

# Endeavor

Role-Playing Game





# Introduction

Thank you **so** much for participating in this play test of Endeavor. Whether you are new to Table Top Role Playing Games or have played for years, feedback from all experience levels is equally helpful towards the goal of making Endeavor a “pick up and play” experience.

Endeavor has been designed in the style of a Old School Renaissance style of TTRPG that emphasizes a rules light approach. Everything from the rules, to the setting, to the play style is open ended to that end. The hope being that the rules that are written are here to facilitate games that are both easy to pick up but also easy to play for a long time.

Here are some quick definitions to help navigate the Core Rules and Character Creation.

## Terminology

**XP** = Experience Points

**AP** = Action Points

**GM** = Game Master

**PC** = Player Character

**Crit** = Critical Success or Critical Failure

**Standard Skill Check** = 1d20 no modifiers

## Weapon Stats & Spell Stats

Example: Shortsword 2[6]

Example: Fireball 3[10]

- The first number indicates the amount of actions using the weapon or spell costs
- The second number within the box indicates the amount of damage the weapon deals

d20 = 20 sided Die

d12 = 12 sided Die

d10 = 10 sided Die

d8 = 8 sided Die

d6 = 6 sided Die

d4 = 4 sided Die

## What is Endeavor?

**Endeavor** is a fantasy adventure “Table Top Role Playing Game” where your group of friends create and play characters through stories that are shaped by player decisions and rolling dice.

You can either be the Game Master or a Player Character.

The Game Master is a **referee**, **director**, and **player** of the game. As a referee they interpret game rules, adjudicate disputes, and has the final say. As a director they set the scene, the tone and direction of the story. As a player they are playing everyone and everything else inside of the game world.

The Player Characters are the protagonists of the story whose decisions and dice rolls determine what happens within the game.

The collaboration between the Game Master and the Player Characters is what makes Table Top Role Playing Games like Endeavor special.

Endeavor is a “Rules Lite” style TTRPG. This means the rules found here are the foundation that your game is built upon but doesn't necessarily answer every question you may have in play. A combination of the resolution tools found here and a collaboration between GM and PC help fill the gaps and arbitrate play, creating seemingly boundless opportunities for game play that would not be possible even with a 500 page rule-book.

## What do I need?

1. Yourself and 2-8 friends
2. A standard 7 piece set of polyhedral dice: d4, d6, d8, d10, d12, d20 and d100 (There are lots of free dice rolling applications online and on mobile devices if a physical set of dice are unavailable to you).
3. An Endeavor Character Sheet for each player.

## What defines this game?

### Easy to Learn

After reading through this 20 page rule-book you will have a decent grasp on how to play and have a completely finished Player Character to hop straight into a game. This rule-book is meant to be easy to reference if you have any questions throughout the game.

### Emergent Characters

Your characters decisions determine their stats. As you play your characters will try, fail, and succeed to do hard things. Those choices will reflect not only in the narrative of the game but on your character sheet as well.

### Tactical

The dynamic “action economy” in Endeavor provides a unique tactical experience that invites you to use your cleverness and collaboration to get the upper hand in battle.

### Contested Battle

When exchanging in battle with an enemy you're not just rolling against a static number, you're rolling against them. These contested rolls makes combat more engaging and dynamic.

### Fast Paced

The combination of all of these things above serves to make this a fast paced game that stays engaging throughout the whole session and limits downtime in between turns.

# Core Rules

## Skill Check

While playing, you state what you wish to do and if your Game Master (GM) determines that what you're attempting to do is difficult they may ask for a Skill Check.

A Standard Skill Check for doing anything that is not a permanent skill marked on your character sheet is a flat 1d20.

A permanent skill that is being used in a Skill Check is 1d20 + skill level.

When in an encounter a Standard Skill Check costs 1 Action Point.

## Difficulty (DC)

The GM will then set an appropriate difficulty for the Skill Check. The difficulty should be clearly stated before dice are rolled.

**11-13:** Slightly Challenging

**14-16:** Challenging

**17-19:** Very Challenging

**20+:** Beyond Challenging

## Experience Points (XP)

When you fail a Skill Check by not exceeding or tying the set difficulty you gain 1 XP, and add it to your character sheet. Tie goes to the defender.

When you pass a Standard Skill Check by exceeding or tying the set difficulty you have the option to spend 1XP to make the skill that you were checking a Permanent Skill.

When you pass a Skill Check, for a Permanent Skill by exceeding or tying the set difficulty you have the option to spend 1XP to permanently upgrade that skill by 1.

When you miss an attack you do not gain XP.

Example: You pass a Skill Check for your permanent skill "Sneak 2" and have spare XP to spend. You then spend 1XP to make upgrade the permanent skill to "Sneak 3"

## Initiative

Initiative is the turn order when in a turn based encounter such as combat.

Encounters are split into **Rounds** and **Phases**. There are 4 phases in each round.

At the beginning of an encounter, every Player rolls 1d4. The result of this tells you which phase you are going to take your turn in for the rest of the encounter.

The GM the takes note of the phase each PC will be taking their turn in.

If more than one player rolls the same phase, they decide among themselves who goes up first.

Enemies have a predetermined phase that they take their turn in. If a player and an enemy take their turn in the same phase, the player goes first.

You start with Phase 1 and go through Phase 4 until all combatants have taken their turn. This ends the round. You then roll your Actions, and begin a new round, starting again with Phase 1.

## Actions

At the beginning of each round in an encounter, **before** Phase 1 begins, everybody rolls their Action Die to determine how many Action Points they have available to use before the end of the round.

Each **skill, movement, weapon, and spell** that is used costs Action Points.

Skills cost as much as their modifier.

Weapons and spells cost the equivalent to their modifier; the first number outside the brackets of the formula.

Example: Sneak 5 costs 5 actions to use. Shortsword 2[6] costs 2 actions to use. Fog Cloud 2[0] costs 2 actions to use.

You are free to combine your actions however you like, doing multiple things in a turn, until you have depleted your available actions that round.

## Reactions

You may also use that rounds pool of Action Points as reactions before and after your turn. All Action Points not used by the end of the round do not roll over and are lost.

## Attack

When you want to attack someone you make an Attack Roll with the corresponding Attack Die. You then add the modifier for your attack (equal to the action cost) to the number rolled on the die. That sum is your attack total.

Attack Die + Attack Modifier = Attack Total

If your Attack Total supersedes the targets Defense Total, you deal the damage listed within the brackets of your weapon or spell formula.

Example: Fireball 3[10] deals 10 damage.

## Defense

When a combatant attacks the defender rolls their Defense Die. You then add your Armor Rating to the number on the die. That sum is your Defense Total.

Defense Die + Armor Rating = Defense Total

Example: You have a 1d6 Defense Die and your Armor Rating is 4. When you are attacked you would roll 1d6+4. The sum is your Defense Total against the oncoming attack.

## Weapon and Spell Formulas

Each weapon and spell follows the same formula that tells you how many Action Points it costs to use, what the modifier for your roll is, and what the relevant damage is.

The first number you see outside of the brackets of the formula is the amount of Action Points that using the

weapon or spell costs. The same number is also the modifier that you use to add to your Attack Roll.

The second number listed in the box is the set damage that the weapon or spell does if it hits. Not all spells deal damage.

Example: You have a d8 Attack Die and want to swing your "Shortsword 2[6]". You'd then roll your Attack Die and then add +2 to your roll: 1d8+2 = Attack Total. If your Attack Total beats the opponents Defense Total, you would deal 6 damage to them.

## Health

Every character has 3 pools of 20HP. As each pool of HP gets depleted you receive more and more serious consequences.

After the first pool is depleted you roll on the Tier 1 injury table, and receive a superficial injury. You then mark under your health tracker on your sheet for the next pool of health and then go back to 20HP.

After the second pool is depleted you roll on the Tier 2 injury table, and receive a more serious permanent injury, You then again mark your sheet and go back to 20HP.

After you reach 0HP on your last pool of health, your character dies.

## Armor

Armor Rating is determined by the sum of all your pieces of armor that you have equipped. Your Armor Rating is then used as the modifier for your Defense Total.

Example: You have a 1d6 Defense Die and your Armor Rating is 4. When you are attacked you would roll 1d6+4. The sum is your Defense Total against the oncoming attack.

## **Movement**

Movement cost 0AP for the first 10ft of movement but then 1AP for every 10ft of movement after that.

Example: You have up to 10ft for 0AP but moving 11-20ft costs 1AP and 21-30ft costs 2AP etc.

## **Upgrading Core Dice**

Every character has 3 Core Dice; their Action, Attack, and Defense Die.

New characters start with 1d4, 1d6, and 1d8 that they apply to those 3 Core Dice as they wish.

One of the ways to spend XP you earn in game is to upgrade a characters Core Dice.

The cost to permanently upgrade one of your Core Dice is 2x the total of the die you are upgrading to.

Example: To upgrade your d4 Action Die to a d6 Action Die it costs 12XP (6x2=12).

You must upgrade your dice in order from smallest to largest without skipping dice.

This follows your standard dice set: d4->d6->d8->d10->d12->d20

## **Magicka Mastery**

Provides access to higher level of spells

## **Weapons Mastery**

Provides access to higher damage outputs for categories of weapons.

## **Critical Success & Critical Failure**

An Attack Total that doubles the enemies Defense Total is a Critical Success. This doubles the total damage of the attack.

A Defense Total that doubles the Attack Total is a Critical Failure. This immediately ends the attackers turn.

## **Healing**

Each Player Character rolls 1d20 HP per half day of rest or automatically receives full health upon one week of rest. There are also various items and spells that may help in the recovery time of your party such as Medical Kits and Health Potions.

## **Abstract Distances**

Abstract Distances are used to determine ranges for things like weapons, spells and movement. Reference the table below for comparable distances.

Close = Up to 5ft

Near = Up to 30ft

Far = Up to 300ft

Sight = Over 300ft you can see

## **Spell Focus**

Magicka flows throughout all living things, but in order to cast spells, a creature must have something to focus their magicka.

A Spell Focus is an object that has been made out of natural materials and enchanted specifically to focus and amplify ones connection to magicka. A Focus may be a piece of jewelry, a wand, or a staff.

The caster attunes with the object and puts piece of their lifeforce into it. This allows one to cast spells and grants the benefits of the spell focus, making it easier to cast spells. The number following the name of the Spell Focus tells you how many AP the Focus reduces from the cost.

You can use a spell focus that is not yours but do not gain added benefits of an attuned spell focus.

## **Enchanting**

In order to enchant an item it must be benign and not already enchanted. Any spell that you know can be enchanted into an item.

The rarity of the spell determines how difficult it is to complete the enchantment. Enchantment works like any other skill that you can upgrade as a Permanent Skill.

Upon a successful enchantment you expend 1XP.

Upon an unsuccessful enchantment you do not lose your XP but the item is damaged and needs to be repaired during a half days rest.

### **Enchantment Rarity Difficulty**

Common: DC 12

Uncommon: DC 15

Rare: DC 18

Very Rare: DC 22

Legendary: DC 30

## **Goals & Boons**

Goals can be given to both groups and individual player characters. Goals are tracked on character sheets. Group goals are given to all Player Characters and are achieved at the same time. Individual goals are given only to the relevant character and can be achieved anytime by that Player Character(s). Upon completion of a goal the player(s) receives a Boon that gives them advantage on any roll of their choosing. Boons may stack.

## **Contacts & Reputation**

If you need to locate a specific type of person to help you or your party with something you can call on a contact. You then describe the person that you are looking for including a description and name, and if agreed upon by the GM you go to visit them. Before interacting you make a Reputation Check to determine their disposition towards you.

In each region you gain and lose reputation through your party's actions. This is represented though a single number either + or -.

This Reputation acts as a buff or debuff to your roll when you call on a local contact.

# Character Creation

Roll the corresponding Die for each table and enter the result on your character sheet

## Name & Background (d20)

### ① Masculine Names table

1. Akar	2. Ames	3. Cyne	4. Ealwyn	5. Elias
6. Finwe	7. Gregor	8. Haiden	9. Isaac	10. Keanu
11. Linare	12. Nathaniel	13. Nikolai	14. Orin	15. Rory
16. Simon	17. Theodore	18. Umar	19. Vernon	20. Yanni

### ① Feminine Names Table

1. Anel	2. Blair	3. Corin	4. Delilah	5. Ellys
6. Farrah	7. Gwent	8. Hanna	9. Imari	10. Kaia
11. Leane	12. Mara	13. Nyla	14. Piper	15. Robin
16. Susi	17. Tera	18. Willow	19. Xochitl	20. Zuri

### ① Surnames Table

1. Axton	2. Brogan	3. Celaser	4. Daly	5. Fastob
6. Fitz	7. Gunn	8. Helman	9. Irons	10. Jacobs
11. Lear	12. Morley	13. Roark	14. Saxon	15. Sisko
16. Tephie	17. Ulfher	18. Vesper	19. Wulfheg	20. Young

### ② Careers Table

③ Roll 1d20 to determine previous career and add it as a skill to your character sheet. After adding skill, roll 1d4 to determine that skills level. Add the related career item to your pack.

1. Alchemist: Wolfsbane	2. Blacksmith: Grease
3. Bounty Hunter: Manacles	4. Butcher: Metal Hook
5. Burglar: Lockpick	6. Carpenter: Metal File
7. Cleric: Fire Oil	8. Gambler: Dice
9. Gravedigger: Pendant	10. Herbalist: Antitoxin
11. Hunter: Net	12. Magician: Cane
13. Merchant: Cart (+4 slots)	14. Miner: Chisel
15. Outlaw: Chain	16. Performer: Disguise Kit
17. Pickpocket: Rubber Shoes	18. Smuggler: Forgery Tools
19. Servant: Tinderbox	20. Ranger: Map

# Character Traits (d20)

## 4 Ancestry Part I

### 1. Angel

Favored decedents of the Twin Six who are known for being calm, smart, and beautiful.

### 2. Atlantian

A people that are known for their cunning and famously their ability to breath under water. Their skin is typically a cooler hue than a humans and they have gills on their necks but otherwise resemble a typical human.

### 3. Cyclops

One eyed peoples whose ability to reproduce asexually has influenced cyclops culture to be marked more for their individuality and independence.

### 4. Dwarf

Short, stocky humanlike creatures who are historically skilled in mining and metalworking. That history has lead to a culture that admires strength and stability among dwarven peoples.

### 5. Elf

Graceful, pointy eared, and cunning peoples who live hundreds of years and value order. Through the lens of their long lives many elves keep a long term outlook on themselves and the world.

### 6. Errant

Un-favored decedents of the Twin Six who's ram-like horns and warm toned skin ostracize them to those who adhere to the Gods.

### 7. Brute

These animalistic humanoid peoples take the general form of various animals while still standing upright. They are known to trust their instincts implicitly which also makes them fiercely loyal allies.

### 8. Gel

Gelatinous people with smooth green features. Are able to morph their body into shapes. With the consistency of rubber People only become a Gel by eating the remains of a Gelatinous Cube.

### 9. Goblin

It is rare to find these small, generally crass, and pointy eared people alone. Opting to live, travel, and work in groups is typical for most goblins.

### 10. Goliath

Towering humanoids that descended from giants.

# Character Traits

## Ancestry Part 2

### 11. Halfling

Small, big footed, people are known for their agreeableness, curiosity, and tendency to stay out of sight.

### 12. Human

An ambitious, adaptable, and innovative people looking for their place in the worlds.

### 13. Nymph

Four armed, gray skinned, typically nomadic, will inlay their skin with accents of gold, silver and other precious metals.

### 14. Orc

These large, thick haired, tusk mouthed peoples are tireless guardians and mighty allies wherever they are found.

### 15. Radiant

Passionate people with hair of fire that has a lineage tracing back to the great sun spirits.

### 16. Satyr

Half-ram, half-man people that come from tragic origins but usually find themselves the life of the party.

### 17. Skell

Skeletons held together with a sentient fungus whose consciousness was reborn long after their bones were first separated from their skin. Their bodies are only as tough as all other ancestries.

### 18. Sprout

A people with a lineage tracing back to various nature spirits.

### 19. Trolls

Large curious people with bodies covered in stone. Historically many trolls chose to live outside of cities, as their large hard forms make them less delicate than the cities their smaller, squishier neighbors inhabit.

### 20. Mixed Ancestry

Pick, or roll, two ancestries and combine them for a unique combination.

## 5 Character Traits (d10)

### Face

1. Bony	2. Broken	3. Chiseled	4. Elongated	5. Pale
6. Perfect	7. Rat-like	8. Sharp	9. Square	10. Sunken

### Skin

1. Birthmark	2. Dark	3. Fair	4. Fresh	5. Olive
6. Rosy	7. Soft	8. Tanned	9. Tattooed	10. Weathered

### Physique

1. Athletic	2. Brawny	3. Flabby	4. Lanky	5. Rugged
6. Scrawny	7. Short	8. Statuesque	9. Stout	10. Towering

### Hair

1. Bald	2. Braided	3. Curly	4. Filthy	5. Frizzy
6. Long	7. Luxurious	8. Oily	9. Wazy	10. Wispy

### Speech

1. Blunt	2. Booming	3. Cryptic	4. Droning	5. Formal
6. Gravelly	7. Precise	8. Squeaky	9. Stuttering	10. Whispery

### Reputation

1. Ambitious	2. Boor	3. Dangerous	4. Entertainer	5. Honest
6. Loafer	7. Oddball	8. Repulsive	9. Respected	10. Wise

### Vice

1. Aggressive	2. Bitter	3. Craven	4. Deceitful	5. Greedy
6. Lazy	7. Nervous	8. Rude	9. Vain	10. Vengeful

### Virtue

1. Ambitious	2. Cautious	3. Courageous	4. Disciplined	5. Generous
6. Honorable	7. Humble	8. Merciful	9. Serene	10. Tolerant

### Misfortunes

1. Abandoned	2. Addicted	3. Blackmailed	4. Condemned	5. Cursed
6. Defrauded	7. Demoted	8. Discredited	9. Disowned	10. Exiled

## Starting Gear (d20)

### 6 Chest and Leg Armor

1-5	6-15	16-19	20
None	Basic Chest Armor +1	Basic Chest Armor +1 & Basic Leg Armor +1	Scaled Chest Armor +2 & Scaled Leg Armor +2

### 7 Helmets and Shields

1-13	14-16	17-19	20
None	Helmet +1	Shield +2	Helmet +1 & Shield +2

### 8 Weapons Mastery

1-3	4-7	8-11	12-15	15-18	19-20
Light Melee 1	Light Ranged 1	Medium Melee 1	Medium Ranged 1	Heavy Melee 1	Heavy Ranged 1

### Magicka Mastery

1-2	3-5	6-8	9-11	12-14	15-17	18-20
None	Destruction 1	Illusion 1	Temporal 1	Abjuration 1	Divination 1	Conjuration 1

### 9 Coin

1-5	6-14	15-19	20
0ç	50ç	100ç	500ç

### 10 Trinkets

1. Bottle	2. Card Deck	3. Dice Set	4. Face Paint	5. Fake Jewels
6. Horn	7. Incense	8. Instrument	9. Lens	10. Marbles
11. Mirror	12. Perfume	13. Quill & Ink	14. Salt Pack	15. Small Bell
16. Soap	17. Sponge	18. Tar Pot	19. Twine	20. Tongs

Bonus Item (Re-roll previous table for Trinkets, Armor, and Weapons)

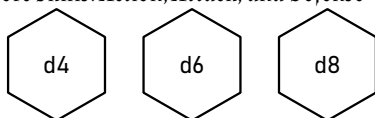
1-5	6-13	14-17	18-20
Trinket	50ç	Armor	Weapon Mastery

### 12 Basic Skills(2d20: Choose two)

1. Acrobatics 1	2. Animal Handling 1	3. Constitution 1	4. Dash 1	5. Disarm 1
6. Grapple 1	7. History 1	8. Hunt 1	9. Insight 1	10. Jump 1
11. Lockpick 1	12. Medicine 1	13. Nature 1	14. Persuasion 1	15. Pickpocket 1
16. Seduce 1	17. Silver Tongue 1	18. Sneak 1	19. Strength 1	20. Swim 1

### 13 Core Dice

Choose one for each of your Core Skills: Action, Attack, and Defense



# Weapons Mastery

## Light Melee

Level 1: 1[2]  
Level 2: 1[4]  
Level 3: 1[6]  
Level 4: 1[8]  
Level 5: 1[10]  
Level 6: 1[12]

### Weapons

Dagger  
Metal Knuckles  
Kukri  
Flail  
Punching Dagger  
Sickle

## Medium Melee

Level 1: 2[4]  
Level 2: 2[8]  
Level 3: 2[12]  
Level 4: 2[16]  
Level 5: 2[20]  
Level 6: 2[24]

### Weapons

Shortsword  
Handaxe  
Morning Star  
Hooked Swords  
Bastard Sword  
Scythe

## Heavy Melee

Level 1: 3[6]  
Level 2: 3[12]  
Level 3: 3[18]  
Level 4: 3[24]  
Level 5: 3[30]  
Level 6: 3[36]

### Weapons

Greataxe  
Great Mace  
War Hammer  
Flamberg  
Claymore  
Two Bladed Sword

## Light Ranged

Level 1: 1[2]  
Level 2: 1[4]  
Level 3: 1[6]  
Level 4: 1[8]  
Level 5: 1[10]  
Level 6: 1[12]

### Weapons

Throwing Knives  
Slingshot  
Whip  
Hand Crossbow  
Blowgun  
Dart

## Medium Ranged

Level 1: 2[4]  
Level 2: 2[8]  
Level 3: 2[12]  
Level 4: 2[16]  
Level 5: 2[20]  
Level 6: 2[24]

### Weapons

Throwing Ax  
Short Bow  
Whip Sword  
Light Crossbow  
Glaive  
Spear

## Heavy Ranged

Level 1: 3[6]  
Level 2: 3[12]  
Level 3: 3[18]  
Level 4: 3[24]  
Level 5: 3[30]  
Level 6: 3[36]

### Weapons

Meteor Hammer  
Heavy Crossbow  
Lance  
Ballista Pike  
Greatbow  
Harpoon

# Injury Tables

## **Minor Injury (d10)**

Able to push on or quickly recover

1. Concussed
2. Lost tooth
3. Blood in eyes
4. Broken Nose
5. Fractured a rib
6. Dislocated shoulder
7. Lose tip of a finger or toe
8. Crushed armor
9. Facial scar
10. Panic attack

## **Major Injury (d10)**

Temporarily lose a health pool.

Health pool recovery requires a week long rest taken in a safe place.

1. Lose a finger
2. Lose a toe
3. Lose a hand
4. Broken Leg
5. Broken Arm
6. Lose an eye
7. Lose a foot
8. Invasive Hallucinations
9. Lose a chunk of flesh
10. Gain A limp

# Spell Lists

## **School of Destruction:** Combat Magicka

### Level 1

#### “Cut away the rot”

- **Flame Strike 1[6]:** A small burst of flames shoots out of your fists to enemies. Range: Close
- **Frostbite 1[2]:** You cause numbing frost to form on one creature that you can see. Range: Far
- **Ice Knife 1[4]:** You create a shard of ice you can fling at one creature. Range: Near
- **Thorn Whip 1[4]:** You create a long, vine-like whip covered in thorns that lashes out at your command toward a creature. Range: Near

### Level 2

#### “Return what’s been given”

- **Chi Block 2[0]:** A reaction spell that negates attacks dealing 8 damage or less. You lock up an attacker's chi through their pressure points. Range: Close
- **Chill touch 2[12]:** You create a ghostly, skeletal hand in the space of a creature to assail it with the chill of the grave. The target cannot regain HP until the start of your next turn. Range: Near
- **Psionic Blast 2[8]:** You shoot a blast of mental energy that stuns the target for a moment. Range: Near

### Level 3

#### “On the scales of retribution I rest my wrath”

- **Blight 3[18]:** Energy washes over a creature of your choice that you can see draining moisture and vitality from it. Range: Close
- **Shriek 3[6]:** You shriek at a destructive frequency in a 30-foot cone. Range: Near
- **Sunburst 3[12]:** Target gets hit with a beam of sunlight and is blinded for 30 seconds. Range: Near

# Spell Lists

**School of Destruction:** Combat Magicka

## Level 4

“Do not stay my hand”

- **Cloudkill 4[8]:** You create a 20-foot-radius sphere of poisonous, yellow-green fog centered on a point you choose. Range: Far
- **Dragons Breathe 4[24]:** You breathe Dragon fire. Range: Close
- **Life Transfer 4[16]:** Damage done to the target gets added to your HP. An inky darkness reaches out from you, touching the target to transfer its life force to you. Range: Near
- **Rebuke 4[24]:** When you take damage, you can use this as a reaction against the attacker. The target gets hit with hellfire shooting out of you. Range: Close

## Level 5

“My volition is the rock on which the skull is split”

- **Magic Missile 5[7,7,7]:** You create three glowing darts of magical force. Each dart hits a creature of your choice. Range: Near
- **Shatter: 5[20]:** A sudden loud ringing noise, painfully intense, erupts from a point of your choice dealing damage to all within range. Range: Near
- **Thunderclap 5[10]:** You create a burst of thunderous sound, harming all hearing creatures within range. Range: Far

## Level 6

“Hark, those found wanting”

- **Disintegrate 6[36]:** If this spell is used as the killing blow, the target disintegrates. Range: Close
- **Fireball 6[24]:** A bright streak flashes from your pointing finger to a point you choose within range then blossoms with a low roar into an explosion of flame. Range: Near
- **Lightning bolt 6[12]:** A stroke of lightning forming a line 1 foot wide blasts out from you in a direction you choose. Range: Far

## **School of Abjuration:** Protection Magicka

### Level 1

*“I will protect”*

- **Absorb Elements 1[0]:** This reaction spell captures 4 damage of the incoming energy, lessening its effect on you and storing it for you to add +4 damage to your next attack.
- **Alarm 1[0]:** Choose a door, a window, or an area within range and an alarm alerts you whenever a creature enters the warded area.
- **Cure Wounds 1[0]:** Does 4HP of healing to a creature. Can be cast once per creature per day. Range: Near
- **Find traps 1[0]:** You sense the presence of any trap within range that is within line of sight.

### Level 2

*“A three cord bond is not easily broken”*

- **Arcane lock 2[0]:** You touch a closed door, window, gate, chest, or other entryway, and it becomes locked.
- **Bless 2[0]:** You bless up to three creatures of your choice, giving them a 1d4 to add to any skill check, once.
- **Shield 2[0]:** One creature you touch adds +1 to their Armor Rating.

### Level 3

*“A dead soldier cannot hold a shield”*

- **Banishment 3[0]:** You attempt to send one creature that you can see within range to another plane of existence for 30 seconds.
- **Sanctuary 3[0]:** This reaction spell allows you to add +3 Armor Rating to a creature if they are about to take damage. Range: Near
- **Shroud 2[0]:** A creature you touch is invisible until they move.

## **School of Abjuration:** Protection Magicka

### Level 4

“One does not find sure footing on shifting sands”

- **Dispel Magika 4[0]:** Choose any creature, object, or magical effect and dispel any common magical effects.
- **Healing word 4[0]:** You speak an ancient word that does 8HP of healing to a creature. Can be cast once per creature per day. Range: Near
- **Mage Armor 4[0]:** You touch a willing creature and a protective magical force surrounds it until the spell ends. This adds +2 to the creature's Armor Rating.
- **Magical Dampener 4[0]:** All nearby Magical effects have their effectiveness halved.

### Level 5

“To spare the dying is to spare the living”

- **Blade Ward 5[0]:** You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, incoming melee attacks do -10 damage.
- **Death Ward 5[0]:** The first time the target would drop to 0 hit points as a result of taking damage, the target instead drops to 1 hit point, and the spell ends.
- **Ward 5[0]:** A silver circle 50ft across appears on the ground. Choose one species that cannot cross.

### Level 6

“This is not the end”

- **Counterspell 6[0]:** With this reaction spell you interrupt a creature in the process of casting a spell. Forcing them to expend 6 more Action Points to complete the spell. Range: Far
- **Revivify 6[0]:** You touch a creature that has died within the last hour. That creature returns to life with 1 hit point. Range: Close
- **Warding Bond 6[0]:** Target gains a +10 bonus to Armor Rating for one round. Range: Near

## **School of Temporal Magicka:** Nature Magicka

### Level 1

“From dust we came”

- **Illuminate 1[0]:** A floating light moves as you command.
- **Purify Food and Drink 1[0]:** All non magical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.
- **Speak with Animals 1[0]:** You gain the ability to comprehend and verbally communicate with beast.
- **Web 1[0]:** Your wrists shoot thick webbing.

### Level 2

“Riptides do not have favorites”

- **Fog Cloud 2[0]:** A dense fog spreads out from you.
- **Warg 2[0]:** You touch a willing beast. For the duration of the spell, you can use your action to see through the beast's eyes and hear what it hears and do a basic action through them.
- **Waterbend 2[0]:** You can manipulate an area of water that you can see within range and that fits within a 5-foot cube.

### Level 3

“We are the ground on which we stand upon”

- **Earthquake 3[0]:** The ground begins shaking violently. Structures may be damaged or collapse.
- **Gaseous Form 3[0]:** You transform a willing creature you touch, along with everything it's wearing and carrying, into a misty cloud.
- **Gravity Shift 3[0]:** You can change the direction of gravity, but just for yourself.

## **School of Temporal Magicka:** Nature Magicka

### Level 4

“The land remembers what our minds forget”

- **Darkness 4[0]:** Magical darkness spreads from a point you choose within range to fill a 15-foot radius sphere for the duration.
- **Elemental Wall 4[24]:** A straight wall of ice or fire 50 ft long and 10 ft high rises from the ground. Creatures that touch the wall take damage.
- **Locate Nature 4[0]:** Describe or name a specific kind of beast or plant. Concentrating on the voice of nature in your surroundings, you learn the direction and distance to the closest creature or plant of that kind within 5 miles, if any are present.
- **Rock Sling 2[8]:** You dig into the ground and launch a rock towards an enemy within range. Range: Far

### Level 5

“There is no great best without the humble prey”

- **Gravity Sinkhole 5[0]:** As you point, an intense gravity sucks all creatures within range towards a singular point until it cannot come any closer. Range: Near
- **Find Steed 5[0]:** You summon a spirit that assumes the form of an unusually intelligent, strong, and loyal steed, creating a long-lasting bond with it.
- **Thunder Step 5[30]:** You teleport yourself to an unoccupied space you can see within range. Immediately after you disappear, a thunderous boom sounds, and each creature within range of the space you left takes damage. Range: Close

### Level 6

“To dust we will return”

- **Control weather 6[12]:** While outside you can take control of the weather and manipulate it to deal damage to your enemies. Range: Far
- **Wind Walk 6[0]:** You and up to ten willing creatures you can see, including belongings, within range assume a gaseous form, appearing as wisps of cloud and can fly.
- **Wrath of Nature 6[36]:** You call out to the spirits of nature to rouse them against your enemies. Choose a point and all creatures within a 20ft sphere become take damage. Range: Near

## **School of Conjunction:** Summoning Magicka

### Level 1

*“Everything is anything is everything”*

- **Produce Flame 1[0]:** A flickering flame appears in your hand
- **Produce Water 1[0]:** You create up to 10 gallons of saltwater.
- **Mage Hand 1[0]:** A spectral, floating hand you can control appears at a point you choose within range.
- **Multiarm 1[0]:** You temporarily gain two extra spectral arms and gain +1AP to your Action Die until the end of your next turn.

### Level 2

*“Every step is manifested before it is taken”*

- **Gentle Repose 2[0]:** You touch the corpse of someone that has died within the last hour. The target is protected from decay and is able to be revived for 1 day.
- **Raise Spirit 2[0]:** The spirit of a nearby corpse manifests and will answer 1 question.
- **Sustenance 2[0]:** You conjure 1 ration of food and water per day.

### Level 3

*“May thy sword shatter against my will”*

- **Flame Blade 3[0]:** You conjure a Flame Blade 3[18] in your free hand.
- **Swarm 3[0]:** You become a swarm of crows, rats, or piranhas until your next turn. Attacks deal -6 damage while swarming.
- **Teleport 3[0]:** You are transported from one place to another. Range: Near

## **School of Conjuration:** Summoning Magicka

### Level 4

*“Even shadows covet their old forms”*

- **Conjure Weapon 4[0]:** In a free hand you conjure an ethereal medium weapon.
- **Holy Weapon 4[0]:** You imbue a weapon you touch with holy power adding +2 damage for the next hour. It glows faintly for the duration of the spell.
- **Raise Dead 4[0]:** A skeleton rises from the ground to serve you. They are incredibly stupid and can only obey simple orders.
- **Tentacle Arms 4[0]:** You grow 8 retractable, prehensile tentacles from your body that give you +3AP to your Action Die per round. Lasts until the end of combat.

### Level 5

*“Let all the sky touches heed my call”*

- **Fly 5[0]:** You create a pair of spectral wings and gain the ability to fly for 1 minute.
- **Polymorph 5[0]:** You transform a creature into a known animal for a day. Spell may be canceled at casters will.
- **Vengeful Spirit 5[20]:** You call forth a vengeful spirit and unleash its rage against your target. Range: Near

### Level 6

*“That which I need is already mine”*

- **Draconic Transformation 6[36]:** With a roar, you draw on the magic of dragons to transform yourself, taking on draconic features for the next two rounds. You gain wings, breathe dragons fire, and add +6 armor to your Defense rolls.
- **Spirit Shroud 6[0]:** You call forth intangible and invulnerable spirits of the dead, which flit around you for the spell's duration and add +6AP to your Action Die for the next two rounds.
- **Time Slow 6[0]:** Time slows down for all creatures except you for 1 round. Range: Near

## **School of Divination:** Knowledge Magicka

### Level 1

“Darkness cannot blind me”

- **Comprehend 1[0]:** You become fluent in all languages for a short while.
- **Detect Magicka 1[0]:** You can see or hear nearby magical auras.
- **Detect Poison and Disease 1[0]:** You sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you.
- **True Sight 1[0]:** You can see through all nearby illusions.

### Level 2

“Clarity is found through stillness”

- **Darkvision 2[0]:** You touch a willing creature to grant it the ability to see in the dark.
- **Identify 2[0]:** You touch a magic item or some other magic-imbued object, you learn its properties and how to use them.
- **Sense 2[0]:** Choose one kind of object (key, gold, jug, etc.). You can sense the nearest example.

### Level 3

“Look within to look ahead”

- **Arcane Eye 3[0]:** You can see through a magical floating eyeball that flies around at your command.
- **Augury 3[0]:** By using a divining tool such as dragon bones, tarot cards, or anything sacred you receive an omen from an otherworldly entity about the results of a specific course of action that you plan to take within the next 30 minutes.
- **Sense Emotion 3[0]:** You attune your senses to pick up the true emotions of others for the duration.

## **School of Divination:** Knowledge Magicka

### Level 4

“Ego is the enemy of vision”

- **Mirrorwalk 4[0]:** A mirror becomes a gateway to another mirror that you looked into today.
- **Read Mind 4[0]:** You can hear the surface thoughts of nearby creatures.
- **Telepathy 4[0]:** A forge a telepathic link with a willing creature, no matter the distance.
- **X-Ray Vision 4[0]:** You can see through walls, dirt, clothing etc.

### Level 5

“Let those with eyes see that we are one”

- **Borrowed Knowledge 5[0]:** You draw on knowledge from spirits of the past. Gain +1 on a skill check while cast.
- **Clairvoyance 5[0]:** You create an invisible sensor that you can choose either to hear or see out of on command. The sensor disappears when you dismiss it or you cast this spell again.
- **Scry 5[0]:** You can see through the eyes of a humanoid you touched earlier today.

### Level 6

“You cannot see the end without seeing the beginning”

- **Foresight 6[0]:** With this reaction spell, you close your eyes and gain the ability to see three steps before your opponent. You gain advantage on your Defense Roll.
- **Planar Guidance 6[0]:** You mentally contact a great spirit, the spirit of a long-dead sage, or some other mysterious entity.
- **Telepathic Bond 6[0]:** You forge a telepathic link among up to eight willing creatures of your choice in a similar area, psychically linking each creature to all the others.

## **School of Illusion:** Trickery Magicka

### Level 1

“Our senses betray us”

- **Animate Object 1[0]:** An object obeys your commands as best it can.
- **Babble 1[0]:** A creature must loudly and clearly and clearly repeat everything you think.
- **Displace 1[0]:** An object appears to be up to 15 ft from its actual location.
- **Prestidigitation 1[0]:** You create a minor magical effect such as a minor image, small light, or tidy up clothing or a space

### Level 2

“Mold truth in your hands like clay”

- **Charm 2[0]:** A creature you can see treats you as a friend.
- **Command 2[0]:** A target obeys a single three-word command that does not cause harm.
- **Deafen 2[0]:** All nearby creatures are deafened.

### Level 3

“Reality is but a vapor”

- **Hypnotize 3[0]:** A creature enters a trance and will truthfully answer one yes or no question you ask it.
- **Mirror Image 3[0]:** An illusory duplicate of yourself appears and is under your control.
- **Pacify 3[0]:** A creature near you has an aversion to violence.

## **School of Illusion: Trickery Magicka**

### Level 4

“All lies are armored with truth”

- **Disassemble 4[0]:** Any of your body parts may be detached and reattached at will without causing pain or damage. You can still control them.
- **Disguise 4[0]:** You may alter the appearance of one character at will as long as they remain humanoid. Attempts to duplicate other characters will seem uncanny.
- **Filch 4[0]:** A visible item teleports to your hand.
- **Frenzy 4[0]:** A nearby creature erupts in a frenzy of violence.

### Level 5

“Know thyself and know the truth”

- **Befuddle 5[0]:** A creature of your choice is unable to form new short-term memories for the duration of the spell. It is otherwise mute.
- **Feign Death 5[0]:** You touch a creature and put it into a cataleptic state that is indistinguishable from death until the creature decides to move.
- **Pass Without A Trace 5[0]:** A veil of shadows and silence radiates from you, masking you and your companions from detection.

### Level 6

“Truth shatters apparitions”

- **Body Swap 6[0]:** You switch bodies with a creature you touch. If one body dies, the other dies as well
- **Objectify 6[0]:** You become any inanimate object between the size of a grand piano and an apple.
- **Shuffle 6[0]:** Two creatures you can see instantly switch places

# Feedback

Please fill out this sheet or send responses to the email [judahsubject@gmail.com](mailto:judahsubject@gmail.com)

What was fun?  
What wasn't fun?

## "Friction"

Any parts of Endeavor that aren't intuitive, doesn't make sense, or stopped the flow

### **Pregame**

In what parts of the pre-game did you experience "friction"?

### **Non-Combat**

In what parts of non-combat did you experience "friction"?

### **Combat**

In what parts of combat did you experience "friction"?

# Combat Cheat Sheet

## Turn

1. Roll Action Points
2. Use Actions
  1. If **Attacking**: Roll your Attack Die VS your opponents Defense Die+modifier. If you hit, deal damage and / or effects as written on your weapon / spell.
  2. If Using **Skills**: Make appropriate check VS DC set by GM.
  3. If **Moving**: State where you want your PC to go, and spend action points according to the Abstract Distances Chart.
3. End Turn
  1. When you've expended all of your actions or decide to save your remaining actions, you end your turn and the next in initiative begins.

### ***Abstract Distances***

Close = 5ft = 0AP

Near = Up to 30ft = 3AP

Far = Within sight = 10AP