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INTRODUCTION

Table Tactics is a game about math. Sounds fun, right? I know that's what you were hoping for when you picked up this book. Okay, admittedly, there is some math, but that's not what Table Tactics is really about. This game is about battle, fighting on the war field and pulling victory away from dangerous enemies or terrible monsters.

THIS VERSION

You might have noticed the big letters spelling out Trial on the cover of this book. Since this is the Trial version, there are some noteworthy differences between this and the full version. The Trial version has pre-built enemies instead of enemy creation rules, does not have any leveling up, and has abridged information on the careers, species, and world. On the bright side, this book does have a short three battle story that you can use to try out the game.

HOW TO USE THIS BOOK

There are two ways to use Table Tactics Trial. You can pour over it page by page, absorbing all the details. Or, you can just skip to character creation, fill out a character sheet, read the rules and the trial story, and start playing. This book was designed by brilliant Mages from Beothius University in Austellus so that you can use it in whatever way is best for you.

Note: for those of you that are like me and have to look up the character sheet for a game before even giving the book a flip through, I'd tell you to hop to the back and check it out, but we both know you already did that. I'd tell you that I've put a ton of time into it, but as of writing this, I haven't actually finished the character sheet yet, so I have no idea if that's true or not. (I checked it out before printing. It's simple, but it'll work.) Seriously, what is anyone still reading this for? Just go check out the book.

THE WORLD OF TABLE TACTICS

In a world covered by endless water... No, wait, that's not where this happens at all. In yet another isometric grid-world, on the continent of Thelea, the countries of Austellus and Byzantium continue to fight an endless war. The Old Empire has faded into legend, and only historians can imagine a time when the people of Thelea worked in unison. Things have changed greatly from the time of the Old Empire, but war still forms the core of almost every person's life.

THE OLD EMPIRE

Long ago in the lands now occupied by Austellus and Byzantium, the Old Empire rested, secure in its power. It ruled every inch of Thelea, trading with and warring against strange and distant powers (seriously, those other guys were really weird). The Gods of Thelea were good friends of the Empire, each aiding the other. The prayers of the common folk empowered the Gods, and the gifts of the Gods strengthened the Empire. It was a pretty sweet deal while it lasted.

THE MAD GOD

As the power of the Old Empire slowly unraveled, one of the Gods fell victim to a strange madness. His warped power tainted the Aether, realm of the Gods, and threatened to overwhelm the others. They were unable to strike him down and did the Godly thing; they cast him down to Thelea for the mortals to deal with. The Mad God wandered the lands, spreading his terrible Blight across the Empire. Four Warriors from the far corners of the Old Empire teamed up (I feel like I've heard this setup before) and defeated the Mad God. They buried the Corpse deep within an underground temple designed by powerful mages to contain the Blight. It was a great idea, but only worked moderately well. As if no one saw that one coming...

THE FOUNDING OF THE NORTH AND SOUTH

When the Old Empire fell, the most powerful Noble family split into two factions - one loyal to the eldest male of the family, the other united with his twin sister. The two factions grew quickly into nations, and established their capitals a mere two hundred miles apart, separated by an expansive Blighted field.

The brother's faction settled in the North, uniting the people between the Great Mountains and the central line of Thelea. They focused on holding to the traditions and ceremonies of the Old Empire, continuing their alliance with the Gods. In little time, Byzantium was a power to be reckoned with.

The sister's faction went South, pulling in people between the central line and the Desert of Froze Flame. They rejected the Gods, seeing them as the cause for the Empire's fall, and built a society shaped by mortal hands alone. I'd talk about how they also quickly rose to power, but I'm sure you've already figured that out.

BYZANTIUS - THE NORTH KINGDOM

The powerful and scaly lizardmen of the Satha Nobility rule the North with the aid of the Church of Thelea. The Lords and Ladies of the Satha house are known for their kindness and wisdom, and the King is known for his generous... size. The King, or Adipose Rex as he prefers, is a favorite of the people and his daughter looks to do an excellent job of filling his position when he finally passes. Well, sort of, she's in much better shape, so she won't literally fill his position. She is well renowned for her skill on the battlefield as well as on the throne.

The Church helps keep the North running, providing education to the common people and leading them in proper worship of the Gods. The clergy are responsible for maintaining the delicate friendship with the Gods, as well as running schools, hospitals, and providing magic users for the Northern armies. That, and hunting down heretics worshipping Forbidden Gods. No one really likes to talk about that part, though.

AUSTELLUS - THE SOUTH DEMOCRACY

Democracy is the "king" of the South, a powerful Senate of seventeen members guiding the future of the country. Instead of a Church, a government controlled Military handles the public services needed for the many citizens. The seventeen territories of the South appear to work great together, as long as you overlook the scheming senators and mayors working hard to grab power from each other and their neighbors. Fortunately, government positions can only be held for four years, and eventually a new round of politicians comes in, expecting a whole different set of bribes.

The Military is the backbone of the South, running the army and public services. While the Nobles of the North fund their armies out of pocket, Military service in the South is a mandatory two years of service upon coming of age. Many stay on with the Military after their two years are up, making a career out of helping other Southerners. And, you know, killing Northerners.

THE DUNGEON EXPLORATION SOCIETY

When the Four Warriors killed the Mad God and entombed his corpse, everyone thought that was the end of things. The terrible warping powers of the Blight stretched the temple's passages through the ground. They grew until they met with the decaying underground tunnels of the cities abandoned when the Old Empire fell. Before long, the Blight weaved its way under the entirety of Thelea.

The infinite expanse of tunnels contained two things that got the attention of every person in Thelea; an endless font of Blight-born monsters and an incredible supply of Old Empire treasures forgotten in the turmoil of the fall. In order to retrieve the treasures and purge the monsters, the builders of the Mad God's temple formed a society focused on monster killing and dungeon crawling.

The Society changed greatly over time and the Chobbin builders that started it used the treasures they found to develop a merchant empire. A council of merchant princes descended from the founders continue the work of their forebears, training teams to enter into the ruins and hunt down the Blight monsters. Not for free, of course - the North and South pay a pretty penny to have professional hunters take care of rampaging beasts that leave the dungeons and haunt the lands.

THE BONE DICE

Even before the Old Empire crumbled, various pirate groups roamed the West Ocean. A huge network of islands in the West Ocean provided unlimited hiding space from the powerful navy of the Empire. When the Old Empire began to decline the three most powerful pirate guilds decided that combining their power would give them the best chance to conquer the West.

A powerful Necromancer, a gifted Brigand, and a charming Corsair walked into a bar. Wait, that's not it... But I do know a good one that starts like that. The three leaders left it up to a roll of the dice, and since every one of them rolled a one, they decided to share power between the three of them. With their groups combined they went on to unite all the lesser pirate guilds in the West. As the Old Empire's navy fell apart, the newly formed Bone Dice became the force in the West.

The Bone Dice now rule the West Ocean and are pushing hard against the shores of Austellus and Byzantium. On the water, neither the North nor the South can compete with the navy of the Bone Dice, and on land bands of brigands roam the war torn western border. Before long, the Bone Dice may be a genuine military force on land as much as on sea.

THE ETERNAL WAR

No one is entirely sure how the fighting between the North and South started (seriously, I've got no idea), but the general consensus is that the war will never end. The old imperial desire for conquest still lives in the people of both nations, and neither one will be satisfied until the other is under their rule. Though the desire is there, the incredible fortifications of each capital and the amount of resources tied up in the fighting along the western and eastern stretches of the border, the nations are unlikely to truly overtake the other.

Both countries have a final fallback, something that would level the field if they were being overrun. Neither one wants to use their secret weapon as an opening punch, knowing that the instant escalation could lead to them both being wiped out. With their efforts tied up in the Eternal War, the surrounding areas are safe from the buried imperialist natures of Austellus and Byzantium.

THE BLIGHT, THE RUINS, AND THE MONSTERS, OH MY

The Eternal War is not the only resource sink for the North and South. No place on Thelea is truly untouched by the Blight, and fighting it and the monsters it produces back takes more effort than the Dungeon Exploration Society alone can muster. As the Blight grows and transforms, the temple that houses the Mad God's corpse moves further and further away in the labyrinth. The temple crawls deeper underground as twisting tunnels form all around it, hiding it from the surface even as it keeps it connected. The dungeons born of the ruins and labyrinths combining are constantly assaulted by Society teams. The teams work to discover a way back to the temple, as well as break the connection between the the Blighted tunnels and the dungeon. The hope is that the Mad God can be found again, and the Blight contained, but every year this goal grows further away.

When a dungeon goes long enough without discovery, a powerful monster is born out of the Blight's power. These deadly creatures come in a wide variety, ranging from huge, mindless, and physically powerful to the intelligent and consciously evil. Normally a Society monster hunting party is able to defeat these beasts, but the truly powerful ones can take entire armies to stop.

SPECIES

A multitude of intelligent species populate the world of Table Tactics, but the population of Thelea is primarily formed by just four different species. Each one is different in appearance, background, and customs, coming together to make the lands of Austellus and Byzantium possible. Below are descriptions of the four species, giving the basics on how they look and what they do. I recommend Tuatara, personally - everyone knows scales are where it's at.

HOMIDS

Appearance: Seriously, they're just humans. The farther north, the more pale, and the farther south, the darker the skin. That's pretty much it.

Homids are extremely populous, and the youngest of the species. They can be found all through society in the North, South, and West, but don't have any real niche of their own. Some have been elevated to the status of Nobility in the North, some serve in government positions in the South, others work in the Dungeon Exploration Society, and yet others are part of the Bone Dice. They're all over the place, really, and the other species aren't fond of how they're slowly overrunning everything.

VIRIDS

Appearance: These plantfolk are by far the most diverse of the species. Though of a roughly similar size and build to Homids, Virids look completely different. Different races of Virids are closely tied to the plants from which they descended. Some have bark-skin and flowers or leaves for hair. Others have green stalk skin, and a flower or fern atop their head. Those from the far south of Thelea are descended from cactus, with rough skin and spines all over. All varieties of Virids are out there, but the flower, fern, and tree descendants are the most common.

Virids age rapidly in their youth after sprouting from their pods. By age five, they've reached the equivalent of a Homid at age 16. Once mature, the lifespan of the individual is based on their plant type - flower and fern folk tend to live around 15 to 20 years, while tree folk can live to be as old as 200. Once reaching the end of their life, a Virid can choose to take root - they enter into an endless slumber and slowly transform into a normal plant. Special rituals and magics known only to the plantfolk are said to be able to wake a rooted Virid so that they can dispense wisdom that they gained in life. If a Virid does not take root, they eventually succumb to death by old age just like the other species.

In the North, Virids tend to be extremely disconnected from the rest of

society, most of them settling in communities of their own out among nature. Southern Virids are far more integrated into common society, spreading into all sorts of roles much like Homids. In both the North and the South, Virids generally ignore the local customs of religion, the God worship of the North and intense atheism of the South holding no interest for them. Virids all through Thelea instead worship their ancestors, both the deceased and those that have taken root. Whatever you're into, I guess.

CHOBIBNS

Appearance: Much smaller than the other species, the average Chobbin is 3 to 3.5 feet in height. A coat of fur covers their entire body, the color and length varying between different family lines. The most common fur colors are grey and brown, though all variety of patterns and colorations are out there. Normal fur length is short or medium, though some Chobbin families in the North have long fur. Chobbins have catlike noses, digitigrade legs, and rounded ears located high up the sides of their heads. Also, no tails.

Chobbins mature much like Homids, growing slowly at first and reaching elder status in their forties. Unlike Homids, they have children in litters, the average parent having three to five chobbs per litter. Chobbins become extremely connected to their families, and lineage is of the utmost importance to them. Children are expected to take over the family business, and support each other as well as their parents.

Chobbins are renowned for their planning and logistics (stereotyping, speciesism. Jeeze, who's writing this stuff?). They are the primary species leading the Dungeon Exploration Society, and run most of the trade in the North and South. In the South, Chobbins are often part of the government or Military, making sure all the pieces fall into place. Chobbins are the most populous species, barely beating out Homids, and are often regarded as the basic glue of society by the other species.

TUATARA

Appearance: Lizardfolk that are similar in build and size to Virids and Homids, but dramatically different in every other way. All Tuatara have tails from one to three feet long, scales instead of skin, and crests in place of hair. Normal coloring ranges from vibrant green to light brown, with all types of lizard colors and patterns. Males and females are highly varied. Females have mild coloring and small crests. Males have bright coloring and large impressive crests with incredible colors including blues, golds, and oranges.

Tuatara age similarly to Virids, reaching maturity in five to six years after hatching from eggs. After that, Tuatara age far more slowly, hitting elder status at about 80 years of age. Tuatara are the oldest of the species, and pioneered much of societal custom as a result. The line of succession is matrilineal, and couples take the family name of the woman upon marriage. Mothers are the masters of a household, and the first born female is the heir to a family's lands and titles.

The Monarchy of the North is run by the Tuatara, the Satha family ruling the Kingdom and working with the other Noble families to keep everything in order. The Satha have the ability to elevate others to Nobility, and have brought several families of Homids, Virids, and Chobbins up to Noble status. For all the power that the various Tuatara Nobles have, they are the least populous of the species in the North. In the South, Tuatara are in a similar position to the other three species, just another one of the gang.

CAREERS

Any person is capable of fighting, but only those that enter into Careers are likely to stand a real chance on a battlefield. Careers seem to have come into being organically; no one really remembers a time before Careers. Sure, some talk about a time before the Old Empire when there were no Careers or Skills, but those same people like to spout conspiracy theories of all sorts (like saying that the King of the North isn't really a lizardman).

Being part of a Career and advancing through the profession makes a person more powerful and able to learn and use a variety of Skills. By far, the most common way to enter a Career is with structured training from an institution in the North or the South, but it's possible to enter into a Career with less formal training or even none at all. The Society and the Bone Dice use a mentoring system with a large amount of on the job training. Some rare individuals simply find themselves in a Career after enough time working at the basics of the Career on their own; any farmer that has enough time with a sword or bow may find that they've become a Warrior or Marksman. Once in a Career, advancing in it comes intuitively, and the person grows stronger and becomes aware of new Skills when they are ready.

PHYSICAL CAREERS

The most popular Careers are without question the physical ones. Though it can take several months to a year to start in a physical Career, it is nowhere near as intensive as training for a magical Career.

In the North, many powerful Nobles run Academies where people can train in exchange for money or a period of service. This can take a few months (commoners just looking to learn the basics) to a full year (young Nobles receiving additional education in strategy, command, and general academia).

In the South, the first six months of mandatory Military service for those entering physical Careers centers around combat training and learning battlefield tactics. The public school system in the South takes care of most of the general academia, leaving physical training to be the sole focus for the Military education.

The Society and the Bone Dice put new recruits straight into active duty, pairing them with a mentor to show them how things are done. Because they lack the funds and time to set up schools or training academies, they focus instead on getting new members up to speed as quickly as possible. Fortunately, this extremely intense training means that most

beginners hit the first level of a Career in weeks instead of months. Granted, there tends to be a pretty high casualty rate, but these things happen.

WARRIOR

Perhaps the most common Career in all Austellus and Byzantium, Warriors are the backbone of any army. Warriors are trained to wear heavy, sturdy armor and use a variety of melee weapons. Sword and shield are the most likely tools to be found in the hands of a Warrior, but some choose to sacrifice the defense of a shield for offensive reach by using a spear or greatsword. Warriors are the front line on a battlefield, jumping right into the action and risking themselves constantly. This reputation is well known among civilians, giving Warriors similar status to rockstars. The battles are harsh, but the fame is fantastic.

STATS

HP	200
AP	12
ATK	40
MAG	0
Speed	5
Jump	3
Evasion	1

Curious what all these numbers and terms mean? Check out the Rules section to learn what everything means and how to use it.

SKILLS

Choose one from each Rank

RANK 1

Thrown Weapon

Hurls a stone, knife, axe, or some other object at an enemy.

AP Cost: 2

Effect: Deals damage at range.

Range: 5(7)

Strike Area: 0

Hit Roll: standard

Damage: normal ATK

Provoke

Draws the attention of an enemy, forcing them to focus on the Warrior.

AP Cost: 1

Effect: For their next two Moves and Actions, the affected target may only approach and attack the Warrior that Provoked them. They can use Attacks, Skills, or Spells, but must target the Warrior.

Range: 3(5)

Hit Roll: automatic hit

RANK 2

Offensive Stance

The Warrior takes a stance that increases their striking power but decreases their ability to defend themselves.

AP Cost: 3

Effect: Increases ATK by 10 while it is active, but any hit that deals damage to the Warrior does an additional 5 Damage.

Duration: Lasts the entire fight. Can be deactivated during the Warrior's turn before taking an Action. Can be reactivated by using the Skill as an Action.

Special: Can be activated during the Setup Phase of Combat.

Defensive Stance

It's like an Offensive Stance, but in reverse!

AP Cost: 3

Effect: Decreases ATK by 5 while it is active, but any hit that deals damage to the Warrior is reduced by 10 Damage.

Duration: Lasts the entire fight. Can be deactivated during the Warrior's turn before taking an Action. Can be reactivated by using the Skill as an Action.

Special: Can be activated during the Setup Phase of Combat.

RANK 3

Horizontal Slash

The Warrior uses their weapon's maximum reach, striking not only in front of them, but the two spaces to the side of that spot as well.

AP Cost: 3

Effect: Gives a special Strike Area to the Attack made with this Skill.

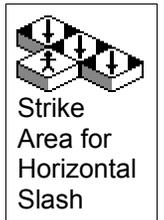
Functions as a normal Attack in regards to Range, Hit Roll and Damage, but has two additional effects: 1) the Strike Area includes the spaces to either side of a normal Attack Strike Area and

2) the target in the middle space takes an additional 10 Damage if hit.

Strike Area: Special

Hit Roll: standard

Damage: normal ATK (+10 to middle target)



Knockback

The Warrior slams into their foe, dealing damage and knocking them back.

AP Cost: 3

Effect: Moves an enemy hit with the Attack made with this Skill.

Functions as a normal Attack in regards to Range and Hit Roll but has two additional effects: 1) the target struck moves two spaces away from the Warrior striking them and 2) the target takes an additional 10 Damage. If there is something solid preventing the target from moving the spaces, they take 10 Damage for each space they are unable to move.

Strike Area: 0

Hit Roll: standard

Damage: normal ATK +10

THIEF

More than any other Career, Thieves seem to just happen. Some receive formal training as Scouts alongside the other Physical Careers, but far more result from growing up in war torn cities and near ancient ruins. Most Thieves prefer to be called "Scouts" or "Adventurers," but no one else seems to think of them that way. Sure, they're great at setting traps, moving quickly, and sneaking behind enemy lines, but they're also skilled at, well, stealing. The average Thief trains in the use of light armor and daggers; easy to conceal and doesn't slow them down. Though not always trusted by their allies, few units march into battle without a highly versatile Thief in their ranks. Then again, many Thieves know that money isn't in the army, it's in other people's coin bags.

STATS

HP	175
AP	12
ATK	30
MAG	0
Speed	5
Jump	4
Evasion	2

SKILLS

Choose one from each Rank

RANK 1

Trap

The Thief places a hidden trap, hurting any enemy unlucky enough to stumble onto it.

AP Cost: 4

Effect: Sets a trap at the Thief's location or one of the spaces next to them

- mark the place on the map that the Trap is at. Any enemy that walks through that location or any of the adjacent spaces has a chance to trigger the Trap. Roll a D6 and on a 3-6 the Trap activates. A Trap deals 40 Damage to the enemy that activated it, then vanishes from the map. Only 2 Traps can be on the map from a single Thief at a time. Traps do not activate on the Thief that placed them or any of their allies.

Steal

Snags a valuable item from the enemy, weakening their position in a fight.

AP Cost: 3

Effect: Steals a randomly determined item from a foe.

On a hit, roll a D6 to determine what is stolen and what effect it has. The effect lasts until the end of the fight. If Steal is used multiple times on a target reroll if the D6 lands on an item that was already stolen.

1-2: Weapon - reduces ATK by 20

3-4: Armor - all attacks on the target deal an additional 15 damage

5-6: Shoes - reduces Speed by 2 and Jump by 1

Range: 1(4)

Strike Area: 0

Hit Roll: Standard

RANK 2

Dash

Sacrifices an Action to cover considerably more ground.

AP Cost: 2

Effect: This Skill allows a second Move action. This extra Move boosts Jump by 2.

Sneak

The Thief uses the shadows, landscape, or pretty much anything to hide from their enemies.

AP Cost: 3

Effect: The Thief cannot be targeted by enemy Attacks, Spells, or Skills while Sneak remains active. Enemies should only approach where the Thief was when Sneak was activated if they are pursuing them. Sneak deactivates when the Thief uses an Attack or Skill, or if they enter within Range 2 of an enemy's front (front is established the same way as it is for Hit Rolls).

RANK 3

Smoke Bomb

Hurls a smoke bomb into the fray, making it difficult for everyone's attacks to land.

AP Cost: 3

Effect: Creates a Range 3(7) area where smoke reduces accuracy. Attacks, Skills, or Spells targeting a character inside of the smoke bomb or

being used by someone inside the smoke bomb have a 50% chance to hit (hits on a 4-6 on a D6). Any character on the square that the Smoke Bomb is thrown to takes 30 Damage.

Range: 3(5)

Duration: 2 full Rounds after the Round it is activated on.

Backstab

The Thief takes advantage of an enemy's exposed backside to deal a deadly blow.

AP Cost: 3

Effect: Functions as a normal Attack (regarding Range and Strike Area), but automatically hits and deals 80 Damage. Can only be performed from the back of the target.

MARKSMAN

It takes a certain sort to sign up to be a Marksman. Constant training, drilling, and equipment maintenance are necessary to be a Marksman, but without the prestige of being a Warrior. Since they are usually out of the main fray, they make excellent commanders, seeing where troops are needed most and sending them there. For a long time, Marksmen only had bows and crossbows to choose from, but recently firearms have been developed to battlefield readiness. Marksmen generally sacrifice the defense of heavy armor for better mobility, letting them get the edge on highly defensible Warriors. The whistle of an arrow or the roar of a gun strikes fear into the hearts of even the most heavily armored Warrior like a... you know, I had a cool simile for this, but I totally lost it.

STATS

HP	200
AP	12
ATK	40
MAG	0
Speed	5
Jump	3
Evasion	1

Unlike the other Physical Careers, Marksmen have extended range on their basic Attacks.

Range: 6(8)

SKILLS

Choose one from each Rank

RANK 1

Volley

Fires a highly inaccurate cluster of shots.

AP Cost: 3

Effect: Deals normal Damage, but only has a 50% chance to hit.

Range: 6(8)

Strike Area: 2

Hit Roll: 4-6 on a D6 hits

Damage: normal ATK

Longshot

The Marksman focuses their energy and aim to fire even farther than normally possible.

AP Cost: 2

Effect: Allows a normal Attack with increased Range.

Range: 8(12)

Strike Area: 0

Hit Roll: Standard

Damage: normal ATK

RANK 2

Explosive Shot

Fires a powerful explosive instead of a normal projectile.

AP Cost: 3

Effect: Creates a Strike Area 1 explosion that deals extra Damage to the character in the center of the blast.

Range: 6(8)

Strike Area: 1

Hit Roll: Standard

Damage: ATK +20 to target in center, normal ATK to all others in blast

Piercing Shot

Using special ammunition and a powerful technique, the Marksman fires a shot that penetrates all targets in a line.

AP Cost: 2

Effect: An Attack that deals 10 extra Damage and fires in a perfectly straight line. The line can go from any point on the square the Marksman is on to any point in their normal Range. All characters that are on that line can be hit by the shot.

Hit Roll: Standard

RANK 3

Roulette

Using a random piece of ammunition/arrow, the Marksman fires at an enemy and hopes for the best.

AP Cost: 3

Effect: An automatically hitting Attack with a randomized effect. Roll a D6 to determine the effect that the shot has.

1: Deals 20 Damage

2: Deals 40 Damage

3: Deals 60 Damage

4: Deals 40 Damage and inflicts Ocular

5: Deals 40 Damage and inflicts Addle

6: Deals 40 Damage and immobilizes the target (the target cannot use their next two Moves)

Range: 6(8)

Strike Area: 0

Hit Roll: Automatically hits

Flame Shot

The Marksman fires a shot with a powerful fuel that ignites the ground around where the shot lands.

AP Cost: 3

Effect: Acts as a normal Attack, and after the Attack is resolved it sets a Size 1 area on fire. The fire burns for three full Rounds after the Round it ignites. Moving into a square that is on fire deals 20 Damage to the character (reduce this to 10 Damage if they have a Resistance to Fire).

Range: 6(8)

Strike Area: 0

Hit Roll: Standard

Damage: normal ATK

PUGILIST

If Warriors are rockstars, then Pugilists are professional athletes. In the North, boxing and wrestling are illegal, which only serves to drive the popularity of underground matches. In the South, multiple forms of non-lethal combat are made into entertainment events. People come from great distances to see famous Pugilists fight. Pugilism started as exclusively fist fighting, but over time it grew to include all manner of grappling, kicking, and other hand to hand techniques. A typical Pugilist will wear as little armor as or less armor than a Thief (the less restriction to movement, the better), but the incredible amount of physical preparation that is involved in becoming a Pugilist makes it possible for them to keep up with Warriors on the battlefield, even without the same armor and weapons.

STATS

HP 200

AP 12

ATK 45

MAG 0

Speed 5

Jump 4

Evasion 1

SKILLS

Choose one from each Rank

RANK 1

Trip

Knocks an enemy to the ground, leaving them open to attacks.

AP Cost: 3

Effect: An Attack that also knocks the opponent down. While down, they are unable to take any Action until they rise, and must spend a Move to rise from being down. Also, down characters have zero Evasion against all Attacks/Spells/Skills.

Strike Area: 0

Hit Roll: standard

Damage: normal ATK

Flying Punch

The Pugilist leaps through the air to strike their opponent.

AP Cost: 2

Effect: The Pugilist can move up to three spaces (their normal Jump Stat applies) then Attack. There cannot be any obstacles (excluding other characters) that would prevent moving from the starting point to ending point of this move in a straight line.

Strike Area: 0

Hit Roll: standard

Damage: normal ATK +10

RANK 2

Grapple

Grabs an enemy, immobilizing them and turning them into a human shield.

AP Cost: 3

Effect: The enemy becomes locked in a grapple, unable to Move. They must take two Actions to escape from the grapple, or the Pugilist can end the grapple at any time. The Pugilist and the grappled enemy occupy the same space, and any Damage directed at the Pugilist is split evenly between them and the held opponent (any Skills/Spells with a Strike Area larger than 0 hit only the grappled enemy). The grappled enemy has an

Evasion of zero, but can still use Attacks/Skills/Spells as long as they only target the Pugilist. While grappling an enemy, the Pugilist can still Move, and may use Attacks/Skills, but only on the opponent they are holding.

Strike Area: 0

Hit Roll: automatically hits

Wounding Blow

Strikes a specific part of the enemy, weakening them.

AP Cost: 3

Effect: An Attack that strikes a specific point on the foe, doing a special effect in addition to Damage. Targets for this Skill and their effects:

Face: Gives the opponent the Ocular Status Effect.

Legs: Reduces the opponents Speed by 2 and Jump by 1.

Arms: Reduces ATK by 10.

Body: The opponent cannot use their next Action.

Effects are not cumulative - the Face or Body can be hit to redo the effect (if the Ocular effect is cured or after the effect from Body has worn off).

These are cumulative with Steal (Speed cannot be reduced below 1).

Strike Area: 0

Hit Roll: standard

Damage: normal ATK

RANK 3

Throw

Just read the name of the ability, it kinda says it all.

AP Cost: 3

Effect: Throws the enemy up to 4 spaces (they can only throw vertically up to 5 levels) from the Pugilist's location. The enemy takes a normal Attack worth of Damage when they hit the ground (and don't forget falling damage if it comes up). Similar to the Flying Punch, there must be a straight line between the start and end locations of the throw. If there are any obstructions (other than characters) between the start and end locations, the thrown character stops short and takes 10 additional Damage for each space not travelled. Allies are able to dodge the thrown enemy, enemies are treated as an obstruction and take 10 Damage for each space the thrown enemy did not travel.

Strike Area: 0

Hit Roll: standard

Damage: normal ATK

Dual Strike

Pugilists punch people, what do you want from the ability names? I'm not a Mage.

AP Cost: 4

Effect: Allows two simultaneous Attacks. Both are resolved as normal (standard Range, Hit Roll, Strike Area, and Damage).

MAGIC CAREERS

While not as common as physical Careers, magic users are still very prevalent. Magic is a well-known fact, as is the difficulty of learning to use it, so there is quite a bit of respect for those in magic Careers. The effort involved in mastering the use of Aetherstones (special stones required to focus magical energy) and Templates (specific techniques that shape the spell) means few are able to enter a magical Career without a great amount of training and education on the details of spell casting. Fortunately, the gifts granted from the use of Magic are plentiful and powerful (such as making typical clothes as protective as the armor of physical Careers, eliminating the need to lug around any sort of armoring).

In Byzantium, the Church runs Monasteries all over the country, allowing any to come train in the use of Magic over the course of one and a half to two years. The Church provides lessons about Aetherstones, Templates, and the Gods. It is taught that magical capacity comes from the Gods and that the key to growing in power as a magic user is by maintaining a relationship with them.

In Austellus, Universities educate magic users in battle magic and the complex math and science behind Spell use. A year of detailed instruction in magic is a valuable commodity, so the Universities have rigorous admission tests and strict requirements to only let those with the most potential enter. No riff raff.

The Society and the Bone Dice use the same mentoring system for training magic Careers, but training times are far more similar to the Monasteries and Universities. While they don't have the broader education of those from the Church and Military, these magic users are still highly competent and have a wealth of action experience that prepares them to act on their own fresh out of training.

MAGE

Who doesn't want to throw fireballs or freeze their enemies with powerful magic? Mages completely change the environment of the battlefield. Even a novice Mage has striking range like a Marksman and can hit multiple foes at once. Access to a variety of Aetherstones and Templates gives Mages a vast array of attacks in battle, and their ability to fortify themselves with magic makes them as durable as any other Career. In the North, many see Mages as warriors of the Gods, striking with divine justice. Southern Mages are seen as scholars and scientists off the field, and deadly weapons on it. Unfortunately for their allies, magic doesn't discriminate between friend or foe and many with a Mage in their unit come home with burns and frostbite.

STATS

HP	200
MP	30
ATK	15
MAG	45
Speed	4
Jump	2
Evasion	1

AETHERSTONES

Mages may attune to six Aetherstones.

Stones that Mages can attune to:

All Elemental Stones.

The Status Stones: Ocular; Bedlam; Addle; Virus; Rage; Mortus.

TEMPLATES

Mages can use any of the Size and Damage Templates. The Status Template Hex and the Elemental Template Les can also be used.

SKILLS

Choose one from each Rank

RANK 1

Augment

The Mage uses extra energy to guarantee a hit against enemies and deal extra Damage with a Spell.

MP Cost: +3 to the cost of the Spell cast

Effect: This Skill allows the casting of a Spell with a Damage Template. The Spell gains three special properties:

1) No hit roll is necessary, it automatically hits all enemies in the Strike Area.

2) Allies in the Strike Area are automatically not hit.

3) The Spell deals 20 additional Damage

Hit Roll: special - see above

Damage: normal MAG +20

Geist

Summons a spirit to fight on behalf of the Mage for a short time.

MP Cost: 4

Effect: Summons a Geist for 4 Rounds (including the Round the Geist is summoned on). The Geist may act as soon as it is summoned. The Geist cannot be hit. It acts as a secondary character for the Mage's player. The Geist can only Attack and has the following stats:

ATK: 25

Speed: 2

Jump: Unlimited

RANK 2

Warp

The Mage flickers out of existence and reappears in a different location.

MP Cost: 2

Effect: Allows a Move with some special effects. Obstacles are ignored between the starting and ending location. For this Move, the Mage has a Speed of 5 and a special Jump - so long as the starting and ending points are within 10 levels of each other, the level of anything in between doesn't matter.

Spirit Wall

Summons a powerful spirit to absorb attacks directed at the Mage.

MP Cost: Special

Effect: For two Rounds (including the Round that Spirit Wall is activated on) the Mage can choose to spend MP instead of taking Damage. For each 5 HP worth of Damage the Mage would take, they can spend 1 MP instead.

MENDER

Similar to Pugilists and Thieves, Menders shine off the battlefield as much as on it. Menders rarely do any damage to enemies, but they perform an even more vital function: they keep their teammates alive. Most have extensive medical training and education, or at the least a knack for folk remedies, and spend plenty of time healing people even when there's no fighting at all. Many Menders spend enough time serving in an army to repay the debts of their magical studies, then go on to work in hospitals or as small town doctors. Between their magic and their avoidance of direct combat, Menders are well known for their ability to outlive most other Careers - everybody is pretty jealous.

STATS

HP	200
MP	30
ATK	15
MAG	40
HEAL	70
Speed	4
Jump	2
Evasion	1

AETHERSTONES

Menders may attune to six Aetherstones.

Stones that Menders can attune to:

All Elemental Stones.

The Status Stones: Rage, Shield, Aura.

All Curative Stones.

TEMPLATES

Menders can use any of the Size and Healing Templates. The Status Templates Don and San, and the Elemental Template Dur can also be used.

SKILLS

Choose one from each Rank

RANK 1

Smite

The Mender focuses their magical energy to lash out instead of heal.

MP Cost: 5

Effect: Lets the Mender attack at range with magic.

Range: 5(7)

Strike Area: 1

Damage: normal MAG

Mend

Uses the Mender's connection to their team to heal them regardless of where they are.

MP Cost: 5

Effect: Minor healing to all allies (including the caster) regardless of where they are on the field.

HP Healed: normal HEAL -15

RANK 2

Sanctuary

The Mender encases the self in a magical field, protecting them from all Damage for a short time.

MP Cost: 6

Effect: The Mender ignores all Damage until their next Action.

Martyr

The Mender sacrifices their own vitality to save their allies.

MP Cost: Special

Effect: Using this Skill allows the casting of a Spell with a Healing Template, but with the use of HP instead of MP. The Spell does not heal the caster if they are in the Strike Area, and the exchange is 5 HP for every 1 MP.

SPELLSWORD

What happens when you cross a rockstar and a scholar? Okay, that doesn't really sound as good on paper as it did in my head. Spellswords are a cross between Warriors, Mages, and Menders. Though not as powerful at any one thing, the ability to perform the same actions as three Careers is incredibly useful. Only the most ambitious are willing to undertake the training for this Career, at least one year of their life becomes engulfed in non-stop preparation. Of course, once they're done, they are one of the most desired Careers out there. Why hire a Warrior, Mage, and Mender when one Spellsword can do the trick?

STATS

HP	200
MP	25
ATK	35
MAG	40
HEAL	55
Speed	5
Jump	3
Evasion	1

AETHERSTONES

Spellswords may attune to seven Aetherstones.

Unlike Mages and Menders, Spellswords can attune to all Aetherstones.

TEMPLATES

Spellswords can use any Template.

SKILLS

Choose one from each Rank

RANK 1

Phalanx

Enhances the defensive abilities of the Spellsword and any nearby allies.

MP Cost: 4

Effect: For the next three full Rounds (after the Round this Skill is used) the Spellsword gets general Armor - all Damage to the Spellsword is reduced by 10 per Attack/Skill/Spell. Any allies standing next to or diagonal to the Spellsword get 1/2 of the Armor Spellsword has. The Spellsword's Armor increases by 5 for each ally in range to be part of the Phalanx.

Magic Rod

The Spellsword uses their weapon to absorb incoming Spells.

MP Cost: 1

Effect: Until the Spellsword's next Action, any Spells cast with the Spellsword in the Strike Area are nullified - they have no effect on anyone. The Spellsword increases their MP by the cost of the nullified Spell.

RANK 2

Cut and Cast

Pouring every ounce of speed into their actions, the Spellsword casts a Spell and launches an Attack at the same time.

MP Cost: +4 to the cost of the Spell cast

Effect: Allows the casting of a Spell and an Attack simultaneously.

Doublecast

Guess what it does, I'm not telling.

MP Cost: 4 + the cost of both Spells cast

Effect: Allows the casting of two Spells simultaneously.

CHARACTER CREATION

Fortunately for you, Table Tactics Trial is really about the sitting down and getting going, so this process is highly streamlined. Some quick questions help establish who your character is, and then you prepare your character for combat by choosing their Career, Skills, and equipment. Just fill out the details on your character sheet as you go, and you'll be ready to play.

General

Those basic things that define your character.

Name: Pick a name for your character. Naming conventions vary between the species and between the North, South, and West.

Gender: Is your character a guy or a gal? Optional for Virids, which is pretty strange, but hey.

Age: Is your character a painfully stereotypical plucky young hero? Or have they actually lived a little bit of life before now?

Point of Origin

Where your character comes from.

North: The Kingdom of Byzantium. A land of rivers, rolling hills, lush forests, and mountains.

South: The Nation of Austellus. A place of plains, great lakes, scrubland, and rocky deserts.

West: The islands under Bone Dice control or holdouts from the Old Empire. Fertile islands covered with lush jungles, calm beaches, and the occasional volcano.

Alliance

Who your character works for now.

Austellus: The South Nation.

Byzantium: The North Kingdom.

The Bone Dice: The Western Pirate Empire.

The Dungeon Exploration Society: A group of ruin divers and monster hunters.

Species

What type of critter your character is. (Check the Species section for more information)

Homids: Plain old humans. That's it.

Virids: Plantfolk. A strange and mysterious people.

Chobbins: small, furry people. The force behind the Dungeon Exploration Society.

Tuatara: Lizardfolk. The Nobility of the North.

Career

What your character does, especially on the battlefield. The stats for your character (HP, Attack, Speed, etc.) are determined by your character's Career.

Warrior: Trained in weapon based fighting, they are a force to be feared on the battlefield. They learn a variety of attacks and maneuvers to give them an advantage in battle.

Marksman: Gifted ranged weapon users, skilled with guns and bows. They train to enhance their ranged attacks with magic or science.

Thief: Dangerous masters of subterfuge and atypical techniques. They use a variety of tricks and items to level the playing field between themselves and more aggressively minded fighters.

Pugilist: Highly specialized fighters that focus on hand to hand combat. They use their weaponless hands to grapple and strike in ways their enemies aren't able to.

Mage: Offensive magic wielders, throwing fireballs and frozen shards. They use their incredible training to warp reality to harm their foes.

Mender: Masters of defensive and healing magic. Their powers are used to protect their allies and pull them back from the brink of death.

Spellsword: Highly versatile combatants, able to use weapons and magic with equal skill. Though they aren't as powerful as those in a more focused Career, they make up for it by having a large range of options in battle.

Once you choose your Career, look up the skills you get to choose from. You'll have either two or three pairs of Skills that you get to choose one from each pair.

Equipment

Characters' stats in Table Tactics Trial account for them using the best weapons and armoring available to their Career. In addition to that, they can pick a special effect of their weapon or armor to help give them an edge in battle. Here is a list of available options for equipment - pick one from either the weapon or armor list and you're set.

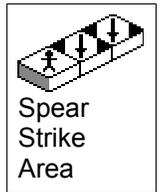
Weapons

Physical Careers only

Elemental weapon - Deals damage of a specific Element - Pyros (fire), Kryos (ice), Venta (wind), or Terra (earth). They're super cool! Well, the Kryos one is.

Poison weapon - Has a chance to inflict Virus when striking an enemy. Roll a D6 after making a successful hit - on a 5 or 6 the enemy hit has the Status Effect Virus. Just don't scratch your finger while cleaning the blade.

Spear - Allows a longer attack when not using Skills. Only useable by Warriors, nobody else is awesome enough.



Magic Careers only

Spell stone - Instead of using a weapon, some magic users instead carry a stone that functions like an MP battery. When they cast a Spell, the stone supplements it from its reserves. All Spell MP costs are reduced by 25%.

Both

Grappling hook - Makes it possible to move up or down far faster than normal. Twice per Move, a character with this can triple their jump score.

Gear

Magic Careers only

Magic armor - Provides some extra defense against Spells. Adds 50 to HP and provides 20 Magic Armor. Now available with wizard star patterns on it.

Both

Standard armor - Don't know what to pick? This is the armor for you. Adds 100 to HP. Comes in several fashionable colors.

Elemental armor - Adds 50 to HP and grants resistance to one Element. Get a different one on each teammate and complete the set!

Light armor - With the reduced weight comes better mobility. Increases Speed by one.

Once you've made your choices and recorded them on your character sheet, you will be ready to play. Well, after you read the rules. And find someone to run a game for you.

RULES

So, here we are. This is it, the main event. Table Tactics is a game about a lot of things, but there's no escaping that it's a tactical game with detailed rules for determining what happens out on the battlefield. That being said, the utmost effort will be put into keeping this chapter interesting.

That's a lie. I'm just going to make the occasional non-sequitur.

At its core, Table Tactics involves rolling dice in order to determine the outcome of events. Unfortunately, due to the complexity of combat you have to do a bit more than just roll dice; you will need a good way of tracking locations of players and enemies, directional facing, and objects and structures in each battle. Fortunately, you only need one type of die to do all of the other stuff: a standard six sided die or D6. That's a fair trade, right? But I do recommend having a few. Or just re-rolling one if you have to. Your call.

In addition to the material components, Table Tactics requires people as well. One person to run the game (the Table Master) and one or more (at least two are recommended) people to play the game should do the trick. Because of the focus on combat, it is certainly viable for each player to play two characters if there aren't many players. Most of the rules for playing the game from both the TM and player perspective are contained in this chapter (see the Magic chapter for specifics pertaining to Spells and the Careers chapter for the specifics on Skills).

Maps and Tokens

The best way to play Table Tactics is with a map (preferably a board or sheet with a square grid you can wet or dry erase) and tokens (anything that fits in the grid lines of the map). There are a lot of other options, and since the height of each square matters, consider getting creative and making the actual structure. Sure, it'll take forever, but it'll be awesome.

COMBAT

Fights in Table Tactics move through three phases: Setup; Rounds; and Conclusion. Setup and Conclusion are generally pretty quick, the Rounds phase is where the combat really happens.

Phase 1 SETUP

This phase is primarily the realm of the TM, but there is some input from the players required. Most of the time will go into creating the map,

something best done in advance to sitting down to play. Other than that, the TM and players will work together to get things ready to roll. Get it? Dice pun. Just keep reading and let me be ashamed.

1: Establish the Map and Effects. (TM)

Obviously, it's not possible to have a fight without somewhere for it to take place. First and foremost, the TM needs to have a map set for the fight to take place in. The best thing to do is actually build the environment for the fight to happen in. Since that's a wholly unrealistic idea, the best way to go about it is by abstracting the environment on a grid. Use numbers to show the height of each square on the grid, and other markings to show other prominent features; don't mark out things the player characters wouldn't know, though - keep a separate map for yourself or memorize the locations.

While you're setting the map up, don't forget to determine any effects taking place in or on the battlefield.

Sample Battlefield Effects

Snowstorm/sandstorm - +1 to Evasion for all characters

Snow/swamp - Move -1 for all characters

Heavy rain - +1 to Evasion against any ranged attacks

2: Determine character/NPC locations (Players and TM)

Generally, the NPCs will have predetermined locations, so the TM will just have to set them down and determine their facing. Player characters might already be in set locations, depending on what was happening when the fight starts. If that's not the case, the TM can establish a starting area and let the Players place their characters anywhere within that area.

3: Set Victory/Defeat Conditions (TM and Players)

It's important to know when the fight is over and who won. Most of the time, this step doesn't require much thought: the player characters win when the enemies are dead and vice versa, but that is also pretty boring. It's easy to create a different feel for each combat by setting different victory or defeat conditions. Victory conditions could include defeating a certain enemy or getting the enemies to flee (doing enough damage to the enemies overall). Defeat conditions could be a certain ally (player character or friendly NPC) being defeated, an item being destroyed by the enemies, or the enemies reaching a certain location on the map first. It is important for the TM to include the players - the goals of the player characters will help to inform victory or defeat conditions.

4: Roll for First Side (TM)

Every Round contains two Turns: the player character Turn and the NPC Turn. Flip a coin to determine which group gets to go first every Round (1-3 for player characters, 4-6 for NPCs).

Phase 2 ROUNDS

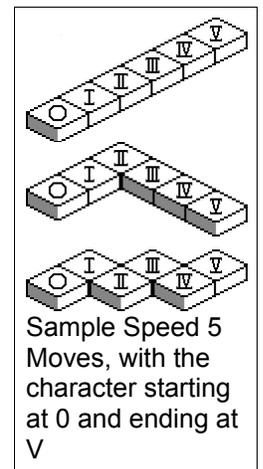
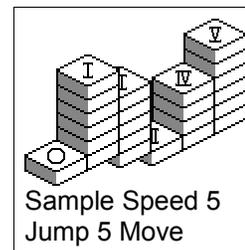
As determined by step 4 of the Setup, player characters or NPCs will get their Turn first every Round. Within each Turn, every individual character in that Turn can act. What order they act in is up to the players or TM, depending who the characters belong to. When a character acts, they can perform a Move and an Action. These can be done in either order, and if desired, Moves and Actions can be split up (for example, NPC #1 can Move, NPC #2 can use an action, then Move, and NPC #1 can perform an Action before ending the Turn).

Once all of the characters in a Turn have used their Move and Action, or decided to pass on one or the other, the Turn is over and it becomes the other side's Turn. Once both Turns in a Round are finished, the Round is done. Before starting the next Round, check for any continuing effects that need to be dealt with (status effects from Magic, special effects from Skills, or character death). See the small section following on finishing Rounds and how to deal with those effects.

MOVE

A character's Career determines their ability to move around the battlefield. Movement is controlled by two stats: Speed and Jump. Speed is the amount of distance that can be traveled in a single Move. This can be done in any direction - it is the number of times that a character can change spaces in a Move.

Jump is the vertical distance that can be traveled any time a character switches spaces. When a character is using a ladder to move up or down more than their normal Jump trait, reduce the number of spaces they can travel in their current Move by one. If a character falls by more than their current Jump rating (by hopping down willingly or being knocked down) they take 10 HP damage for each level beyond their Jump.

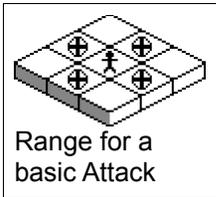


ACTION

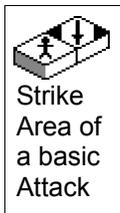
As much fun as just walking around is, this is combat, and it primarily consists of actually attacking, casting magic, and doing damage. Actions fit into one of four categories: Attacks, Spells, Skills, or Other actions.

ATTACK

Basic physical attacks are the simplest way to deal damage, and require no energy to perform unlike Spells and Skills. Normal attacks have a Range of 1(4) (any of the spaces directly around the character are acceptable attack locations as long as they are no more than 4 levels above or below the character) and a Strike Area of zero (only one square can be hit). Some Careers have special rules for their base Attacks - check in the Career's write up for any changes to the basic attack. Every Attack consists of two parts: the Hit Roll, and the Damage Math.



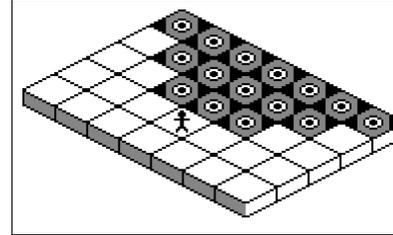
Range for a basic Attack



Strike Area of a basic Attack

Range: distance(height)

Values for Range are written as distance in squares followed by the allowable height increase/decrease in parentheses. A Skill with Range 2(5) and Strike Area 0 could hit a single square within two spaces of the character and up to five levels above or below the character. For larger Strike Areas, the height value is the same as the Range, but evaluate the height increase/decrease from the center of the Strike Area.



Front of a target – if the character is facing to the top-right, their view extends forward and diagonally into the distance (this example just shows the first three rows in front of them – it goes forwards and out as far as their view is unobstructed).

Damage Math

I know, this is the part you've been waiting for. On a successful hit, damage is dealt to the target. There are several steps to go through in order to make sure the Damage is calculated properly, but on most occasions, most of the steps won't require doing anything. Start with the ATK (for physical Attacks) or MAG (for damage dealing Spells). From there, apply the steps to that value in order to calculate the amount of Damage.

1: Check for Spell/Skill Effects

Some Spells and Skills alter the amount of Damage dealt by the attacker or received by the defender. Apply these effects to the Damage value before moving on.

2: Check for Armor

Most equipment provides additional HP, but some gives the character actual armor. Armor can be physical, magic, or both. If the type of Armor matches the type of Damage, subtract the Armor value from the Damage, otherwise it offers no protection and full Damage is dealt.

3: Apply Elemental Effects

If the attacker is doing Elemental Damage, check to see if the target has any Elemental Resistances or Weaknesses. If the target is Resistant to the Element of the attack, then halve the amount of Damage. If the target is Weak to the Element of the attack, then double the amount of Damage.

Once you have the final value, subtract it from the target's HP.

SPELL

Spells are available to Magic Careers (Mages, Healers, and Spellswords) and let them produce a wide variety of effects. Each Spell is cast with one Aetherstone and two Templates (one Size Template, and one from a category allowed by the Aetherstone). Every Spell requires energy from the caster, expressed in MP (Magic Points). The energy cost can be calculated by taking the Aetherstone's base cost and adding any

Hit Roll

When attacking an enemy, the attacking character's player rolls a single D6 against the target's Evasion stat. When attacking from the sides or the back, the attacker has to beat the target's Evasion with their D6 roll. If attacking from the front (see the next page for a graphic showing what counts as the front of the target), the target receives a +1 to their Evasion. If using a Skill or Spell with a Strike Area that includes multiple targets, perform the Hit Roll separately for each target. On beating the Evasion, the attacker scores a hit, and you get to do the most fun thing in the game: math.

additional costs from the Templates. More information on Aetherstones and Templates is in the Magic chapter.

Spells fall into four categories: Elemental; Damage; Healing; and Status. Elemental Spells bestow Resistances or Weaknesses. Damage Spells deal damage of a specific Element against the target. Healing spells refill HP or remove Status Effects. Status Spells inflict... You know what, just go read the Magic chapter.

For a Base Template Spell, the attack has a Range of 5(7) and a Strike Area of one. The Strike Area is a three by three cross, the center of which must be placed in the Range. Any characters in the Strike Area have a chance to be hit, friend or foe.

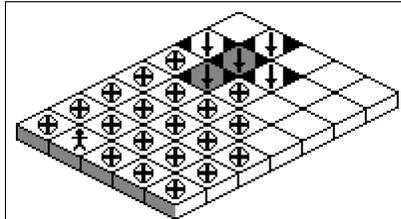
Damage Spells have a Hit Roll and Damage Math, the same as normal physical Attack. Healing Spells always hit, no need for a Hit Roll or normal Damage Math - the amount healed is based on the caster's HEAL stat or the Status Effect is simply removed (depending what type of healing Spell is cast). Status Spells have a Hit Roll listed under their write up in the Magic chapter, and automatically inflict their Status Effect on a successful hit.

SKILL

Some Skills just inflict damage, others have special effects. Similar to Spells, Skills use energy (magic Careers use their MP for Spells and Skills, physical Careers use AP - Action Points). Rather than clutter up this Rules section with a giant list of Skills and exactly how they work, all of that information is in the Careers chapter. The specific rules for each Skill are available in the section for the Career the Skill is available to.

OTHER

Characters are capable of more than just casting Spells, swinging swords, and using Skills. Some Other actions are responses to or continuations of Skills and explained in their write up. Some actions in this category could also include writing a message, hiding an item, or activating a trap. It's up to the TM to determine what can or cannot be done in a single Action. As a general rule, if there is a Skill or Spell that



Range 5 Strike Area 1 Spell

This only shows a small portion of the range to help give you an idea of just how much space a Spell has access to. The darkened areas of the Strike Area are where the Range and Strike Area overlap.

covers the desired effect, have the character use that Skill or Spell if they have access to it.

DEATH AND DYING

Characters and monsters in Table Tactics are expert combatants, able to function at full capacity until they are completely out of HP. Okay, maybe that's kinda silly, but they live on a grid based world and their lives are determined by you rolling dice - cut them a little bit of slack. Anyways, once a character has been reduced to or below zero HP, they begin dying. After the Round that they go to zero HP, a three Round countdown begins. At the end of the third Round, the character is permanently dead.

There are two ways to prevent a character from dying once the countdown starts: end the fight before the end of the third Round, or cast a Vita Spell on them. As long as one of these actions is completed before the end of the third Round, the character is fine. If they aren't, then that's it. Well, sort of. Not everyone is into seeing their lovingly crafted character die, and even those that don't mind will sometimes have a character where the story just isn't finished. For those that are interested, use this handy optional rule: when a character isn't revived in time, they receive a terrible scar/maiming wound. This can have combat detriments (never bonuses, shame on you for even thinking that), but this should be at the discretion of the player.

FINISHING ROUNDS

After both Turns in a Round have been finished, it's time to see if there is anything that needs to be resolved before moving on to the next Round. First, check for any continual effects (Status Effects or continuing effects from Skills). This is the time to do any damage from Virus or check to see if an Effect has finally ended. Finally, check and see if there are any characters that this is their third dying Round. At this point, they are permanently dead, beyond the Magical powers of even Byzantium's Gods. Once both of these tasks are finished, move on to the next Round.

Phase 3 WRAP UP

The fight ends when either the Victory or Defeat conditions are met. At this point, there are three things to do: heal up, determine spoils, and establish consequences.

HEAL UP

After a fight, all characters return to full health and full MP/AP. This goes for any dying characters as well, bringing them back from the brink and returning them to full health. This applies in the case of both Victory and Defeat, though the TM may have certain events take place or allow the player characters to act before Heal Up happens.

SPOILS

Even in the case of defeat, there may be some sort of material gains from a fight. Any enemy defeated may have equipment that could be used or items that could be sold. In the case of no enemies being defeated, it's unlikely there will be personal spoils (try to avoid creating situations where the player characters will win by driving off the enemies and not get anything for their Victory). Figuring out how much the characters make, and if they find any useful items is entirely up to the TM. For the sample game in this book, there will be some suggested loot depending on what Careers the player characters are.

CONSEQUENCES

Consequences are mainly story elements - making alliances or enemies with specific people or factions, losing a territory, or gaining a magical item with various effects. What's important to remember is that there can be positive effects from a defeat, or negative effects from a victory. Interesting situations can be created by having a rough consequence to an otherwise flawless victory, or something incredible come out of a terrible defeat.

NON-COMBAT

The focus of Table Tactics Trial is on getting a chance to experience the combat system. Alone, though, that gives the people playing little chance to experience the setting and do some role playing. That would be a little odd, since this is a tactical RPG. So, here is a quick and simple system for arbitrating non-combat events.

Each character gets two Titles, one worth three D6, the other worth two D6. The Titles should be fairly specific, but not so much that they apply to every situation. In cases where neither title applies, the character only gets to use one die. So long as one die is a 5 or 6, the character succeeds at their action.

Suggested Titles

Duke of Cunaxa - Northern minor nobility. Especially useful in social encounters.

Bard - a skilled singer/performer. Great at memory and logic based tasks.

Strongest in Galatia - a title held by the champion of Galatia's Strongest Warrior Competition. Excellent at physical strength and stamina based tasks.

Farmer - worked in agriculture prior to starting a Career. Knowledgeable in raising plants, livestock, and a huge wealth of building and repairs necessary for maintaining a far.

Black Hand of the West - a title reserved for a skilled thief/assassin in the Western Ocean. Gifted in subterfuge, stealth, and speed.

MAGIC

Magic is a vital part of Table Tactic's world and has been since long before the Old Empire was founded. With the discovery of Aetherstones in the early days of the Old Empire, every citizen had the option of learning to use magic (if they were willing to put in the time and effort, at least). Channeling magical energy through the focal point of an Aetherstone makes more powerful feats of magic possible than the natural mages of ancient legend could ever perform.

AETHERSTONES

Fortunately for magic users, Aetherstones are very easy to obtain the raw materials for and construct. The stones focus magical energy into a variety of states that can be refined with Templates to form Spells. The type of the Aetherstone produces the different base effects: Elemental, Status, and Curative.

Unlike Templates, which once learned are always available, Aetherstones have to be attuned to. Even an extremely powerful magic user can only attune to so many stones at a time, which puts a limit on the number of Spells available during combat. The number of Aetherstones a member of any given magic Career can attune to is included in the Career's information.

ELEMENTAL STONES

All Elemental stones have a base cost of 4MP for Spells cast with them. The four Elements (fire, ice, wind, and earth) can each be controlled or created with elemental stones. The most common use is for offensive magic, but it's also possible to bestow Elemental Resistance or Weakness with the right Template.

Compatible Templates for Elemental Stones: Size, Elemental, and Damage

PYROS (Fire) - Spells cast with this Aetherstone generally manifest as licking flames and violent explosions. Fire and ice are elemental opposites, so resistance to one is often coupled with weakness to the other - ice based creatures fall easy prey to fire Spells.
MP cost: 4

KRYOS (Ice) - This stone creates effects that range from a subtle hoar frost to violent icicles and hail. Elemental opposite of fire, this stone is a danger to fire based monsters.
MP cost: 4

VENTA (Wind) - Casting a Spell with this Aetherstone turns the air itself into a weapon, cutting or striking a foe with magical gusts. Wind and earth are elemental opposites, but unlike fire and ice, they tend to do less damage to the opposite and more damage to their own. Flying monsters are more vulnerable to wind attacks, but easily soak the blow from an earth Spell.
MP cost: 4

TERRA (Earth) - Rock daggers can be called to stab up or mighty boulders can be propelled with earth Spells. Being off of the ground affords some safety from earth magic, as it requires additional effort to reach flying things.
MP cost: 4

STATUS STONES (AND STATUS EFFECTS)

Status stones transform magical energy into a state connected to various status effects rather than Elemental energy. When casting a Status Spell with one of these stones, the battle can be influenced by changing the rules rather than just harming an opponent or healing an ally. Not all status effects inflicted are negative; they can also grant boons rather than curses. The write up for each (at the end of this section) details which effect can be caused or healed, what the effect does (including how long it lasts), the base MP cost, and the chance for the Status Spell to hit the target.

Compatible Templates for Status Stones: Size and Status

OCULAR: This effect ruins the vision of fighters, reducing their ability to land a blow to pure luck.
Effect: A character suffering from Ocular has any Attacks or Spells reduced to a 50% chance to hit. If the chance to hit was already at or below 50%, it is reduced to 1 in 6.
Duration: Ocular lasts until it is removed by San-Ocular or Pharma.
MP cost: 4
Hit Roll: 5 or 6 on a D6 hits

BEDLAM: The victim of this effect loses the ability to distinguish friend from foe, striking out at random against anyone on the battlefield.
Effect: At the start of each round, the character affected by Bedlam randomly chooses a target from all allies (them included), enemies, and bystanders (name the closest six possible targets one through six and roll a D6 to determine which one the character attacks). The affected character must use their full movement range attempting to get to their target. They can only use a normal physical Attack against their predetermined target and aren't able to take any action if they are unable

to get within range of their target.

Duration: Bedlam can be cured by San-Bedlam, Pharma, or the affected character being damaged (striking themselves because of Bedlam will knock them free from the status effect).

MP cost: 4

Hit Roll: Standard (D6 versus Evasion)

ADDLE: This status effect destroys the mental focus of any hit by it, rendering them unable to perform more complex battle techniques.

Effect: While Addled, the character affected is unable to use Spells or Skills and can only perform normal Attacks or Custom Actions.

Duration: Addle can be cured by San-Addle, Pharma, or the affected character being damaged.

MP cost: 4

Hit Roll: Standard

VIRUS: Inflicts a magical disease on the victim, continually weakening them as the fight drags on.

Effect: Every round, Virus reduces the victim's HP by 10% of their max HP.

Duration: Lasts until it is removed by San-Virus or Pharma.

MP cost: 5

Hit Roll: Standard

RAGE: Fills the minds of fighters with fury, rendering them unable to do anything but strike, yet giving them extra strength to do even more damage.

Effect: A character suffering from Rage can only Attack, and is unable to use Spells, Skills, or Custom Actions. Any damage done while in Rage is multiplied by 1.5 after calculating Damage but before applying Damage to HP.

Duration: Rage automatically ends after 5 rounds. It can also be cured by San-Rage or Pharma.

MP cost: 5

Hit Roll: Standard

MORTUS: Curses the target, creating a guaranteed doom for them that cannot be avoided.

Effect: Once a character is cursed with Mortus, they have 5 rounds before it takes effect. At the end of their fifth round being effected by Mortus, they instantly go to zero HP. Normal rules for death apply at this point.

Duration: Lasts until it kills the character. Can be cured before the doom takes place with San-Mortus or Pharma.

MP cost: 7

Hit Roll: 5 or 6 on a D6 hits

SHIELD: Creates a magical barrier around the target, weakening Attacks against them.

Effect: Reduces damage caused by Attacks or Skills by half (this is figured after calculating Damage but before applying Damage to HP).

Duration: 5 rounds.

MP cost: 6

Hit Roll: Automatic hit.

AURA: Creates a magical field around the target, weakening Spells against them.

Effect: Reduces damage caused by Spells (natural or Aetherstone) by half (this is figured after calculating Damage but before applying Damage to HP).

Duration: 5 rounds.

MP cost: 6

Hit Roll: Automatic hit.

CURATIVE STONES

Mend, Vita, and Pharma are the only stones that exclusively heal (though all status stones have the power to remove the effects they inflict if the correct Template is used). Unlike all other stones, these three can exclusively be attuned to by Healers and Spellswords. Mages can attempt to attune to them, but even if they accomplish it, the Templates they learn leave them unable to cast anything through these stones. All three of these Spells hit automatically, there is no Hit Roll - it is just a guaranteed hit.

Compatible Templates for Status Stones: Size and Healing

MEND: Heals injuries suffered by combatants, stitching together cuts and mending broken bones instantly.

Effect: Unlike offensive Spells, Mend is calculated with the caster's HEAL stat. Just add the value of the HEAL stat to the targeted character's HP. Does not work on a combatant reduced to zero HP. A special note - any sort of undead creatures are still healed by Mend (the Aetherstone is designed to repair Damage, and works equally well on people, monsters, and the undead).

MP cost: 5

VITA: Revives those struck down on the battlefield, letting them continue fighting as though nothing had happened.

Effect: When cast on a dead combatant, it returns them to life, and brings their HP up to 25% of their maximum.

MP cost: 10

PHARMA: Purges any status effect from the target, saving the user from needing every single Status Stone to be able to cure their allies.
Effect: Heals the target of any status effect (excluding Shield and Aura).
MP cost: 10

TEMPLATES

In addition to requiring an Aetherstone to add raw power to a Spell, a shape, size and effect is needed for successful casting. Templates are what make it possible to complete the Spell, giving it that final focus that makes it more than just a fizzle of energy. Different Careers have access to different Templates, changing what sort of Spells they can cast even with access to the same Aetherstones.

There are five types of Templates: Size, Damage, Healing, Status, and Elemental. A Size Template and one additional Template is required to cast a Spell. Some require no additional MP beyond the base Spell cost, others are more powerful and take more energy to use - each one notes if it has an additional cost.

SIZE TEMPLATES

These Templates determine the range and area of effect for Spells that are cast.

BASE: The standard range and size of every spell.
MP cost: None
Range: 5(7)
Strike Area: 1

DECA: The next size of spell, it's even bigger! Watch out for allies in the Strike Area.
MP cost: 4
Range: 5(7)
Strike Area: 2

KILO: Increased range and striking area, makes for a great opening strike when enemies are still clustered.
MP cost: 8
Range: 7(9)
Strike Area: 3

MILLI: A more focused spell, letting a Mage strike enemies in the middle of allies, or a Mender heal an ally in the middle of foes.
MP cost: 2
Range: 5(7)
Strike Area: 0

DAMAGE TEMPLATES

These Templates work with Elemental stones to let them do their damage.

STRIKE: Channels the power of an Aetherstone into a damaging Spell.
Effect: Standard Damage Math
MP cost: None

SUNDER: By pouring in extra energy with this Template, a Mage is able to amplify the damage caused by their Spells.
Effect: Increases damage dealt by 25%.
MP cost: 4

HEALING TEMPLATES

These focus the power of Curative stones into repairing damage of all kinds.

MEND: Focuses the power of an Aetherstone into a curative Spell.
Effects: When used with Mend or Vita, it heals the standard amount from their descriptions. When used with Pharma, it purges any Status Effect.
MP cost: None

UBER: Amplifies healing Spells, allowing them to repair even more damage in a single casting.
Effect: Differs slightly for Mend, Vita, and Pharma.
- Mend: Increases the amount of HP restored by 25%.
- Vita: Boosts the amount of HP regained upon reviving to 50% of the maximum.
- Pharma: In addition to curing Status Effects, it renders the target immune to status effects for two Rounds.
MP cost: 4

STATUS TEMPLATES

Unlike other Templates, which work towards similar ends but in different magnitude, the Status Templates all work in different ways. One causes negative effects, one causes positive effects, and the last one removes effects.

HEX: Twists the energy of a Status stone to inflict a Status Effect on a target.

Effect: Attempts to give the target the Status Effect, has no effect if used with Shield or Aura.

MP cost: None

DON: Allows positive Status Effects to be applied to allies to give them an edge in battle.

Effect: Bestows Rage, Shield, or Aura, has no effect if used with any other Status stones.

MP cost: None

SAN: The inversion of the Hex and Don Templates, removing status effects from the target.

Effect: Attempts to remove a Status Effect from the target.

Hit Roll: Hits automatically, ignore the Hit Roll in each stone's write up.

Special: If using San-Shield or San-Aura on an enemy, use a Standard Hit Roll to see if it removes the effect.

MP cost: None

ELEMENTAL TEMPLATES

Grants Elemental Weakness or Resistance instead of just doing damage.

LES: Uses the energies of an Elemental stone to make an enemy vulnerable to the Element of the stone.

Effect: Makes the target Weak to the Element for five Rounds.

Hit Roll: Standard

MP cost: 2

DUR: Uses Elemental energy to make an ally more durable against a specific Element.

Effect: Gives the target Resistance to the Element for five Rounds.

Hit Roll: Automatically hits

MP cost: 4

SCENARIO

There's not point having a book full of rules and descriptions with nothing to use it on. This is a collection of maps, enemy stats, and general info that gives a TM and players everything they need to run a three battle game. So hurry up and read it so you can play.

The Black Chalice

Deep in a dangerous Ruin, reports claim there is a Chalice that contains powerful magic secrets from the Old Empire. Of the last Dungeon Diving team sent in to retrieve it, only one made it back alive. A new group has been hired by the Dungeon Exploration Society to get the Chalice (that's you guys!).

RP time: If you like roleplaying, the initial meeting of the hired members of the group would be a great time to do some RP. If you're into that.

With ease the initial rooms and halls are cleared, only weak solitary monsters being present. Finally, getting close to the Chalice's reported location, a larger group of stronger monsters blocks the team's way.

Fight Time! Round 1 – Monster mash!

Map:

	A	B	C	D	E	F	G	H	I	J	K	L	M	N
I	5	5	9	10	10	10	10	10	10	10	10	10	10	10
II	2	3	7	10	10	10	10	10	10	10	10	9	7	5
III	1	4	4	10	10	10	10*	10	10	10	10	10	8	3
IV	1	1	2	3	0	1	2	0	0	1	1	1	1	1
V	1	1	1	1	1	1	1	1	1	1	1	2	1	1
VI	1	1	2	1	1	1	1	1	1	1	2	4	2	1
VII	1	2	3	2	2	1	0	1	2	1	4	6	4	2
VIII	2	4	6	10	10*	10	10	10	10*	10	10	8	6	4
IX	3	5	8	10	10	10	10	10	10	10	10	10	8	6
X	5	7	10	10	10	10	10	10	10	10	10	10	10	10

Numbers represent the height of the square. Player characters should start in columns A or B and rows III through VIII. Enemies should start in columns M or N and rows III through VIII.

Enemies:For 3 Players:

1 Prokaryon

1 Goblin

1 Lamia

For 4 Players:

Add a Prokaryon! Everyone loves gross blob creatures!

For 5 Players:

Add a Goblin! Double the fun!

See the Monsters section for information on these guys.

Special details:

Boulders (*) – The spots at E-VIII, G-III and I-VIII all have Boulders. To use them, a character (player character or NPC) needs to stand at an adjacent spot and use a turn to push. The boulder then falls to the trench below and rolls to the other wall (E-VIII's boulder rolls to E-IV, for example). Any characters hit by the rolling boulder take 75 Damage.

Victory: All enemies defeated**Defeat:** All allies defeated

After clearing the way, the group reaches the Black Chalice without further incident. The item sits on a pedestal in what was once a private museum.

RP time: If you're in the mood, play out arriving in the museum and taking the Chalice from the pedestal.

Once the Chalice is taken, a distant rumbling can be heard and felt. The group leaves quickly, only to be ambushed by a bandit group. Not even Bone Dice, these rag tag thieves are desperate to get their hands on something valuable.

Fight Time! Round 2 – What's their problem?

Map:

	A	B	C	D	E	F	G	H	I	J	K	L
I	1	1	1	1	1	3	3	6	6	6	3	1
II	1	1	1	1	1	3	3	9	9	6	3	1
III	1	1	1	1	1	3	7	9	9	6	3	1
IV	0	1	1	1	1	1	7	7	6	6	1	1
V	0	1	1	1	1	1	1	6	6	6	1	1
VI	0	1	1	1	1	1	1	1	1	1	1	1
VII	0	1	1	1	1	1	1	1	1	1	1	1
VIII	0	1	1	1	1	1	1	1	1	1	1	1
IX	1	1	1	1	1	8	8	4	4	1	1	1
X	1	1	1	1	1	8	8	6	4	1	1	1
XI	1	1	1	1	1	4	6	6	2	1	1	1
XII	1	1	1	1	1	4	4	2	2	1	1	1

Numbers represent the height of the square. Player characters should start in columns A or B and rows IV through VIII. Enemies should start anywhere in columns G through L, and in any row.

Enemies:For 3 Players:

1 Warrior – Terrible equipment, no bonuses. Skills: Thrown Weapon, Horizontal Slash.

1 Mage – Terrible equipment, no bonuses. Skills: Geist, Warp.

Aetherstones: Pyros, Terra, Addle, Rage.

1 Thief – Terrible equipment, no bonuses. Skills: Dash, Smoke Bomb.

For 4 Players:

1 Pugilist – Terrible equipment, no bonuses. Skills: Flying Punch, Dual Strike.

For 5 Players:

1 Marksman – Terrible equipment, no bonuses. Skills: Volley, Roulette.

Special details:

Chalice holder – the Black Chalice is large and awkward, reducing the Speed of the character holding it by 2.

Special Action: Chalice steal – take the Chalice from an adjacent character. Uses up your Action for the Turn.

Victory: All enemies under 25% HP**Defeat:** Chalice stolen and taken off the Map or All allies defeated

Once the thieves are driven off, things are calm for a moment. Suddenly, the rumbling returns and grows more and more intense. A building collapses into a sinkhole and a huge monster crawls out. Its eyes instantly lock on the Chalice, and it prepares to attack the group.

Fight Time! Round 3 – It came from beneath!

Map:

	A	B	C	D	E	F	G	H	I	J	K	L
I	3	3	6	6	6	3	1	1	1	1	1	1
II	3	3	9	9	6	3	1	1	1	1	1	1
III	3	7	9	9	6	3	1	1	1	1	1	1
IV	1	7	7	6	6	1	1	1	1	1	1	1
V	1	1	6	6	6	1	1	1	1	1	1	1
VI	1	1	1	1	1	1	1	1	1	1	1	1
VII	1	1	1	1	1	1	1	1	1	1	1	1
VIII	1	1	1	1	1	1	1	1	1	0	0	
IX	8	8	4	4	1	1	1	1	1	0	-2	-2
X	8	8	6	4	1	1	1	1	0	-2	-4	-4
XI	4	6	6	2	1	1	1	0	-2	-4	-4	-6
XII	4	4	2	2	1	1	1	0	-2	-4	-6	-6

Numbers represent the height of the square. Player characters should start in columns A through C and rows III through X (or, at their locations at the end of the last fight). The Titanotaur starts at I-IX.

Enemies:

The Dreaded Titanotaur!

See the Monsters section for information on this guy.

Special details:

Destroy Chalice - Smash the Chalice in the hopes that it will cause the monster to give up. Don't do it, man. (If someone does use this option the outcome is entirely up to the Table Master)

Victory: Giant monster defeated

Defeat: Chalice destroyed or All allies defeated

After the fights are over, whatever happens next is up to you all as a group: do you just go turn it in? Do you sell it to the Bone Dice or a private collector? Do you go find other adventures to have and battles to fight?

MONSTERS

GOBLIN

No one is sure just where these creatures came from. Mentions of them from the time of the Old Empire are very few and far between, but they have become extremely common in modern times. These tenacious little buggers love to build traps, attack explorers, and hoard everything they can't eat. They have a primitive society, and worship the Mad God, leading some to believe they are intelligent and could be reformed, but anyone that's been through the ruins and run into them knows that's absurd.

STATS

HP	200
AP	10
ATK	40
MAG	0
Speed	5
Jump	3
Evasion	1

SKILL

Goblin Punch

The Goblin throws a wild punch, hoping for the best.

Cost: 2

Effect: The Damage and any effects done by the punch are determined by rolling a D6. Check the list below to see what happens:

- 1: The Goblin trips and deals 20 Damage to itself
 - 2: Deals 20 Damage
 - 3: Deals 20 Damage
 - 4: Deals 40 Damage
 - 5: Deals 40 Damage
 - 6: Deals 80 Damage
- Range: 1(3)
Strike Area: 0

LAMIA

Half humanoid, half snake. These creatures were once a major force in the world. Before the Old Empire, they had a civilization all their own that built cities and conquered lands. Legend has it that a Goddess who favored the Tuatara rose up and struck down the patron God of the Lamia. With the loss of their divine aid they fell into ruin, and in modern times they primarily lurk in Blighted lands, tainted by the energies of the Mad God.

STATS

HP	200
AP	10
ATK	35
MAG	0
Speed	5
Jump	3
Evasion	1

SKILL

Confusion

Allows the Lamia to inflict Bedlam or Addle upon a target.

Cost: 3

Effect: Flip a coin to determine if the Status Bedlam or Addle will be inflicted.

Range: 5(7)

Strike Area: 0

Hit Roll: Standard

Taunt

The Lamia tricks their foe into becoming enraged - inflicts Rage on a target.

Cost: 3

Effect: Inflicts Rage on the target. That's it, nothing special.

Range: 5(7)

Strike Area: 0

Hit Roll: Standard

PROKARYON

One of the most common creatures found in ruins. The twisted energies of the Mad God mingle with the slime and moisture in the ruins, forming these bizarre creatures. They are barely aware of their surroundings, moving towards and attempting to absorb anything not tainted by the Blight. Most take on an Elemental energy from artifacts scattered about the ruins, giving them defense against and the power to use Elemental Skills. Basically, they're evil magical lumps of gross.

Note: All Prokaryon in the ruins of the Black Chalice have some sort of Elemental affiliation. It's up to you if you want to set the affiliation ahead of time and let your players know it (this would make a lot of sense if you play it up as the ruins housing the Black Chalice contain monsters and items of a certain element), or want to roll a die to decide the Element of any Prokaryon encountered.

Pyros (fire): Goo flung is Pyros, and the Prokaryon has resistance to Pyros Spells. The Prokaryon has weakness to Kryos Spells.

Kryos (ice): Goo flung is Kryos, and the Prokaryon has resistance to Kryos Spells. The Prokaryon has weakness to Pyros Spells.

Venta (wind): Goo flung is Venta, and the Prokaryon has resistance to Terra Spells. The Prokaryon has weakness to Venta Spells. (yeah, Venta and Terra are backwards from Pyros and Kryos - it's weird, I know)

Terra (earth): Goo flung is Terra, and the Prokaryon has resistance to Venta Spells. The Prokaryon has weakness to Terra Spells.

STATS

HP	150
AP	15
ATK	25
MAG	45
Speed	4
Jump	3
Evasion	2

SKILL

Fling Goo

The Prokaryon launches some of the excess slime on its surface at an intruder.

Cost: 3

Effect: Functions just like an Elemental Damage Spell cast with the Templates Base and Strike. The Element of the Goo is determined by the Element of the Prokaryon.

Range: 5(7)

Strike Area: 1

Hit Roll: Standard

Damage: normal MAG

TITANOTAUR

On very rare occasion, dungeon divers hired by the Society find an incredibly large and powerful Blighted beast. These creatures are known as behemoths, and depending on the monster can take anywhere from a couple well trained fighters to an entire army to defeat. Most of them form deep in the ruins where the Blight is especially strong. Many of them are tied to a magical item, or a place of ancient power, awakening and attacking only when their ward is disturbed. The Titanotaur is connected to the Black Chalice, and will never rest when the Chalice does not sit on its pedestal deep in the labyrinth. Named for its bull-like features and titanic size, this half giant half bovine is a rampaging monster that will only stop once it is slain.

Special Note: Unlike typical characters and monsters, the Titanotaur is a +1 size creature. It takes up a three by three cross (same size and shape as Range 1), and all 5 squares it stands on must be within 7 Height of each other. See the graphic for how large the monster is and what counts as Range 1 for a +1 monster.

STATS

HP 700
 AP 10
 ATK 80
 MAG 0
 Speed 6
 Jump 6
 Evasion 1

Note: The HP above is suggested for 3 Players. Increase it by 150 for each additional Player.

SKILL

Roar

The Titanotaur lets out an incredible roar, instilling a primal fear in foes and forcing them to run.

Cost: 2

Effect: Any characters within the Range have to spend their next Move action moving directly away from the Titanotaur. Any characters standing in Range 1(10) +1 take 30 Damage from the force of the Roar.

Range: 3(10) +1

Damage: 30

Stomp

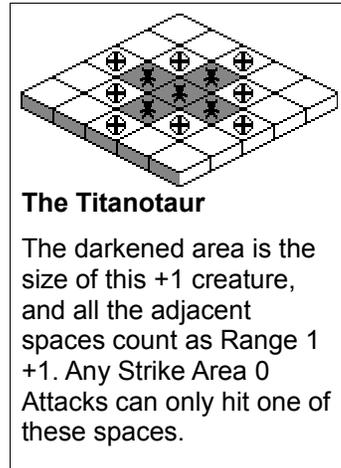
After rearing up, the Titanotaur slams the ground and sends out a shockwave hurting anyone close enough.

Cost: 3

Effect: It deals Damage to anyone in Range. Nothing special.

Range: 1(5) +1

Damage: 60



 CHARACTER SHEET

Name: _____



STATS

HP: _____ Speed: _____
 MP/AP: _____ Jump: _____
 ATK: _____ Evasion: _____
 MAG: _____
 HEAL: _____ Armor: _____

Weapon: _____ Gear: _____

Species: _____ Gender: _____
 Origin: _____ Age: _____
 Alliance: _____



SKILLS

Rank 1

Name: _____

Notes: _____

Rank 2

Name: _____

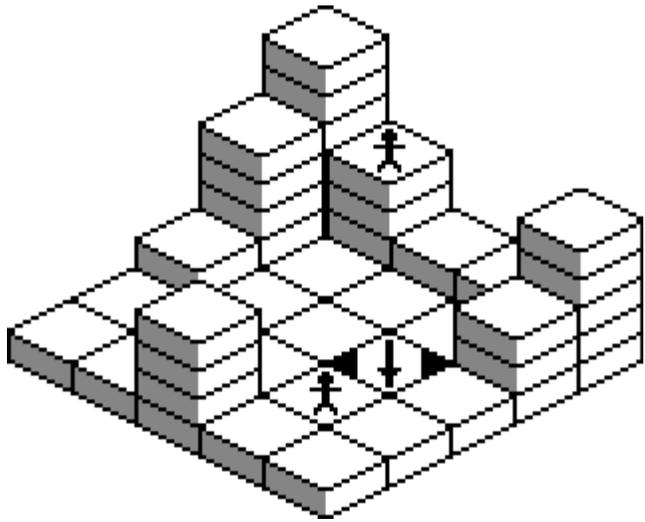
Notes: _____

Rank 3

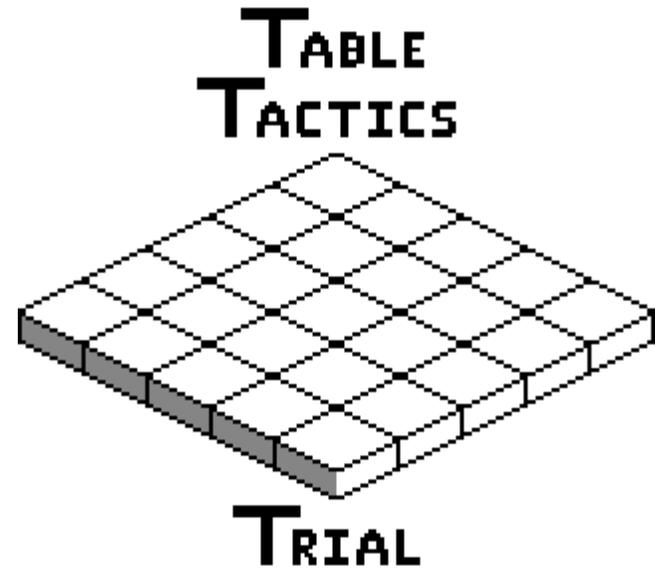
Name: _____

Notes: _____

Don't forget to adjust STATS for equipment!



The world of Table Tactics is an incredible place, with bizarre dungeons to explore, monsters and enemies to fight, and no lack of battles to win. So don your armor, grab your sword or spell book, and get going. Or whatever. I'm not going to tell you what to do.



This game is not only a Trial version for you, it's a Trial version for me. Some things will change between this and the final version, so please keep that in mind as you play. Any feedback will be helpful in balancing the final version of Table Tactics.

Developed by James Boychuk of Running from Skeletons
Please drop me a line and let me know what you think at:
<http://runningfromskeletons.com/>

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