

TABAQUE CITY

COME TO TABAQUE AND BENEFIT OUR COMMUNITY WITH YOUR INCREDIBLE MAGIC.

Game Creator: Jalen Smith
Artist: TheMindBlossom [Etsy]



PLAYER HANDBOOK V3

THE GAME

When entering this game understand that it is not designed to be fair. Even a basic character made could be as destructive as an army if their magic is used properly. Individual NPCs who have lived and experienced more than the player characters will be incredibly powerful and might even be considered a low tier god. Anyone and anything can kill or put your character in danger. This is just something to keep in mind when deciding on how your character acts towards others. In game this point will be made abundantly clear. Whether this game is heavily technical, combat focused or based on roleplay will be up to how the players act. There is enough content that can be found within Tabaque City and the many planes that will speak to almost anyone if you look for it.

Your characters will be from different worlds, but stem from the same plane of existence as Earth. These races include Humans [Earth], Tetramore [Fendall] and Vahzia [Zeltross]. The level of Technology is current day, and we will only consider technology that average consumers can obtain. Why does this matter? Characters will be able to take items from their world and bring them to the main city Tabaque. Other planes your characters come across will have varying technological levels. Some have completely ignored technology and have become equally, if not more so, advanced with magic. Since many, if not most, Tabaqu citizens don't understand the fundamentals of how advanced technological planes work. Instead, they use magic or other methods as the substitutes. Examples:

- Grill: Heated by Geomancer or Aeromancer of fire.
- Sliced Bread: Made by cutting off the limbs of an otherworldly creature and slow roasted for 2 hours.
- Transportation: A fee paid to a Hydromancer to pull a rickshaw as fast as a car. A lot of the information regarding how Tabaqu city works will be discovered in game by your characters.

Each character can take in game time to learn other forms of magic. This will allow characters to combine magics into a singular spell causing a new array of effects. Many of the higher tier NPCs in this game will have more than one magic type, specialty or magic item that pairs well with the magic they can use. At the end of every mission each player will be awarded Experience. Experience can be spent to learn new spells for any tier. The player can keep a list of spells they wish to learn, but the character won't be able to cast the spell until the proper amount of EXP has been spent. EXP spending will be described later on in the handbook.

RANKINGS

The population of Tabaqu City is 100,000. Every resident of this city, whether they be a newborn child or elderly, has a rank. When someone new joins the city they automatically kick out the lowest ranked individual who has contributed the least to the city. This decision can be based on several factors. Newborns and children are exempt from this selection. The main method to move up in rank, since murder is not allowed in the city, is to CHALLENGE others to a 1 v 1 duel. By default, challenges are setup to be duels to the death. However, the challenger can give any rules for the challenge that they wish. Often people set challenges that play more to their strengths rather than a 1 v 1 brawl to the death or until someone surrenders or is unable to continue. Some may ask for a game of tag or to see who can make can cast the strongest spell based on certain criteria.

Those who are challenged are free to accept or deny the request. Denying a challenge, however, comes with social punishments as well as a potential demotion in the rankings if the individual denies too many challenges in a one-week span. By denying a challenge a black mark is magically added to you. This mark can be seen by everyone and cannot be hidden by magical or mundane means. This may cause your character to become a target for additional challenges or made to pay more for goods and services.

TABAQUE CITY RULES

- **THE NUMBER OF RESIDENTS CAN'T EXCEED 100,000**
- **75% OF RESIDENTS ARE SENT ON MISSIONS EACH WEEK.**
- **EVERY RESIDENT MUST CONTRIBUTE TO THE CITY THROUGH JOBS OR COMMUNITY SERVICE.**
- **A RESIDENT MUST HAVE A JOB AND AN APARTMENT/HOUSE TO NOT BE CONSIDERED POOR**
- **MURDER WITHIN THE CITY IS FORBIDDEN WHEN NOT IN A CHALLENGE.**
- **HIGH RANKED INDIVIDUALS ARE ASSETS TO BE PRAISED.**
- **NO CHILDREN UNDER 14 MAY BE CHALLENGED.**

MECHANICS

Rolling one twelve-sided die, **1d12**, will be used for Ability rolls which is all this game is based on. Items, training, spells, and other aspects of the game can give you permanent or temporary bonuses to the rolls that you make.

- Want to do a backflip? Roll a 1d12 + Physical + bonus
- Attacking with magic? Roll a 1d12 + Magic + bonus
- Defending against magic? Roll a 1d12 + Ability Mod + bonus
- Crafting or Rituals? Roll a 1d12 + Ability Mod + bonus
- etc.

During combat characters have a Movement, Action, Reaction and Free actions.

- Movement is used to move: Close, Near or Far
- An action Can be used to Attack, activate an item or cast spells
- Reactions are used to cast defensive spells in reaction to an attack, spell or item activation. Spells cast in this way will not count against Willpower or Heat.
- Free actions are opening doors, picking up objects and other very quick and basic activities.

When using magic spells, it goes as follows:

- Declare your target/intent
- Name your spell, if it has a name, and describe what the intended affect will be on the target.
- You will then make an Ability Roll. Consider this number as the **DC** that your target must meet or beat to be unaffected. Your character will also need to meet or beat the Spell Tier **DC** as well for the spell to even work.
- If your target beats the spell DC, then they can do one of two things. They can either dodge/defend against the spell normally and just have it not take effect or use their reaction. By using their reaction, they can cast a Defensive spell that can block the incoming spell or help them dodge it affectively. Example: A geomancer shoots a firebolt at their target. The target beats their roll and as a reaction summons a dome around themselves. Their allies can then use the dome as cover from projectiles on their turns. Reactions can be used in this way against non-spell-based attacks as well.

WEAPONS

Many different kinds of weapons exist in Tabaque and the surrounding planes. Swords, Spears, Bows, Guns, Clubs, Daggers, Blow Guns, Darts, Javelins, Whips and other conventional weapons are basic items. With the use of magic, rituals, runes and other magical creatures other more powerful weapons can be created. This section is made to give the basic rules of weapons. **All Melee weapons only work at close range and do 1 physical harm unless enhanced.**

Guns only come in two forms: Pistols and Rifles. Through Flavoring you could have a gun that shoots multiple rounds, but unless enhanced with magic it won't do more than 1 harm a turn. When rolling to see whether you can hit with one it's a 1d12 roll + Physical + Proficiency. This formula is used for all weapons unless magically enchanted to use something different.

GUNS & BOWS

Pistol	Shortbow
+1 at Close Range	-1 at Close Range
+1 at Near Range	No bonus at Near Range
-2 at Far Range	+1 at Far Range
Rifle	Longbow
-2 at Close Range	-1 at Close Range
-1 at Near Range	+1 at Near Range
+2 at Far Range	+2 at Far Range

COVER & MOVEMENT

Cover only applies against projectiles that don't automatically seek out their target.

- **Full Cover:** The character's body is fully hidden behind an object and thus can't be seen. If a spellcaster can't see their target, then they can't cast a spell targeting them.
- **Half Cover:** If half of your body would be hidden behind an object then that gives a +2 to dodging an incoming projectile.

Distance We will use a very basic system for determining distances. During combat characters can only move normally to 1 stage of distance per round. If a character is "close" to an enemy, they can only move to "near" during their turn.

- **Close:** Melee combat range. At this distance you are in the face of the target
- **Near:** Ranged combat range. At this distance you have a clear sight and path to your target, if they are unobstructed, but are too far for a melee attack.
- **Far:** Ranged combat becomes more difficult. At this distance it is hard to see your target clearly. Any spell or weapon attacks attempted at this range will give the target +3 to their defense against you or to represent how difficult it is to use magic at this distance.

FAVORS

Favors are very important. The mere act of saying "Can I get a favor?" Carries with it a huge responsibility on the person being asked. Similar to how denying too many challenges can punish you socially. Not returning a favor can punish you the same way. Not returning a favor will cause a black mark to appear on your soul. During social situations this black mark cause you to give those you're speaking to negative vibes about your character. This of course can inhibit future deals and even cause some to act maliciously toward you.

TRUE NAMES

A true name is the essence of who your character is. It is linked to the character's magic, soul, personality, and everything that makes them who they are. Because of this, true names must be protected and treated with the utmost secrecy. If other citizens or creatures were to get ahold of your true name, they could use a ritual to own your character's mind, body, and soul. When players create their characters, they will come up with First, Middle and Last names for them. They will also come up with a nickname which will be brought up later in session.

STRESS

Each character can gain points of stress when placed in stressful, unfamiliar, and life-threatening situations. When 10 points of stress are gained, they will turn into an **Obsession**. Obsessions are deep rooted triggers that can spring up any time. When your obsession is triggered, it will influence your stats or abilities. Obsessions can be cured through magical means though there is no fixed remedy. If a character gains three obsessions, they are ripped from the player's control and officially go insane becoming an NPC under the DM's control. **Example of an Obsession: Each time your character sees a flame they gain 2 points of stress, a -2 to physical and a +2 to magic rolls.**

EXP

Throughout the game you gain EXP by completing missions, challenges and quests. During your free time within the game your character can spend time to "spend" their experience on the below stats. A description of what your character is doing at this time will be required.

STATS	EXP cost
Learn tier 1	2
Learn tier 2	4
Learn tier 3	10
Learn tier 4	18
Learn First New Magic	4,8,12,16,20
New Skill	2
New Magic Specialization	6,12,18,24
Add 1 ability point	6

EXPERIENCE AWARDED FOR JOBS

- Make an Ability roll that goes along with your Job. Social, Magic, Mental etc
- 5 xp on the day of work you go beyond your duties or do exceptional
- Base 2 XP per day of work (just doing job) + or - 1 depending on ability roll.
- 0 XP if you're doing a bad job

EXPERIENCE AWARDED FOR CHALLENGES

- 5 XP if you win
- 1 XP if you lose

EXPERIENCE AWARDED FOR MISSIONS

- Meet Objectives 5 xp per objective
- Surpass Objectives +2 xp each time.
- Fail Objectives 0 xp
- Beat Foes on your level Adds 2 xp
- Beat Powerful foes Adds 5 or 10 xp

ABILITIES & SKILLS

There are five abilities that characters derive all their rolls from. These abilities are PHYSICAL, MENTAL, SOCIAL, SOUL, and MAGIC. Players will assign the following ability modifiers 5,3,1,1,-1 to the abilities on their character sheet.

- **Physical:** Your character's physical abilities including being stealthy, making melee or ranged attacks, and dodging. If you are a Hydromancer of the **Body** then this is an important ability. All your spell rolls will depend on how well you're able to manipulate and understand your own body.
- **Mental:** Your character's ability to perceive the area around them, solve riddle. If you are a Hydromancer of the **Mind** then this is an important ability. All your spell rolls will depend on how well you're able to manipulate and understand your own mind.
- **Social:** Your character's ability to socialize, persuade others, be deceptive and see through the actions of another.
- **Soul:** Your character's influence over their own soul. For those who don't have soul-based magic this will have limited uses. In this case you will only use this ability to fend off soul based magical effects. If you are a Hydromancer of the **Soul** then this is an important ability. All your spell rolls will depend on how well you're able to manipulate and understand your own soul.
- **Magic:** Your character's ability to control rituals, spells and anything dependent on magic control to function. This is a VERY important stat for most situations. Casting spells and rituals depend on making **Magic rolls** to make sure they work.

When you are making your character, each character can pick three skills they wish to be **proficient** in. These skills should be specific and any skill you can think of that exists in real life can be added to your character. Because your character is proficient in these skills you can add a +3 to your rolls when using these skills.

- Skill: Rock Climbing. Roll: 1d12 + PHYSICAL+3

MAGIC ITEMS

Magic items are not an inherent part of the world. People have not spent their lives researching magic in order to mass produce them for others. If a magic item exists that's because someone used a ritual, magical spell or contract to bring it into existence for themselves. Millions of these items have been lost, stolen or sold off over the eons that **Tabaque City** has existed. If you want a magic item you will need to create one yourself, find someone who can do it for you or find someone selling magic items they've managed to obtain. The crafting of magic items is simple but will take time to fully understand. The ingredients used in the ritual to create an item must be representative of the process and effects that the item will hold. Minor details are attributed to the intent of the crafter.

- When crafting a magic item either by hand or through someone else resources will have to be gathered to perform a ritual that binds the intent and magic of the crafter to an object. Below is an example

Fishing Rod of Souls

- Intent: Use a fishing rod with a line and hook to reach into a targets body and rip out a piece of their soul. This is then stored in the rod. From there the soul can either be transferred to the wielder or flung back at a target to do enhanced damage.
- Ingredients used in ritual: Fishing rod with line and hook, Jar or container, and a Soul. If your target of this rod will at least be human sized creatures, you will need a human sized creatures soul.
- Required Word of Power used in ritual (One): Bind, Bond, Fuse or Infuse
- Word of Power used in ritual (One): Store, Soul, Capture, Pull and Absorb

RUNES

Runes are words imbued with the magic of the concepts they represent. There are many different runes and those who wish to use their power must be diligent in their research. You can think of this as being similar to **True Names**. The word "light" as a rune is a conduit for magic that when activated by itself will produce a blinding light. In order to direct the effect a ritual must be designed. This gives the rune direction instead of unleashing its power in a raw form.

COMPANIES

Companies and businesses give the community of this city Depth, adventure, and wealth. Each company employs thousands of Tabaque citizens while general businesses employ a few dozen to a few hundred. Missions and Challenges can be acquired from these companies to obtain permissions to other planes, items, money, magical tips, status and connections.

Top Comapnies	Type
McDaniels	Food Chain
Dillard's Brew	Brewery
Mina's Noodles	Restaurant
Mono	Travel Assistant
MSP	Magic Source Phone
Skin4Skin	Food Chain
Tsmither	Tool Building
Enzone	Enchantment
Prism Steak	Restaurant

General Businesses
Tattoo Shops
Drug Shops
Food Stores
Clothing Stores
Art stores
Hobby Stores
Pawn Shop

SCHOOL SYSTEM ARCANUS

THE SCHOOL SYSTEM FOR KIDS BORN IN TABAQUE CITY. STUDENTS HERE ARE GIVEN ADVANCED TRAINING AND ARE SEEN AS PILLARS OF THE COMMUNITY. ON AVERAGE THESE CHILDREN ARE MORE POWERFUL AND MORE CONNECTED THAN ADULTS LIVING IN THE CITY.

MAGIC

Magic Flows freely through each plane of existence like wind. Each creature feels its presence but grows so use to its touch that they never developed a deeper connection. They move about their days in a mundane dance blissfully unaware. Others who establish this connection to magic find it is tied to a deep ideal they hold within themselves. An individual who enjoys staring at lit flame is different from the one who stares but looks away to pursue something else. For the one who stays, the flames are more than just a pretty sight. The flames flicker to their own rhythm and grow more excited when given an audience. A passion such as this awakens the **Magical Circuit** dormant in all creatures and bestows a gift. This gift puts a spotlight on what truly speaks to an individual's soul and manifests as **Aeromancy, Geomancy or Hydromancy**.

In total there are six forms of magic: Aeromancy, Geomancy, Hydromancy, Medium, Divine Casting and Rituals. Player characters have the choice to start with Aeromancy, Geomancy or Hydromancy. The other three must be learned in game by spending EXP and using **1 hour** of in game time. Magic spells for each form of magic besides rituals, are broken up into **Tiers 1 thru 4**. There is a 5th tier known as **Apocalypse spells**, but those are only learned through special circumstances. When you think of a spell you will give the DM a description of how it works and your intent behind it. The DM will decide what tier it fits in and the player will record their answer. Lower Tier spells can be up casted to increase a specific aspect of the spell. This can include increasing the power, duration, damage, area of affect and more.

Spell effects last until they are dispelled by the caster, released by the target or until the spell duration is reached. The caster of a spell can end or **Dispel** the effects of a spell anytime they wish. This is done through them merely intending to end the effect. A spell is **released** when a target under the effects of the spell succeeds in contesting the spells influence by rolling a **1d12 + Ability Modifier** contested by a similar roll from the caster. A contest like this would take the use of an Action. Finally, each spell has a duration which is decided by the DM when they give the spell a tier. If a spell a tier 1 spell is cast that would paralyze someone, the paralysis will last for only 1 or 2 rounds before wearing off. .

Magic Tier	DC
Tier 1	8
Tier 2	11
Tier 3	14
Tier 4	17

The primary three forms of magic come with their own specialization.

- Internal refers to the user's body. If a Fire Geomancer has an internal specialization than all their spells affect or come from their body in some way. For example, they can eat a flame, not be hurt by the fire and exhale an enhanced version.
- External means everything outside of their body. A fire geomancer can control the fire on a lit torch or shoot a fire ball without needing to be exposed to fire.

Magic	Specialization
Aeromancy	Internal and External
Geomancy	Internal and External
Hydromancy	Mind, Body and Soul

AEROMANCY

Aeromancy is a form of magic that deals in **Concepts**. It is not limited to the tangible and obvious forces that a creature sees throughout the world. Instead, it taps into the deeper meaning and draws its power from that. This power comes from a plane devoted to a singular concept. This can include the concept of fire, water, fear and even weapons. An Aeromancer's magic circuit is connected to this plane and draws the magic into their body. The magic is then expelled in the form of spells. Such a process takes a toll on the caster's body and this toll is represented as **Heat**. Aeromancer's have a heat capacity of 100 which gets filled with every casting. The heat cost of a spell depends on the tier at which it was cast. Below is a table representing the cost.

Magic Tier	Heat Absorbed
Tier 1	5
Tier 2	10
Tier 3	15
Tier 4	25

An Aeromancer gains their power from a pure plane of a concept. For an aeromancer to cast a spell they must understand a concept's true nature. The concept that you choose must be something broad. Example you can't be an Aeromancer of Pebbles, but you can be an Aeromancer of Earth. If you choose aeromancy you get +1 to mental and +1 to any stat To use magic Aeromancers gain heat for every casting of a spell.

There are two main ways to reduce heat

1. By taking a **short rest** to meditate for one hour. Meditation clears your body and mind of the heat you've stored up. People doing this with 100 heat look as though steam is rising off them. o The second method is found in game
2. Heat capacity 0/100 heat after waking up from a **Long Rest (8 hours of sleep)**.

Examples of Aeromancy

- Everything listed for Geomancy
- Hope
- Victory
- Fear
- Insects
- Disease
- Pain
- Sound
- Happiness.
- Speed

Examples of Aeromancy spells

- Aeromancy of Boxes
 - Offense: Conjure and fling a box made of sand
 - Defense: Summon a box made of water around yourself
 - Utility: Whenever I sit in a box, I get a +2 to defense
- Aeromancy of Dogs
 - Offense: Summon a dog with enhanced limbs or biology to attack
 - Defense: Summon a dog with fireproof fur
 - Utility: Whenever I see a dog, I get a +2 when speaking with people
- Geomancy of Wind
 - Offense: Conjure a creature made entirely of wind
 - Defense: The wind in front of you becomes as hard as steel
 - Utility: Whenever I feel a breeze, I become lighter on my feet and get a +2 to dodging

MUTATIONS

For **Aeromancers** when they try and cast spells after they have acquired 100 heat, they will cause a mutation. There is a 5% chance to cause a mutation in the area around the aeromancer and a 95% chance the aeromancer mutates. Mutations can take many forms and have many different effects on the stats, mind set and future of an aeromancer. For example: An aeromancer can gain a mutation that causes crystals to sprout from their body. These crystals are easy to break off from their body, but every time it happens it feels like they're breaking a bone. While the pain may be hellish, these crystals could be ritual components, magical or valuable. There is no direct method to cure a mutation and if a character wishes to find a cure, they will have research their specific situation.

GEOMANCY

At its core, geomancy is about manipulating elements and substances. The natural world hides power within the most mundane of environments. Because this magic flows so bountifully geomancers have no limit to how many times, they can cast their spells. If you choose geomancy as your element, you get +1 to physical and +1 to any stat. If you specialize in External you can choose another geomancy from the base elements water, fire, earth, and air.

Geomancy you can choose from

- Fire
- Water
- Earth
- Air
- Metal
- Light
- Dark
- Wood
- Force
- Electricity

By learning multiple Forms of Geomancy, you can combine those forms to learn more complicated Geomancy elements and substances. For example: If you start with the geomancy of Fire, then learn the geomancy of Earth you will then be able to learn the geomancy of Coal. Examples of **Geomancy spells** see THE NEXT PAGE.

ADVANCED FORMS OF GEOMANCY

These forms of geomancy are only obtainable when their listed geomancies are learned first. After obtaining all the requirements you can spend EXP on learning the advanced Geomancy.

ABYSS

- Water
- Earth
- Dark
- Force

ANIMA

- Water
- Fire
- Earth
- Wind

APOCALYPTIC

- Fire
- Earth
- Wind
- Dark
- Electricity

ARCTIC

- Water
- Earth
- Wind
- Force

BLIGHTNING

- Dark
- Electricity

CAVITATION

- Fire
- Wind
- Force

CHEMICAL

- Fire
- Wind
- Metal

CLOUD

- Water
- Wind

COAL

- Fire
- Earth

COCYTUS

- Water
- Earth
- Wind
- Dark
- Force

CRYSTAL

- Earth
- Force

DEPTH

- Water
- Dark
- Force

DESERT

- Fire
- Earth
- Wind

DUST

- Earth
- Wind

ENTROPY

- Water
- Fire
- Wind
- Dark
- Force

EXPLOSIONS

- Fire
- Wind
- Wood
- Force

FOREST

- Water
- Earth
- Wood

FORGE

- Fire
- Earth
- Metal
- Force

HEAVEN

- Fire
- Wind
- Metal
- Light
- Force
- Electricity

HELL

- Fire
- Earth
- Wind
- Dark

HOLY

- Fire
- Wind
- Light
- Electricity

HORIZON

- Light
- Dark

HURRICANE

- Wind
- Force
- Electricity

INCINERATION

- Fire
- Light
- Force
- Electricity

LIGHTNING

- Light
- Electricity

MAGMA

- Fire
- Earth

MAGNET

- Metal
- Electricity

MATTER

- Water
- Earth
- Wind
- Metal
- Wood

MINERAL

- Earth
- Metal

MOLTEN

- Fire
- Metal

MUD

- Water
- Earth

NATURE

- Water
- Fire
- Earth
- Wind

NUCLEAR

- Fire
- Wind
- Light
- Force
- Electricity

OCEAN

- Water
- Earth
- Force

OIL

- Earth
- Wood

PLANTS

- Water
- Wood

PLASMA

- Fire
- Electricity

PURITY

- Water
- Earth
- Wood

RADIANT

- Fire
- Wind
- Metal
- Light
- Electricity

RED EARTH

- Fire
- Earth
- Light
- Force
- Electricity

SCORCH

- Fire
- Wind

SINGULARITY

- Earth
- Dark
- Force
- Electricity

SKY

- Water
- Winder
- Light

SOLAR

- Fire
- Light

SPACE

- Water
- Wind
- Dark
- Force
- Electricity

STEAM

- Water
- Fire

STELLAR

- Fire
- Light
- Electricity

STORM

- Fire
- Electricity

SUFFER

- Fire
- Wind
- Wood

SWAMP

- Water
- Earth
- Dark

SYNTHESIS

- Light
- Wood

TECTONIC

- Earth
- Metal
- Wood

TUNDRA

- Water
- Earth
- Wind

UNHOLY

- Fire
- Earth
- Dark

UNIVERSE

- Water
- Earth
- Wind
- Dark
- Force
- Electricity

UTOPIA

- Water
- Fire
- Wind
- Light
- Electricity

VAPOR

- Water
- Fire
- Wind

VOID

- Water
- Wind
- Dark
- Force

VOLCANO

- Fire
- Earth
- Force

HYDROMANCY

A Hydromancer has a strong understanding of their body. This deep understanding allows their magical circuit to pull magic from the environment to enhance their body. This enhancement is applied to either the hydromancer's **Body, Mind or Soul**. With these enhancements hydromancers can run faster than sound, Perceive the world slower than normal and cloak themselves in an armor comprised of their soul. **Willpower** is what hydromancers use to draw this power out of their body. Hydromancers start out with 100 willpower and must spend it to caste spells. The cost for a casting depends on the tier of the spell.

If you choose Hydromancy, you get +1 to Soul and +1 to any stat. A Hydromancer can specialize in Mind, Body or Soul. **Those who pick soul will receive a special ability from the DM that is specific only to their soul.** A Hydromancer of the soul also gains a special ability related to their soul.

Examples of Hydromancy

- Enlarging Body parts
- Stretching body parts
- Controlling body density
- Conjuring your spirit
- Telepathy
- Telekinesis
- Lighting things on fire with your mind
- Enhancing body performance

Hydromancer Spells cost Willpower. All your Willpower can be regained on a **short rest (1 hour of inactivity)** or a **long rest (8 hours of sleep)** Willpower capacity 100/100

Magic Tier	Willpower Cost
Tier 1	10
Tier 2	20
Tier 3	30
Tier 4	40

Examples of Hydromancy

Hydromancer Specialization: Body

- Offense: Fist becomes 5 feet large giving you a better chance to hit someone
- Defense: Enlarge hands and block the main body so you don't take as much damage.
- Utility: Enlarge legs so that you can run faster and jump higher

Hydromancer Specialization: Mind

- Offense: Dissect the enemy and figure out a weak point to gain a +2 on attacking them.
- Defense: Use prediction to guess an enemy's next attack to receive a bonus against dodging it.
- Utility: Store more information to gain a bonus on future skill checks involving knowledge

Hydromancer Specialization: Spirit

- Offense: Attack the spirit of an individual.
- Defense: Conjure your spirit as a physical shell to block attacks
- Utility: Astral projection

OTHER CATEGORIES OF MAGIC

MEDIUM

As a Medium your strength comes from summoning creatures bonded to you or manifesting their traits through your own body. This is done using your **Totem** and the bonding magic that links you and the creature you have sealed inside it. Each time you manifest a trait or summon a creature you'll need to make a magic roll and either meet or beat the tier DC listed below.



Credit: Hontor "Deviant Art"

The totem can be a small or very large object. As long as it has gone through the **Soul Link** ritual as described below a Medium can capture any creature, they want with it. Part of the requirements to be linked with your totem is to add the Chain Rune to your body. This can be done in many ways, but if the rune is ever damaged or ruined the link will be cut. During this time you will not have access to the creature stored within your totem(s).

SUMMON CREATURE

Tier 1: Summon & Control One Creature

- Dc: 8 Magic Roll

Tier 2: Summon & Control Two Creatures

- Dc: 11 Magic Roll

Tier 3: Summon & Control Three Creatures

- Dc: 14 Magic Roll

Tier 4: Summon & Control Four Creatures

- Dc: 17 Magic Roll

MANIFEST CREATURE TRAIT

Tier 1: Summon & Control One Creature

- Dc: 8 Magic Roll

Tier 2: Summon & Control Two Creatures

- Dc: 11 Magic Roll

Tier 3: Summon & Control Three Creatures

- Dc: 14 Magic Roll

Tier 4: Summon & Control Four Creatures

- Dc: 17 Magic Roll

SOUL LINK RITUAL ITEMS REQUIRED

1. Chalk
2. 10 drops of your blood
3. Adhesive
4. Jar/container
5. Rune: Bond (Given when this magic is learned)
6. Rune: Chain (Given when this magic is learned)

Use the chalk to draw a circle around the object you wish to turn into a totem. Put 10 drops of blood on the chalk circle, place the jar on the inside of the circle with the adhesive inside. Draw out the Bond and Chain rune on the North and South side of the circle. Three successful magic rolls must be made in a row to complete the ritual and form your totem.

When you become a medium you have your choice between one of two spells revealed to you during the learning process. Spells Listed below. These spells are how you will capture creatures and place them in your totem. When using either spell the medium must point their totem at the creature they wish to capture. If the creature is awake, then it will have a +5 against the magic roll the medium must make. If the creature is asleep/unconscious then it will have a -5 against the medium's magic roll.

SLAVE COLLAR: THIS SPELL DOMINATES THE CREATURE'S MIND, BODY, AND SOUL. THE CREATURE WILL BECOME A PUPPET AND LIVE ITS LIFE WITHIN THE TOTEM QUIET AND FULLY AWARE OF WHAT IS OCCURRING WITH NO MEANS TO REACT.

1. Any order given to a summoned creature is automatically obeyed.
2. The medium can use their magic to enhance the summoned creature without the creature resisting.
3. The medium can **Unleash** the summoned creature causing it to go berserk and attack any creature besides the medium. It listens to no other commands even when absorbed and resummoned from the totem. All its stats are given +2, but after 10 minutes the heart and soul of the creature will burst, and it will die.
4. The medium is able to transfer any pain or damage they receive to the summoned creature.

FRIENDSHIP RING: THIS SPELL CHARMS THE CREATURE AND ALLOWS THE MEDIUM TO FORM A MORE PERSONAL BOND WITH IT. THE CREATURE WILL RETAIN ITS PERSONALITY IN AND OUT OF THE TOTEM. THE MEDIUM WILL BE ABLE TO FEEL THE CREATURE'S EMOTIONS AND PAIN.

1. When given an order the creature has the option to ignore it.
2. The medium can use their magic to enhance the summoned creature without the creature resisting.
3. As long as the summoned creature is **Near**, the medium can decide to switch places with the creature. (In combat this will take an action)
4. The summoned creature can choose to use a **Magic Shield** to boost the medium's defense against an attack by +2.

DIVINE CASTING

As a Divine Caster you have chosen to venerate and worship a deity. This along with your strong magical presence has caused the god to take notice of you. If you prove yourself worthy, they will grant you a sample of their might. Magical objects, Power and Spells granted to one loved by the gods is often greater than naturally nurtured magical abilities. Anything granted to a Divine Caster will be related to the god they worship. Depending on the relationship formed, the caster will only be able to worship and receive gifts from one God at a time. If the relationship between God and caster goes unfulfilled then there may be consequences.

Example: Divine caster of Bahamut

- Deal: For Bahamut to become your patron you must devote yourself to his teachings and vow to act lawfully in all your dealings.
- Powers: Able to use a version of Bahamut's Breath Weapon if you succeed on a DC 11 Magic Roll. This ability can be upcast to a higher tier.



Credit: Hontor "Deviant Art"

RITUALS

Rituals are a very powerful aspect of this world. Unlike other magic which has limitations in their duration, range, and damage rituals have very few limits. Their biggest strength is that they are UNBLOCKABLE unless specific measures are taken before hand to fortify oneself against them.

When creating a ritual, the caster must keep in mind a specific effect they want the ritual to have and what/who it will target. If it is a ritual that remains dormant until activated the caster should have the specific effect and trigger in mind. This is because the caster's intent is the first big part of the ritual. The second biggest component are the Symbolic items place around/inside the circle. To explain this, we will pick apart a specific ritual.

RITUAL SIMPLE CHECK LIST

- Object/material related to target
- Rune of power
- Drawing instrument for circle
- Effect related Objects

STASIS RITUAL

- Objective: Freeze one person in place until released.
- Rune of Paralysis
- Items: Glass Jar, Tree Sap, Target's Hair

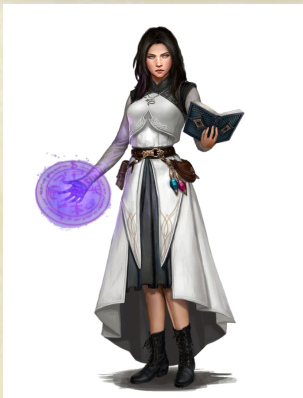
The rune of paralysis, when used ordinarily, can stun an opponent keep them aware, but unable to move their body. Only Mind and Soul magic would be useful at this point. To make the effects last longer we need to create a ritual. To symbolize the confinement of the effects to the target's body we need a container. The stronger the container the stronger the hold over the target. Next, an adhesive or restraint is needed to represent the resistance we're adding to the target's movements. Finally, a symbol for the target themselves. The closer and more personal an object is to the target the better the effects of the ritual on them. Finally, three magic rolls must be succeeded while casting the ritual for the effects to take hold. What happens next is described by the DM.

RACES

HUMAN

Humans are ignorant to the true world of magic. A rare few awaken their magical circuits and none of them ever developed those circuits on their home plane. While their science is one of the most advanced ever seen on a plane, they've yet to discover that other planes exist. Because of this they have no idea Tabaque city exists, and a representative of the city must recruit them. Humans are somewhat familiar with **Rituals and Runes**. This is to say that they understand rituals require symbolic ingredients as well as a rune to imbue the ritual with power and direction. Other than that, humans are easy to stress out when they move from their mundane lives to the magical city of Tabaque.

Humans get 1 free Rune of Power



Credit: Shawn Cameron

TETRAMORE

Tetramore are humanoid Moth creatures. They excel at being Hydromancers and predators. Their society is a mixture of honor, low science, and hydromancer magic. Tabaque city and the existence of other planes is well known to the tetramores. Because of their heavy focus on Hydromancy, they don't have an effective means of traveling to other planes. Through their elders they have a means of requesting that some of their citizens be allowed to join the city. To be chosen for such a departure is an incredible honor. Tabaque offers the tetramore a chance to become something greater than who they are.

Tetramores get 1 free magic item

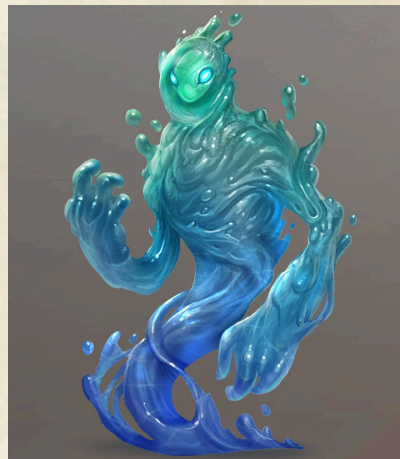


Credit: AuurTDR

VAHZIA

Vahzia are slime like creatures with no real structure or form to their bodies. To blend in they will often take the shape of the creatures around them. Their society is based heavily on magic and advanced uses of magic. They excel at being Aeromancers. The existence of Tabaque is well known to them. To advance their understanding of magic and other planes the leader of the Vahzia allow members of their society to join Tabaque city as a citizen so they may conduct research and further the development of their families. Once the request is approved a representative will come and pick up the new citizen.

Can change the shape of their bodies into humanoids and objects. Anything they shift into must fit in a 5 foot cube.



Credit:

Mysticaldonkey1 on deviant art

SPELL TIER RULES

TIER 1

1. SPELLS THAT DO DAMAGE ONLY DO 1 HARM
2. SPELL EFFECTS AND ATTACKS ONLY TARGET ONE CREATURE OR OBJECT.
3. CONDITIONS (PARALYSIS, BLINDNESS, IMPAIRED HEARING, ETC.) FROM SPELLS ONLY LAST THREE ROUNDS
4. NO AREA OF EFFECT SPELLS
5. OBJECTS OR ELEMENTS SUMMONED OR CREATED THROUGH MAGIC CANNOT ACT ON THEIR OWN.
6. DAMAGE AND CONDITION EFFECTS CAN'T BE IN THE SAME SPELL.

TIER 2

1. SPELLS THAT DO DAMAGE ONLY DO 1 HARM
2. SPELL CONDITIONS AND ATTACKS CAN TARGET UP TO THREE CREATURES OR OBJECT.
3. CONDITIONS (PARALYSIS, BLINDNESS, IMPAIRED HEARING, ETC.) FROM SPELLS LAST 6 ROUNDS
4. OBJECTS OR ELEMENTS SUMMONED OR CREATED THROUGH MAGIC CANNOT ACT ON THEIR OWN.
5. DAMAGE AND CONDITION EFFECTS CAN BE IN THE SAME SPELL.

TIER 3

1. SPELLS THAT DO DAMAGE CAN DO UP TO 2 HARM
2. NUMBER OF TARGETS FOR A.O.E SPELLS IS LEFT UP TO CASTER.
3. CONDITIONS (PARALYSIS, BLINDNESS, IMPAIRED HEARING, ETC.) FROM SPELLS LAST UNTIL CASTER ENDS THE EFFECT OR THE ONE BEING AFFECTED NULLIFIES THE MAGIC.
4. OBJECTS OR ELEMENTS SUMMONED OR CREATED THROUGH MAGIC CAN ACT ON THEIR OWN. FOR 3 ROUNDS.
5. DAMAGE AND CONDITION EFFECTS CAN BE IN THE SAME SPELL.

TIER 4

1. SPELLS THAT DO DAMAGE CAN DO UP TO 3 HARM.
2. NUMBER OF TARGETS FOR A.O.E SPELLS IS LEFT UP TO CASTER.
3. CONDITIONS (PARALYSIS, BLINDNESS, IMPAIRED HEARING, ETC.) FROM SPELLS LAST UNTIL CASTER ENDS THE EFFECT OR THE ONE BEING AFFECTED NULLIFIES THE MAGIC.
4. OBJECTS OR ELEMENTS SUMMONED OR CREATED THROUGH MAGIC CAN ACT ON THEIR OWN UNTIL DESTROYED OR DISPELLED BY CASTER
5. DAMAGE AND CONDITION EFFECTS CAN BE IN THE SAME SPELL.

CHARACTER SHEET

TRUE NAME:

NICKNAME:

PHYSICAL HARM 0/6

SPIRITUAL HARM 0/6

STRESS 0/10

WILLPOWER/HEAT:

OBSESSION:

PHYSICAL: X

MENTAL: X

SOCIAL: X

SOUL: X

MAGIC: X

CREDITS:

RANKING: