You may understand a target's surface thoughts, emotional pressure points, fears, desires, and immediate intent. This may grant a major advantage in social scenes, but it does not force obedience, reveal all memories, or replace Mind Control.

Revive

Category: Active Revival Power

Duration: Instant revival if within revival window

Description:

Restores a downed character or pet before the revival window closes.

Levels:

Level 1: Stabilize - Allow another 10 rolls to revive

Level 2: Revive with 1 Health

Level 3: Revive to 5 Health

Level 4: Revive to 50% Health

Level 5: Revive to 100% Health

Crafting Power Class

Category: Utility / Creation / Repair / Engineering Power

Description:

Crafting / Crafter allows a player to build, repair, create, modify, or invent objects. The goal is to let players create almost anything they can imagine without making the ability so broad that it breaks the game.

The Game Master defines the build requirements based on complexity.

Every crafted item should require:

1. **Materials** — what parts or resources are needed.
2. **Difficulty** — Standard is Difficulty level 10 on 5 successful rolls
3. **Roll Count** — Standard is 10 rolls
4. **Required Successes** — Standard 5 out of 10 rolls.
5. **Failure Cost** — 50% materials are lost on failure.

Example:

A simple stool may require wood, basic tools, low difficulty, and a few successes. A combat turret with autonomous targeting may require rare parts, advanced tools, a high difficulty, many successes, and special components.

Levels:

Level 1: Build or repair simple objects, tools, basic devices, simple traps, or common utility items.

Level 2: Build or repair useful Mechanical/magical/technical devices with basic moving parts or minor power effects.

Level 3: Build complex devices, weapons, moderate traps, support tools, or specialized equipment.

Level 4: Build advanced machinery, powerful devices, autonomous systems, complex magical/rune/psychic constructs, or rare equipment.

Level 5: Build legendary, highly complex, large-scale, autonomous, military-grade, magical, rune, or psychic creations with proper materials and GM approval.

Failure Rule:

If a crafting sequence fully fails, the character loses a meaningful portion of the materials. A working default is **50% material loss** on full failure.

Example: A Dwarf Crafter wants to build a temporary rune brace to hold a collapsing tunnel. The GM decides this is a Level 2 crafting task requiring stone fragments, metal pins, a rune tool, Difficulty 10, and 5 successes before 10 rolls. On success, the tunnel holds long enough for the party to escape. On failure, the brace partially works, but the party must hurry or lose supplies.

Path of Constructs

Defender / Traps / Turrets

Duration: Until destroyed, triggered, out of ammo, out of energy, or dismissed

Description:

This power creates autonomous defensive objects such as turrets, traps, wards, mines, or psychic trigger effects. These function similarly to summons or constructs, but they are usually placed in a location and follow a limited behavior pattern. A turret or trap does not make complex decisions. It follows the setup rule: attack enemies entering range, defend an area, trigger on contact, fire at the nearest hostile, and so on.

Level	Construct Type	Damage / Effect
1	Basic trap or minor turret	+2 damage or simple trigger
2	Improved trap/turret	+3 damage or stronger trigger
3	Mobile or advanced defense	+5 damage or defined target behavior
4	Heavy defense construct	+7 damage or better durability/range
5	Elite system	+9 damage or multiple weaker systems

Path of Alchemy

Description:

Ability to understand and brew potions, poisons and chemistry items of all sorts.

Levels:

Level 1: Single Potion with small effects

Level 2: Single Potion with mid effects or 2 level 1 potions

Level 3: Single Potion with large effects or 3 level 1 potions / 2 level 2

Level 4: Single Potion with full effects or 4 level 1 potions / 3 level 2 potions / 2 level 3

Level 5: Single Potion with Legendary effects or 5 level 1 potions / 4 level 2 / 3 level 3 / 2 level 4

Potion Safety Rule:

Failure may create poison, spoiled materials, unstable mixtures, or a harmful side effect.

Path of Demolitions

Description:

Bomb powers create explosive devices or magical/psychic/rune equivalents. They scale by damage and area of effect. Bombs are dangerous to everyone in the blast zone, including allies. At higher levels, the user may create one large bomb or multiple smaller bombs, as long as the total power budget is respected.

Levels:

Level 1: +1 fire damage within 5 ft + 2 Concussive damage within 10ft chance of knock down

Level 2: +2 fire damage within 5 ft + 4 Concussive damage within 15ft chance of knock down

Level 3: +3 fire damage within 10 ft + 6 Concussive damage within 20ft chance of knock down

Level 4: +4 fire damage within 10 ft + 8 Concussive damage within 25ft chance of knock down

Level 5: +5 fire damage within 15 ft + 10 Concussive damage within 30ft chance of knock down

Bomb Safety Rule:

Anyone in the blast radius can be harmed unless they successfully dodge, take cover, resist, or are protected by story conditions.

Path of Blacksmith

Description:

Ability to construct, repair, reinforce, or improve weapons and armor.

Levels:

Level 1: Level 1 weapon or armor.

Level 2: Level 2 weapon or armor.

Level 3: Level 3 weapon or armor.

Level 4: Level 4 weapon or armor.

Level 5: Level 5 weapon or armor.

Path of Enchanter

Description:

Ability to enchant items with extra abilities

Levels:

Level 1: Enchant a low level effect permanently or an average tier effect for one time use

Level 2: Enchant an average level effect permanently or a mid tier effect for one time use

Level 3: Enchant a mid level effect permanently or a high tier effect for one time use

Level 4: Enchant a high level effect permanently or a legendary tier effect for one time use

Level 5: Enchant a legendary level effect permanently or a god tier effect for one time use

Path of Saboteur

Description:

Ability to identify and affect weak spots and exploits on items and machines

Levels:

Level 1: Identify weak spots in any item or machine

Level 2: Cause a misfire or failed roll in a machine or item

Level 3: Cause a break in machines or items

Level 4: Cause a full shut down or complete error

Level 5: Cause an explosion or complete redirection

Summoner Power Class

Category: Summon Power

Duration: Summons last 10 rounds in combat or roughly 15 minutes outside combat unless a specific power says otherwise.

The source and appearance change by race, but the rules stay the same.

- Human Cavalry calls bots, drones, tactical units, medical machines, and battlefield support drops.
- Elf Summoners call fairy folk, nature spirits, living wood allies, and magical beasts.
- Dwarf Rune Masters awaken golems, rune constructs, forge drones, and stone servants.
- Orc Shamans call spirits, raised dead, swamp spirits, ancestral shadows, and dark guardians.

Summons are temporary allies created by powers. Summons are not pets, do not remain as permanent companions, and do not stay with the party unless a future rule or GM-approved story effect allows it.

Summon Rule	Effect
Duration	10 rounds in combat or roughly 15 minutes outside combat unless a specific power says otherwise.
Healing / Repair	Summons cannot be healed or repaired during combat unless a specific power says otherwise.
Simple Actions	Summons attack, defend, block, scout, carry, distract, hold position, or use one listed trait.
Group Handling	Multiple weak summons may act as a group to keep combat fast.
Not Permanent	Summons are temporary allies, not ongoing pets or free labor.

Summon System

Power Level	Summon Amount
1	1 LV 1
2	1 LV 2 / 2 Lv 1
3	1 LV 3 / 2 LV 2 / 3 LV 1
4	1 LV 4 / 2 LV 3 / 3 LV 2 / 4 LV 1
5	1 LV 5 / 2 LV 4 / 3 LV 3 / 4 LV 2 / 5 LV 1

Base Summon Stat Table

Summon Level	Attack	Defense	Health
Level 1	5	3	7
Level 2	7	5	10
Level 3	9	7	15
Level 4	11	9	20
Level 5	15	12	30

Summoner-Style Classes

Race	Core Summoner Style Class	Summon Flavor
Human	Cavalry	Bots, drones, support machines, tactical drops, medical bots, defense platforms, combat units.
Elf	Summoner	Spirits, fairy folk, living wood allies, magical beasts, Living Light manifestations.
Dwarf	Rune Master	Golems, rune constructs, forge drones, gear creatures, stone servants, machine-linked allies.
Orc	Shaman	Spirits, raised dead, swamp spirits, ancestral Multiplieres, dark guardians, ritual creatures.
Mutant	Not a core summoner	The Mutant Psionist is not a summoner in core rules.

Summon Limits

Limit Situation	GM Guidance
Cramped Scene	Limit large summons or require a smaller form.
Blocked Power Source	Summon may fail, weaken, or require a roll.
No Arrival Point	Summon must appear somewhere legal and logical.
Wrong Environment	Summon type may be unavailable or altered.
Scene-Breaking Use	Limit effect, require cost, or move it to Cinematic Mode.
Free Labor Abuse	Summons are temporary and should not replace workers, pets, or full NPC allies.

Elven Path of the Summoner (Progressive)

The Summoner is directly connected to the life force that gives all the elves their powers. Depending on the level of the summoner they can summon armies of woodland creatures or massive creatures that fight or work on their behalf.

Summoned Creatures can operate on their own, with simple commands or be remote controlled by the operator.

When choosing this class you must put at least one dot in Summoner. For every level you can multiply the amount of number of lower level creatures called in, instead of the current level, or any combination you choose of lower level creatures. Example: Level 4 Summoner can summon in 8 level 1 Creatures, or 6 level 2 creatures or 4 level 3 creatures or 2 level 4 creatures or any combination equaling but not exceeding the maximum amount the level allows.

Human Path of the Summoner (Progressive)

Calling the Cavalry allows you to call in a wide variety of backup or attack squads. Humans have placed millions of mechanical soldiers and warriors in orbiting satellites. When the Cavalry is activated depending on your rank you can call down different types and sometimes dozens of bots to fight or work on your behalf.

Cavalry class bots can operate on their own, with simple commands or be remote controlled by the operator. When choosing this class you must put at least one dot in Cavalry. For every level you can multiply the amount of number of lower level bots called in, instead of the current level, or any combination you choose of lower level bots. Example: Level 4 Cavalry can call in 8 level 1 bots, or 6 level 2 bots or 4 level 3 bots or 2 level 4 bots or any combination equaling but not exceeding the maximum amount the level allows.

Dwarven Path of the Summoner (Progressive)

Rune Summoning is the use of magically empowered runes that can bring inanimate objects to life. Depending on the level of the summoner they can summon armies of Rock creatures or massive creatures that fight or work on their behalf.

Summoned Creatures can operate on their own, with simple commands or be remote controlled by the operator.

When choosing this class you must put at least one dot in Summoner. For every level you can multiply the amount of number of lower level creatures called in, instead of the current level, or any combination you choose of lower level creatures. Example: Level 4 Summoner can summon in 8 level 1 Creatures, or 6 level 2 creatures or 4 level 3 creatures or 2 level 4 creatures or any combination equaling but not exceeding the maximum amount the level allows.

Elemental Power Class

Selective Path

Elemental classes are encouraged to find creative ways to use the power. The below chart of powers are examples on how to treat the powers levels, but creativity is ideal for gameplay

Fire

- Level 1:** +2 Damage Fireball
- Level 2:** +3 Damage Flamethrower
- Level 3:** +4 Damage Fire Blast Multiple Targets in all directions
- Level 4:** +5 Damage Wall of Fire Multiple Targets in one Direction
- Level 5:** +7 Damage Inferno All Targets

Ice

- Level 1:** +2 Damage Ice Spike
- Level 2:** +3 Damage Ice Cover, makes floor unusable or locks up mechanics.
- Level 3:** +4 Damage Ice Blast, Frozen for 1 turn
- Level 4:** +5 Damage Freeze, Targets in all directions frozen for 3 Turns
- Level 5:** +7 Damage Ice Shower All Targets

Wind

- Level 1:** +2 Directional Air Blast – Knocks Down Average Opponents
- Level 2:** +3 Damage Directional Air Blast – Knocks Down Any Opponent
- Level 3:** +4 Damage Omni-Directional Air Blast – Knocks down All Average Opponents.
- Level 4:** +5 Tornado Multiple Targets in one Direction
- Level 5:** +7 Hurricane All Targets.

Earth

- Level 1:** +2 Rock Toss
- Level 2:** +3 Barrage
- Level 3:** +4 Rock Structures
- Level 4:** +5 Rock Suit
- Level 5:** +7 Earth Split

Spirit

- Level 1:** +2 Spirit Sight
- Level 2:** +3 Spirit Walk
- Level 3:** +4 Soul Touch
- Level 4:** +5 Power Theft
- Level 5:** +6 Soul Theft

Electricity

- Level 1:** +2 Damage Shock Bolt
- Level 2:** +3 Electric Blast, stunned for 1 Turn
- Level 3:** +4 Chain Lightning Targets in Multiple Directions
- Level 4:** +5 Damage Lighting Strike Multiple Targets in One Direction
- Level 5:** +7 Damage Lighting Storm All Targets

Necromancy

Category: Summon Power / Orc Spiritual or Dark Summon

Duration: Summons last 10 rounds in combat or roughly 15 minutes outside combat unless a specific power says otherwise.

Description:

The Orc Shaman calls spiritual, ancestral, beast-like, demonic, or dark forces depending on the path. The player must reach Level 3 in one summon path before starting Level 1 in the next path/

Selective Path

HP Theft

This takes from the target's health point pool and restores the caster's chosen target.

Level 1: 1 Point Stolen

Level 2: 2 Points Stolen

Level 3: 3 Points Stolen

Level 4: 4 Points Stolen

Level 5: 5 Points Stolen

Power Point Theft

This takes from the target's power point pool and restores the caster's chosen target.

Level 1: 1 Point Stolen

Level 2: 2 Points Stolen

Level 3: 3 Points Stolen

Level 4: 4 Points Stolen

Level 5: 5 Points Stolen

Raise the Dead

Raise a dead corpse and create a temporary undead summon that takes simple commands. Raise the Dead uses the Summon Amount system in Chapter 10. Undead created this way are temporary summons, not permanent servants. **Level 1:** Raise 1 Undead

Level 2: Raise 2 Undead

Level 3: Raise 3 Undead

Level 4: Raise 5 Undead

Level 5: Raise 10 Undead

Disease

Inflict Disease upon a target that does damage over time all effects last until removed, resisted, the scene ends, or the target is Downed.

Level 1: Target loses 1 HP every Turn for 5 turns

Level 2: Target loses 2 HP every Turn for 5 turns

Level 3: Target loses 3 HP every Turn for 5 turns

Level 4: Target loses 4 HP every Turn for 5 turns

Level 5: Target loses 5 HP every Turn for 5 turns

Psionist Power Class

Category: Psionic / Mental / Utility / Attack Path

For: Mutant Psionist and psychic-style characters

Common Roll: Mental + Magics, Mental + Science, or another GM-approved skill depending on the source.

Resistance: Mental Resistance, Willpower, Self-Control, or Defense depending on the effect.

Psionist powers turn thought, pressure, perception, and psychic force into action. A Psionist does not cast spells or activate machines. They force reality to answer the mind.

Selective Path

Psionics

Category: Active Psionic / Mental Path

Classes: Psionist, Elemental Psy, psychic classes

Description:

A mental path focused on perception, communication, remote awareness, and astral movement.

Levels:

- ●○○○ **Level 1:** Aura Reading.
- ●●○○ **Level 2:** Telepathy.
- ●●●○ **Level 3:** Clairvoyance.
- ●●●○ **Level 4:** Remote Viewing.
- ●●●● **Level 5:** Astral Projection.

Telekinesis

Category: Active Psionic / Force Power

Cost: Points equal to level used

Description:

The character moves objects with mental or magical force.

Levels:

- **Level 1:** Lift 10 lbs. for 1 minute per point spent.
- **Level 2:** Lift 50 lbs. for 1 minute per point spent.
- **Level 3:** Lift 100 lbs. for 1 minute per point spent.
- **Level 4:** Lift 500 lbs. for 1 minute per point spent.
- **Level 5:** Lift 1000 lbs. for 1 minute per point spent.

Portals

Category: Active Psionic / Movement Power

Cost: Points equal to level used

Duration: Instant or short portal duration

Description:

The character creates portals for themselves and others.

Levels:

- Level 1:** Small portal connecting two points within sight. For small items not people
- Level 2:** Large portal connecting two points within sight. For larger items not people
- Level 3:** Person size portal connecting two points within sight. For a single person
- Level 4:** Person size portal connecting two points within sight. For a multiple people
- Level 5:** Large portal connecting two points within sight. For vehicles

Psychic Blast

Category: Active Psionic / Mental Attack

Classes: Psionic classes

Description:

A mental attack that disrupts or damages a target's mind and actions.

Levels:

Level 1: Confuse. +2 Damage Directional Psy Blast – Dazes Average Opponents

Level 2: Daze. +3 Damage Directional Psy Blast – Dazes Any Opponent

Level 3: Collapse. +4 Damage Omni-Directional Psy Blast – Dazes All Average Opponents.

Level 4: Knockout. +5 Damage Psychic Rupture Multiple Targets in one Direction

Level 5: Erase. +7 Damage psychic rupture or memory shock affecting a major target or a small group, with GM approval and resistance.

Pyrokinesis

This is the ability to generate heat within physical items.

●○○○○ Heat a small item

●●○○○ Heat up a Medium Item

●●●○○ Heat up a Large Item

●●●●○ Melt Medium Item

●●●●● Melt Large Items

Psionic Weapons

These are energy weapons formed out of the psionic powers available by the Mutants.

●○○○○ +2 Damage Fist Daggers

●●○○○ +3 Damage Sword

●●●○○ +4 Damage Throwing Daggers

●●●●○ +7 Damage War Axe

●●●●● +10 Bastard Sword

Rider Power Class

Air Support Call

Category: Rider-Mount / Vehicle Call

For: Human Rider Class

Source Flavor: Human aircraft, drone transport, tactical vehicle, bot platform, military drop craft, or remote support system.

Roll: Automatic to call; piloting or operation rolls may be required for difficult maneuvers

Duration: Duration follows the Mount Duration rules in Chapter 10.

Description:

Air Support is the human's Call to Action for the Vehicle Class. Higher the level the longer and more powerful the vehicle can be called. Vehicles do not regenerate hit points therefore must be repaired, if a vehicle is destroyed it has to be replaced in game.

Levels:

Level 1: 20HP COMMON [Single Man Aircraft] or [Dune Buggy] or [10 Man Transport Vehicle (no Weapons)] – remains functional 5 turns for every point spent

Level 2: 30HP COMMON [Dual Man Aircraft] or [Jeep] or [12 Man Transport Vehicle (no Weapons)] – remains functional 5 turns for every point spent

Level 3: 40HP GENERAL [Dual Man Aircraft] or [Armored Jeep] or [15 Man Transport Vehicle (Attack 1 Weapon)] – remains functional 5 turns for every point spent

Level 4: 50HP RARE [Four Man Aircraft] or [Tank] or [20 Man Transport Vehicle] – remains functional 5 turns for every point spent

Level 5: 100HP VERY RARE [Flying Battleship] – remains functional 7 turns for every point spent

Dragon Call

Category: Rider-Mount / Beast Mount Call

For: Elf Dragon Rider class

Source Flavor: Dragon riding, elven bond, magical beast call

Cost: Points equal to level used

Roll: Automatic call; Ride/Animal Kin or similar roll for difficult maneuvers

Duration: Duration follows the Mount Duration rules in Chapter 10: points spent determine active duration

Description:

Rider Call is the elves Call to Action for the Rider Class. Higher the level the longer and more powerful the Ride that can be called. Ride class creatures do not regenerate hit points therefore must be healed, if a dragon is killed it has to be replaced in game, or another can be called at the next level. The Dragon Rider calls in a dragon mount for travel, combat, and tactical advantage. The dragon is not a pet and is not a summon. It is a temporary rider-class asset.

Levels:

Level 1: Call a young or minor dragon mount. 20HP COMMON Creature- remains in play 5 turns for every point spent

Level 2: Call a stronger dragon mount with improved movement and durability. 30HP COMMON Creature – remains in play 5 turns for every point spent

Level 3: Call a battle-ready dragon with access to Dragon Rider Attack 1. 40HP GENERAL Creature – remains in play 5 turns for every point spent

Level 4: Call a powerful dragon with stronger attacks and durability. 50HP RARE Creature – remains in play 5 turns for every point spent

Level 5: Call a legendary dragon mount with elite movement, attacks, and durability. 100HP VERY RARE Creature – remains in play 7 turns for every point spent

Wolf Call

Category: Rider-Mount / Beast Mount Call

For: Orc Wolf Rider class

Source Flavor: Dire wolf, war beast, orc mount bond

Cost: Points equal to level used

Roll: Automatic call; Ride/Animal Kin or similar roll for difficult maneuvers

Duration: Mounts use the older rider duration model: points spent determine active duration

Description:

The Orc Wolf Rider calls in a dire wolf mount for movement, pursuit, and mounted combat.

Levels:

Level 1: Call a young or minor wolf mount. 20HP COMMON Creature- remains in play 5 turns for every point spent

Level 2: Call a stronger wolf mount with better movement and durability. 30HP COMMON Creature – remains in play 5 turns for every point spent

Level 3: Call a combat-ready dire wolf with access to Dire Wolf Rider Attack 1. 40HP GENERAL Creature – remains in play 5 turns for every point spent

Level 4: Call a rare powerful dire wolf with stronger durability and attacks. 50HP RARE Creature – remains in play 5 turns for every point spent

Level 5: Call a legendary dire wolf mount with elite movement, attacks, and durability. 100HP VERY RARE Creature – remains in play 7 turns for every point spent

Airship Call

Category: Rider-Mount / Vehicle Call

For: Dwarf Rider Class

Source Flavor: Dwarven airship, mechanical craft, rune-powered ship, military transport

Roll: Automatic to call; piloting or operation rolls may be required for difficult maneuvers

Duration: Mounts use the older rider duration model: tDuration follows the Mount Duration rules in Chapter 10.

Description:

The dwarf rider calls in an airship that functions similarly to the human vehicle system. It may be used for transportation, battlefield positioning, military support, or mounted/rider combat.

Levels:

Level 1: Call a small/common airship or craft. Basic transport and limited utility. 20HP COMMON [Single Man Aircraft] or [Dune Buggy] or [10 Man Transport Vehicle (no Weapons)] – remains functional 5 turns for every point spent

Level 2: Call a sturdier common airship with better carrying capacity. 30HP COMMON [Dual Man Aircraft] or [Jeep] or [12 Man Transport Vehicle (no Weapons)] – remains functional 5 turns for every point spent

Level 3: Call a general-purpose combat-capable airship with access to Airship Rider Attack 1. 40HP GENERAL [Dual Man Aircraft] or [Armored Jeep] or [15 Man Transport Vehicle (Attack 1 Weapon)] – remains functional 5 turns for every point spent

Level 4: Call a rare or heavy airship with stronger durability and battlefield presence. 50HP RARE [Four Man Aircraft] or [Tank] or [20 Man Transport Vehicle] – remains functional 5 turns for every point spent

Level 5: Call a very rare or legendary airship, such as a flying battleship or major military craft. 100HP VERY RARE [Flying Battleship] – remains functional 7 turns for every point spent

Lizard Call

Category: Rider-Mount / Beast Mount Call

For: Mutant Lizard Rider class

Source Flavor: Large desert lizard, mutant beast, wasteland mount

Cost: Points equal to level used

Roll: Automatic call; Ride/Animal Kin or similar roll for difficult maneuvers

Duration: Mounts use the older rider duration model: points spent determine active duration

Description:

The Mutant Lizard Rider calls in a large desert lizard mount for travel, combat, and survival in harsh terrain.

Levels:

Level 1: Call a young or minor lizard mount. 20HP COMMON Creature- remains in play 5 turns for every point spent

Level 2: Call a stronger lizard mount with better movement and durability. 30HP COMMON Creature – remains in play 5 turns for every point spent

Level 3: Call a combat-ready lizard with access to Lizard Rider Attack 1. 40HP GENERAL Creature – remains in play 5 turns for every point spent

Level 4: Call a rare powerful lizard with stronger durability and attacks. 50HP RARE Creature – remains in play 5 turns for every point spent

Level 5: Call a legendary lizard mount with elite movement, attacks, and durability. 100HP VERY RARE Creature – remains in play 7 turns for every point spent

Mount Rider Attack 1

Category: Active Attack Power / Burst Attack

For: Rider, vehicle, beast, and mount-style classes

Source Flavor: Machine guns, talons, mini guns, claws, claw attacks, or similar rapid attacks

Cost: Points equal to level used

Roll: One attack roll for the full burst

Duration: Instant attack

Description:

Rider Attack 1 represents a rapid multi-hit or burst-style attack. It may look like machine gun fire, repeated claw strikes, talon slashes, mini gun fire, or other fast repeated attacks.

The player does **not** roll separately for every shot or strike. The entire burst uses **one attack roll**. The quality of the roll can modify how many shots connect or how much of the burst lands.

Levels:

- ○ ○ ○ ○ **Level 1:** +2 damage, 4-shot burst.
- ● ○ ○ ○ **Level 2:** +3 damage, 6-shot burst.
- ● ● ○ ○ **Level 3:** +4 damage, 8-shot burst.
- ● ● ● ○ **Level 4:** +5 damage, 10-shot burst.
- ● ● ● ● **Level 5:** +7 damage, 10-shot burst with stronger impact or better hit potential.

Burst Rule:

Roll once for the attack. The difference between attacker and defender results can be used to determine how much of the burst connects.

Mount Rider Attack 2

Category: Active Attack Power / Area Attack

For: Rider, vehicle, beast, and mount-style classes

Source Flavor: Missiles, fire breath, cannons, bite, venom spit, or similar heavy attacks

Cost: Points equal to level used

Roll: Attack roll; defenders usually get a chance to dodge, resist, or reduce damage

Duration: Instant attack

Description:

Rider Attack 2 represents a heavier area or impact attack. It may be an explosive missile, dragon fire, cannon blast, heavy bite, venom spit, or similar high-impact attack.

Defenders usually get a chance to react unless surprised, stunned, immobilized, restrained, or otherwise unable to respond. Escaping an area effect depends on the story situation. If a target is standing in the middle of a 10-foot blast, dodging may be very difficult or impossible without a movement power.

Levels:

- ○ ○ ○ ○ **Level 1:** +5 damage, 5-foot radius.
- ● ○ ○ ○ **Level 2:** +7 damage, 10-foot radius.
- ● ● ○ ○ **Level 3:** +8 damage, 10-foot radius.
- ● ● ● ○ **Level 4:** +10 damage, 15-foot radius.
- ● ● ● ● **Level 5:** +15 damage, 20-foot radius.

Mount Repair / Heal

Category: Active Rider Support Power

For: Rider classes: Pilot, Dragon Rider, Airship Rider, Wolf Rider, Lizard Rider

Source Flavor: Repair, Dragon Heal, Airship Repair, Wolf Heal, Lizard Heal

Cost: Points equal to level used

Roll: Repair, Healing, Animal Kin, Magic, Tech, or source-specific roll depending on mount

Duration: Instant repair/healing

Description:

Rider classes can restore their mount's HP during or outside combat.

If a mount is reduced to 0 HP, it leaves the combat zone. The rider must repair or heal it before it can be called back. If the mount leaves combat without being reduced to 0 HP, it returns at full HP after its normal cooldown.

Proposed Levels:

- ○ ○ ○ ○ **Level 1:** Restore 3 mount Health.
- ● ○ ○ ○ **Level 2:** Restore 5 mount Health.
- ● ● ○ ○ **Level 3:** Restore 7 mount Health.
- ● ● ● ○ **Level 4:** Restore 10 mount Health.
- ● ● ● ● **Level 5:** Fully restore the mount, or restore a mount that was forced out at 0 HP.

Chapter 8: Combat

Combat uses the same core roll as the rest of Rising Dawn:

Core Stat + Skill + 1d10

Combat should move quickly. Use Clean Mode by default. Use Cinematic Mode only when the scene needs extra drama, tactical detail, or stronger consequences.

Combat Round

A combat round is a short burst of action where each major character has a chance to act.

Turn Element	Default Rule
Major Action	Attack, use an Active Power, defend, help, stabilize, command, or perform a major skill action.
Movement	Shift position, move within the current range band, or move farther if the GM allows it.
Minor Interaction	Draw an item, speak briefly, open a simple door, gesture, or perform simple narration if the GM allows it.
Active Power Limit	One Active Power per turn unless a specific rule says otherwise.
Power Point Limit	A character may spend up to 5 Power Points per turn unless a specific rule changes the limit.

Major Actions

Major Action	Use
Attack	Make a weapon, unarmed, power, vehicle, summon-command, or other attack.
Use Active Power	Activate one power and pay its Power Point cost.
Defend	Gain +1 Defense, improve cover, protect an ally, prepare a response, or reduce danger as the GM allows.
Help an Ally	Give an ally +1 to a relevant roll or reduce a difficulty by 1 if the help is useful.
Major Skill Action	Hack, heal, repair, investigate, command, persuade, disable, craft, track, or perform another major task.
Stabilize	Attempt to prevent a Downed ally from getting worse.
Command / Direct	Direct a summon, mount, vehicle, pet, ally, crew, or simple battlefield asset when required.
Interact with Object	Use, break, open, disable, activate, retrieve, or manipulate something important in the scene.

Movement and Range Bands

Clean Mode uses range bands instead of exact measurement. Exact maps, grids, or measurements may be used when the table wants more detail.

Range Band	Distance / Meaning
Touch	Adjacent or physically reachable.
Close	Up to 15 feet.
Short	Up to 30 feet.
Medium	Up to 60 feet.
Long	Up to 120 feet.
Extreme	Beyond 120 feet; GM-controlled.
Movement Situation	Clean Mode Guidance
Normal reposition	Move within the same range band or shift position as part of the turn.
Move farther	May require a roll, power, mount, vehicle, clear terrain, or GM approval.
Difficult terrain	May reduce movement, increase difficulty, or require a roll.
Dangerous movement	May trigger a roll, consequence, attack, condition, or loss of position.
Special movement	Flight, tunneling, teleportation, power slide, dark flight, mount movement, or vehicle movement follows the relevant power/race rules.

Attack Rolls

To attack, roll the relevant Core Stat + Skill + 1d10. The attack succeeds if it equals or beats the target's Defense, Resistance, Difficulty, or opposed roll.

Attack Type	Common Roll
Melee weapon	Physical + Melee Weapons + 1d10
Unarmed / natural weapon	Physical + Hand to Hand + 1d10
Ranged weapon	Physical + Ranged Weapons + 1d10
Calculated shot	Mental + Ranged Weapons + 1d10
Tech attack	Mental + Hacking, Repair, Science, or other fitting skill + 1d10
Magic attack	Mental + Magics + 1d10
Psionic attack	Mental + Psionics + 1d10
Fear / pressure effect	Social + Intimidation, Command, Manipulation, or fitting skill + 1d10

Enemy Attacks: Enemies attack by rolling: Enemy Attack + 1d10

The player defends by rolling: Physical + Dodge + 1d10

If the enemy total equals or beats the player's Defense roll, the attack hits.

Defense and Resistance

Use Defense for physical attacks and direct combat pressure. Use Resistance for mental, social, magical, spiritual, technological, poison, fear, control, or other non-physical effects.

Target Number	Use For
Defense	Weapon attacks, physical attacks, dodging, blocking, cover, direct battlefield pressure.
Physical Resistance	Poison, disease, exhaustion, forced movement, grapples, body-based effects.
Mental Resistance	Magic control, psionics, fear, hacking-like mental pressure, illusions, confusion, focus disruption.
Social Resistance / Self-Control	Persuasion pressure, intimidation, command, morale, manipulation, charm, domination.
Single Resistance	Clean Mode shortcut for simple enemies.

Bosses and Legendary enemies should have meaningful resistance to control powers. Control should create openings and pressure, not erase every major encounter instantly.

Enemy Defense: Enemies defends by rolling: Enemy Defense + 1d10

Player Defense

When actively defending or avoiding an attack, roll Physical + Dodge + 1d10 unless another defense method fits better.

The GM may use a different skill if the defense method changes.

A shield block may use Physical + 1 Hand Weapons or 2 Hand Weapons.

A tactical evasive move may use Mental + Dodge. A social feint does not normally defend against a sword strike unless the GM allows it. Armor does not increase Defense. Armor reduces damage after Shield.

Player Resistance

When a player resists non-physical pressure, use the most fitting Constitution or Core Stat.

- **Physical Resistance** usually uses Physical + Stamina.
- **Mental Resistance** usually uses Mental + Willpower.
- **Social Resistance** usually uses Social + Self-Control.

If the GM wants faster play, use the character's Willpower or Self-Control as a static target number.

Damage Order

Resolve damage in this order every time damage is dealt:

Incoming Damage -> Shield absorbs first -> Armor reduces remaining damage -> leftover damage hits Health

Step	What Happens
1. Incoming Damage	Start with the full damage from the attack, power, hazard, or effect.
2. Shield	Shield absorbs damage first. Shield does not reduce damage; it is spent to absorb it.
3. Armor	Armor reduces any remaining damage after Shield.
4. Health	Any leftover damage is subtracted from Health.

Example: An attack deals 8 damage. The target has 3 Shield and 2 Armor. Shield absorbs 3, leaving 5. Armor reduces 5 by 2, leaving 3. The target loses 3 Health.

Shield, Armor, and Armor Powers

Protection Type	Rule
Passive Shield	Starts at 3 Shield if the character has the Shield Passive Power.
Shield Regenerate	Regenerates 1 Shield point every 5 turns unless a specific shield says otherwise.
Temporary Shield Health	Created by Armor Powers. Lasts until depleted or the scene ends.
Worn Armor	Reduces damage after Shield absorbs damage.
Armor Powers	Create Temporary Shield Health. They are not worn armor and do not stack as armor reduction unless a specific rule says otherwise.
Armor Level	Damage Reduction
Level 1 Armor	Reduce damage by 1.
Level 2 Armor	Reduce damage by 2.
Level 3 Armor	Reduce damage by 3.
Level 4 Armor	Reduce damage by 4.
Level 5 Armor	Reduce damage by 5.
Armor Power Level	Temporary Shield Health
Level 1	3 Temporary Shield Health
Level 2	5 Temporary Shield Health
Level 3	8 Temporary Shield Health
Level 4	12 Temporary Shield Health
Level 5	18 Temporary Shield Health

Health, Downed, Stabilized, and Revived

State	Meaning
Healthy / Injured	The character still has 1 or more Health and can act normally unless a condition says otherwise.
Downed	At 0 Health, the character cannot keep fighting normally. The GM describes the exact state.
Stabilized	The character stops getting worse, but does not always return to combat.
Revived	A power or effect restores the character enough to act again.
True Death	Possible only after the 10-turn revival window ends.
Revive Level	Core Guidance
Level 1	Stabilize - Allow another 10 rolls to revive
Level 2	Revive with 1 Health
Level 3	Revive to 5 Health
Level 4	Revive to 50% Health
Level 5	Revive to 100% Health

Downed and Death

When a character reaches 0 Health, they are Downed. A Downed character cannot act normally and has a 10-turn revival window.

During that window, another character may stabilize or revive them with Medical, magic, technology, a power, or another GM-approved method.

If the 10-turn window ends without stabilization or revival, the character faces True Death. The GM may allow one final survival roll. On a natural 10, the character survives barely, but remains helpless. Otherwise, the character dies unless the table agrees on a story reason they survive.

Natural 10 and Natural 1 in Combat

Roll	Combat Result
Natural 10	Automatic success. If the action deals damage, add +5 damage. Do not also stack margin damage unless a specific power says so.
Natural 1	Automatic failure. In Clean Mode, no added penalty is required. In Cinematic Mode, the GM may add a scene-fitting complication.
Good Combat Complications	Bad Combat Complications
Bad position.	Random instant death.
Lost footing.	Destroying a character concept.
Exposed opening.	Punishing creativity.
Weapon jam or gear strain.	Ignoring the roll result.
Lost cover or added attention.	Removing agency without warning.

Conditions

Conditions are temporary states that change what a character can do. Most conditions last one action, one round, until resisted, until removed, until the scene changes, or as stated by the power. If unclear, use 1 round in combat.

Condition	Clean Mode Effect
Slowed	Movement is reduced or more difficult.
Prone	The character is knocked down or off balance.
Disarmed	The character loses grip on a weapon or important item.
Burning	The character is on fire or under ongoing heat pressure.
Bleeding	The character is losing Health or under injury pressure.
Poisoned	The character suffers toxin effects, weakness, damage, or difficulty.
Frightened	The character suffers fear pressure and may struggle to attack, approach, or resist intimidation.
Weakened	The character suffers reduced strength, damage, defense, or resistance depending on the effect.
Stunned	The character loses focus, reaction, or action options briefly.
Immobilized	The character cannot move normally.
Controlled	The character is influenced or controlled by an outside force. This should be resisted, limited, and short in core rules.
Blinded	The character cannot see clearly and suffers penalties when sight matters.
Frozen	The character is trapped, slowed, or restricted by ice, cold, or similar effect.
Exhausted	The character suffers fatigue and may take penalties to physical or mental actions.
Condition Stacking Rule	GM Options
Do not stack the same condition repeatedly unless a rule clearly allows it.	Refresh duration, increase difficulty slightly, escalate if appropriate, or ignore duplicate effect.

Cover, Helping, and Defending

Rule	Clean Mode Guidance
Defending	A character may spend a major action to gain +1 Defense, improve cover, protect an ally, prepare a reaction, or reduce danger as the GM allows.
Helping	A character may spend a major action to give an ally +1 to a relevant roll or reduce a difficulty by 1 if the help is useful.
Minor Cover	+1 Defense or increase attack difficulty by 1.
Strong Cover	+2 Defense or increase attack difficulty by 2.
Full Cover	Prevents attacks unless the attacker moves, destroys cover, uses an area effect, or finds another angle.

Area Effects and Explosives

Effect Type	Clean Mode Guidance
Area Effects	Target a zone, group, terrain feature, or battlefield section. The GM determines who is affected from positioning, range band, and power level.
Allies in Area	Allies may be affected unless the power says otherwise.
Explosives	Use Explosive Rating 1-5. Bomb powers create explosives at the rating equal to power level unless a specific power says otherwise.
Explosive Outcomes	May damage creatures, damage objects, create conditions, destroy cover, force movement, or create scene pressure.

Summons, Mounts, and Vehicles in Combat

System	Combat Rule
Summons	Temporary allies created by powers. Last 10 rounds in combat unless a specific power says otherwise.
Summon Healing	Summons cannot be healed or repaired during combat unless a specific power says otherwise.
Summon Actions	Attack, defend, block, scout, carry, distract, hold position, or use one listed trait. Multiple weak summons may act as a group.
Mounts	Mounts do not act separately. Rider and mount act as one unit. Mount attacks use the rider's action.
Vehicles	Vehicles do not act as full separate characters by default. Vehicle attacks use the pilot/rider's action.

Combat Quick Reference

On Your Turn	Do This
1	Move or reposition if needed.
2	Take one major action.
3	Use no more than one Active Power unless a rule says otherwise.
4	Spend no more than 5 Power Points unless a rule says otherwise.
5	Resolve damage using Shield -> Armor -> Health.
Combat Rule	Quick Answer
Attack Roll	Core Stat + Skill + 1d10 vs Defense, Resistance, Difficulty, or opposed roll.
Natural 10	Automatic success; +5 damage if damage is dealt.
Natural 1	Automatic failure.
Damage Order	Incoming Damage -> Shield -> Armor -> Health.
Default Mode	Clean Mode.
Detailed Mode	Cinematic Mode when the scene needs it.

Rest and Recovery

A short rest is a brief pause, usually 10–30 minutes. During a short rest, characters may use healing items, repair gear, recover from minor scene pressure, and regain limited resources if the GM allows it.

A full rest is a safe rest lasting several hours or overnight. After a full rest, characters recover all Power Points, refresh Team Powers, clear minor conditions, and regain Health as the GM allows.

A harsher campaign may require medical care, shelter, food, or safety before Health fully recovers. Characters recover all Power Points after a full rest unless the GM is running a harsher survival campaign. During short rests, the GM may allow partial Power

Point recovery if the scene provides safety, focus, medicine, ritual time, batteries, food, or source-specific recovery.

Chapter 9: Gear and Value

Gear in Rising Dawn is more than equipment. A Human rifle may carry a Republic serial number and a hidden tracker. An Elf blade may be grown from living wood and sung sharp. A Dwarf hammer may remember every wall it helped build. An Orc axe may be marked with feast scars and blood vows. A Mutant scrap rifle may be made from three broken weapons and one secret no outsider understands. Use gear to show culture, history, scarcity, and survival.

Gear gives characters tools, weapons, armor, supplies, and identity.

This book uses broad gear levels, tags, and Value instead of long item catalogs.

The goal of gear is to support play, not slow it down.

Use the tables in this chapter when buying, rewarding, upgrading, or improvising equipment.

Universal Currency: Value

All cultures use Value as the shared game currency. Different cultures describe trade differently, but all currencies convert to Value for buying, selling, rewards, repairs, and loot.

Race / Culture	Currency Flavor
Human	Notes, credits, digital money, old-world currency, trade accounts, and technological resources.
Elf	Silver, gold, gems, natural exchange, favor-gifts, and culturally meaningful trade.
Dwarf	Barter, metal, crafted goods, material weight, forge credit, and practical trade value.
Orc	Barter, trophies, favors, food, weapons, ritual goods, and strength-based trade.
Mutant	Salvage, scrap, water, medicine, safe shelter, trade parts, and practical survival value.

Value Scale

Value	Typical Use
1	Very small item, simple meal, cheap scrap, tiny favor.
5	Basic tool, simple service, common supply bundle.
10	Useful gear, basic weapon, small repair, travel supplies.
25	Quality tool, basic armor, specialized kit, moderate repair.
50	Strong weapon, advanced kit, rare supplies, major repair.
100	High-quality gear, rare item, faction favor, vehicle or mount support.
250+	Elite equipment, major vehicle work, rare magic, tech, or rune item.
500+	Legendary, story-level, faction-scale, or campaign-changing item.

Availability Rule

Having enough Value does not guarantee that an item is available. The GM may restrict items based on region, culture, technology level, war conditions, scarcity, faction control, legality, reputation, or story events.

Gear Levels

Level	Meaning
1	Basic / common.
2	Trained / class-grade.
3	Advanced / strong.
4	Elite / rare.
5	Legendary / signature.

Starting Gear

Starting Character Usually Begins With	Limit
One Level 1 basic weapon.	No Level 3+ weapon unless GM-approved.
One Level 2 class weapon, tool, focus, or signature item.	The item should support class identity, not overpower the character.
One Level 1 armor.	No Level 2+ armor unless a class specifically allows it.
One class kit.	Kit should match class role.
Basic travel gear.	Normal campaign supplies only.
One small personal or flavor item.	No legendary, faction-scale, or major vehicle items.

Starting characters should not normally begin with rare explosives, major vehicles, permanent summons, legendary items, or large amounts of Value unless the GM approves it.

Weapon Levels

Weapon levels define base damage or broad utility. If a power already lists damage, use the power damage unless the GM decides the weapon modifies it.

Weapon Level	Base Damage
Level 1	2 damage.
Level 2	4 damage.
Level 3	6 damage.
Level 4	8 damage.
Level 5	10 damage.

Weapon Tags

Tags do not add constant rules by themselves. They matter when the scene makes them matter.

Tag	Use
Melee / Ranged / Thrown / Reach	Defines how the weapon is used and what range applies.
Light / Heavy / Two-Handed / Concealed	Affects handling, concealment, movement, or restrictions when relevant.
Reload / Loud / Silent	Used for noise, timing, stealth, or action pressure.
Shock / Fire / Rune / Magic / Psychic	Defines source, damage flavor, and possible resistances.
Brutal / Defensive / Tool Weapon	Used for special scene rulings, intimidation, blocking, or utility.

Basic Weapon Examples

Race	Level 1 Examples	Level 2 Examples
Human	Pistol, baton, knife, shock prod.	Rifle, shock knuckles, powered blade, hacking sidearm.
Elf	Knife, shortsword, light bow.	Spear, longbow, living-light blade, nature staff.
Dwarf	Hand axe, hammer, sidearm, fist drill.	Warhammer, musket, rune axe, forge weapon.
Orc	Hatchet, bone knife, club.	Battle axe, heavy bow, brutal spear, dark weapon.
Mutant	Claws, scrap blade, sidearm.	Sawed-off shotgun, wasteland rifle, organic blade, psychic focus weapon.

Armor Levels

Worn armor reduces damage after Shield absorbs damage.

Armor Level	Damage Reduction
Level 1 Armor	Reduce damage by 1.
Level 2 Armor	Reduce damage by 2.
Level 3 Armor	Reduce damage by 3.
Level 4 Armor	Reduce damage by 4.
Level 5 Armor	Reduce damage by 5.

Damage order: Incoming Damage -> Shield absorbs first -> Armor reduces remaining damage -> leftover damage hits Health.

Armor Powers vs Worn Armor

Rule	Meaning
Worn Armor	Reduces damage after Shield. Armor reduction equals armor level.
Armor Powers	Create Temporary Shield Health and do not stack as extra armor reduction unless a specific rule says otherwise.
Universal Armor Power Level 1	3 Temporary Shield Health.
Universal Armor Power Level 2	5 Temporary Shield Health.
Universal Armor Power Level 3	8 Temporary Shield Health.
Universal Armor Power Level 4	12 Temporary Shield Health.
Universal Armor Power Level 5	18 Temporary Shield Health.

Armor Tags and Examples

Race / Tag Group	Examples
Common Tags	Light, Medium, Heavy, Concealable, Noisy, Flexible, Reinforced, Tech, Natural, Rune, Hide, Scrap, Magic, Psychic.
Human	Light tactical armor, ballistic vest, powered padding.
Elf	Light natural armor, leafmail, living-fiber armor.
Dwarf	Sturdy plate, rune-reinforced armor, forge armor.
Orc	Hide armor, bone armor, brutal iron plates.
Mutant	Scrap armor, organic armor shell, wasteland plating.

Class Kits

A class kit is a broad bundle of tools that supports a class role. A kit gives the character permission to attempt certain tasks without listing every small item. A kit may grant +1 when the GM agrees the kit directly applies.

Kit Price	Value
Simple kit	10 Value.
Standard class kit	25 Value.
Advanced kit	50 Value.
Rare / specialized kit	100+ Value.
Kit	Typical Contents / Use
Combat Kit	Maintenance tools, straps, sharpening items, cleaning kit, minor repair parts, and combat supplies.
Medical Kit	Bandages, injectors, medicine, trauma tools, stabilizing supplies, and diagnostic gear.
Repair Kit	Tools, spare parts, patch materials, wires, adhesives, fasteners, and field repair supplies.
Hacking Kit	Portable interface, signal tools, access cables, scanner, data storage, and bypass equipment.
Scout Kit	Map tools, optic aid, marking tools, rope, signal item, field notes, and observation supplies.
Survival Kit	Food prep, water storage, shelter tools, fire starter, rope, foraging items, and hazard basics.
Stealth Kit	Dark clothing, small tools, soft wraps, lock tools, disguise pieces, and concealment aids.
Crafting Kit	Materials, shaping tools, cutting tools, bindings, measuring tools, and small project supplies.
Rider / Pilot Kit	Tack, straps, control tools, emergency repair items, signal tools, maps, and harness gear.
Power Source Kit	Focus item, ritual pieces, runes, batteries, crystals, psychic stabilizers, herbs, charms, or class-specific components.

Consumables

Consumable Type	Price / Effect
Minor consumable	5 Value.
Standard consumable	10 Value.
Strong consumable	25 Value.
Rare consumable	50+ Value.
Healing item	Restores 3 Health.
Strong healing item	Restores 5 Health.
Stabilizer	Helps stabilize a Downed character.
Repair patch	Repairs 3 durability / Health to an object or machine.
Smoke item	Creates temporary cover or concealment.
Light source	Illuminates a Close area.
Antidote	Grants +1 to resist or reduce poison.
Battery / power cell	Supports one tech use or recharge moment with GM approval.
Rune chalk	Allows one temporary rune mark.
Spirit charm	Grants +1 to one ritual or spirit resistance roll.
Wasteland filter	Grants +1 to resist one hazard or toxic area.

Explosives and Bombs

Explosives use Explosive Ratings 1-5. Bomb powers create explosives at the rating equal to power level unless a specific power says otherwise.

Explosive Rating	Price / Availability
Rating 1	10 Value.
Rating 2	25 Value.
Rating 3	50 Value.
Rating 4	100 Value.
Rating 5	Rare, restricted, faction-controlled, or story-level.

Explosives may affect an area, damage objects, create conditions, destroy cover, or force movement. They may be illegal, dangerous, restricted, unstable, or hard to find.

Repairs and Crafting Costs

Repair / Crafting Work	Suggested Cost
Simple repair	5 Value.
Basic gear repair	10 Value.
Moderate repair	25 Value.
Major repair	50 Value.
Advanced or rare repair	100+ Value.
Vehicle, airship, construct, or major machine repair	GM-priced, usually 100+ Value.

Crafting usually requires materials, time, tools, a skill roll, and a safe workspace for complex work. Crafting should not be cheaper than buying unless the character has access, materials, time, or special skills.

Loot and Rewards

Reward Scale	Typical Reward
Small encounter	5-10 Value, basic supplies, minor clue, or scrap parts.
Standard encounter	10-25 Value, useful gear, repair materials, consumables, contact, or information.
Major encounter	50-100 Value, rare materials, strong gear, major clue, or faction favor.
Boss / story reward	100+ Value, rare item, territory access, major faction favor, unique material, or story advancement.

Rewards may include XP, Value, useful gear, materials, favors, information, access, or story progress.

Gear Upgrades

Upgrade	Suggested Cost
Level 1 to Level 2	25 Value.
Level 2 to Level 3	50 Value.
Level 3 to Level 4	100 Value.
Level 4 to Level 5	Rare / story / 250+ Value.

The GM may require rare materials, faction access, a skilled crafter, or story permission for higher-level upgrades.

Clean Mode Gear Rule

Do not use detailed encumbrance, ammunition tracking, weapon durability, or crafting minigames in Clean Mode unless the table wants that level of detail.

For core play, use Gear Level, tags, Value, GM availability, and simple repair/crafting costs.

Gear Quick Reference

Rule	Quick Answer
Currency	All cultures use Value as the shared game currency.
Weapon damage	Weapon damage = weapon level x 2.
Armor reduction	Armor reduction = armor level.
Damage order	Shield -> Armor -> Health.
Class kits	May grant +1 when directly useful and GM-approved.
Starting gear	Level 1 armor, one Level 1 weapon, one Level 2 class item, one class kit, travel gear, one flavor item.
Rare items	Need availability, access, or story permission; Value alone is not enough.

Chapter 10: Pets, Mounts, and Summons

Pets, mounts, and summons are three different systems.

They should not be treated as the same thing during play.

Pets are permanent companions. Mounts are rideable or vehicle-style movement supports. Summons are temporary allies created by powers.

10.1 Core Difference

Type	What It Is	How It Works	Core Limit
Pet	Permanent companion creature.	Stays with the character between scenes and supports simple actions.	Requires Animal Kin 1+, Obedience Training, and GM approval.
Mount	Rideable creature, vehicle, beast, platform, or mobility support.	Rider and mount act as one unit. Mount attacks use the rider's action.	Does not give the player a free second turn.
Summon	Temporary ally created by an Active Power.	Uses the Summon Amount system and standard summon stat table.	Summons last 10 rounds in combat or roughly 15 minutes outside combat unless a specific power says otherwise.

10.2 Pets

A pet is an ongoing companion that remains with the character between scenes. A pet is not a temporary power effect and does not use the Summon Amount system.

Pet Requirement	Rule
Animal Kin 1+	The character must have at least 1 dot in Animal Kin. Animal Kin controls obedience, quality and handling.
Obedience Training	The character must choose Obedience Training as their Passive Power.
GM Approval	The pet must fit the campaign, environment, tone, and character concept.
Action Economy	The pet should not act as a full second character unless the GM is using an advanced companion system.

Obedience Training

Obedience Training is a Passive Power. It allows the character to form and maintain a trained bond with a pet. Animal Kin controls obedience quality. Obedience Training allows the bond.

Pet Level Progression

Player Level	Pet Level
1-5	Pet Level 1
6-10	Pet Level 2
11-15	Pet Level 3
16-20	Pet Level 4
21+	Pet Level 5

Pet Actions

Pet Action	Clean Mode Use
Scout	Look ahead, smell, listen, or search with the pet's senses.
Guard	Watch an area, protect an ally, or warn the party.
Track	Follow scent, tracks, movement, or prey.
Help	Grant a small assist when the pet's action is relevant.
Distract	Draw attention, create an opening, or apply pressure.
Bite / Claw	Make a simple attack if the GM allows it.
Carry	Carry a small object or message.
Warn	Alert the character to danger or strange behavior.

Pet Safety

Pets create story stakes. A pet can be threatened, injured, frightened, separated, captured, or exhausted. The GM should use this fairly. A pet should not be punished constantly just because the player chose one.

10.3 Mounts

Mounts are rideable creatures, vehicles, beasts, airships, platforms, or other mobility supports.

Mount Rule	Effect
Shared Turn	Mounts do not act separately. Rider and mount act as one unit.
Attacks	Mount attacks use the rider's action.
No Free Turn	A mount does not create a second full action for the player.
Outside Combat	Mounts may support travel, scouting, cargo, or scene movement when the GM allows it.
Vehicles	Vehicles follow the same basic logic as mounts in Clean Mode.

Mount Duration

Mount Level	Duration
Levels 1-4	5 turns per Power Point spent.
Level 5	7 turns per Power Point spent.
Use Limit	Once per combat unless a specific rule says otherwise.

Mount Examples by Race

Race	Mount / Vehicle Examples
Human	Vehicle, bot platform, drone transport, cavalry drop, motorcycle-style platform, tactical vehicle.
Elf	Dragon, drake, winged beast, magical creature, nature-bound mount.
Dwarf	Airship, air skiff, rune engine platform, mechanical crawler, tunnel vehicle.
Orc	War beast, swamp beast, dark flying creature, brutal mount, ritual beast.
Mutant	Wasteland beast, mutated mount, psychic-bond creature, salvage vehicle, teleport-linked movement aid.

Vehicle Rule

Vehicles do not act as full separate characters by default. Vehicle attacks use the pilot or rider's action. A vehicle may provide movement, armor, cargo, cover, scouting, or weapon access depending on the scene.

10.4 Summons

Summons are temporary allies created by powers. Summons are not pets, do not remain as permanent companions, and do not stay with the party unless a future rule or GM-approved story effect allows it.

Summon Rule	Effect
Duration	10 rounds in combat or roughly 15 minutes outside combat unless a specific power says otherwise.
Healing / Repair	Summons cannot be healed or repaired during combat unless a specific power says otherwise.
Simple Actions	Summons attack, defend, block, scout, carry, distract, hold position, or use one listed trait.
Group Handling	Multiple weak summons may act as a group to keep combat fast.
Not Permanent	Summons are temporary allies, not ongoing pets or free labor.

Summon System

Power Level	Summon Amount
1	1 LV 1
2	1 LV 2 / 2 Lv 1
3	1 LV 3 / 2 LV 2 / 3 LV 1
4	1 LV 4 / 2 LV 3 / 3 LV 2 / 4 LV 1
5	1 LV 5 / 2 LV 4 / 3 LV 3 / 4 LV 2 / 5 LV 1

Base Summon Stat Table

Summon Level	Attack	Defense	Health
Level 1	5	3	7
Level 2	7	5	10
Level 3	9	7	15
Level 4	11	9	20
Level 5	15	12	30

Summoner-Style Classes

Race	Core Summoner-Style Class	Summon Flavor
Human	Cavalry	Bots, drones, support machines, tactical drops, medical bots, defense platforms, combat units.
Elf	Summoner	Spirits, fairy folk, living wood allies, magical beasts, Living Light manifestations.
Dwarf	Rune Master	Golems, rune constructs, forge drones, gear creatures, stone servants, machine-linked allies.
Orc	Shaman	Spirits, raised dead, swamp spirits, ancestral shadows, dark guardians, ritual creatures.
Mutant	Not a core summoner	The Mutant Psionist is not a summoner in core rules.

Summon Limits

Limit Situation	GM Guidance
Cramped Scene	Limit large summons or require a smaller form.
Blocked Power Source	Summon may fail, weaken, or require a roll.
No Arrival Point	Summon must appear somewhere legal and logical.
Wrong Environment	Summon type may be unavailable or altered.
Scene-Breaking Use	Limit effect, require cost, or move it to Cinematic Mode.
Free Labor Abuse	Summons are temporary and should not replace workers, pets, or full NPC allies.

10.5 Pets vs Mounts vs Summons Quick Reference

Question	Pet	Mount	Summon
Permanent?	Yes.	Only if owned or story-based; power-called mounts may be temporary.	No.
Requires Power Points?	No, not by default.	Only if called or supported by a power.	Yes, through the summoning power.
Acts separately?	Not as a full second character by default.	No. Rider and mount act as one unit.	Acts simply under GM-controlled fast rules.
Can be healed/repared?	Yes, if appropriate.	Yes, if appropriate and available.	Not during combat unless a specific power says otherwise.
Core requirement	Animal Kin 1+, Obedience Training, GM approval.	Mount access, vehicle access, class feature, gear, or power.	Approved summoning power.
Main purpose	Companion, scouting, story stakes, minor support.	Movement, travel, mounted combat, vehicle support.	Temporary combat, scouting, blocking, support, or utility.

10.6 Locked Rules Summary

Locked Rule	Final Clean Mode Rule
Pet Access	Animal Kin 1+ and Obedience Training Passive Power are required for a bonded pet.
Pet Progression	Pet Level follows Player Level in five-level bands.
Summon Duration	Last 10 rounds in combat or roughly 15 minutes outside combat unless a specific power says otherwise.
Summon Healing	Summons cannot be healed or repaired during combat unless a specific power says otherwise.
Mount Action Economy	Mounts do not act separately. Rider and mount act as one unit.
Mount Attacks	Mount attacks use the rider's action.
Mount Duration	Levels 1-4 last 5 turns per Power Point spent; Level 5 lasts 7 turns per Power Point spent.
Mount Use Limit	Once per combat unless a specific rule says otherwise.

Chapter 11: Bestiary and Enemies

This chapter gives the GM fast tools for building enemies, scaling encounters, awarding XP, and running sample threats without giving every enemy a full character sheet.

Enemies should be simple enough to run quickly. Most enemies only need role, level, Health, Attack, Defense, Damage, Armor, Resistance, one special trait, and one behavior note.

11.1 Enemy Design Rule

Build enemies for table speed first. Use full detail only for bosses, legendary creatures, or story-important opponents.

Enemy Type	Recommended Detail
Minion	Use a short stat line. Run in groups. One simple trait at most.
Standard	Use the normal stat line and one useful behavior note.
Elite	Give stronger stats or one strong trait.
Boss	Give higher Health, better resistance, support enemies, and a clear objective.
Legendary	Use as a major threat with story stakes, strong resistance, and terrain or phase pressure.

11.2 Enemy Stat Block Format

Field	Use
Name	Enemy name or encounter label.
Level	Enemy level used for scaling and XP.
Role	Minion, Standard, Elite, Boss, or Legendary.
Territory	Region, culture, faction, or environment.
Type	Humanoid, Beast, Machine, Construct, Spirit, Undead, Mutant, etc.
Health	Damage the enemy can take before being defeated.
Attack	Enemy attack bonus added to 1d10 when the enemy attacks. Higher Number Wins
Defense	Enemy defense bonus added to 1d10 when the player attacks. Higher Number Wins
Damage	Base damage on a successful attack.
Armor	Damage reduction after Shield.
Movement	Ground, Flying, Hover, Climb, Swim, Tunnel, Blink, etc.
Resistance	Used against non-physical effects in Clean Mode.
Special Trait	One special rule or signature behavior.
Behavior	How the enemy acts in play.
Reward	XP, Value, gear, material, clue, or story reward.

11.3 Enemy Roles and XP

Role	Table Function	XP
Minion	Weak enemy, usually appears in groups.	5 x Level
Standard	Baseline threat.	10 x Level
Elite	Stronger enemy with better stats or one strong trait.	15 x Level
Boss	Major encounter enemy.	20 x Level
Legendary	Rare campaign-level or major story threat.	30 x Level

11.4 Level 1 Enemy Baselines

Role	Health	Attack	Defense	Damage	Armor
Minion	5	4	3	2	0
Standard	10	5	4	3	0-1
Elite	15	6	5	4	1
Boss	25	7	6	5	1-2
Legendary	40	9	8	7	2-3

11.5 Enemy Scaling by Level

Element	Scaling Rule
Minion Health	+3 Health per enemy level.
Standard Health	+5 Health per enemy level.
Elite Health	+7 Health per enemy level.
Boss Health	+10 Health per enemy level.
Legendary Health	+15 Health per enemy level.
Attack	+1 Attack every 2 levels.
Defense	+1 Defense every 2 levels.
Damage	+1 Damage every 2 levels.
Armor	Add only when the creature logically has armor, hide, shell, casing, shield, or magic protection.

11.6 Enemy Resistance

Clean Mode may use one Resistance value for non-physical effects. Use separate Physical, Mental, and Social Resistance only when an enemy needs that level of detail.

Role	Suggested Resistance
Minion	3
Standard	4
Elite	5
Boss	6
Legendary	8

Weak-minded beasts may have lower Mental or Social resistance. Intelligent enemies, leaders, bosses, and legendary enemies should have meaningful resistance to fear, control, paralysis, full shutdown, instant defeat, and repeated stun loops.

11.7 Special Trait Guidance

Most enemies should have one special trait. Avoid overloading normal enemies with multiple special rules.

Trait	Use
Pack Tactics	+1 Attack when allies attack the same target.
Heavy Armor	Higher Armor or reduced incoming damage.
Poison Bite	Hit may impose Poisoned or +1 difficulty.
Claw and Bite	Uses natural melee attacks.
Flying	Uses aerial movement or avoids ground obstacles.
Burrow	Moves through earth, rubble, or tunnels.
Charge	Extra damage or pressure after movement.
Fear Aura	Enemies resist fear or suffer a short penalty.
Shielded	Once per encounter, reduce damage or gain temporary protection.
Restore Health	Recovers limited Health if not blocked.
Explosive Death	Creates damage or hazard when defeated.
Ambush Hunter	+1 Attack or damage from cover or surprise.
Ranged Striker	Keeps distance and pressures targets.
Summoner	Calls weak allies or battlefield support.
Terrain Advantage	Gains a bonus in home terrain.

11.8 Enemy Behavior Guidance

Every enemy should have a short behavior note. This tells the GM how to run the enemy without thinking through tactics from scratch.

Behavior	How It Plays
Attacks closest target	Simple aggressive enemy.
Targets wounded enemies	Predator or brutal combatant.
Protects stronger ally	Guard, minion, or bodyguard.
Runs when half the group is defeated	Cowardly or practical enemy.
Ambushes from cover	Stealth, beast, or hunter enemy.
Holds a doorway	Defender or guard enemy.
Uses terrain	Smart or territory-linked enemy.
Calls reinforcements	Scout, guard, drone, or alarm enemy.
Avoids fire	Beast, plant, undead, or fear-driven enemy.
Fights to the death	Construct, fanatic, undead, or legendary threat.

11.9 Generic Example Enemies

Enemy	Lvl	Role	Health	Attack	Defense	Damage	Armor	Resistance
Weak Raider	1	Minion	5	4	3	2	0	3
Trained Guard	1	Standard	10	5	4	3	1	4
Veteran Enforcer	2	Elite	22	7	6	5	1	5
Territory Captain	3	Boss	55	8	7	6	2	6
Ancient War Beast	5	Legendary	115	11	10	9	3	8

Enemy	Movement / Trait / Behavior / Reward
Weak Raider	Ground. Pack Pressure: +1 Attack if another raider attacks the same target. Attacks in groups and retreats if outmatched. Reward: 5 XP, small Value, scrap weapon.
Trained Guard	Ground. Shielded: once per encounter, reduce one hit by 2 damage. Holds position, protects doors, calls for help. Reward: 10 XP, basic gear, small Value.
Veteran Enforcer	Ground. Brutal Counter: once per round, if missed in melee, may reposition or threaten attacker. Targets biggest threat and commands weaker allies. Reward: 30 XP, better gear, moderate Value.
Territory Captain	Ground. Command Presence: once per round, one ally gains +1 or may reposition. Uses minions, protects objectives, retreats if mission fails. Reward: 60 XP, strong gear, mission reward.
Ancient War Beast	Ground / Climb or special terrain. Terrifying Roar: once per encounter, Close enemies resist fear or suffer +1 difficulty for 1 round. Dominates territory and attacks major threats. Reward: 150 XP, rare materials, story reward.

11.10 Territory Sample Enemies

Human / Neogard Samples

Neogard enemies are disciplined, equipped, and connected. Even a small patrol may have drones, signal support, and orders from someone watching far behind the line.

Enemy	Lvl	Role	Type	HP	Atk	Def	Dmg	Arm	Res	Move	Trait
Neogard Patrol Drone	1	Minion	Machine	5	4	4	2	1	3	Flying/ Hover	Sensor Ping reveals one hidden target in Close range on a successful perception-style roll.
Neogard Security Trooper	2	Standard	Humanoid	15	6	5	4	1	4	Ground	Tactical Cover: +1 Defense while behind cover.
Neogard Tech Commander	3	Elite	Humanoid Leader	36	7	6	5	1	5	Ground	Command Signal: once per round, one machine or ally gains +1 to a roll.

Elf / Euraea Samples

Euraea threats rarely feel random. The forest watches, moves, and answers. Some enemies are beasts, some are spirits, and some are the land itself deciding that outsiders have gone far enough.

Enemy	Lvl	Role	Type	HP	Atk	Def	Dmg	Arm	Res	Move	Trait
Thorn Sprite	1	Minion	Fairy Folk	5	4	4	2	0	3	Flying	Tiny Target: +1 Defense against ranged attacks if moving.
Forest Stalker	2	Standard	Beast / Nature Creature	15	6	5	4	0	4	Ground/ Climb	Ambush Hunter: +1 Attack from cover or surprise.
Living Grove Guardian	4	Elite	Living Wood Creature	43	8	7	6	2	5	Ground/ Rooted	Root Barrier: once per round, create minor cover or slow one nearby enemy.

Dwarf / Iron Mountains Samples

Dwarf territory does not need many guards. The tunnels, machines, doors, pressure plates, constructs, and bad assumptions of outsiders do much of the work.

Enemy	Lvl	Role	Type	HP	Atk	Def	Dmg	Arm	Res	Move	Trait
Gear Rat	1	Minion	Machine / Beast	5	4	3	2	1	3	Ground/ Crawl	Wire Chew: on a hit against gear, may impose a minor equipment problem.
Tunnel Guard	2	Standard	Humanoid	15	6	5	4	2	4	Ground/ Tunnel	Stone Brace: +1 Defense on stone or while blocking a narrow path.
Broken Rune Construct	3	Elite	Construct	36	7	6	5	2	5	Ground	Unstable Rune Core: at 0 Health, nearby creatures resist or take 3 rune backlash damage.

Orc / Itor Samples

Itor fights dirty because Itor is alive. Mud, beasts, smoke, blood, and laughter can all become part of the same ambush.

Enemy	Lvl	Role	Type	HP	Atk	Def	Dmg	Arm	Res	Move	Trait
Swamp Gnawer	1	Minion	Beast	5	4	3	2	0	3	Ground/ Swim	Mud Bite: target suffers +1 difficulty on next movement roll if hit.
Orc Warband Hunter	2	Standard	Humanoid	15	6	5	4	1	4	Ground/ Swamp	Predator Rush: +1 damage against wounded target.
Grave Shaman	4	Boss	Humanoid Caster	65	9	8	7	1	6	Ground	Raise Dead: once per encounter, summons two Level 1 Raised Dead minions.

Mutant Wasteland Samples

Wasteland threats are fast, hungry, broken, psychic, or worse. Some are Mutants. Many are not. The danger is that outsiders rarely know the difference until something moves.

Enemy	Lvl	Role	Type	HP	Atk	Def	Dmg	Arm	Res	Move	Trait
Wasteland Skitter	1	Minion	Mutated Beast	5	4	4	2	0	3	Ground /Climb	Twitch Reflex: +1 Defense against the first attack each encounter.
Mutant Raider	2	Standard	Humanoid Mutant	15	6	5	4	1	4	Ground	Hazard Adapted: +1 to resist poison, radiation, or wasteland hazards.
Psychic Ravager	4	Elite	Mutant Psionic	43	9	8	7	1	5	Ground /Short Blink	Mental Static: once per round, impose +1 difficulty on one enemy focus roll if resistance fails.

11.11 Rewards and Loot

Encounter Size	Suggested Reward
Small encounter	Enemy XP, 5-10 Value, basic supplies, minor clue, or scrap parts.
Standard encounter	Enemy XP, 10-25 Value, useful gear, repair materials, consumables, contact, or information.
Major encounter	Enemy XP, 50-100 Value, rare materials, strong gear, major clue, or faction favor.
Boss / story encounter	Enemy XP, 100+ Value or equivalent story reward, rare item, territory access, major ally, or campaign progress.

11.12 Bestiary Balance Notes

These sample stat blocks are starting points, not final balance truth. During playtesting, track the following:

- How long enemies survive.
- Whether player attacks hit too often or not enough.
- Whether Armor slows combat too much.
- Whether Boss Health is too high.
- Whether Level 5 enemies feel dangerous without being unfair.
- Whether control powers shut down enemies too easily.
- Whether Minions are fast enough to run in groups.

11.13 Bestiary Expansion Needs

Future bestiary passes should add:

- Full creature list by territory.
- Non-combat animals.
- Pets and mount stat blocks.
- Summon stat cards.
- Environmental hazards.
- Boss templates.
- Legendary creature templates.
- Loot and material tables.
- Encounter-building examples.

11.14 Bestiary Quick Reference

Rule	Reference
Enemy XP	Minion 5 x Level; Standard 10 x Level; Elite 15 x Level; Boss 20 x Level; Legendary 30 x Level.
Simple Resistance	Minion 3; Standard 4; Elite 5; Boss 6; Legendary 8.
Normal Enemy Design	Use one special trait and one behavior note.
Boss Design	Use stronger resistance, allies, terrain, and an objective.
Legendary Design	Use story stakes, major terrain pressure, and GM judgment.

Chapter 12: Game Master Tools

This chapter gives the Game Master quick tools for running Rising Dawn in Clean Mode. Use these rules to set difficulty, build encounters, reward players, handle unclear powers, and keep the story moving.

The GM's job is not to defeat the players. The GM's job is to make the world feel alive, fair, dangerous, and worth exploring.

Running the Tone of Rising Dawn

Rising Dawn should feel dangerous but not hopeless. The world is old, wounded, political, strange, and alive. Every race has reasons for what it believes, and every faction tells a version of history that makes itself look necessary.

Do not make every NPC evil. Make them loyal, afraid, proud, desperate, misinformed, honorable, selfish, or trapped. The best conflicts in Rising Dawn should feel like they could have gone another way if someone had made a different choice long ago.

Let the players feel powerful, but never let power become consequence-free.

12.1 Core GM Priorities

Priority	How to Apply It
Keep the game moving	Make the cleanest fair ruling and continue play. Do not stop the table to build a new subsystem.
Make rulings that fit the fiction	A ruling should make sense in the scene, the world, and the character's method.
Use Clean Mode by default	Use broad rulings, range bands, simple effects, and fast resolution unless detail is needed.
Let player choices matter	Plans, risks, resources, positioning, and consequences should change outcomes.
Protect the tone of the world	Rising Dawn should feel dangerous, strange, and consequential without becoming unfair.
Reward creative solutions	Good plans should matter even when they avoid combat or bypass an expected route.
Avoid random punishment	Consequences should follow the scene, not punish the player for trying something interesting.
Limit powerful effects cleanly	Use cost, resistance, range, setup, duration, and story logic to keep strong powers playable.

12.2 Difficulty Setting

Use Difficulty when an action is not directly opposed. Set difficulty based on the situation, not based on whether the GM wants success or failure.

- Difficulty 6: Very Easy.
- Difficulty 8: Easy.
- Difficulty 10: Average.
- Difficulty 12: Standard.
- Difficulty 14: Hard.
- Difficulty 16: Very Hard.
- Difficulty 18: Extreme.
- Difficulty 20+: Legendary.

Difficulty	Rating	Use When
6	Very Easy	The task is simple and only matters because pressure, timing, or danger exists.
8	Easy	The task is simple, safe, familiar, or strongly supported by tools or conditions.
10	Average	The task is common but uncertain, especially without perfect time, tools, or conditions.
12	Standard	The task has real uncertainty but is normal for a trained character.
14	Hard	The task is difficult, pressured, dangerous, or requires a strong approach.
16	Very Hard	The task is extreme, unstable, hidden, rushed, or protected.
18	Extreme	The task pushes the edge of what a skilled character can reasonably do.
20+	Legendary / story-level	The task is extraordinary and should usually require setup, rare tools, strong power use, or story permission.
Adjust Difficulty Up When		Adjust Difficulty Down When
Time is short.		The character has the right tools.
Tools are missing.		The plan is strong.
The environment is dangerous.		The environment helps.
The character is injured, exhausted, distracted, or rushed.		The player uses a clever approach.
The target is protected, hidden, unstable, or unfamiliar.		The character has relevant background, help, or preparation.

Do not increase difficulty only because a character has a high bonus. Let skilled characters feel skilled.

12.3 Opposed Rolls and Static Resistance

Situation	Suggested Resolution
Stealth vs observer	Stealth roll vs Perception, Defense, or a static detection difficulty.
Manipulation or deception	Social + Manipulation vs Self-Control, Willpower, or NPC Resistance.
Intimidation or fear	Social + Intimidation vs Willpower, Self-Control, or Resistance.
Hacking	Mental + Science using the Hacking alias vs system security, enemy hacker, firewall, or static difficulty.
Magic or psionics	Mental + Magics/Psionics vs relevant Resistance.
Simple enemy or system	Use one static Defense or Resistance instead of rolling.

12.4 Clean Mode vs Cinematic Mode

Mode	Use When	How It Changes Play
Clean Mode	The scene should move quickly; exact distance does not matter; players are learning; the action is clear.	Use broad rulings, range bands, simple effects, limited tracking, and fast outcomes.
Cinematic Mode	The scene is important; the table wants tactical detail; the outcome could shape the story; a powerful ability needs special handling.	Add stronger consequences, more detailed positioning, more dramatic failures, or extra resistance/cost where appropriate.

Cinematic Mode should add drama, not unfair punishment.

12.5 Running Level 5 Powers

Level 5 powers are signature-level effects. They should feel powerful, but they should not erase all challenge.

Question	Purpose
What is the clear target?	Prevents vague scene-wide effects unless the power truly allows them.
What is the cost?	Confirms Power Points, materials, risk, setup, or story cost.
What is the range?	Keeps the power tied to positioning and scene logic.
What resists it?	Protects bosses, legendary threats, and important story forces from instant shutdown.
What does success mean?	Defines the clean outcome before rolling.
What does partial success mean?	Allows strong effects without making every roll all-or-nothing.
What happens on failure?	Keeps failure moving without random punishment.
Does this break the scene or create a great moment?	If it creates a great moment, lean yes. If it deletes the scene, add limits.
If a Level 5 Power Would Instantly Solve a Major Problem, the GM May Require	
A roll or opposed resistance.	
A Power Point cost or additional resource cost.	
A rare condition, source, material, or opening.	
Setup, time, or positioning.	
A limited effect instead of total resolution.	
A consequence or later complication.	

12.6 Running Combat as the GM

Combat should be clear and fast. Most combat should have an objective beyond “kill everything.”

Before Combat Starts, Establish	Why It Matters
Who is present	Defines the visible threats, allies, civilians, and hidden factors.
Where everyone roughly is	Sets range bands, cover, movement, and arrival points.
What the goal is	Gives players a reason to act beyond basic attacks.
What the danger is	Makes consequences visible.
What terrain matters	Creates choices through cover, obstacles, height, hazards, routes, or choke points.
What happens if players do nothing	Keeps the scene active and pressured.
Good Combat Objectives	
Escape.	
Rescue someone.	
Hold a position.	
Stop a ritual.	
Disable a machine.	
Survive a number of rounds.	
Capture an enemy.	
Protect a civilian.	
Steal information.	
Reach a location.	

12.7 Encounter Building

Encounter Type	Suggested Build
Simple	Several Minions and one Standard enemy.
Standard	Several Minions, one or two Standards, and one terrain feature.
Hard	Several Minions, two Standards, one Elite, and a complication or objective.
Boss	One Boss, supporting Minions or Standards, an environmental feature, and a clear objective.
Legendary	One Legendary enemy, major terrain or story stakes, and multiple phases only if using Cinematic Mode.
Encounter Balance Check	Question
Action economy	Will the players or enemies get too many actions compared to the other side?
Control resistance	Can one control power shut down the whole fight?
Objective clarity	Do players know what success means besides killing enemies?
Terrain	Does the battlefield create meaningful choices?
Threat pacing	Will the scene become dangerous quickly enough?
Exit options	Can enemies or players retreat, escalate, call help, or change tactics?

12.8 Enemy Control Resistance

Control powers should create openings, penalties, choices, and short windows. They should not end every major fight instantly.

Bosses and Legendary Enemies Should Usually Resist
Fear.
Mind control.
Paralysis.
Full shutdown.
Instant defeat.
Repeated stun loops.
Summon swarms.

12.9 Rewards and XP

Reward players for completing missions, solving problems creatively, protecting allies, finding secrets, making meaningful choices, defeating enemies, building relationships, discovering lore, and surviving dangerous situations.

Reward Type	Use For
Enemy XP	Defeating, bypassing, surviving, or meaningfully resolving enemy threats.
Event XP	Meaningful scenes, discoveries, hazards, negotiations, or complications overcome.
Moment XP	Great roleplay, clever thinking, heroic risks, sacrifice, or memorable choices.
Mission XP	Completing objectives or achieving campaign goals.
XP / Reward Scale	Suggested Reward
Small event	5–10 XP.
Standard event	10–25 XP.
Major event	25–50 XP.
Story milestone	50+ XP.
Small encounter	Enemy XP, 5–10 Value, minor supplies or clue.
Standard encounter	Enemy XP, 10–25 Value, useful gear, materials, consumables, or contact.
Major encounter	Enemy XP, 50–100 Value, rare material, strong gear, major clue, or faction favor.
Boss / story encounter	Enemy XP, 100+ Value or equivalent story reward, rare item, territory access, major ally, or campaign progress.

Use XP consistently, but do not let XP math slow down the session.

12.10 Adjudicating Powers

When a power is unclear, use the shared frameworks before creating a new rule.

Ruling Question	Why It Matters
What is the power trying to do?	Defines the actual desired outcome.
What source does it use?	Technology, magic, psionics, mutation, spirits, runes, or another source may change limits.
What is the cost?	Confirms Power Points or other required cost.
What is the range?	Prevents unclear scene-wide effects.
What is the target?	Clarifies creature, object, area, ally, enemy, system, or self.
What resists it?	Identifies Defense, Resistance, Willpower, Self-Control, system security, cover, or GM-set difficulty.
What type of effect is it?	Damage, control, movement, defense, healing, utility, summon, information, or support.
Is there already a shared framework?	Keeps the system consistent.
Does the effect fit the power level?	Prevents low-level powers from creating Level 5 outcomes.
What is the cleanest ruling?	Keeps the game moving.

12.11 Handling Failure and Complications

Failure should create motion. It should not automatically stop the story.

Failure Outcome	Use When
No progress	The action fails cleanly and the scene continues.
Partial progress	The character gains something but not everything.
Success at a cost	The goal is achieved, but time, resources, position, or safety are lost.
Complication	The action changes the scene in a risky way.
Delayed success	The action works, but too slowly or after pressure increases.
New choice	Failure reveals another route, bargain, sacrifice, or risk.
Loss of position	The character is exposed, separated, moved, or cornered.
Enemy reaction	Enemies notice, move, call help, or change tactics.
Resource cost	Gear, Power Points, supplies, or time are spent.
Good Complications	Bad Complications
The enemy notices.	Random instant death.
A tool breaks or strains.	Destroying a character concept.
A door opens but triggers an alarm.	Punishing creativity.
A spell works but draws attention.	Removing agency without warning.
An ally is saved but separated.	Ignoring the roll result.
An attack hits but exposes the character.	Creating a consequence that does not fit the scene.
A route works but takes longer.	Using complications to deny every success.
A summon arrives in a bad position.	Escalating every small failure into disaster.

12.12 Running Exploration

Exploration Use	GM Focus
Travel	Routes, hazards, weather, scarcity, pursuit, landmarks, and territory identity.
Ruins	Environmental storytelling, traps, old systems, secrets, and unstable structures.
Hidden paths	Scouting, race movement, senses, terrain, and navigation.
Hazards	Detection, preparation, resistance, resource pressure, and consequences.
Lore	Clues, records, monuments, symbols, oral history, and faction memory.
Discovery	Reward curiosity with information, access, materials, allies, or story change.

Ask players what they are looking for and how they are moving. Then use skills, powers, race advantages, and consequences to resolve uncertainty.

12.13 Running Social Scenes

Important social scenes should not be solved by one roll unless the stakes are small.

Ask About the NPC	Purpose
What do they want?	Defines the target of persuasion or pressure.
What do they fear?	Reveals leverage and limits.
What do they know?	Defines what information can be gained.
What can the players offer?	Creates negotiation instead of simple pass/fail.
What line will the NPC not cross?	Prevents one roll from breaking the character or faction logic.
What happens if players fail?	Keeps the scene moving.

Use Social rolls to shift attitude, uncover pressure points, create openings, or resolve uncertain moments. For simple NPCs, use the enemy Resistance value by role for social resistance. A Minion may resist at 3, a Standard NPC at 4, an Elite NPC at 5, a Boss-level figure at 6, and a Legendary figure at 8 or higher. Important NPCs may use Willpower, Self-Control, or a custom Resistance value.

12.14 Running Mysteries and Information

Do not hide essential progress behind one failed roll.

If Players Need a Clue to Continue, Failure Should Affect
How long it takes.
What it costs.
Who notices.
How incomplete the clue is.
Whether danger appears.
What new choice is created.

The story should keep moving.

12.15 GM Quick Reference

Rule	Quick Guidance
Default mode	Clean Mode.
Use Cinematic Mode for	Major scenes, complex environments, powerful effects, or dramatic consequences.
Difficulty	Set based on situation, not desired outcome.
Unclear powers	Use shared frameworks and the cleanest ruling.
Level 5 powers	Powerful, but still subject to cost, resistance, limits, and story logic.
Boss control resistance	Bosses should resist instant shutdown.
Failure	Failure should create motion.
Rewards	Use XP, Value, gear, information, access, allies, or story progress.
Creativity	Reward it. Do not punish it.
Table pace	Keep the game moving.

Chapter 13: Leveling and Advancement

Leveling in Rising Dawn is not just getting stronger. It is proof that the world failed to kill you and left something behind. A scar becomes a lesson. A broken weapon becomes a technique. A failed rescue becomes a vow. A strange power becomes easier to call because the character has already paid part of its price.

Characters in Rising Dawn grow by earning Experience Points, gaining levels, improving skills, expanding powers, and surviving the consequences of play. This chapter gives the Clean Mode advancement rules used for playtesting.

Core Advancement Rule

Characters are created at Level 1.

Rule	Clean Mode Use
Starting level	Player characters normally begin at Level 1.
XP formula	The XP needed to reach a level equals 100 x the level being reached.
Level 0 option	Optional prologue mode only. A Level 0 character reaches Level 1 at 100 XP.
Level 1 playtest start	A normal Level 1 character may start with 0 Advancement XP and tracks XP earned during play from that point forward.
GM choice	For long campaigns, the GM may also track lifetime XP using the full cumulative table.

XP Thresholds

Use the following table when tracking lifetime XP from Level 0. If the campaign starts at Level 1, subtract the Level 1 threshold and track only the XP earned after character creation.

Level Reached	Additional XP Needed for That Level	Total Lifetime XP
Level 1	100 XP	100 XP
Level 2	200 XP	300 XP
Level 3	300 XP	600 XP
Level 4	400 XP	1,000 XP
Level 5	500 XP	1,500 XP
Level 6	600 XP	2,100 XP
Level 7	700 XP	2,800 XP
Level 8	800 XP	3,600 XP
Level 9	900 XP	4,500 XP
Level 10	1,000 XP	5,500 XP

XP Awards

Experience is earned through danger, objectives, discovery, roleplay, and consequences. Defeating opponents is only one way to advance.

XP Source	Guidance
Enemy XP	Use the enemy role XP table in the Bestiary chapter for the main Clean Mode rule.
Small activity	1-5 XP for a minor action, clue, obstacle, or useful scene contribution.
Standard activity	5-10 XP for a meaningful objective, clever solution, or dangerous obstacle.
Major activity	10-20 XP for a major scene objective, difficult discovery, or high-risk success.
Mission XP	Awarded when the party completes an objective or changes the situation in the world.
Moment XP	Awarded for memorable roleplay, heroic risk, sacrifice, clever planning, or strong character choices.

Level-Up Package

When a character reaches a new level, apply the level-up package below. This keeps advancement simple while still giving the player meaningful choices.

Level-Up Step	Effect
1. Increase Level	Raise the character level by 1.
2. Increase Base Stats	Every odd level provides +1 to one Core Stat.
3. Increase Skills	Every level provides 2 Skill Points.
4. Increase Constitutions	Every even level provides 1 point to Constitutions
5. Increase Race Advantages	Every odd level provides 1 point to Race Advantages
6. Increase Health	Every Level +2 additional HP
7. Increase Power Points	Every Level +2 additional PP
8. Increase Powers	Every odd level provides +1 Active Power dot.
9. Update gear/story notes	Record any new equipment, Value, injuries, obligations, reputation, pets, mounts, summons, or story consequences.

Advancement Choices

Choice	Rule
Skill Advancement	Add +1 dot to one Skill, up to the current tier cap.
New Skill	Add 1 dot to a new Skill if the character had training, exposure, or story justification.
Active Power Advancement	Add +1 dot to one known Active Power, up to the current tier cap.
New Active Power	Gain a new Active Power at 1 dot if it fits race, class, training, gear, mutation, magic, or story access.
Constitution Advancement	Add +1 dot to Willpower or Self-Control, if the campaign is using Constitution tracking.
Race Feature Advancement	Improve Race Movement or Race Advantage only at a major tier level or with GM approval.
Gear / Contact / Story Advancement	The GM may allow a non-stat advancement such as a faction contact, upgraded kit, special tool, pet development, mount access, or story benefit.

Major Tier Levels

At Levels 5, 10, 15, and 20, the GM may allow a larger advancement moment. These moments should reflect what the character has actually done in the story.

Major Tier Moment	Possible Reward
Level 5	Signature skill, improved race movement, improved race advantage, special gear, or stronger class identity.
Level 10	Major class development, faction recognition, advanced power access, major mount/pet development, or rare gear.
Level 15	Campaign-shaping advancement, elite power use, strong race feature, major title, or unique story benefit.
Level 20	Legendary advancement. The GM should decide what fits the campaign.

Pet, Mount, and Summon Advancement

System	Advancement Rule
Pets	Pet Level follows the player level bands listed in Chapter 10.
Mounts	Mounts do not gain separate free turns. Improvements should affect movement, durability, access, or story capability.
Summons	Summons improve through the summoner power level, not through permanent companion advancement.

Chapter 14: Reference Appendix

This appendix collects the rules most often needed during play. Use it as a fast table reference instead of rereading full chapters during a session.

The full rules remain in Chapters 1–13. If a quick-reference rule seems unclear, use the full chapter rule.

14.1 Core Roll

Most rolls in Rising Dawn use:

Core Stat + Skill + 1d10

If the total equals or beats the Difficulty, Defense, Resistance, or opposing roll, the action succeeds.

Core Stats

Core Stat	Used For
Physical	Strength, speed, toughness, movement, melee, direct bodily action
Mental	Intelligence, perception, focus, magic, psionics, technology, tactics
Social	Persuasion, command, intimidation, manipulation, animal handling, presence

Flexible Stat Pairing

The GM chooses the Core Stat based on how the character acts.

Example	Rolls
Sneaking physically through a hallway	Physical + Stealth
Planning a hidden route	Mental + Stealth
Blending into a crowd	Social + Stealth

14.2 Difficulty Table

Difficulty	Rating	Use When
6	Very Easy	The task is simple and only matters because pressure, timing, or danger exists.
8	Easy	The task is simple, safe, familiar, or strongly supported.
10	Average	The task is common but uncertain, especially without perfect time, tools, or conditions.
12	Standard	The task has real uncertainty but is normal for a trained character.
14	Hard	The task is difficult, pressured, dangerous, or requires a strong approach.
16	Very Hard	The task is extreme, unstable, hidden, rushed, or protected.
18	Extreme	The task pushes the edge of what a skilled character can reasonably do.
20+	Legendary	The task is extraordinary and usually requires setup, rare tools, strong power use, or story permission.

Adjust Difficulty Up When

- Time is short.
- Tools are missing.
- The environment is dangerous.
- The character is injured, exhausted, distracted, or rushed.
- The target is protected, hidden, unstable, or unfamiliar.

Adjust Difficulty Down When

- The character has the right tools.
- The plan is strong.
- The environment helps.
- The player uses a clever approach.
- The character has relevant background, help, or preparation.

Do not raise Difficulty only because a character is skilled. Let skilled characters feel skilled.

14.3 Natural 10 and Natural 1

Roll	Result
Natural 10	Automatic success. If the action deals damage, add +5 damage.
Natural 1	Automatic failure. In Clean Mode, no added penalty is required.

A Natural 10 does not also gain extra margin damage unless a specific power says otherwise.

14.4 Margin of Success

If a damage roll beats the target number by 5 or more, the attack deals extra damage.

For every full 5 points above the target number, add +1 damage.

Margin	Extra Damage
+5	+1 damage
+10	+2 damage
+15	+3 damage

Outside combat, margin of success can create stronger results instead of extra damage.

Examples:

- Better position.
- Extra information.
- Faster completion.
- Cleaner success.
- Reduced complication.

14.5 Character Creation Checklist

A Level 1 character needs:

1. Choose Race.
2. Choose Class.
3. Record Core Stats.
4. Record Willpower and Self-Control.
5. Calculate Health.
6. Calculate Power Points.
7. Choose Skills.
8. Assign 3 Active Power dots.
9. Choose 1 Passive Power.
10. Choose 1 Team Power.
11. Choose optional Trade-Off.
12. Spend 10 Freebie Points.
13. Choose starting equipment.
14. Record Race Movement and Race Advantage.
15. Write a short character concept.

14.6 Race Reference

Race Base Stats

Race	Physical	Mental	Social
Human	2	2	2
Elf	1	3	2
Dwarf	3	2	1
Orc	3	1	2
Mutant	2	3	1

Race Constitutions and Movement

Race	Willpower	Self-Control	Race Movement	Race Advantage
Human	5	5	Power Slide	Awareness
Elf	7	3	Feathered Flight	Eagle Vision
Dwarf	4	6	Tunneling	Tactile Kinesis
Orc	3	7	Dark Flight	Precognition / Danger Vision
Mutant	6	4	Teleportation	Night Vision

14.7 Health and Power Points

Starting Health

Starting Health = 10 + Physical + class Health bonus

Mechanical Role	Health Bonus
Close Range	+5
Long Range	+3
Ranger	+3
Assassin	+3
Healer	+2
Scout	+2
Crafter	+2
Rider / Pilot	+2
Power / Caster / Summoner	+1

Starting Power Points

Starting Power Points = 10 + Mental + class Power Point bonus

Mechanical Role	Power Point Bonus
Close Range	+3
Long Range	+3
Ranger	+4
Assassin	+4
Healer	+5
Scout	+5
Crafter	+5
Rider / Pilot	+5
Power / Caster / Summoner	+7

Characters recover all Power Points after a full rest unless the GM is running a harsher survival campaign.

14.8 Skill Point Allocation

Each Level 1 character receives **13 / 9 / 7 skill points** across the three skill trees:

- General
- Tools
- Proficiencies

The allocation depends on class.

Class / Mechanical Role	General	Tools	Proficiencies
Close Range Fighter	13	9	7
Long Range Fighter	9	13	7
Summoner	9	7	13
Elementalist	9	7	13
Crafter	9	7	13
Medic / Healer	9	7	13
Scout	13	9	7
Rider / Pilot	9	7	13
Ranger	13	9	7
Assassin	13	7	9

No starting skill should begin above 2 dots unless the GM specifically allows it.

14.9 Skill Dot Scale

Dots	Rating	Meaning
0	Untrained	No formal training. Simple attempts may still be possible.
1	Poor	Basic familiarity, unreliable execution.
2	Novice	Basic training or practical experience.
3	Trained	Reliable trained competence.
4	Good	Capable and consistent.
5	Average	Near the top of ordinary trained ability.
6	Advanced	Strong specialist training.
7	Expert	Elite ability.
8	Master	Peak mortal ability.
9	Legendary	Legendary skill.
10	Godly	Unmatched ability.

14.10 Master Skill List

General	Tools	Proficiencies
Acting	1 Hand Weapons	Animal Kin
Agility	2 Hand Weapons	Crafting
Aviation / Sailing	Archery	Customs
Dodge	Crossbows	Disarm
Drive / Ride	Explosives	Investigation
Hand to Hand	Handguns	Languages
Navigation	Rifles	Magics
Perception	Heavy Artillery	Manipulation
Stamina	Lock Picking	Medical
Stealth	Staff	Repair
Survival	Throwing Weapons	Science

Skill Alias Rule

Some rules use broad labels for readability. Use the closest specific skill from the Master Skill List.

Broad Term	Use
Melee Weapons	1 Hand Weapons, 2 Hand Weapons, Staff, Hand to Hand, or another fitting melee skill
Ranged Weapons	Archery, Crossbows, Handguns, Rifles, Heavy Artillery, or Throwing Weapons
Hacking	Usually Science unless the GM adds a separate Hacking skill
Psionics	Usually Magics unless the GM adds a separate Psionics skill
Persuasion / Intimidation / Command	Usually Manipulation unless the GM adds separate social skills

14.11 Freebie Points

Every Level 1 character receives **10 Freebie Points**.

Purchase	Cost
Core Stat +1	2 Freebie Points
Skill +1 dot	1 Freebie Point
Willpower +1	1 Freebie Point
Self-Control +1	1 Freebie Point

Freebie Points cannot be spent on Active Powers, Passive Powers, Team Powers, Race Advantages, Health, or Power Points unless the GM allows it.

No Level 1 character may raise a Core Stat above 3 or a Skill above 2 with Freebie Points unless the GM specifically approves it.

14.12 Starting Equipment

A Level 1 character normally begins with:

- One Level 1 basic weapon.
- One Level 2 class weapon, tool, focus, or signature item.
- One Level 1 armor.
- One class kit.
- Basic travel gear.
- One small personal or flavor item.

Starting characters should not normally begin with:

- Level 3+ weapons.
- Level 2+ armor.
- Rare explosives.
- Major vehicles.
- Permanent summons.
- Legendary items.
- Large amounts of Value.

14.13 Combat Turn Reference

On a normal combat turn, a character has:

Turn Element	Use
Major Action	Attack, use an Active Power, defend, help, stabilize, command, or perform a major skill action
Movement	Shift position, move within the current range band, or move farther with GM approval
Minor Interaction	Draw an item, speak briefly, open a simple door, gesture, or perform simple narration

A character may normally use **one Active Power per turn**.

A character may spend up to **5 Power Points per turn** unless a specific rule says otherwise.

14.14 Major Actions

Major Action	Use
Attack	Make a weapon, unarmed, power, vehicle, summon-command, or other attack
Use Active Power	Activate one power and pay its Power Point cost
Defend	Gain +1 Defense, improve cover, protect an ally, prepare a response, or reduce danger
Help an Ally	Give an ally +1 to a relevant roll or reduce a difficulty by 1
Major Skill Action	Hack, heal, repair, investigate, persuade, disable, craft, track, or perform another major task
Stabilize	Attempt to prevent a Downed ally from getting worse
Command / Direct	Direct a summon, mount, vehicle, pet, ally, crew, or battlefield asset when required
Interact with Object	Use, break, open, disable, activate, retrieve, or manipulate something important

14.15 Range Bands

Range Band	Distance / Meaning
Touch	Adjacent or physically reachable
Close	Up to 15 feet
Short	Up to 30 feet
Medium	Up to 60 feet
Long	Up to 120 feet
Extreme	Beyond 120 feet; GM-controlled

14.16 Attack Rolls

Attack Type	Common Roll
Melee weapon	Physical + Melee Weapons + 1d10
Unarmed / natural weapon	Physical + Hand to Hand + 1d10
Ranged weapon	Physical + Ranged Weapons + 1d10
Calculated shot	Mental + Ranged Weapons + 1d10
Tech attack	Mental + Science, Repair, or other fitting skill + 1d10
Magic attack	Mental + Magics + 1d10
Psionic attack	Mental + Psionics / Magics + 1d10
Fear / pressure effect	Social + Manipulation or fitting skill + 1d10

14.17 Defense and Resistance

Use **Defense** for physical attacks and direct combat pressure.

Use **Resistance** for mental, social, magical, spiritual, technological, poison, fear, control, or other non-physical effects.

Defense Roll

When actively defending or avoiding an attack, roll:

Physical + Dodge + 1d10

The GM may use another skill if the defense method changes.

Examples:

- Blocking with a weapon may use Physical + 1 Hand Weapons or 2 Hand Weapons.
- Tactical evasion may use Mental + Dodge.
- Cover may add a bonus or increase the attacker's difficulty.

Armor does not increase Defense. Armor reduces damage after Shield.

Resistance Rolls

Resistance Type	Common Roll
Physical Resistance	Physical + Stamina
Mental Resistance	Mental + Willpower
Social Resistance	Social + Self-Control

For faster play, the GM may use Willpower or Self-Control as a static target number.

14.18 Damage Order

Resolve damage in this order:

Incoming Damage → Shield → Armor → Health

Step	What Happens
1. Incoming Damage	Start with the full damage from the attack, power, hazard, or effect.
2. Shield	Shield absorbs damage first. Shield is spent to absorb damage.
3. Armor	Armor reduces any remaining damage after Shield.
4. Health	Any leftover damage is subtracted from Health.

Example:

An attack deals 8 damage. The target has 3 Shield and 2 Armor.

- Shield absorbs 3, leaving 5.
- Armor reduces 5 by 2, leaving 3.
- The target loses 3 Health.

14.19 Armor and Shield

Passive Shield

Rule	Effect
Passive Shield	Starts with 3 Shield if the character has the Shield Passive Power
Shield Regeneration	Regenerates 1 Shield every 5 turns unless a specific rule says otherwise

Worn Armor

Armor Level	Damage Reduction
Level 1 Armor	Reduce damage by 1
Level 2 Armor	Reduce damage by 2
Level 3 Armor	Reduce damage by 3
Level 4 Armor	Reduce damage by 4
Level 5 Armor	Reduce damage by 5

Armor Powers / Temporary Shield Health

Armor Powers create Temporary Shield Health. They are not worn armor and do not stack as armor reduction unless a specific rule says otherwise.

Armor Power Level	Temporary Shield Health
Level 1	3 Temporary Shield Health
Level 2	5 Temporary Shield Health
Level 3	8 Temporary Shield Health
Level 4	12 Temporary Shield Health
Level 5	18 Temporary Shield Health

14.20 Health, Downed, Stabilized, Revived, and True Death

State	Meaning
Healthy / Injured	The character has 1 or more Health and can act normally unless a condition says otherwise
Downed	At 0 Health, the character cannot keep fighting normally
Stabilized	The character stops getting worse, but does not always return to combat
Revived	A power or effect restores the character enough to act again
True Death	Possible only after the 10-turn revival window ends

Downed and Death

When a character reaches 0 Health, they are Downed.

A Downed character cannot act normally and has a **10-turn revival window**.

During that window, another character may stabilize or revive them with Medical, magic, technology, a power, or another GM-approved method.

If the 10-turn window ends without stabilization or revival, the character faces True Death. The GM may allow one final survival roll. On a natural 10, the character survives barely, but remains helpless. Otherwise, the character dies unless the table agrees on a story reason they survive.

Revive Power Reference

Revive Level	Effect
Level 1	Stabilize; allow another 10-turn window to revive
Level 2	Revive with 1 Health
Level 3	Revive with 5 Health
Level 4	Revive to 50% Health
Level 5	Revive to 100% Health or as GM-approved

14.21 Conditions

Condition	Clean Mode Effect
Slowed	Movement is reduced or more difficult
Prone	Character is knocked down or off balance
Disarmed	Character loses grip on a weapon or important item
Burning	Character is on fire or under ongoing heat pressure
Bleeding	Character is losing Health or under injury pressure
Poisoned	Character suffers toxin effects, weakness, damage, or difficulty
Frightened	Character suffers fear pressure and may struggle to act normally
Weakened	Character suffers reduced strength, damage, defense, or resistance
Stunned	Character loses focus, reaction, or action options briefly
Immobilized	Character cannot move normally
Controlled	Character is influenced or controlled by an outside force
Blinded	Character cannot see clearly and suffers penalties when sight matters
Frozen	Character is trapped, slowed, or restricted by ice, cold, or similar effect
Exhausted	Character suffers fatigue and may take penalties to physical or mental actions

Do not stack the same condition repeatedly unless a rule clearly allows it.

The GM may refresh duration, increase difficulty slightly, escalate if appropriate, or ignore duplicate effects.

14.22 Cover, Helping, and Defending

Rule	Clean Mode Guidance
Defending	Spend a major action to gain +1 Defense, improve cover, protect an ally, prepare a reaction, or reduce danger
Helping	Spend a major action to give an ally +1 to a relevant roll or reduce Difficulty by 1
Minor Cover	+1 Defense or increase attack Difficulty by 1
Strong Cover	+2 Defense or increase attack Difficulty by 2
Full Cover	Prevents attacks unless the attacker moves, destroys cover, uses an area effect, or finds another angle

14.23 Power Rules Quick Reference

Rule	Clean Mode Use
Power Points	Resource used for Active Powers
One Active Power	A character may normally use one Active Power per turn
Power Point Limit	A character may spend up to 5 Power Points per turn
Power Level 1–5	Level 1 is basic; Level 5 is signature-level
Rolls	Use Core Stat + Skill + 1d10 when uncertain
Resistance	Physical effects usually face Defense or Dodge; mental/social/control effects usually face Resistance
Natural 10	Automatic success; +5 damage if damage is dealt
Natural 1	Automatic failure

14.24 Power Types

Power Type	Use
Active Powers	Cost Power Points and are used during play
Passive Powers	Always-on or background benefits; each character starts with one
Team Powers	Once-per-major-encounter abilities that help the group
Trade-Off Powers	Optional benefit/drawback powers
Armor Powers	Create Temporary Shield Health
Summon Powers	Create temporary allies
Mount / Rider Powers	Call or use mounts, vehicles, beasts, or mobility supports

14.25 Passive Powers

Passive Power	Core Rule
Shield	Start with +3 Shield; regenerate 1 Shield every 5 turns unless a rule says otherwise
Health Regeneration	Recover 1 Health every 3 turns
Power Replenishment	Recover 1 Power Point every 3 turns
Willful	Mental control does not fully affect you unless the attacker rolls a natural 10
Luck	Reroll 1 botched roll every 10 turns
Heightened Sense	One sharpened sense may negate difficulty or provide advantage when relevant
Quick Learning	Gain additional XP as the GM allows
Reckless	Reduce Difficulty by 2 on clearly dangerous, aggressive, or high-risk action; failure may carry added consequence
Obedience Training	Allows bonded pet when paired with Animal Kin 1+

14.26 Team Powers

Team Powers may be used once per major encounter and refresh after a full rest.

Team Power	Core Effect
War Cry	All team members gain +1 to their next roll and +2 damage
Healer's Delight	Conscious team members regain 25% of missing Health; unconscious team members revive with 1 Health
Wizard's Wish	All team members regain 25% of maximum Power Points, rounded down, minimum 1
Tough to Kill	All team members take half damage for 1 full round
Go Again	Choose one ally; that ally immediately takes one major action
Defender	Reduce one incoming attack or effect by 50%
Traveler	For one turn, all team members gain two times their travel abilities

14.27 Trade-Off Powers

Trade-Offs are optional. A character normally starts with no more than one.

Trade-Off	Benefit	Drawback
Race Hatred	+2 damage against hated race with bare hands or blunt weapons	Only applies against that race and reflects dangerous hatred
Buyer's Remorse	20% discount when buying items	If the item botches twice during an event, it becomes unusable for the event
Evil Aura	+2 to persuasion and intimidation through fear	People distrust, avoid, or refuse you after use
Pacifist	Can talk enemies down with advantage	If you fail, the enemy may attack with +2 damage
Tit for Tat	Gain stronger rewards from bargains	If you break the deal, the other side may hunt or disgrace you
Pet Connection	Inhabit pet's body and see through it	Your body is vulnerable; returning causes penalties

14.28 Healing and Recovery

Recovery Type	Rule
Heal / Restore Health	Restores 3 / 5 / 7 / 10 / 15 Health by power level
Revive	Restores Downed characters during the revival window
Short Rest	10–30 minute pause; allows healing items, repair, minor recovery, and GM-approved limited resource recovery
Full Rest	Safe rest lasting several hours or overnight; restores all Power Points, refreshes Team Powers, clears minor conditions, and restores Health as GM allows

A harsher campaign may require medical care, shelter, food, or safety before Health fully recovers.

14.29 Gear Quick Reference

Value

Value is the shared game currency used for buying, selling, rewards, repairs, and loot.

Value	Typical Use
1	Very small item, simple meal, cheap scrap, tiny favor
5	Basic tool, simple service, common supply bundle
10	Useful gear, basic weapon, small repair, travel supplies
25	Quality tool, basic armor, specialized kit, moderate repair
50	Strong weapon, advanced kit, rare supplies, major repair
100	High-quality gear, rare item, faction favor, vehicle or mount support
250+	Elite equipment, major vehicle work, rare magic, tech, or rune item
500+	Legendary, story-level, faction-scale, or campaign-changing item

Gear Levels

Gear Level	Meaning
Level 1	Basic / common
Level 2	Trained / class-grade
Level 3	Advanced / strong
Level 4	Elite / rare
Level 5	Legendary / signature

Weapon Damage

Weapon Level	Base Damage
Level 1	2 damage
Level 2	4 damage
Level 3	6 damage
Level 4	8 damage
Level 5	10 damage

Armor Reduction

Armor Level	Damage Reduction
Level 1	Reduce damage by 1
Level 2	Reduce damage by 2
Level 3	Reduce damage by 3
Level 4	Reduce damage by 4
Level 5	Reduce damage by 5

14.30 Pets, Mounts, and Summons

Type	What It Is	Core Limit
Pet	Permanent companion creature	Requires Animal Kin 1+, Obedience Training, and GM approval
Mount	Rideable creature, vehicle, beast, platform, or mobility support	Rider and mount act as one unit
Summon	Temporary ally created by an Active Power	Temporary; does not become a pet or permanent follower

14.31 Pets

A bonded pet requires:

- Animal Kin 1+
- Obedience Training Passive Power
- GM approval

Pet Level Progression

Player Level	Pet Level
1–5	Pet Level 1
6–10	Pet Level 2
11–15	Pet Level 3
16–20	Pet Level 4
21+	Pet Level 5

Pets should not act as full second characters unless the GM is using an advanced companion system.

14.32 Mounts

Mounts do not act separately. Rider and mount act as one unit.

Mount attacks use the rider's action.

Mount Duration

Mount Level	Duration
Levels 1–4	5 turns per Power Point spent
Level 5	7 turns per Power Point spent

Mounts may be used once per combat unless a specific rule says otherwise.

14.33 Summons

Summons are temporary allies created by powers.

Summon Rule	Effect
Duration	10 rounds in combat or roughly 15 minutes outside combat unless a specific rule says otherwise
Healing / Repair	Summons cannot be healed or repaired during combat unless a rule says otherwise
Simple Actions	Attack, defend, block, scout, carry, distract, hold position, or use one listed trait
Group Handling	Multiple weak summons may act as a group
Not Permanent	Summons are not pets, companions, workers, or permanent NPC allies

Summon Amount

Power Level	Summon Amount
Level 1	1 Level 1 summon
Level 2	1 Level 2 summon or 2 Level 1 summons
Level 3	1 Level 3 summon, 2 Level 2 summons, or 3 Level 1 summons
Level 4	1 Level 4 summon, 2 Level 3 summons, 3 Level 2 summons, or 4 Level 1 summons
Level 5	1 Level 5 summon, 2 Level 4 summons, 3 Level 3 summons, 4 Level 2 summons, or 5 Level 1 summons

Base Summon Stats

Summon Level	Attack	Defense	Health
Level 1	5	3	7
Level 2	7	5	10
Level 3	9	7	15
Level 4	11	9	20
Level 5	15	12	30

14.34 Enemy XP

Enemy Role	XP
Minion	5 × Level
Standard	10 × Level
Elite	15 × Level
Boss	20 × Level
Legendary	30 × Level

14.35 Enemy Resistance

Enemy Role	Suggested Resistance
Minion	3
Standard	4
Elite	5
Boss	6
Legendary	8

Bosses and Legendary enemies should usually have meaningful resistance to fear, mind control, paralysis, full shutdown, instant defeat, and repeated stun loops.

14.36 Enemy Baselines

Level 1 Enemy Baselines

Role	Health	Attack	Defense	Damage	Armor
Minion	5	4	3	2	0
Standard	10	5	4	3	0–1
Elite	15	6	5	4	1
Boss	25	7	6	5	1–2
Legendary	40	9	8	7	2–3

Enemy Scaling by Level

Element	Scaling Rule
Minion Health	+3 Health per enemy level
Standard Health	+5 Health per enemy level
Elite Health	+7 Health per enemy level
Boss Health	+10 Health per enemy level
Legendary Health	+15 Health per enemy level
Attack	+1 Attack every 2 levels
Defense	+1 Defense every 2 levels
Damage	+1 Damage every 2 levels
Armor	Add only when the creature logically has armor, hide, shell, casing, shield, or magic protection

14.37 XP and Leveling

XP Formula

The XP needed to reach a level equals:

100 × the level being reached

Level Reached	Additional XP Needed	Total Lifetime XP
Level 1	100 XP	100 XP
Level 2	200 XP	300 XP
Level 3	300 XP	600 XP
Level 4	400 XP	1,000 XP
Level 5	500 XP	1,500 XP
Level 6	600 XP	2,100 XP
Level 7	700 XP	2,800 XP
Level 8	800 XP	3,600 XP
Level 9	900 XP	4,500 XP
Level 10	1,000 XP	5,500 XP

If the campaign starts at Level 1, the GM may track only XP earned after character creation.

14.38 Level-Up Package

When a character gains a level:

Level-Up Step	Effect
Increase Level	Raise character level by 1
Increase Core Stats	Every odd level provides +1 to one Core Stat
Increase Skills	Every level provides 2 Skill Points
Increase Constitutions	Every even level provides +1 to Willpower or Self-Control
Increase Race Advantages	Every odd level provides +1 to Race Advantages
Increase Health	Every level provides +2 Health
Increase Power Points	Every level provides +2 Power Points
Increase Active Powers	Every odd level provides +1 Active Power dot
Update Story Notes	Record gear, Value, injuries, obligations, reputation, pets, mounts, summons, or story consequences

14.39 Major Tier Levels

At Levels 5, 10, 15, and 20, the GM may allow a larger advancement moment.

Level	Possible Reward
Level 5	Signature skill, improved race movement, improved race advantage, special gear, stronger class identity
Level 10	Major class development, faction recognition, advanced power access, major mount/pet development, rare gear
Level 15	Campaign-shaping advancement, elite power use, strong race feature, major title, unique story benefit
Level 20	Legendary advancement decided by the GM

14.40 Clean Mode Rules to Remember

- Use the simplest fair ruling.
- Keep combat moving.
- Let player choices matter.
- Do not punish creativity randomly.
- Let strong powers feel strong, but use cost, resistance, range, duration, and story logic.
- Bosses should not be erased by one control power.
- Failure should move the story forward.
- Gear, powers, race, and class should affect the fiction, not just the numbers.
- When unsure, make the ruling that fits the scene and preserves table momentum.

14.41 Chapter Authority

If a quick-reference rule conflicts with a full chapter rule, use the full chapter rule.

Topic	Full Rule Location
Core rolls, stats, difficulty	Chapter 2
Character creation	Chapter 3
Races	Chapter 4
Classes	Chapter 5
Skills	Chapter 6
Powers	Chapter 7
Combat	Chapter 8
Gear and Value	Chapter 9
Pets, mounts, summons	Chapter 10
Enemies and XP	Chapter 11
GM rulings	Chapter 12
Leveling	Chapter 13
Future / Cinematic Mode	Chapter 15

14.42 Quick Reference Custom Character Build

- **Choose a race**

- Race determines
 - Base points Allocation
 - Skill Point Allocation
 - Willpower
 - Self Control
 - Transportation power

Base Point Allocation

Race	Base Points	Willpower	Self Control	Transportation
Human	Physical = 2 Social = 2 Mental = 2	5	5	Power Slide Awareness
Elves	Physical = 1 Social = 2 Mental = 3	7	3	Feather Wings Eagle Vision
Orcs	Physical = 3 Social = 2 Mental = 1	3	7	Leather Wings Precognition
Dwarves	Physical = 3 Social = 1 Mental = 2	4	6	Burrowing Tactile Kinesis
Mutants	Physical = 2 Social = 1 Mental = 3	6	4	Teleportation Night Vision

Skill Point Allocation

Classes	General	Tools	Proficiencies
Close Range Fighter	13	9	7
Long Range Fighter	9	13	7
Summoner	9	7	13
Elementalist	9	7	13
Crafter	9	7	13
Medic/ Healer	9	7	13
Scout	13	9	7
Rider/Pilot	9	7	13
Ranger	13	9	7
Assassin	13	7	9

- **Choose a Class**

- Class determines
 - Available Powers
 - Weapons Loadout

HUMANS

Class Category	Class Name	Powers	Weapons
Fighter	Close Range	Strength / Shield Speed / Multiplier	Pistol 1 / Shock Knuckles 2 Armor 1
Fighter	Long Range	Speed / Distance View Shield / Camouflage	Pistol 1 / Sniper Rifle 2 Armor 1
Power	Cavalry	Cavalry* Shield / Predictions	Pistol 1 / Collapsible Staff 2 Armor 1
Power	Hacker	Hacker* Telepathy / Shield	Pistol 1 / Electric Whip 2 Armor 1
Power	Engineer	Crafter* Illusions / Shield	Pistol 1 / Plasma Rifle 2 Armor 1
Support	Medic	Restore Health / Power Regenerate Life Theft / Revive	Pistol 1 / Arm Blade 2 Armor 1
Support	Scout	Illusions / Predictions Invisibility / Telepathy	Pistol 1 / Shock Baton 2 Armor 1
Support	Pilot	Air Support / Rider Attack 1 Rider Attack 2 / Repair	Pistol 1 / Shotgun 2 Armor 1
Stealth	Ranger	Speed / Camouflage Multiplier / Mind Control	Pistol 1 / Pistol 2 Armor 1
Stealth	Assassin	Speed / Invisibility Shape Shifting / Agility	Pistol 1 / Sword 2 Armor 1

ELVES

Class Category	Class Name	Powers	Weapons
Fighter	Close Range	Strength / Shield Speed / Multiplier	Shortsword 1 / Spear 2 Armor 1
Fighter	Long Range	Speed / Distance View Shield / Camouflage	Shortsword 1 / Power Bow 2 Armor 1
Power	Summoner	Summoner* Shield / Predictions	Shortsword 1 / Staff 2 Armor 1
Power	Sorcerer	Sorcerer* Telepathy / Shield	Shortsword 1 / Vine Whips 2 Armor 1
Power	Crafter	Crafting* Illusions / Shield	Shortsword 1 / Long Bow 2 Armor 1
Support	Healer	Restore Health / Power Regenerate Life Theft / Revive	Shortsword 1 / Hand Crossbow 2 Armor 1
Support	Scout	Illusions / Predictions Invisibility / Telepathy	Shortsword 1 / Short Bow 2 Armor 1
Support	Dragon Rider	Dragon Call / Rider Attack 1 Rider Attack 2 / Dragon Heal	Shortsword 1 / Crossbow 2 Armor 1
Stealth	Ranger	Speed / Camouflage Multiplier / Mind Control	Shortsword 1 / Long Bow 2 Armor 1
Stealth	Assassin	Speed / Invisibility Shape Shifting / Agility	Shortsword 1 / Short Bow 2 Armor 1

ORCS

Class Category	Class	Powers	Weapons
Fighter	Close Range	Strength / Shield Speed / Multiplier	Hatchet 1 / 2 Handed Battle Axer 2 Armor 1
Fighter	Long Range	Speed / Distance View Shield / Camouflage	Hatchet 1 / Heavy Crossbow 2 Armor 1
Power	Shaman	Necromancy* Shield / Odds	Hatchet 1 / Staff 2 Armor 1
Power	Warlock	Elemental* Telepathy / Shield	Hatchet 1 / Thorn Whip 2 Armor 1
Power	Crafter	Crafting* Illusions / Shield	Hatchet 1 / Repeating Crossbow 2 Armor 1
Support	Medic	Restore Health / Power Regenerate Life Theft / Revive	Hatchet 1 / Crossbow 2 Armor 1
Support	Scout	Illusions / Predictions Invisibility / Telepathy	Hatchet 1 / Heavy Axe 2 Armor 1
Support	Rider	Wolf Call / Rider Attack 1 Rider Attack 2 / Dragon Heal	Hatchet 1 / Bastard Sword 2 Armor 1
Stealth	Ranger	Speed / Camouflage Multiplier / Mind Control	Hatchet 1 / Light Crossbow 2 Armor 1
Stealth	Assassin	Speed / Invisibility Shape Shifting / Agility	Hatchet 1 / Push Dagger 2 Armor 1

DWARVES

Class Category	Class	Powers	Weapons
Fighter	Close Range	Strength / Shield Speed / Multiplier	Fist Drills 1 / War hammer 2 Armor 1
Fighter	Long Range	Speed / Distance View Shield / Camouflage	Fist Drills 1 / Musket Rifle 2 Armor 1
Power	Rune Master	Rune Summoning* Shield / Odds	Fist Drills 1 / Arc Staff 2 Armor 1
Power	Mystic	Elemental* Telepathy / Shield	Fist Drills 1 / Scimitar 2 Armor 1
Power	Crafter	Crafting* Illusions / Shield	Fist Drills 1 / Gatling Gun 2 Armor 1
Support	Medic	Restore Health / Power Regenerate Life Theft / Revive	Fist Drills 1 / Pistol Musket 2 Armor 1
Support	Scout	Illusions / Predictions Invisibility / Telepathy	Fist Drills 1 / War hammer 2 Armor 1
Support	Rider	Airship Call / Rider Attack 1 Rider Attack 2 / Dragon Heal	Fist Drills 1 / Long Sword 2 Armor 1
Stealth	Ranger	Speed / Camouflage Multiplier / Mind Control	Fist Drills 1 / Short Axe 2 Armor 1
Stealth	Assassin	Speed / Invisibility Shape Shifting / Agility	Fist Drills 1 / Collapsible Hatchet 2 Armor 1

MUTANTS

Class Category	Class	Powers	Weapons
Fighter	Close Range	Strength / Shield Speed / Multiplier	Hand Claws 1 / Saw Off Shotgun 2 Armor 1
Fighter	Long Range	Speed / Distance View Shield / Camouflage	Hand Claws 1 / Sniper Crossbow 2 Armor 1
Power	Psionic	Psionics* Shield / Odds	Hand Claws 1 / Katana 2 Armor 1
Power	Elementalist	Elemental* Telepathy / Shield	Hand Claws 1 / Spear 2 Armor 1
Power	Engineer	Crafting* Illusions / Shield	Hand Claws 1 / Saw Blade Crossbow 2 Armor 1
Support	Medic	Restore Health / Power Regenerate Life Theft / Revive	Hand Claws 1 / Pistol 2 Armor 1
Support	Scout	Illusions / Predictions Invisibility / Telepathy	Hand Claws 1 / Crossbow 2 Armor 1
Support	Rider	Lizard Call / Rider Attack 1 Rider Attack 2 / Dragon Heal	Hand Claws 1 / Lance 2 Armor 1
Stealth	Ranger	Speed / Camouflage Multiplier / Mind Control	Hand Claws 1 / Rifle 2 Armor 1
Stealth	Assassin	Speed / Invisibility Shape Shifting / Agility	Hand Claws 1 / Glaive 2 Armor 1

- **Use Freebie Points to augment**
 - 10 freebie points to be placed in Base at 2X, Skills at 1X, and 1X for all other stats except powers
- **Place three points in powers**
- **Pick Passive Powers**
 - Pick 1 passive powers
 - Pick 1 Team Perk
 - Pick 1 Trade Off

Character Sheet



Player Name: _____

Creation Date: _____

CHARACTER NAME

RACE AND CLASS

BASE

Physical ① ② ③ ④ ⑤

Social ① ② ③ ④ ⑤

Mental ① ② ③ ④ ⑤

CLASS POWERS

____ ① ② ③ ④ ⑤
 ____ ① ② ③ ④ ⑤
 ____ ① ② ③ ④ ⑤
 ____ ① ② ③ ④ ⑤

CONSTITUTIONS

Willpower

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

Self Control

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

RACE ADVATANGE

____ ① ② ③ ④ ⑤
 ____ ① ② ③ ④ ⑤

Additional Abilities

Passive Power

Team Perk

Trade Off

General

Acting

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

Agility

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

Aviation / Sailing

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

Dodge

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

Drive / Ride

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

Hand to Hand

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

Navigation

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

Perception

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

Stamina

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

Stealth

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

Survival

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

Tools

1 Hand Weapons

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

2 Hand Weapons

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

Archery

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

Crossbows

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

Explosives

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

Handguns

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

Rifles

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

Heavy Artillery

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

Lock Picking

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

Staff

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

Throwing Weapons

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

Knowledges

Animal Kin

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

Crafting

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

Customs

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

Disarm

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

Investigation

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

Languages

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

Magics

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

Manipulation

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

Medical

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

Repair

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

Science

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

STATS

MP

LEVEL

HP

ARMOR

Level 1

Level 2

Level 3

+1

+3

+5

DAMAGE

Blades

Blunt

Firearms

Archery

Explosives

Level 1

P+2

P+1

4 / -1 Dodge

3 / -1 Dodge

5 / 5 feet

Level 2

P+3

P+2

6 / -2 Dodge

4 / -1 Dodge

8 / 10 feet

Level 3

P+4

P+3

8 / -3 Dodge

6 / -1 Dodge

12 / 15 feet

Chapter 15: Future / Cinematic Mode

Notes

This chapter preserves advanced ideas without making them part of the required Clean Mode rules. If a rule appears only in this chapter, it is optional and should not be required for standard playtesting.

Rule	Meaning
Clean Mode is the core game	Chapters 1-14 are the playable core rulebook and quick-reference material.
Chapter 15 is optional	These systems are parking-lot ideas, future expansions, or Cinematic Mode tools.
Do not backfill complexity early	Only add these systems when the table wants more detail and the core rules are already working.

15.1 Clean Mode vs Cinematic Mode

Mode	Use When	What It Adds
Clean Mode	Normal play, learning the game, fast combat, first playtests.	Broad rulings, simple resolution, minimal tracking, fast turns.
Cinematic Mode	Major set pieces, boss fights, dramatic failures, high-level powers, advanced campaigns.	More detail, higher stakes, stronger consequences, advanced subsystems.

15.2 Character Expansion Ideas

Future System	Core Status	Future Direction
Specialty System	Not part of core rules.	Could add class specialization, advanced role identity, cross-class flavor, unique builds, or campaign training paths.
Multiclassing	Not part of Clean Mode core rules.	Could allow limited access to another Class Category with controls on power access, skill access, and progression cost.
Cross-Active Powers	Rare in core play.	Could be gained through training, story events, faction access, rare gear, mutation, magic transformation, or technology upgrades.

15.3 Advanced Power Ideas

Future System	Core Status	Future Direction
Passive Power Upgrades	Passive Powers do not upgrade in core rules.	Could add stronger Shield Regenerate, better Power Replenishment, stronger Willful, expanded Luck, or advanced Obedience Training.
Team Power Upgrades	Team Powers do not upgrade in core rules.	Could let Healer's Delight revive, Wizard's Wish restore more Power Points, Tough to Kill last longer, Go Again affect more allies, or Traveler reposition the group.
Advanced Level 5 Powers	Level 5 powers remain GM-approved until tested.	Could define exact effects for mind control, major revive, large summons, illusions, terrain distortion, air support, rider powers, blood force, Living Light, curses, and fear.

15.4 Summons, Pets, Mounts, and Major Allies

Future System	Core Status	Future Direction
Persistent Summons	Summons are temporary in core rules.	Needs limits for duration, cost, maintenance, loyalty, maximum number, action economy, healing/repair, and story consequences.
Permanent Undead Servants	Raised Dead are temporary summons in core rules.	Needs moral/social consequences, control limits, ritual requirements, maintenance costs, turn limits, corruption/fear risks, and enemy reaction.
Major Entity Summons	Demigods, major fairy folk, greater spirits, ancient machines, and godlike entities are not core summons.	Should be ritual events, quest rewards, one-scene interventions, campaign turning points, dangerous bargains, or high-cost summon contracts.
Advanced Mount Upgrades	Mounts are simple in core rules.	Could add mount armor, mount traits, mounted attacks, chases, vehicle maneuvers, aerial combat, beast loyalty, custom vehicles, and airship combat.

15.5 Vehicle, Airship, and Battle Systems

Future System	Core Status	Future Direction
Airship Combat	Not part of Clean Mode core rules.	Could add crew roles, maneuvers, facing, altitude, ship armor, ship weapons, engine damage, boarding, repairs, and weather hazards.
Vehicle Chases	Not part of Clean Mode core rules.	Could add chase distance, obstacles, speed bands, vehicle damage, stunts, pursuit rolls, escape thresholds, and crash consequences.
Mass Combat	Not part of Clean Mode core rules.	Could add units, morale, battlefield zones, command actions, siege weapons, summon groups, faction strength, and territory effects.

15.6 Advanced Tracking Systems

Future System	Core Status	Future Direction
Detailed Ammo Tracking	Clean Mode does not track every piece of ammunition.	Could add ammo capacity, reload actions, scarcity, special ammunition, ammo crafting, jams, and misfires.
Detailed Item Durability	Clean Mode does not track detailed durability unless a scene calls for it.	Could add gear wear, weapon breaking, armor damage, repair thresholds, maintenance, and hazard degradation.
Encumbrance	Clean Mode does not use detailed encumbrance.	Could add carry limits, pack load, heavy armor penalties, travel slowdown, mount cargo, and salvage limits.

15.7 Advanced Consequences

Future System	Core Status	Future Direction
Injury Tables	Clean Mode uses Health, Downed, conditions, and GM consequences.	Could add broken bones, deep wounds, burns, poison trauma, psychic scars, magical corruption, lost limbs, and exhaustion injuries.
Advanced Conditions	Core conditions stay simple.	Could add Corrupted, Cursed, Mutating, Haunted, Marked, Panicked, Suppressed, Hunted, Infected, or Overloaded.

15.8 Advanced Crafting, Factions, and Economy

Future System	Core Status	Future Direction
Advanced Crafting	Clean Mode uses simple crafting costs and GM rulings.	Could add recipes, rare materials, quality levels, crafting time, workshops, failed crafting consequences, masterwork gear, and cultural crafting styles.
Faction and Territory Rules	Not part of the core rules yet.	Could add reputation, territory control, faction favors, strongholds, trade routes, regional conflict, political pressure, and resource control.
Advanced Economy	Clean Mode uses Value.	Could add separate currencies, regional markets, scarcity rules, trade goods, inflation/war pricing, black markets, and faction credit.

15.9 Future Book Ideas

Possible Supplement	Focus
Rising Dawn Bestiary	Expanded creatures, enemies, bosses, hazards, loot, pets, mounts, and territory threats.
Rising Dawn Advanced Powers	Expanded power trees, Level 5 rules, advanced passives, team powers, and race-specific options.
Rising Dawn Gear and Crafting Guide	Advanced equipment, crafting, rare materials, upgrades, vehicles, and economy.
Rising Dawn GM Campaign Guide	Campaign structure, factions, missions, territories, encounters, rewards, and long-term play.
Rising Dawn Cinematic Mode	Advanced rules for dramatic scenes, serious injury, complex failure, and high-stakes play.
Rising Dawn Mass Combat and Vehicles	War, airships, vehicles, chases, siege systems, and battlefield-scale rules.
Rising Dawn Pets, Mounts, and Summons Expansion	Companions, bonded creatures, mount upgrades, persistent summons, and major entity rules.