

A fantastical landscape featuring a deep valley with a lake at the bottom. In the background, a mountain range with a prominent, castle-like structure with multiple spires is visible. The scene is framed by lush green trees on the left and right sides. The lighting is soft and atmospheric, with a hazy, golden glow. The title 'THROES OF THROKAM' and 'REFERENCE MANUAL' is written in a stylized, white, serif font across the center of the image.

THROES OF THROKAM

REFERENCE MANUAL

Andrew Carlisle
Colin Fravel
Jaiden Miller
Sarvasv̄ Barara

Actions (Action Points)

Action Name	Action Point Cost	Action Description
Move	1	<p>Move up to 25 feet (5 hexagons on a standard grid) in any direction through unobstructed terrain. Can be used multiple times per turn.</p> <p>If you have to open a door or some other obstacle that requires an action to cross, you may move any remaining distance after you have interacted with the obstacle. (E.g. if you move 15 ft and open a door, you may move 10ft in any direction afterward without using another action).</p>
Open	1	Open any moderately sized chest, door, or other unlocked object.
Climb	1	<p>Move up to 5 ft up a climbable wall. Can be used multiple times per turn.</p> <p>On your first Climb action in a turn, roll a climbing skill check using your <i>Strength</i> modifier with a threshold of 12.</p> <p>If you succeed, you climb as normal If you fail, you fall.</p>
Attack with a basic weapon	1	<p>Attack with your weapon. Perform an Attack Roll against your opponents Armor Class (AC).</p> <p>On critical success, deal double damage. On success, hit them with the damage dice of your weapon. On failure, you miss.</p> <p><i>See Attacks on Page 10 of the Instruction Book for more details</i></p>
Grapple	1	You grab the opponent. Make a Strength check against {the opponents AC - 2}. If you succeed, they lose 1 action the next turn and cannot move away from you. If you critically succeed, they lose their next turn.

Spells

Name	Magic Type	Action Point Cost	Mana Cost	Description
Overheat	Thermal + Fluid	2	4	<p>You punch the ground, filling the area just below it with water before superheating it into vapor, causing the ground in front of you to erupt with significant force.</p> <p>The opponent in the square in front of you must make a skill check with their fortitude modifier against a threshold of 17. If they fail, they take 3d6 thermal damage and are knocked off their feet, and lose 1 action point next turn. If they succeed, they take 2d4 thermal damage.</p>
Burn	Thermal	1	3	<p>You put your full force into a punch, pumping a large amount of energy into the air around your fist, engulfing it in flames.</p> <p>Roll for an attack. On critical success, deal 2d6 fire damage on top of physical damage. On success, deal 1d6 fire damage on top of physical damage.</p>
Hard Fall	Fluid	2	3	<p>You grapple the opponent and sweep their legs, as you both fall you pull the air out from underneath you and your opponent, causing you to hit the ground with a large amount of force.</p> <p>Make an agility check against {your opponents AC - 4}. On crit success, you deal double damage and the opponent loses their next turn On success you deal 2d4 damage and the opponent only has 1 action point the next turn. On failure, nothing happens. On crit failure, you take 1d4 damage instead and only have 2 action points the next turn.</p> <p>This cannot be used two turns in a row.</p>

Power Strike	Kinetic	2	2	<p>Putting a large amount of kinetic magic into your melee weapon, you swing it with significant force.</p> <p>Make an attack. On success, you deal 6 extra melee damage. On critical failure, the weapon flies out of your hand and onto the ground 1 tile in front of you.</p>
Sonic Boom	Fluid	1	2	<p>Throw air really hard.</p> <p>Roll Spell modifier of your INTELLIGENCE modifier + 6. Deals 2d4 damage</p>
All or Nothing	Kinetic	2	3	<p>Putting a significant amount of kinetic magic into your weapon, you throw it with inhuman force.</p> <p>Make an attack roll with your weapon. On success, roll two damage dice and add the total to the calculated damage. On failure, your weapon shatters and becomes unusable</p>

Enemies

Bear:

HP : 35

AC : 17

STRENGTH: +2

DEXTERITY: +1

CONSTITUTION: +1

INTELLIGENCE: -4

WISDOM: -4

CHARISMA: +0

Agility: +2

Fortitude: +2

Perception: +4

Stealth: +2

Attacks : Claw Swipe (1 Action, +7 mod, 3d4 damage), Bite (1 Action, +4 mod, 2d8 damage), Charge (2 Action, +6 mod, 3d6 damage)

Bandit (Sword) :

HP : 25

AC : 15

STRENGTH: +1

DEXTERITY: +1

CONSTITUTION: +1

INTELLIGENCE: +1

WISDOM: +1

CHARISMA: +1

Agility: +2

Fortitude: +2

Investigation: +1

Knowledge (All): +1

Perception: +2

Crafting: +2
Stealth: +2
Survival: +1
Thievery: +1

Attacks : (Sword, +6 mod, 2d6 damage)

Bandit (Axe) :

HP : 25
AC : 15

STRENGTH: +1
DEXTERITY: +1
CONSTITUTION: +1
INTELLIGENCE: +1
WISDOM: +1
CHARISMA: +1

Agility: +2
Fortitude: +2
Investigation: +1
Knowledge (All): +1
Perception: +2
Crafting: +2
Stealth: +2
Survival: +1
Thievery: +1

Attacks : (Axe, +4 mod, 2d8 damage)

Bandit (Lance) :

HP : 25
AC : 15

STRENGTH: +1
DEXTERITY: +1
CONSTITUTION: +1
INTELLIGENCE: +1
WISDOM: +1

CHARISMA: +1

Agility: +2

Fortitude: +2

Investigation: +1

Knowledge (All): +1

Perception: +2

Crafting: +2

Stealth: +2

Survival: +1

Thievery: +1

Attacks : (Lance, 2 tile range, +2 mod, 2d6 damage)