
THE WORLD OF TERRIS

WOFFORD, DAVID, B.

Body

Agility
Endurance
Might

Mind

Focus
Knowledge
Insight

Soul

Spirit/Chi
Courage
Personality

Armor=Armor Bonus + best(agility, insight, courage)

Ability Name {Requirement(s)} - Effect(s)

Starting HP = Best stat+(2-4 based on level)

How to read powers

Name {Requirements} – Action type

Range:

Time:

Attack Roll

Hit Effect

Miss Effect

Special Notes:

[W] is the identical score from the weapon

[I] is the identical score from the implement

[S] is the identical score from the shield

[A] is the identical score from the armor

Basic attacks:

Basic Melee Attack – Attack

Range: [W]

Character level* $\frac{1}{2}$ + [W]+Might vs Armor

Hit: [W]+Rand(Might)

Basic Ranged Attack – Attack

Range: [W]

Character level* $\frac{1}{2}$ + [W]+Agility vs Armor

Hit: [W]

Special: Bonuses from the launcher and the projectile stack.

Basic Throw – Attack

Range: [Might]

Character level* $\frac{1}{2}$ + [W]+Agility vs Armor

Hit: [W]

Special: Weapon must have the Throw ability.

CLASSES:

The Archer

HP per level: 3

The Archer is the most accurate class in the game. They are able to make precise shots that others can only dream of.

Bow Tree: Style - DPH

Adventure Tier:

Aim {Archer} – Attack, Sustain

Designate a target, if your next bow attack is against that target add 2 to hit and rand(1) to damage.

You may repeat this attack a number of times up to your Tier and its effects stack.

You may only perform a number of Aim actions equal to your Focus score.

Far Aim {Archer, Aim} – Attack, Sustain

Add one to the range of your next bow attack.

You may repeat this attack a number of times up to your Tier and its effects stack.

You may only perform a number of Aim actions equal to your Focus score.

Distracting Shot {Archer, Aim} – Attack

Range: [W]

Class level + Agility vs Armor

Hit: [W] and secondary attack

Class level + Focus vs Focus

Hit: Disrupt sustained actions.

Special: You must be wielding a bow to use this power.

Sustain Aim {Archer, Aim} – Attack, Sustain

Retain all benefits of all aim actions your are currently sustaining. If the target of your aim is killed or leaves your line of sight, the effects of aim are lost.

Patient Aim {Archer, Sustain Aim} – Passive

When the target of an Archer with Patient Aim leaves her line of sight, she may continue to give up attacks to sustain her current level(s) of Aim against that target. She may immediately attack that target if it re-enters her line of sight (and it is still within range).

Veteran Tier:

Alter Aim {Archer, Patient Aim, Second Tier} – Passive

If the target of an Archer with Alter Aim is killed or leaves the Archer's line of sight, the Archer may designate another target as the target of her aim. However, the benefits of her aim regress by one aim effect. (Your choice)

Critical Aim {Archer, Second Tier, Precise Aim} – Attack, Sustain

Designate a target, if your next bow attack is against that target add $\text{rand}(\text{tier})$ to damage. You may only perform a number of Aim actions equal to your Focus score.

Precise Aim {Archer, Second Tier, Patient Aim} – Attack, Sustain

Designate a target, if your next bow attack is against that target add your Archer Level to hit. You may only perform a number of Aim actions equal to your Focus score.

Legendary Tier:

Elite Tier:

Master Aim {Archer, Elite, All other Aim Powers} – Attack, Sustain

Time: 4 attack actions

Effect: Instantly perform as many Aim actions as you wish up to your Focus score.

Throw Tree: Style - DPH

Adventure Tier:

Throw Arrow {Archer} – Attack

Range: 1+tier

[W] + Might vs Armor

Hit: [W]

Double Throw {Archer} –

An Archer with Double Throw may throw two thrown weapons as a single attack action against one target. Both weapons suffer a -4 penalty to hit.

Ricochet {Archer} –

An Archer with Ricochet may attack two targets with the same thrown weapon. The attack roll against the second target suffers a -5 penalty and only deals half damage.

Quick Throw {Archer} – Attack

Range: [W]

[W]+Agility-2 vs Armor

Hit: [W]

Special: You draw the weapon at the same time you throw it, requiring only one action.

Veteran Tier:***Legendary Tier:******Elite Tier:*****Trick Tree: Style - Multi-Target*****Adventure Tier:*****Rapid Shot {Archer} – Attack**

Range: [W]

[W]+Agility-5 vs Armor

Hit: [W]

Secondary attack [W]-5 vs Armor

Hit: [W]

Special: The secondary attack occurs even if the primary attack misses.

Special: Each attack may have a separate target.

Point Blank Shot {Archer} – Passive

An Archer with Point Blank Shot gets a +1 bonus to attack and damage rolls with projectile weapons if her target is within 30 feet.

Jab (Archer) – Attack

Range: 1

[W]+Might-5 vs Armor

Hit: [W]+Might

Special: You must use an arrow for this attack. This attack gains no bonuses from a bow.

Special: This attack incurs an opportunity attack.

Veteran Tier:

Pierce {Archer, Second Tier} – Attack

Range: [W]

[W]+Agility vs Armor

Hit: [W] and secondary attack

[W] vs Armor

Hit: [W]; Special: Secondary target must be adjacent and behind (from your perspective) primary target.

Multi Shot {Archer, Rapid Shot} – Attack

Range: [W]

[W]+Agility-3 vs Armor

Hit: [W]

[W]+Agility-3 vs Armor

Hit: [W]

Special: Both attacks must have the same target.

Special: You must be wielding a bow to use this power.

An Archer with Multi Shot may use an attack action to load two projectiles. She makes two attacks against a single target on her next attack roll. Both attacks suffer a -3 penalty to attack. These attacks may not be given up for Aim.

Legendary Tier:

Split Shot {Archer, Multi Shot} –

An Archer with Split Shot may load one arrow into her bow for each level of Archer she has. Each arrow must target a different target but, has a -4 penalty to hit. Aim effects may not be used to improve Split Shot.

Elite Tier:

Clarifications: Rapid Shot and Multi Shot may not be used to make Aim actions. However, Aiming can benefit Multi Shot or Rapid Shot. Aiming before a Rapid Shot only helps the first attack, the rest do not gain the benefits (even if all attacks are against the same target). Aiming before a Multi Shot benefits every projectile of the multi shot.

You may aim before using a Pierce attack

Aim may not be used for jabs.

Weapon Finesse applies to weapons used for Jab.

The Elementalist

HP per level: 2

Air Tree: Style - Ward

Fire Tree: Style – Multi-Target

Immolate {Elementalist} – Attack, Sustain, Curse

Cast Time: 2 Attack actions

Duration: Class level+Focus

Range: Focus

Class level+Focus+[I] vs Agility

Hit: [I]+Tier+Rand(Focus+Class level) fire damage each round

Miss: Tier fire damage and no ongoing damage

Water Tree: Style - Multi-Target

Chain Lightning – Attack, Sustain

Range: Focus

1st Attack Action: Prepare spell (no rolls)

2nd Attack Action: Choose a target (no rolls)

3rd Attack Action: Choose an additional target. (no rolls) You may repeat this action until a total of Focus targets have been chosen. New target must be within Focus spaces of previous target.

Final Free Action: Cast the spell.

Roll once and use that roll against all targets

Class level + [I] + Focus vs Armor

Hit: Focus+[I]+Rand(Class level) lightning damage

The Enchanter

HP per level: 2

Enchant Tree: Style - Buff

Powered Weapon {Enchanter} – Attack, Sustain, Buff

Cast time: 2 attack actions

Duration: Knowledge rounds

Effect: Choose a weapon you touch; that weapon deals tier extra damage per hit.

Precise Weapon {Enchanter} – Attack, Sustain, Buff

Cast time: 2 attack actions

Duration: Knowledge rounds

Effect: Choose a weapon you touch; that weapon gains tier to hit.

Master Imbue {Enchanter, 4th tier} – Attack, Sustain, Trigger

Choose an attack spell you know.

Cast time: Cast time of spell chosen+Tier of spell chosen

Duration: Enchanter Level+Knowledge

Effect: A chosen weapon you touch gains the following property for Duration rounds:

Trigger: Weapon strikes

Effect: Immediately casts the chosen spell on what the weapon struck.

Strengthen Tree: Style - Buff

Enhance Stat {Enchanter} – Attack, Sustain

Range: 1

Casting time: 4 attack actions

Duration: Knowledge+class level turns

Effect: Enhances target's score in the chosen stat by Knowledge.

Haste {Enchanter, 2nd Tier} – Attack, Sustain

Range: Knowledge

Casting time: 3 attack actions

Duration: Knowledge+class level turns

Effect: Target gains an additional action type of their choice and their agility defense, melee damage and melee attack rolls increase by tier.

Weaken Tree: Style - Curse

Distracting Illusion {Enchanter} – Attack, Curse

Range: Knowledge

Duration: Tier rounds

Class level+[I]+Knowledge vs best(Focus, Insight)

Hit: Disrupt sustained actions

The Healer

HP per level: 3

Heal Tree: Style - Buff

Minor Heal {Healer} – Attack

Class level + Personality vs Armor

Range: 1

Hit: Heals personality + rand (healer level) HP

Special: Roll to hit only against an unwilling target.

Restore {Healer} – Attack

Range: 1

Heal class level stat damage.

Remove Curse {Healer, Second Tier} – Attack, Sustain

Cast time: Tier of curse to be removed attack actions

Range: 1

Effect: Removes the curse from target.

Protection Tree: Style - Ward

Regeneration {Healer} – Attack, Sustain, Ward

Range: 1

Cast time: 2 attack actions

Duration: Class level + personality rounds

Heal Tier HP per round.

Ward Curse {Healer} – Attack, Sustain, Ward

Range: 1

Cast time: 2 attack actions

Duration: Class level + personality rounds

Effect: Target gains a bonus equal to your Tier to their defense against curses.

Ward Steel {Healer} – Attack, Ward

Range: 1

Duration: Class level + personality rounds

Target gains absorb physical (personality).

Clarification: If target already has absorb physical, they keep the better value.

Trigger Tree: Style - Ward

Ward Death {Healer, Elite Tier} – Attack, Sustain, Ward

Range: 1

Cast time: 8 attack actions

Trigger: Target is killed

Effect: Target is revived with $1 + \text{rand}(\text{personality} + \text{caster level})$ HP.

The Knight

HP per level: 4

Leadership Tree: Style - Buff

Battle Cry {Knight}– Attack, Buff

Duration: Class Level+Personality

Range: Courage

Effect: All other allies within range gain Tier to hit and damage with physical attacks.

Lead by Example {Knight} – Attack, Buff

$[W] + \text{Class level} + \text{Might vs Armor}$

Range: 1

Hit: $[W]$ and all allies within Personality spaces get a +1 leadership bonus to hit with attack powers until end of combat. (Not cumulative)

Mount Tree: Style - DPH

One With the Horse {Knight} – A Knight with One With the Horse suffers no penalties while fighting on horseback.

Joust {Knight} – Move and Attack

Range: Mount speed

Move action: Move at least four spaces and end adjacent to an enemy.

Attack Action: $\text{Class level} + [W] + \text{Might vs Armor}$

Hit: $2 * [W] + \text{rand}(\text{Mount Might})$

Special: Must be mounted and wielding a pole-arm.

Trample {Knight} - Move and Attack

Range: Mount speed

Move action: Move at least three spaces and end adjacent to an enemy.

Attack Action: Class level + Mount Might vs Armor

Hit: [W]+rand(Mount might)

Special: Must be mounted

Shield Tree: Style - Tank**Shield Bash {Knight} – Attack**

[S]+Might vs Armor

Hit: Might + [S] bludgeoning damage plus secondary attack:

[S]+Might vs Focus

Hit: Disrupt sustained actions.

Special: Shield Bash may be used as an opportunity attack.

Shield Expertise {Knight} –

A Knight with Shield Expertise may give up her attack to add one to her armor class for every two levels of Knight until her next attack action.

Shield Toss {Knight, Second Tier} – Passive

Effect: You may treat shields as thrown weapons.

The Monk

HP per level: 3

Crane Tree: Style - Tank**Chi Surge – Attack, Sustain**

Range: Self

Cast time: 2 attack actions

Heal Tier+rand(class level + chi) HP

Stunning Fist {Monk} – Attack

Class Level+Might vs Armor

Range: 1

Hit: Class level+Rand(Might) bludgeoning damage and secondary attack:

Class level+Chi vs Endurance

Hit: Disrupt sustained actions

Trip {Monk} – Attack

Range: 1

Class level + Chi vs Armor

Hit: Tier+rand(Might) damage and target is prone.

Snake Tree: Style - Curse

Tiger Tree: Style - DPH

Chi Fang {Monk} – Attack

Range: 1

Class level+Might+Chi vs Armor

Hit: Class level + Rand(Might + Chi + Class level)

Miss: You are prone

The Necromancer

HP per level: 3

Drain Tree: Style - Curse

Poison Tree: Style - Curse

Poison {Necromancer} – Attack, Curse

Range: 4

Spirit vs Endurance

Hit: 1 hp Poison damage. This power automatically repeats for free at the start of your turn until either it misses or until it deals Focus damage.

Undeath Tree: Style – Ward

The Samurai

HP per level: 4

Kensai Tree: Style - Tank

Mystic Tree: Style - Ward

Tactic Tree: Style - Buff

The Scout

HP per level: 3

Dual Wield: Style - Multi-Target

Double Strike {Scout} – Attack

Range: 1

Ph [W]+Class level+Might vs Armor

Hit: Ph[W]+Rand(Body+Class level) and secondary attack against a different adjacent target:

Class level+Sh[W]+Agility vs Armor

Hit: Sh[W]+Rand(Body+Class level)

Rend {Scout, Second Tier}– Attack

Range: 1

First attack action: Class level + Might vs Armor

Hit: Primary hand [W] and enable further abilities

Second attack action: Class level + Might vs Armor

Hit: Off hand [W] and secondary attack

Class level + Focus vs Armor

Hit: Ph [W]+Sh [W]+rand(Focus)

Special: Both attacks must occur during the same turn.

Special: You must be wielding two bladed weapons to use this power.

Stealth Tree: Style - DPH

1st Tier

Stealth {Scout} – Move, Sustain

Range: Any visible target

Agility vs Insight

Hit: You are stealthed to target. Target may not target you for any power.

Special: Any target without an Insight score is automatically hit by this power.

Special: You may move when using this power however, every space moved causes a -1 penalty to the attack roll of this power.

Special: This effect ends as soon as you make an attack that does not have the “Stealth” keyword.

Sneak Attack {Stealth} – Attack

Range: [W]

Agility/Might+Tier + [W] vs Armor (Agility for ranged, Might for melee)

Hit: Tier + [W] + rand(Class level)

Special: You must be stealthed to target to use this attack.

2nd Tier**Hidden Strike {Sneak Attack, 2nd Tier Scout} – Attack, Stealth**

Range: [W]

Agility/Might + [W] vs Armor (Agility for ranged, Might for melee)

Hit: [W] + rand(Class level)

Special: You must be stealthed to target to use this attack.

4th Tier**Stealth Mastery {Stealth, 4th Tier Scout} – Attack, Stealth, Sustain**

Time: Chosen power's tier attack actions

Choose a power you know. That power gains the “Stealth” keyword until the end of your next activated power.

Trap Tree: Style - Curse

The Summoner

HP per level: 3

Creation Tree: Style - Tank

Earth Tree: Style - Multi-Target

Stone Rain {Summoner, Elite} – Attack, Sustain

Range: Endurance

Radius: Tier+Endurance

Cast Time: 6 Attack actions

Class Level+Endurance+[I] vs Agility; Hits allies as well as enemies

Hit: Endurance+[I]+rand(Class level)

Miss: Endurance / 2

Teleport Tree: Style - Tank

Blink {Summoner} – Move

Effect: Teleport tier spaces.

RACIAL BONUSES:

The Centaur

Centaur Speed {Centaur} – Passive, stacks (limit Endurance)
Effect: Speed +1

Knight – Mount *

Centaur Form {Centaur} – Passive
You are always considered mounted and use your character level instead of class level for mount trees powers.

Samurai - Mystic

Summoner - Earth

Tremor {Centaur} – Attack, Sustain
Casting time: 3 attack actions
Range: Endurance spaces; hits all allies and enemies within range
Level + Endurance vs Might
Hit: Character level +rand(Endurance)
Miss: character level / 2
Special: Does not hit flying characters

The Demorkan

Elementalist – Fire *

Monk - Tiger

Samurai - Kensai

The Dryad

Elementalist - Water

Necromancer - Drain

Summoner – Teleport *

Teleport Mastery {Dryad} – Passive
Add one to the distance of your teleport powers.

The Dwarf

Dwarven Toughness {Dwarf} – Passive, Stacks
Retroactively increase max HP by one per level.

Archer - Throw

Dwarven Throwing {Dwarf} – Attack
Range: Might
[W]+Might vs Armor
Hit: [W]+rand(Might)
Special: This power may be used with any weapon you can wield.

Healer – Protection *

Knight - Shield

The Elf

General

You may take Perceptive as a racial power.

Elven Grace – Passive, Stacks
Your agility increases by 1.

Archer – Bow *

Elven Accuracy {Elf} – Passive
Use character level instead of Class level for aim tree powers.

Elven Aiming {Elf, Veteran Tier} – Free

If you have no sustained aim actions, perform one Aim action that has a cast time of one attack action or less for free.

Healer - Heal

Elven Healing {Elf} – Free

Personality vs Armor

Range: 1

Heal one HP.

Special: Roll only against an unwilling target.

Summoner - Creation

The Goblin

Goblin Climbing {Goblin, Climb} – Passive

May climb at full speed.

Archer - Trick

Samurai – Tactic *

Scout – Stealth

Goblin Stealth {Goblin} – Passive

When moving while stealthed, gain a +1 bonus on stealth rolls.

The Harpy

Elementalist - Air

Enchanter - Enchant

Necromancer – Poison *

The Human

Enchanter - Weaken

Human Enchanting {Human} – Passive

Add one to Knowledge when calculating duration of enchanter curses.

Knight – Leadership

Monk – Crane *

The Minotaur

Enchanter – Strengthen *

Healer - Trigger

Scout - Trap

The Orc

Necromancer - Undeath

Monk - Snake

Scout – Dual Wield *

GENERAL POWERS

Adventurer Tier

Climb – Move, Sustain

Character level + Agility vs Wall

Hit: Move on the wall at ½ speed.

Miss: Fall off the wall.

Combat Focus – Passive

Add one to your defense against attacks that disrupt sustained actions.

Focused Archery – Passive

You may use Focus when attacking with a bow or thrown weapon.

Perceptive – Passive

Add one to your Insight defense against Stealth.

Quick to Act – Passive, Stacks (limit tier)

Add rand(1) to your initiative roll

Zen Archery – Passive

You may use Chi when attacking with a bow or thrown weapon.

Veteran Tier

Combat Opportunist – Passive

You may take a one space step before making melee opportunity attacks.

Leap – Move and Attack

Range: Speed

Character Level+Might vs 1

Miss: Land in space prone and take Might physical HP damage.

Hit: Land in space and secondary attack against an adjacent target:

Level vs Armor

Hit: [W]+rand(level)

Miss: Rand(Might)

Legendary Tier

Spin Attack – Attack and Move

Range: Every enemy within [W]

[W] vs Armor

Hit: [W]

Miss: Rand(Body)

Special: Must be using a melee weapon.

Elite Tier

MULTI-CLASSING

Whenever you gain a level, if you only have one class, you may take a level of any class. Whenever you level up, choose which class you are leveling in. You gain HP based upon which class you chose. There are no XP penalties for multi-classing (other than your class level for powers will be lower than if you maintained a single class.)

Three classes may be taken only if all three classes in question are the classes that your race gains bonuses to. For example: an Orc can triple-class as Archer/Monk/Scout or an Elf can triple class as an Archer/Healer/Summoner. Note: You do not have to be using the specific trees your race gains bonuses to, just the classes.

With these rules in mind, there are 90 different dual-class combinations (10 for your first class * 9 for your second class.) Multiply by 18 different ways to choose power trees, that's over 1,600 different character builds.

Here are some sample dual-class characters. Note: The names are purely for amusement. Give your own creations unique names!

Death Fist: Monk – Snake/Necromancer – Undeath

Ward yourself then strike your enemies with blows that have lasting effects.

Elemental Lord: Elementalist – Air/Summoner – Earth

Protect your party with air spells while barraging your enemies with earth spells.

Living Army: Knight – Leadership/Summoner – Creation

Call magical allies into battle and then give them extra strength.

Paladin: Healer – Heal/Knight – Mount

Charge into combat and heal your allies. Add the Healer – Protection or Trigger tree to make yourself harder to kill.

Poison Tip: Enchanter – Enchanting/Necromancer – Poison

Give the weapons of your party the effects of your curses.

Shadow Knife: Scout – Dual-Wield/Summoner – Teleport

Teleport around the battlefield striking many targets with your weapons.

Shaolin Legend: Monk – Crane/Samarai – Mystic

Use your inner strength (Chi) to enhance your defenses then stand between your friends and those who would do them harm.

Shield Captain: Archer – Throw/Knight – Shield

Use your shield as a thrown weapon and ricochet it off of multiple opponents. Go into combat carrying many shields!

Sniper: Archer – Aim/Scout – Stealth

Start by doing using the Stealth power. Aim until you reach full power, then perform a Sneak Attack with your bow. With a high focus score and at least second tier, the final attack would be:

Range: $[W]+Tier$

$3*Tier+Archer\ Level+Agility+[W]$ vs Armor

Hit: $Tier+[W]+Rand(2*Tier+Scout\ Level)$

Spellblade: Enchanter – Strengten/Samauri – Kensai

Make yourself more powerful then charge into battle.