

MYTHREAL

Quick-Start Rules

A Master Gamer's guide to running your first session

Alpha v0.5.2 — May 2026
MythReal, Inc.

If You Read Only One Page, Read This

MythReal is a tactical, classless tabletop RPG. Players build flexible characters from 20 tech trees and spend 5 Action Points per turn to fight, move, and act in a mythic sci-fi multiverse. You — the Master Gamer (MG) — narrate the world, run the monsters, and arbitrate the rules.

A NOTE ON "MG"

MythReal calls the MG what other systems call the Game Master (GM) or Dungeon Master (DM). Same role, different name. We use "MG" throughout this document — partly because it fits the system's identity, partly because it reframes the role: you are not separate from the game, you are the player whose character is the world. If the term feels strange the first time you read it, that's fine. By the end of session one, it will read as natural.

THE THREE RULES

When a player tries something with a meaningful chance of failure, they roll 1d20, add their relevant skill or attribute modifier, and try to meet or beat a target number (DC). The MG sets the DC.

In combat, every player and monster gets 5 Action Points (AP) per turn. Movement costs 1 AP per 10 feet. Attacks cost 2 AP. Abilities cost 0–7 AP. Players may save up to 2 unused AP for next turn — no more. Banked AP fuels reactions on enemy turns.

When a creature reaches 0 HP, they are downed. They die if they fail three death saves or take damage equal to their max HP below zero.

How a Session Goes

1. Hand each player a pregen character sheet. Let them pick the one that excites them. Give them five minutes to read the abilities.
2. Describe the opening scene. Ask, "What do you do?"
3. When they try something with risk, call for a roll. Set a DC: easy 10, medium 15, hard 20.
4. When a fight starts, roll initiative (1d20 + INIT modifier). Highest goes first.
5. In combat, each turn: announce 5 AP, walk the player through movement → action → save AP if any. Track HP.
6. When in doubt, make a fast ruling and keep going. You can always revisit a rule between sessions.

MG PRINCIPLE

The most important thing the MG can do is keep the game moving. Players forgive almost any rule call; they don't forgive a 20-minute lookup.

What's New in v0.5

If you've run MythReal v0.4, here's what changed. If this is your first MythReal session, you can skip this page — none of this will be confusing without v0.4 context.

Six things changed:

Modifier-only attributes. Attributes are written as their modifier directly (e.g., +3) rather than score and modifier (e.g., 16 (+3)). The score-modifier pair was vestigial — there were no half-step bonuses, no ASI mechanic, no cultural anchor for the underlying score. Just write the modifier.

Character creation: standard array. Players assign the values [+3, +2, +2, +1, +1, 0, -1] to the seven attributes in any order. Replaces the earlier point-buy system. Rolling remains an optional alternative.

2 tech tree feature points at level 1. Characters now start with two tech tree feature points (instead of one), allowing investment in two trees from the very beginning. Most builds split 1+1 across two trees; specialists invest both in the same tree to reach "depth 2" early.

Level-up framework. Characters gain one talent every level, plus one tree feature point. Attribute modifiers grow at milestone levels (5, 10, 15, 20). Action economy upgrades unlock at the same milestones.

The Memory system. Characters now have a Memory pool that determines how many abilities they can keep "loaded" for combat. Starting at 4 slots, growing every third level. INT modifier matters for the growth rate. Pregens come pre-allocated.

Default opportunity attacks. All melee-capable characters get 1 opportunity attack per round as a baseline rule. Specific tech-tree talents can enhance them; no talent is required to make them.

v0.5.2 ERRATA — MAY 2026

This release builds on v0.5.1's skill modifier corrections with two further changes: (1) DEF formula is now strictly applied across all pregens — armor 'base' = 10 + armor bonus, then add COR mod and any situational bonuses. Previously some pregens had off-formula DEF values; now all six are consistent. Notable changes: Aldric DEF 16 → 18, Mira 13 → 12, Vex 15 → 14, Tessari 12 → 13, Drogath 14 → 12. (2) Pregen sheets now show Proficiencies and a Features & Talents section, listing each character's tech tree features and starting talent. No rules changed; this is a math-and-completeness release.

Core Rules

Making a Roll

Whenever a character attempts something with meaningful risk — climbing a wall, picking a lock, persuading a guard, hitting a goblin — the player rolls 1d20 and adds the relevant modifier. If the result meets or beats the DC the MG sets, they succeed.

Difficulty	DC	When to use it
Easy	10	A trained character should usually succeed; only the inexperienced struggle.
Medium	15	A reasonable challenge; trained characters succeed more often than not.
Hard	20	Difficult even for experts; expect failure roughly half the time at low levels.
Very Hard	25	Heroic effort. Reserve for memorable moments.
Nearly Impossible	30	Reserved for legendary feats; usually only succeeds with help or luck.

MG TIP

If the outcome is obvious or trivial, don't ask for a roll. Roll only when failure would matter and success would matter.

Skills and Attributes

Each character has seven attributes that govern everything they do. Each attribute is represented as a modifier — a single number, typically between -1 and +3 at level 1. The modifier is what you add to your d20 rolls. There is no underlying score.

DESIGNER'S NOTE — WHY MODIFIER-ONLY

Earlier versions of MythReal used the score-and-modifier pattern familiar from D&D-family systems (e.g., "16 (+3)").

That pattern existed in those systems for specific reasons: ability score increases granted +1 to a score (with the modifier improving every other ASI), some effects modified the score directly, and the score itself carried cultural significance. In MythReal, none of those pressures apply. There are no half-step bonuses. Modifiers grow directly through milestone level-ups. No published effect we plan modifies the score independently of the modifier.

Keeping the score around added a layer of arithmetic without paying for it. Going modifier-only makes character sheets cleaner, level-ups simpler, and the underlying mechanics more legible. The trade-off is that it requires items and abilities to do specific mechanical things rather than offering generic stat bonuses — a constraint we welcome.

Attribute	Abbreviation	What It Governs
Strength	STR	Physical force. Used for melee attack rolls, lifting, pushing, breaking things, and Athletics.
Coordination	COR	Speed and dexterity. Used for ranged and finesse attack rolls, balance, AP-influenced reactions, and Stealth/Thievery skills.
Fortitude	FRT	Physical resilience. Used for endurance saves, resisting poison and disease, and the Survival skill.
Intellect	INT	Reasoning and knowledge. Used for arcane spell attacks, problem-solving, the Memory pool, and skills like Encyclopedia, Inspect, and Nature.
Faith	FAI	Conviction and divine connection. Used for divine spell attacks, resisting fear and influence, and the Religion skill.
Sociability	SOC	Social presence and reading people. Used for Speech, Deception, Intimidation, and Entertain skills.
Wits	WIT	Awareness and reflexes. Used for Initiative, Perception, Insight, and resisting mental effects.

Skills: Each pregen lists skills derived from these attributes (e.g., Athletics from STR, Stealth from COR). Skills already include the attribute modifier and any proficiency bonus — players just add the listed number to their d20 roll. If a player attempts something not covered by a listed skill, ask which attribute fits best and have them roll d20 + that attribute's modifier.

Essence: A specialized skill (typically derived from INT for arcane casters or FAI for divine casters) representing the character's trained sensitivity to and command of magical force. Used as the spellcasting skill for casting spells, identifying magical effects, and detecting magical residue. The Pyromancer's Fire Bolt and the Cleric's Healing Light both use Essence (or the appropriate attribute) for their attack rolls.

Advantage and Disadvantage

Advantage: roll 2d20 and take the higher result. Award when the situation strongly favors the character — flanking, surprise, ideal tools.

Disadvantage: roll 2d20 and take the lower result. Apply when the situation actively works against them — poor visibility, restricted movement, exhaustion.

Advantage and disadvantage cancel each other out one-for-one. Multiple sources do not stack.

Combat: The 5 AP Turn

Every creature in combat — players and monsters — has 5 Action Points (AP) per turn. AP is the resource that drives every choice in MythReal combat.

Action	AP Cost
Move 10 feet (two squares)	1 AP
Make a basic weapon attack	2 AP
Use an ability (varies by ability)	0–7 AP
Stand up from prone	2 AP
Pick up an object / draw a weapon	1 AP
Save AP for next turn (max 2)	0 AP (just don't spend)

AP BANKING

AP banking: at the end of a turn, a creature may carry over up to 2 unspent AP to its next turn. Anything beyond 2 is lost. So a player who saves 2 AP starts their next turn with 7 AP — but cannot save more than 2 AP at any time.

Worked example: you spend 4 AP this turn and bank 1. Your next turn begins with 6 AP (5 base + 1 banked). The maximum any character can ever start a turn with is 7 AP.

DESIGNER'S NOTE — WHAT AP REPRESENTS

What 1 AP represents: one unit of focused effort — roughly one full second of decisive physical or mental action. A creature's 5 AP per turn represents the effort they can sustain across the few seconds of a combat round before fatigue, complexity, or coordination limits force them to pause. Most basic actions cost 1–2 AP. More complex actions — coordinated spells, multi-target attacks, abilities requiring precise positioning — cost more, scaling with the complexity of what's being attempted. An ability that costs 6 or 7 AP is by definition something a creature cannot do in a single round of unprepared action; it must be set up by banking effort first.

What banked AP represents: pacing and focused attention. A creature who didn't exert themselves fully this turn carries some reserves into the next — but more than that, banked AP represents the focused readiness that creates reaction opportunities. A creature with 0 banked AP isn't just tired; they aren't watching for openings. The 2 AP banking cap reflects the limit of how much focus a creature can hold over from one moment to the next.

Design lineage: this economy is inspired by Divinity: Original Sin 2's AP system, where unused points carry over to the next turn. The 2 AP banking cap is calibrated to preserve carryover's tactical depth — saving for a turn-spike ability — while keeping table-side bookkeeping manageable. Banking always has a meaningful purpose: enabling spike abilities, fueling reactions, or holding focus across rounds — never just hoarding a number.

Stacking actions: There is no limit on how many of the same action you can take per turn. A player with 4 AP could make two basic weapon attacks (2+2), or move 40 feet, or any combination they can afford. Abilities follow their own cooldown rules, but basic actions stack freely.

Spike Abilities

Some abilities cost more than 5 AP — typically 6 or 7 AP. These are spike abilities, and they cannot be used on the first round of combat or on any turn where the character has not banked enough AP from previous turns to afford them. A 6 AP ability requires at least 1 banked AP ($5 + 1 = 6$); a 7 AP ability requires the full 2 AP bank ($5 + 2 = 7$).

Spike abilities are designed as the dramatic payoffs the AP economy is built around. Each pregen has at least one. They take commitment to set up — usually a turn of banking, sometimes more — but deliver effects that no single-turn budget can afford. When a player banks AP, this is what they're banking toward.

MG TIP — LANDING THE SPIKE

A spike ability is the moment a character does something unmistakably theirs. Aldric's Devastating Strike. Mira's Inferno. Karr-El's Hunter's Mark. These aren't just bigger attacks — they're the abilities the character was building toward all combat. Make them feel that way at the table. Describe them slowly. Roll the dice in front of the players. Let the spike land.

Reactions and Opportunity Attacks

Reactions let a creature act on another creature's turn — for example, an opportunity attack against an enemy who moves out of melee range, or using an ability that triggers "when a creature within 30 feet attacks an ally."

Reaction cost: Reactions cost banked AP. To use a reaction, the creature must have at least 1 banked AP available. The reaction's listed AP cost is deducted from banked AP — so a 1 AP reaction with 2 banked AP leaves 1 banked AP remaining. A creature with 0 banked AP cannot react at all this round.

Banked AP and reactions: This is the primary use of banked AP outside of turn-spike abilities. Banking 1 AP each turn keeps a reaction option open at all times; banking 2 AP enables larger reactive abilities. Spending banked AP on a reaction reduces what you carry into your next turn.

Limit: A creature can take only one reaction per round, regardless of available banked AP. The reaction resets at the start of the creature's next turn.

Opportunity attacks (default rule): When an enemy moves out of melee range of a melee-capable opponent (without using a movement ability that explicitly avoids opportunity attacks), the opponent may spend 1 banked AP to make a single basic melee attack against them. All melee-capable characters have this baseline ability. Specific tech tree talents can enhance opportunity attacks (e.g., DWW Twin Reaction makes them dual-wield), but no talent is required to make them.

Initiative

When combat starts, every participant rolls 1d20 and adds their INIT modifier (= WIT mod for most characters). Highest result acts first; play proceeds in descending order. Ties: players go before monsters.

Attacks, Defense, and Damage

Basic weapon attack: Costs 2 AP. The default combat action — anyone with a weapon can make one. Roll 1d20 + attribute modifier (STR for melee, COR for finesse and ranged, INT or FAI for spells) + proficiency bonus if proficient. If the result meets or beats the target's Defense (DEF), the attack hits. Roll the listed damage dice and add the same attribute modifier.

Abilities: Most characters have abilities listed on their character sheet — special attacks or actions that cost varying AP and may have cooldowns. Abilities are distinct from basic attacks and follow their listed AP cost, range, and effect.

Critical hit (natural 20): roll all damage dice twice, add modifiers once.

Critical miss (natural 1): the attack misses; the MG may introduce a complication.

Saving throws: Some abilities call for a save against a Difficulty Class (DC). Roll 1d20 + the listed attribute modifier; meet or beat the DC to succeed. On effects that deal half damage on a successful save, round all fractional damage down. Monster saves use the monster's listed attribute modifier (see Appendix B).

Cover: Half cover (low wall, doorway, an ally between you and the target) gives the defender +2 DEF. Full cover blocks line of sight entirely — no attack is possible without breaking cover.

Cooldowns: Some abilities list a cooldown (e.g., "3-turn cooldown"). After using the ability, you cannot use it again until that many of your turns have passed. All MythReal abilities use turn-based cooldowns; there are no once-per-encounter abilities — a 5-turn cooldown is effectively once per most encounters anyway, and the consistent rule is easier to teach.

Damage, Downed, and Dying

Taking damage: subtract damage from current HP. There is no damage reduction unless an ability says so.

Downed at 0 HP: the character is unconscious and cannot act. On each of their turns, they roll a death save: 1d20, success on 10+.

Death: a downed character dies if they fail three death saves total, or if they take damage equal to their max HP while at 0 (e.g., a Warrior with 20 max HP at 0 takes 20 damage = dead).

Stabilizing & healing: an adjacent ally may spend 2 AP and roll an INT check (DC 10) to stabilize a downed character (no more death saves; remains unconscious until healed). Any healing brings them back to consciousness with the rolled HP, prone (2 AP to stand).

The Memory System

Memory represents how many abilities a character can keep "loaded" and ready for combat. Every ability has a memory cost (typically 1–4); characters have a finite Memory pool; what fits in your pool is what you can cast. To swap memorized abilities, take a long rest.

This system serves three design goals:

- Differentiation between identical-tier characters. Two characters with the same tree at the same level can have very different feels because they've memorized different kits.
- Meaningful tradeoffs. Pack a spike (memory 3–4) and you give up several utility picks (memory 1).
- A reason for INT to matter beyond magic damage. Higher INT = bigger Memory pool = more options.

Starting Memory pool

Every character begins at level 1 with 4 Memory slots, regardless of class, ancestry, or INT score. This is the floor — no character starts smaller, no character starts bigger.

INT does not modify the starting pool. INT pays off at Memory Increases (below).

Memory Increases

Memory Increases happen at levels 4, 7, 10, 13, 16, and 19 — every 3rd level after L1. That's 6 increases over a 20-level arc.

At each Memory Increase, your Memory pool grows by:

1 + INT modifier, with a floor of 2

INT modifier	Per-increase gain
-1 or lower	+2 (floor)
0	+2 (floor; $1 + 0 = 1$, raised to 2)
+1	+2 (floor; $1 + 1 = 2$)
+2	+3
+3	+4
+4	+5

Important: Because of the floor, INT 0 and INT +1 produce the same Memory growth. The Memory benefit of INT begins at INT +2.

Progression table (assuming consistent INT modifier)

Level	INT +0 / +1	INT +2	INT +3	INT +4
1	4	4	4	4
4	6	7	8	9
7	8	10	12	14
10	10	13	16	19
13	12	16	20	24
16	14	19	24	29
19	16	22	28	34

Memorizing abilities

Memorizing is the act of allocating slots to make abilities usable in combat. Allocation happens during a long rest (typically 6+ hours of camping, sleeping, or recuperation).

When you take a tech tree feature or talent that grants you access to an ability, you learn the ability — you know what it is and what it does. But you can only cast an ability if you have it currently memorized.

Allocation rule: for each ability you want memorized, spend slots equal to its memory cost. Total slots used cannot exceed your Memory pool. Unmemorized abilities are unavailable in combat (you remember them; you can't channel them). During a long rest, you may freely re-arrange your memorized abilities.

MG TIP — TEACHING MEMORY

Don't lecture. Just say: "You have 4 Memory slots — load abilities until you fill them." Most low-cost abilities are 1 slot, so a typical L1 character loads 3-4 abilities; a character who packs a higher-cost ability (memory 2 or 3) loads fewer. Players figure out the rest by playing. The first time they want to swap, walk them through the long-rest mechanic.

Pregens come pre-allocated — players don't need to memorize anything in their first session. Memory becomes interesting starting around level 3 when characters know more abilities than they have slots for.

Boundary cases

Tree features. Tech Proficiency, Tech Specialty, and Tech Mastery (granted automatically at L1, L3, L5) do not consume memory slots. They are passive baseline competencies — always available, always free. Only active abilities require memorization.

Reactions. Reactions count toward Memory the same as standard actions.

Mid-day swaps. Generally not allowed. Memorizing an ability means training your channel for it. You'd need a long rest. Some talents and features may explicitly grant short-rest swaps.

Character Creation (Brief)

This Quick-Start runs with the six pregenerated characters. If your table wants to build characters from scratch instead, here is the abbreviated procedure. The full rulebook covers character creation comprehensively; this is enough to play.

Step 1: Choose attribute method

Default — Standard Array. Assign the values [+3, +2, +2, +1, +1, 0, -1] to the seven attributes in any order. Each value used once.

This gives every level-1 character the same shape: one strong specialty (+3), two solid secondaries (+2), two competent areas (+1), one mediocre (0), and one weakness (-1). Total of all modifiers always sums to +8.

Optional — Rolling. Roll 2d4 - 5 seven times. Assign the seven results to the seven attributes in any order.

DESIGNER'S NOTE — WHY STANDARD ARRAY

Standard array is the default for two reasons. First, it eliminates session-zero math — players assign 7 numbers to 7 attributes and they're done. No point-buy spreadsheet, no calculator. Second, it produces predictable, balanced characters at the same shape, so every character at the table starts on equal mechanical footing.

The array [+3, +2, +2, +1, +1, 0, -1] sums to +8, with one strong specialty, two solid secondaries, and one weak point. This is calibrated for level-1 play: enough specialization to make a character feel competent at their thing, with a deliberate weak spot that creates roleplay opportunities. The pregens all use this array, just rearranged across attributes.

Rolling is the older ritual, and some tables love it. The 2d4-5 formula produces a range of -3 to +3, with a bell curve centered on 0 — close to the array's expected distribution while preserving the variance and surprise of rolling.

If you roll, the MG should choose how to handle extreme results before play begins. Three reasonable options: (a) reroll any -3 results, (b) require the total array to sum to at least +6, or (c) take what the dice gave you. We recommend (a) — extreme negatives create characters who feel painful to play without producing interesting tradeoffs.

Step 2: Pick your tech trees

MythReal is classless. Instead of choosing a class, you spend **tech tree feature points** to invest in trees. A level-1 character starts with **2 tech tree feature points**, and gains 1 more at every subsequent level.

Each feature point invested in a tree unlocks the next tier of that tree's content:

- First point in a tree: grants the L1 feature (a passive baseline competency) AND access to that tree's L1 abilities.
- Second point in the same tree: grants the L3 feature (Tech Specialty) AND access to L2 and L3 abilities.

- Third point in the same tree: grants the L5 feature (Tech Mastery) AND access to L4 and L5 abilities, including the tree's signature spike.

So a character who invests all 3 feature points in one tree gets the full tree (deep specialist). A character who spreads across 3 trees has the L1 feature of each (versatile generalist). Most players land somewhere between.

At level 1, **you must invest both feature points in trees** — either both in one tree (giving you that tree at "depth 2" — L1 + L3 features, all L1-3 abilities), or one in each of two different trees (giving you the L1 feature of each).

The 20 tech trees are listed in Appendix C. The pregens demonstrate common starting builds — most are 1+1 splits across two trees.

In addition to your tree investments, at level 1 you also gain:

- One L1 talent of your choice from any tree you have invested in.
- Your ancestry's traits and one ancestry talent.

Step 3: Pick an ancestry

Ancestry grants minor passive bonuses and one ancestry talent. Ancestries available include Human, Elf, Drake, Halfling, Dwarf, and others (full list in the rulebook). For Quick-Start play, default to one of the pregen ancestries (Human, Elf, Orc, Drake).

Step 4: Compute derived stats

HP: 12 + your FRT modifier + your tree's HP bonus (typically +2 to +6 depending on tree).

DEF: 10 + your COR modifier + armor bonus (light armor +1, medium +3, heavy +5; armor type may require Armor Proficiency from a tech tree).

Speed: 10 ft per AP. (System constant — does not vary by character.)

Initiative: Equal to your WIT modifier.

Memory pool: 4 slots at level 1 (see Memory System).

Step 5: Allocate Memory

Choose which of your L1 abilities to memorize. You have 4 slots; spend slots equal to each ability's memory cost. Most L1 abilities cost 1 memory slot, so most characters can fit 3–4 abilities at L1.

Leveling Up

Characters gain experience through play and level up at the MG's discretion (typically every 1–3 sessions of meaningful play). At each level, every character gains:

- One tech tree feature point. Spend on a new tree (gaining its L1 feature) or deepen a tree you already have (unlocking its next-tier features and abilities).
- One talent of your choice from a tree you have access to. Talents are L1-L5 picks unlocked alongside their tree's investment depth — you can take an L3 talent from a tree only once you have 2 feature points in that tree.
- HP increases (typically +2 to +4 per level, depending on tree mix).

Tree features are passive and automatic. When you invest a feature point in a tree, you immediately receive that tree's feature (e.g., Tech Proficiency at the first investment, Tech Specialty at the second, Tech Mastery at the third). Features don't require memorization or activation — they're permanent baseline competencies that influence everything you do.

Milestone levels: 5, 10, 15, 20

At certain levels, additional progression unlocks. These are the four milestone levels.

Level	Attribute growth	Action economy upgrade	Other
5	+1 to one attribute (or -1 to one, +2 to another)	Focused recovery: once per encounter, take a "breath turn" granting 7 AP next turn	Tech feature unlocks (Tech Specialty)
10	+1 to one attribute	Bank cap raises to 3 AP	—
15	+1 to one attribute	Gain a second reaction per round	—
20	+1 to one attribute	Bank cap raises to 4 AP	Tech feature unlocks (Tech Mastery — capstone)

Memory Increases

Memory pool grows at levels 4, 7, 10, 13, 16, and 19, by 1 + INT modifier (floor 2). See the Memory System chapter for full progression.

Attribute caps by level

Level range	Attribute cap
1–4	+3
5–9	+4
10–14	+5

Level range	Attribute cap
15+	+6

DESIGNER'S NOTE — LEVELING DESIGN

MythReal's level-up is intentionally simple at the per-level grain (you get a talent and a few HP) and meaningful at milestones (attribute growth, action economy upgrade, capstone features). This avoids the "dead level" problem — every level grants at least one new pick — while concentrating the dramatic shifts at memorable thresholds.

The action-economy upgrades at milestones are the load-bearing parts of late-game progression. Bank-cap raises at L10 and L20 fundamentally change how spike abilities feel. The second reaction at L15 lets reactive builds (1HW Riposte Strike, MRA Deflect, SLY Sucker Punch) operate at full intended pace.

A Turn of Combat (Worked Example)

This example walks through a small fight to show the AP economy in action. Read it once before running combat — it answers most questions players will ask.

THE SCENE

Setup: Aldric (a Warrior) and Mira (a Pyromancer) face a single Goblin Raider in a clearing. Aldric stands 10 feet from the goblin; Mira stands 20 feet behind Aldric.

Initiative: Aldric rolled 15, Mira rolled 12, the goblin rolled 10. Aldric goes first.

Stat block: Goblin Raider — DEF 12, HP 12, Speed 10 ft/AP, INIT +1, short sword (1d6+2 slashing), STR +0, COR +1, FRT +0.

Turn 1 — Aldric (5 AP)

- Move 10 ft toward the goblin: 1 AP. Now adjacent. (4 AP remaining.)
- Melee attack with longsword (Slash): 2 AP. Rolls 15 vs. DEF 12 — hits. Damage: $1d10+3 = 10$ slashing. Goblin at 2 HP. (2 AP remaining.)
- Aldric could attack again for 2 AP — but stacking attacks burns the whole bank. Instead, he saves 2 AP for next turn (max bank). Now has 7 AP available next turn.

Turn 1 — Mira (5 AP)

- Moves 10 ft back to maintain casting distance: 1 AP. (4 AP remaining.)
- Casts Fire Bolt at the goblin: 2 AP. Rolls 14 vs. DEF 12 — hits. Damage: $1d10+3 = 8$ fire. Goblin at -6 HP — downed but not dead (would need -12 to die outright). (2 AP remaining.)
- Saves 2 AP for next turn.

Turn 1 — Goblin

- Downed and unconscious. Cannot act. Rolls a death save at the start of its next turn.

IF IT HAD STAYED UP

If the goblin had stayed up: it would start its turn with 5 AP. It could move 10 ft to engage Mira (1 AP), attack her (2 AP), and save 2 AP for an opportunity attack reaction next round. Or it could disengage from Aldric (a 2 AP move that ignores opportunity attacks) and retreat 20 ft into cover (2 AP), saving 1 AP.

Turn 2 — Aldric (5 + 2 saved = 7 AP)

- Goblin is downed at his feet. Aldric finishes it: 2 AP for an attack on a downed target (auto-hit). Goblin dies. Combat ends.

WHAT TO TEACH PLAYERS

Notice what AP forces: every turn is a budget. Move costs trade against attacks, and big abilities (4–5 AP) cost a turn's mobility. The biggest abilities (6–7 AP) cannot be used at all on round 1 — they're rewards for the player who plans ahead. A player who banks 2 AP can unlock those spike turns. A player who spends everything every turn never sees their character's most dramatic moves. This tension is the game.

The Six Pregenerated Characters

Six characters, one per common archetype, ready to play. Each lists the abilities the character has memorized at session start, plus learned-but-unmemorized abilities (which require a long rest to swap in).

ALDRIC STONEHAMMER

Warrior • Human • he/him • Level 1 | HP 18 • DEF 18 • Speed 10 ft / AP • INIT +2

A bodyguard turned wandering soldier. Aldric prefers a problem he can hit with a longsword and a shield to lean on when one isn't enough. He talks little and watches everything.

Quirk: Counts the exits of every room he enters before he sits down. Thinks no one notices.

Goal: Wants to find the noble whose family he failed to protect — and to ask their forgiveness or accept their judgment.

Trees: Primary tree: Warfare (WAR) — full L1 access. Splash tree: One-Handed Weapons (1HW) — L1 feature only (Weapon Proficiency: +1 to attack rolls with 1H weapons).

STR	COR	FRT	INT	FAI	SOC	WIT
+3	+1	+2	+0	-1	+1	+2

Skills: Athletics +5 (proficient) • Intimidation +3 (proficient) • Survival +4 (proficient) • Perception +2

Equipment: Longsword (1d8 slashing, STR-based, +1 to hit from 1HW splash); Round shield (+2 DEF); Chain mail (heavy, base 15). Total DEF: 15 + COR (+1) + 2 (shield) = 18. Belt pouch with 25 silver, flint and steel, dried rations (3 days).

Proficiencies: Longsword, shortsword, 1H weapons, shields, light & medium armor.

FEATURES & TALENTS

WAR Combat Training: Primary L1: 2 weapon proficiencies (longsword, shortsword) + medium armor proficiency.

1HW 1H Weapon Proficiency: Splash L1: proficiency with 1H weapons + shields. +1 to attack rolls when wielding a 1H weapon and a shield (already factored into your weapon to-hit values).

WAR Dust Yourself Off (talent): When you drop below 1/4 max HP for the first time in an encounter, regain 1d6 + STR HP. Triggers automatically as a free action.

Memory pool: 4 slots. Pre-allocated to: Slash (1), Shield Bash (1), Charge (2) = 4 slots used. Battle Cry (memory 1) is learned but not memorized — Aldric would swap one of the others out during a long rest to load it. This is what Memory choices feel like: not all your abilities fit at once.

ABILITIES

Ability	AP	Mem	Range	Effect
Slash	2	1	Melee	1d10+3 slashing. Standard sword strike. Your bread and butter.
Shield Bash	2	1	Melee	1d6+3 blunt. Target makes a COR save (DC 13) or is dazed (disadvantage on next attack).
Battle Cry	1	1	30 ft (allies)	All allies who hear you gain +1 to damage rolls for 4 turns. 5-turn cooldown.
Charge	4	2	Up to 30 ft	Move up to 30 ft in a straight line ignoring opportunity attacks, then make a melee attack at the end (1d6+3 blunt). Target makes COR save (DC 13) or is knocked prone. Your banking-target ability — save AP for big charges.

NOTES & ITEMS GAINED

MIRA CINDERWIND

Pyromancer • Elf • she/her • Level 1 | HP 10 • DEF 12 • Speed 10 ft / AP • INIT +2

An elven scholar who decided libraries were boring. Mira reads three things at once and sets a fourth on fire for fun. Doesn't run from problems unless they're bigger than her fireballs.

Quirk: Names every fire she casts. Will name them after people in the party if pressed.
Goal: Wants to write the first comprehensive book on Essence in two centuries — and is racing two other scholars to publish first.

Trees: Primary tree: Fire (FIR) — full L1 access. Splash tree: Arcane (ARC) — L1 feature only (sense magical effects within 30 ft as a free action; identify magical items with 10 minutes of study).

STR	COR	FRT	INT	FAI	SOC	WIT
-1	+2	+0	+3	+1	+1	+2

Skills: Essence +5 (proficient) • Encyclopedia +5 (proficient) • Insight +4 (proficient) • Perception +2

Equipment: Quarterstaff (1d6 blunt, STR-based — last resort); Robes (no armor, base 10). Total DEF: 10 + COR (+2) = 12. Spell focus (carved opal pendant); Spellbook, ink and quill, 15 silver.

Proficiencies: Spell focus, simple weapons (quarterstaff). No armor proficiency.

FEATURES & TALENTS

FIR Kindle: Primary L1: ignite small flammable objects at a touch (no AP cost). You have resistance to fire damage from any source.

ARC Sense Essence: Splash L1: detect magical effects within 30 ft as a free action. Identify magic items with 10 minutes of study.

FIR Burn (talent): Targets that take fire damage from your abilities take an additional 1 fire damage at the start of their next turn.

Memory pool: 4 slots (INT +3 doesn't affect starting pool). Pre-allocated to: Fire Bolt (1), Burning Hands (1), Smokey Escape (1), Flame Shield (1) = 4 slots used.

ABILITIES

Ability	AP	Mem	Range	Effect
Fire Bolt	2	1	60 ft	Ranged spell attack vs. DEF. On hit: 1d10+3 fire damage. Your reliable opener.
Burning Hands	3	1	Self, 15 ft cone	Each creature in the cone takes 3d6 fire damage. COR save (DC 13) for half. Ignites flammable objects. Your banking-target ability — bank 1 AP, then unleash.
Smokey Escape	1	1	Self	Move up to 15 ft with advantage on any opportunity attacks against you. Leaves a small smoke cloud behind. 2-turn cooldown.
Flame Shield	2	1	Self	Reaction. When attacked in melee, parry the attack (the attack misses); if the attacking weapon is wood, it ignites. 1-turn cooldown.

NOTES & ITEMS GAINED

KARR-EL THORNSHOT

Ranger • Orc • he/him • Level 1 | HP 14 • DEF 14 • Speed 10 ft / AP • INIT +2

A detective by trade — tracks people for coin and monsters for free. Karr-El sees what others miss and shoots what others can't reach.

Quirk: Refers to every NPC he meets by a small physical detail until he learns their name (e.g., "the woman with the cracked spectacles").

Goal: Has been hunting one specific killer for six years across three kingdoms. Every job is potentially a lead.

Trees: Primary tree: Ranged Weapons (RNW) — full L1 access. Splash tree: Hunting (HNT) — L1 feature only (proficiency with light/medium armor and ranged weapons; +1 to Survival and Perception checks).

STR	COR	FRT	INT	FAI	SOC	WIT
+1	+3	+2	+1	-1	+0	+2

Skills: Inspect +3 (proficient) • Insight +4 (proficient) • Perception +4 (proficient) • Survival +4 (proficient)

Equipment: Longbow (1d8 piercing, COR-based, range 150 ft); Quiver of 30 arrows; Hunting knife (1d4 slashing); Leather armor (light, base 11). Total DEF: 11 + COR (+3) = 14. Detective's notebook, magnifying glass, 20 silver.

Proficiencies: Longbow, shortbow, crossbow, throwing weapons, simple melee (hunting knife), light & medium armor.

FEATURES & TALENTS

RNW Ranged Weapon Proficiency: Primary L1: proficiency with ranged weapons. +1 to attack rolls with ranged weapons (already factored into to-hit). Once per turn, move 5 ft before or after a ranged attack at no AP cost.

HNT Mark Prey: Splash L1: 1 AP action — designate a creature you can see as Marked. +1d4 damage from your attacks against Marked creatures. Advantage on Survival to track them.

HNT Track (talent): Additional proficiency in Nature and Survival skills (already factored into your skill bonuses).

Memory pool: 4 slots. Pre-allocated to: Trick Shot (1), Targeted Attack (1), Reflexive Shot (1), First Aid (1) = 4 slots used.

ABILITIES

Ability	AP	Mem	Range	Effect
Trick Shot	2	1	150 ft	Ranged attack vs. DEF. 1d8+3 piercing. Ignores partial cover (no -2 penalty for half cover).
Targeted Attack	2	1	150 ft	Ranged attack vs. DEF. 1d8+3 piercing. On hit, target makes FRT save (DC 13) or is crippled (-5 ft speed) for 1 turn.
Reflexive Shot	3	1	Ranged	Mark a 15 ft x 15 ft area within 60 ft. The first 2 enemies who move into it take a regular attack from you (1d8+3). 2-turn cooldown. Your banking-target

Ability	AP	Mem	Range	Effect
				ability.
First Aid	2	1	Melee	Heal an adjacent ally for 1d8+2 HP. Requires medical kit (you have one).

NOTES & ITEMS GAINED

VEX SHADOWFEN

Rogue • Human • they/them • Level 1 | HP 12 • DEF 14 • Speed 10 ft / AP • INIT +2

A criminal trying to be a slightly better criminal. Vex left their old crew over a disagreement about what counts as theft and now does freelance work — the kind that involves locked doors and second-story windows. Wears their hair short, dresses for the job, and lets people guess.

Quirk: Pockets one small object from every place they visit — a button, a coin, a key. Will not explain why.

Goal: Owes a substantial debt to their former crew. Wants to clear it without going back to working for them.

Trees: Primary tree: Sly (SLY) — full L1 access. Splash tree: Dual-Wield Weapons (DWW) — L1 feature only (Dual-Wield Proficiency: ignore the standard offhand penalty; offhand attacks deal full damage).

STR	COR	FRT	INT	FAI	SOC	WIT
+0	+3	+1	+2	-1	+1	+2

Skills: Stealth +5 (proficient) • Thievery +5 (proficient) • Deception +3 (proficient) • Perception +2

Equipment: Two daggers (1d4 piercing each, COR-based, dual-wielded — no offhand penalty); 5 throwing knives (1d4 piercing, range 30 ft); Leather armor (light, base 11). Total DEF: 11 + COR (+3) = 14. Thieves' tools, hooded cloak, 30 silver, lockpicks.

Proficiencies: Daggers, shortswords, finesse weapons, throwing knives, light armor.

FEATURES & TALENTS

SLY Sneak Attack: Primary L1: when you hit a flanked or unaware target with a finesse weapon, deal +1d6 damage. Once per turn (already factored into Twin Strike and Precision Throw effects when applicable).

DWW Dual-Wield Proficiency: Splash L1: proficiency with daggers + 1 other 1H weapon type. When wielding two weapons, ignore the standard offhand penalty (offhand attacks deal full damage).

SLY Cunning Action (talent): Once per turn as a free action (no AP cost), choose one: Hide (if cover available); Disengage (next move this turn doesn't provoke opportunity attacks); or Dash (gain 5 ft of movement).

Memory pool: 4 slots. Pre-allocated to: Twin Strike (1), Precision Throw (1), Adrenaline Rush (1), Sucker Punch (1) = 4 slots used.

ABILITIES

Ability	AP	Mem	Range	Effect
Twin Strike	2	1	Melee	Attack with both daggers vs. DEF. Each hit: 1d4+3 piercing. See Sneak Attack (Glossary).
Precision Throw	2	1	30 ft	Ranged attack with throwing knife. 1d4+3 piercing. See Sneak Attack (Glossary).
Adrenaline Rush	0	1	Self	Gain 2 extra AP this turn (max 7 total). Lose 2 AP next turn (max 3). Use this when you need to act NOW. 3-turn cooldown.
Sucker Punch	1	1	Melee	Reaction. When an adjacent enemy is distracted, slug them. 1d4+3 blunt. COR save (DC 13) or dazed for 1 turn.

NOTES & ITEMS GAINED

TESSARI BRIGHTWELL

Cleric • Elf • she/her • Level 1 | HP 12 • DEF 13 • Speed 10 ft / AP • INIT +2

A medic who took oaths to a god she has questions about. Tessari heals first, asks theology later — though she always asks. Her light keeps the party alive; her arguments keep them awake.

Quirk: *Keeps a tally in a small leather book of every prayer her god has ignored. The book is over half full.*

Goal: *Is searching for a heretic-scholar's lost manuscript that allegedly proves divine power and Essence are the same thing. Her order does not approve.*

Trees: Primary tree: Light (LIT) — full L1 access. Splash tree: Arcane (ARC) — L1 feature only (sense magical effects within 30 ft as a free action; identify magical items with 10 minutes of study).

STR	COR	FRT	INT	FAI	SOC	WIT
-1	+0	+1	+1	+3	+2	+2

Skills: Religion +5 (proficient) • Nature +3 (proficient) • Speech +4 (proficient) • Insight +4 (proficient)

Equipment: Mace (1d6 blunt, STR-based — last resort); Chain shirt (medium, base 13). Total DEF: 13 + COR (+0) = 13. Holy symbol (silver, sun-shaped), healing herbs, 20 silver.

Proficiencies: Holy symbol (focus), simple weapons (mace), light & medium armor.

FEATURES & TALENTS

LIT Healing Touch: Primary L1: your healing abilities heal +1 HP per use. Half the healing roll deals radiant damage to undead/shadow creatures hit by Burning Light or similar abilities.

ARC Sense Essence: Splash L1: detect magical effects within 30 ft as a free action. Identify magic items with 10 minutes of study.

LIT Nourishing Aura (talent): Allies within 4m (about 15 ft) regain 1 + FAI HP at the start of your turn. Always active while you are conscious.

Memory pool: 4 slots. Pre-allocated to: Minor Healing Light (1), Burning Light (1), Encourage (1), Dancing Lights (1) = 4 slots used.

ABILITIES

Ability	AP	Mem	Range	Effect
Minor Healing Light	2	1	30 ft	Heal a target for 1d8+3 HP. Works on a downed character (brings them up; they are prone). 2-turn cooldown.
Burning Light	2	1	30 ft	Ranged spell attack vs. DEF. 1d10+3 light damage. Extra effective vs. undead (double damage).
Encourage	1	1	30 ft (allies)	Target ally gains advantage on their next attack roll (Encouraged status). 3-turn duration or until used.
Dancing Lights	1	1	30 ft	Conjure shimmering lights at a target. WIT save (DC 13) or target is Distracted (-1 to attack rolls) for 3 turns.

NOTES & ITEMS GAINED

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DROGATH SUN-FIST

Brawler • Drake • he/him • Level 1 | HP 16 • DEF 12 • Speed 10 ft / AP • INIT +2

A drake who left the dragonkind territories to find what was on the other side of the mountains. Found mostly bandits. Punched through them. Still going.

Quirk: Names a fighting style for every fight he wins ("Mountain Stance," "Drowning River"). Never uses the same name twice. Mostly improvises them on the spot.

Goal: Wants to meet a real elder dragon — not as a subject, but as a peer. Has no plan for how to make this happen.

Trees: Primary tree: Martial Arts (MRA) — full L1 access. Splash tree: Hunting (HNT) — L1 feature only (proficiency with light/medium armor and ranged weapons; +1 to Survival and Perception checks).

STR	COR	FRT	INT	FAI	SOC	WIT
+3	+1	+2	+1	+0	-1	+2

Skills: Athletics +5 (proficient) • Perception +4 (proficient) • Intimidation +1 (proficient — your face does the work) • Insight +2

Equipment: Hand wraps (unarmed: 1d6 blunt, STR-based); Light traveling clothes (unarmored, base 10). Total DEF: 10 + COR (+1) + Unarmored Prof (+1) = 12. Drake claws (natural, 1d4 slashing as backup); Waterskin, climbing rope, 10 silver.

Proficiencies: Unarmed strikes, natural weapons, simple ranged weapons (HNT splash), light & medium armor.

FEATURES & TALENTS

MRA Dodge: Primary L1: gain the Dodge reaction (1 banked AP). When targeted by a melee attack, impose disadvantage on the attack roll. 1-turn cooldown.

HNT Mark Prey: Splash L1: 1 AP action — designate a creature you can see as Marked. +1d4 damage from your attacks against Marked creatures. Advantage on Survival to track them.

MRA Unarmored Proficiency (talent): Add +1 to your DEF when unarmored (already factored into your DEF 12).

Memory pool: 4 slots. Pre-allocated to: Flurry of Fists (1), Roundhouse Kick (2), Spirit Weapon (1) = 4 slots used. (Falcon Dive at 3 memory is learned but not memorized — Drogath swaps Roundhouse Kick out at long rest to load it.)

ABILITIES

Ability	AP	Mem	Range	Effect
Flurry of Fists	2	1	Melee	Make 2 unarmed attacks. Each: 1d6+3 blunt. Your reliable opener.
Roundhouse Kick	3	2	Melee	Make 2 unarmed attacks (1d6+3 blunt each). Targets hit make COR save (DC 13) or are pushed back 5 ft and knocked prone.
Falcon Dive	5	3	Up to 30 ft	Leap up to 30 ft and crash down on a chosen point. All enemies in melee range of your landing take 1d6+3 damage. COR save (DC 13) for half. You land standing. Your banking-target ability.
Spirit Weapon	2	1	Self, 5 turns	Conjure a spirit weapon. Acts as a 1H weapon dealing 1d8+STR force damage for 5 turns. Cannot be disarmed.

NOTES & ITEMS GAINED

Master Gamer Quick Reference

This page is the one to keep open during play. Everything here is a thing players will ask about.

Setting DCs On the Fly

Difficulty	DC	Trained character succeeds...
Easy	10	~75% of the time
Medium	15	~50–60% of the time
Hard	20	~25–35% of the time
Very Hard	25	~10% of the time, only with luck or help
Nearly Impossible	30	Almost never; reserve for legendary feats

Encounter Difficulty (4-Player Party)

Tier	Total Enemy Levels	What to expect	Use when...
Easy	~½ party level	Light skirmish, minimal resource use.	Warming up; new players learning the AP economy.
Moderate	~Equal to party level	Standard fight; some abilities used.	Default for most combat encounters.
Hard	~1.5× party level	Coordinated tactics needed; downing risk.	Story-meaningful fights.
Deadly	~2× party level OR boss	Real death risk without strategy.	Rare; story-significant boss moments.

MG TIP

Terrain matters more than enemy count. Three goblins in a corridor are dangerous; six goblins in an open field are not. Ambush, cover, and chokepoints can shift an encounter one full tier.

Common Rulings (Use These)

Situation	Quick Ruling
Player tries something not covered by abilities	Ask which attribute fits, set a DC (10/15/20), have them roll d20 + that mod.
Two players want the same item	Both roll d20. Higher wins. Done.
Player asks a rule mid-combat	Make a fast call now. Tell them you'll check between

Situation	Quick Ruling
	sessions if they care.
Cinematic but unclear action	If it sounds awesome and won't break the game, say yes. Maybe ask for a roll.
Movement through allies / enemies	Through allies: costs double — 2 AP per 10 ft. Through enemies: only with successful Athletics or Stealth vs. enemy DEF.
Improvised weapons	1d4 + STR. Ignore proficiency.
Surprised creatures	Get 0 AP on the first turn of combat. Roll initiative normally for round 2.
Memory question mid-combat	If a player asks if they can use an unmemorized ability: no, but they can swap it in next long rest. Keep moving.

Running Your First Session

Setup Checklist

- Print one pregen sheet per player + this Quick Reference for yourself.
- Have d20s for everyone, plus shared d4/d6/d8/d10.
- Pick a 2–4 hour adventure (Weekend at Burny's is the official starter, separate document).
- Use the sample monster blocks in Appendix B for your first encounters.

Six MG Habits That Carry a Session

- Open with a scene, not exposition. Drop players into a moment already happening. "You're in a rain-soaked alley. A man you don't know is dying at your feet, gripping your wrist. What do you do?"
- Ask "what do you do?" often — and by name. Players forget they have agency. Calling on quieter players directly keeps everyone in.
- For every action, decide three things, then call the roll: is failure interesting, what attribute applies, and what's the DC?
- Narrate hits and misses with detail; narrate damage with numbers. "Your sword catches the goblin under the ribs — 8 damage." Players track HP themselves.
- Keep monster AP visible. Say "the goblin moves 10 ft (2 AP) and attacks (2 AP)" out loud. This teaches the AP economy without lecturing.
- End with a hook, not a resolution. Players come back when they want to know what happens next.

If Things Go Wrong

Problem	What to do
Player is silent	Ask them by name: "What does your character do here?"
Combat is dragging	Skip ahead. "You finish the last two goblins in three hits."
Players stuck on a puzzle	An NPC arrives with info, or they spot a clue on a Perception check.
Rule you don't know	Make a fair call now, look it up later. Add or remove a monster mid-fight if balance is off.

Appendix A: Glossary

Quick-reference definitions for terms used in this Quick-Start. Alphabetical.

Action Point (AP): The combat resource and the unit of focused effort. One AP represents roughly one second of decisive physical or mental action. Every creature has 5 AP per turn, plus up to 2 banked from the previous turn (max 7 AP available at the start of a banked turn). Movement, attacks, abilities, and reactions all spend AP.

Adjacent: Within 5 feet (one square) of another creature or object. Required for most melee attacks and for some abilities.

Banked AP: Unused AP carried over from the previous turn, capped at 2. In fiction, banked AP represents both unspent effort and focused attention. This is why banked AP is the resource that fuels reactions: a creature with 0 banked AP isn't just tired, they aren't watching for openings.

Basic Weapon Attack: The default 2-AP attack action available to any creature with a weapon (or natural weapons). Uses the relevant attribute modifier (STR for melee, COR for finesse and ranged) plus proficiency bonus if proficient. Distinct from abilities.

Blinded: Cannot see. Attacks against the blinded creature have advantage; the blinded creature's attacks have disadvantage. Blinded creatures automatically fail any check requiring sight.

Crippled: Movement speed reduced by 5 ft per AP (so 5 ft / AP instead of the standard 10 ft / AP). Lasts the listed duration.

Dazed: Disadvantage on the next attack roll the creature makes. The default is one attack.

Difficulty Class (DC): The target number to meet or beat on a d20 + modifier roll. Standard tiers: easy (DC 10), moderate (DC 13), hard (DC 15), very hard (DC 18), nearly impossible (DC 20+). The MG sets the DC based on the situation.

Disengage: Spend 2 AP to move without provoking opportunity attacks for the rest of this turn. Useful for melee combatants who need to retreat from an enemy without risking a parting blow.

Downed: A creature at 0 HP. Unconscious, prone, and cannot act. Rolls a death save at the start of each of its turns (1d20, success on 10+). Dies if it fails three death saves total or takes damage equal to its max HP below zero.

Encouraged: Gains advantage on a single attack roll, or +1 to all rolls for the listed duration (depending on source ability). Granted by some support abilities.

Essence: A specialized skill (typically derived from INT or FAI) representing trained sensitivity to and command of magical force. Used as the spellcasting skill for casting spells, identifying magical effects, and detecting magical residue.

Flanking: Two allies positioned on opposite sides of the same enemy, each adjacent to that enemy. Attacks against a flanked target gain advantage. Some abilities (e.g., Sneak Attack) have additional effects on flanked targets.

Grappled: Movement reduced to 0. The grappled creature can spend 2 AP to attempt an escape with a STR or COR check (DC equal to 10 + the grappler's STR modifier).

Half Cover: Partial obstruction (a low wall, a doorway, an ally between attacker and target). Grants +2 DEF to the defender.

Hidden / Stealth: A creature is hidden when no enemy can perceive it. Hide by spending 2 AP on a Stealth check vs. the highest passive Perception of nearby enemies (10 + their WIT modifier). Hidden creatures gain advantage on their first attack and may trigger Sneak Attack effects. Hidden status is lost upon attacking.

Initiative (INIT): The d20 + modifier roll at the start of combat that determines turn order. Highest goes first. Ties: players act before monsters.

Memory: How many abilities a character can keep loaded for combat. Starting pool 4 at L1, grows by 1 + INT mod (floor 2) at levels 4, 7, 10, 13, 16, 19. Each ability has a memory cost (1–4); only memorized abilities can be cast. Swap during long rests.

Memory Increase: The level-up event at L4, L7, L10, L13, L16, L19 where the character's Memory pool grows by 1 + INT modifier (floor 2). See the Memory System chapter.

Memorized vs Learned: An ability is learned when granted by a tree feature, talent, or other source. An ability is memorized when actively allocated to a Memory slot. Only memorized abilities can be cast in combat. Learned-but-unmemorized abilities require a long rest to swap in.

Opportunity Attack: Default reaction. When an enemy moves out of melee range without disengaging, the opponent may spend 1 banked AP to make a single basic melee attack against them. Available to all melee-capable characters; no talent required.

Prone: Lying on the ground. Melee attacks against the prone creature have advantage; ranged attacks have disadvantage. The prone creature has disadvantage on its own attack rolls. Standing up costs 2 AP.

Reaction: An action taken on another creature's turn, costing banked AP equal to the listed cost (typically 1 AP). A creature with 0 banked AP cannot react. A creature can take only one reaction per round (two at level 15+).

Restrained: Cannot move. Attacks against the restrained creature have advantage; the restrained creature's attacks have disadvantage.

Round vs. Turn: A round is one full cycle of combat — every creature acts once. A turn is one creature's action sequence within a round. Cooldowns measured in turns count the acting creature's own turns; a 3-turn cooldown means the ability is unavailable on the next 3 of that creature's turns after use.

Saving Throw (Save): A defense roll against a triggered effect. Roll d20 + the listed attribute modifier; meet or beat the DC to succeed. On effects that deal half damage on a successful save, round all fractional damage down.

Shaken: Disadvantage on social rolls for the listed duration. Some abilities also impose disadvantage on attacks; the specific effect is listed where it applies.

Sneak Attack: A bonus +1d6 damage on attacks made by a Rogue against a target that is either flanked or unaware of the attacker (hidden, blinded, or attacking from surprise). Triggers once per turn. Does not apply to other classes unless explicitly stated.

Speed: How far a creature moves per AP spent on movement. Standard speed is 10 ft / AP for all player characters and most creatures. This is a system constant — not a per-character variable.

Spike Ability: An ability costing 6 or 7 AP. Cannot be used on round 1 of combat. Requires banking AP from previous turns. Each tech tree has a signature spike at L5.

Tech Tree: MythReal is classless — instead of fixed classes, characters build from 20 tech trees representing different combat, magic, and skill specializations. Pregens are pre-built combinations. See Appendix C.

Turn-Based Cooldown: After using an ability with a listed cooldown (e.g., "3-turn cooldown"), the ability is unavailable for that many of the user's own turns, then becomes available again. So a 3-turn cooldown ability used on turn 1 cannot be used on turns 2, 3, or 4 — and becomes available again on turn 5.

Appendix B: Sample Monsters

Three creatures statted for use in your first combat encounters. Stat blocks include the attribute modifiers monsters need to roll their own saves and skills.

MG NOTE — SCALING

How to scale: these stat blocks are tuned for a level-1 party of 4–6 players using Quick-Start pregens. For larger parties, add 1–2 additional creatures per encounter. For smaller parties, drop one creature or reduce HP by 25%.

Goblin Raider

Wiry humanoids who travel in packs. Cowardly when alone, vicious when emboldened by numbers.

HP 12 DEF 12 Speed 10 ft / AP INIT +1

Attributes: STR +0, COR +2, FRT +0, INT -1, FAI -1, SOC -1, WIT +1

Attack	AP	To Hit / Effect
Short Sword	2	+4 to hit, 1d6+2 slashing.
Sling	2	Ranged 60 ft, +4 to hit, 1d4+2 blunt.

Tactics: Goblins are cowards under their bluster. If outnumbered or down to one of three, they flee. They prefer ranged attacks and will retreat to skirmish distance whenever possible.

Wolf

A predator of the wild forests. Hunts in packs led by an alpha — though pack tactics are not represented in this single-creature stat block.

HP 10 DEF 13 Speed 10 ft / AP INIT +2

Attributes: STR +1, COR +2, FRT +1, INT -3, FAI —, SOC —, WIT +1

Attack	AP	To Hit / Effect
Bite	2	+5 to hit, 1d6+3 piercing. Target makes COR save (DC 12) or is knocked prone.

Tactics: Wolves circle and harass before committing. Their faster movement (treat as 15 ft / AP for tactical positioning) lets them close distance quickly and disengage between attacks. They target wounded prey first.

Bandit

A common road-thug with cheap weapons and worse intentions. Dangerous in groups, manageable alone.

HP 14 **DEF** 13 **Speed** 10 ft / AP **INIT** +2

Attributes: STR +1, COR +2, FRT +1, INT +0, FAI -1, SOC +0, WIT +1

Attack	AP	To Hit / Effect
Shortsword	2	+4 to hit, 1d8+2 slashing.
Light Crossbow	2	Ranged 80 ft, +4 to hit, 1d8+2 piercing.

Tactics: Bandits will negotiate before fighting if outnumbered. In combat, they bank 1 AP each turn for opportunity attacks and target whoever appears weakest. If two of three are downed, the survivor flees.

Appendix C: The 20 Tech Trees

Each tech tree represents a distinct combat, magical, or skill specialization. Characters build from one or more trees by gaining the L1 feature and selecting talents and abilities at each level. The pregens demonstrate single-tree builds; multi-tree characters are common at higher levels.

This is a one-line overview. Full tree content (every ability, every talent, the L5 spike, and progression details) lives in the full alpha rulebook.

Weapon Trees (5)

Code	Name	Identity
1HW	One-Handed Weapons	The duelist's tree. Precision strikes, parries, and 1v1 mastery. Spike: Killing Blow (5x weapon damage, doubles below $\frac{1}{2}$ HP).
2HW	Two-Handed Weapons	Heavy weapon force. Battlefield-shaping swings and brace stances. Spike: Earthbreaker (6d8 cone + difficult terrain).
DWW	Dual-Wield Weapons	Two-of-everything. Multi-attack flurries and reactive counter-blades. Spike: Whirlwind of Steel (4 mainhand + 4 offhand to all in melee).
RNW	Ranged Weapons	Bow, crossbow, thrown. Volley fire and precision shots. Spike: Hail of Arrows (5d8 to all in 9m radius).
MGW	Magic Weapons (Artificer)	Essence-bound weaponry. Versatility and ability combinations. Spike: Twincast Cataclysm (cast two L1-3 abilities in one turn).

Elemental Magic Trees (4)

Code	Name	Identity
FIR	Fire	Burning destruction and area denial. Spike: Pyre of the Forgotten (6d8 + sustained burning ground for 4 turns).
WTR	Water	Control and protection. Tidewalls, frost, and zone domination. Spike: Tidewall (12m x 8m flooded difficult terrain).
WND	Wind	Speed, lightning, and force. Atmospheric weather modulation. Spike: Tempest's Verdict (5d8 lightning + 2d8 thunder in 9m circle).
ERT	Earth	Stone and structural force. Permanent battlefield reshaping. Spike: Continental Drift (designate 4 squares as walls/pits/difficult).

Sacred / Shadow Magic Trees (2)

Code	Name	Identity
LIT	Light	Healing, blinding radiance, and party support. Spike: Dawnsong (4d6+FAI heal to all allies + revive downed + cure status).
DRK	Dark	Shadow magic, fear, and psychological warfare. Spike: The Long Night (15m magical darkness + Fear/Doubt to enemies).

Esoteric Magic Trees (4)

Code	Name	Identity
ARC	Arcane	Reality manipulation, illusion, teleportation. Spike: Severance (target removed from reality for 4 turns).
BLD	Blood	Self-sacrifice for power. Charm, summons, life manipulation. Spike: Crimson Pact (bind ally and enemy; damage flows between them).
SMN	Summoning	Spirits, elementals, and dragons at your command. Spike: Convocation (summon all your active summons in one turn).
MRP	Morphology	Body modification and shapeshifting. Spike: The Other Self (5-turn adaptive transformation: wings/claws/gills/camouflage).

Body & Skill Trees (5)

Code	Name	Identity
MRA	Martial Arts	Unarmed combat, body-as-weapon mastery. Spike: One Thousand Hands (5 unarmed attacks with stacking damage).
SLY	Sly	Stealth, sneak attacks, escape. Spike: The Trick (6d6 + Sneak Attack auto-applies + Bleeding/Crippled/Dazed + you vanish).
HNT	Hunting	Tracking, animal companions, ranged trapping. Spike: Pack Master (1d4+1 spectral hounds + buff your animal companions).
WLD	Wild	Nature, beasts, plant magic. Spike: The Wild Answer (4d6 hit dice of summoned wild creatures + frighten enemies).
WAR	Warfare	Tactical leadership and battlefield command. Spike: Final Stand (3-turn party invulnerability bubble).

DESIGNER'S NOTE — TREE STRUCTURE

MythReal's classless approach trades the safety of class identity for the freedom of build choice. A character with both the Wind tree and the Sly tree is a windrunning assassin; a character with the Light tree and the Hunting tree is a holy ranger; a character with three trees deeply invested is something the system doesn't have a word for.

Within each tree, players make 5 talent picks (one per level L1–L5) plus learn the abilities granted by features. Characters who go single-tree are deeply specialized; characters who spread across two or three trees are versatile but shallower in any one direction. Both approaches are intentional.

This Quick-Start does not contain the full content of any tree beyond the pregens' L1 abilities. The full alpha rulebook covers all 20 trees, all 5 levels, all features, talents, and abilities.

Appendix D: Skills Reference

A skill is a category of action your character might attempt that benefits from training. Each skill is derived from one of the seven attributes; rolling a skill check means rolling 1d20 + the attribute modifier + a proficiency bonus (typically +2) if you are proficient.

This Quick-Start uses the skills below. The full alpha rulebook covers proficiency mechanics, advancement, and skill-specific abilities in detail. For now, treat skills as: "if your character would reasonably be trained in this, ask the MG for proficiency."

Skill	Attribute	What it covers
Animals	WIT	Handling, training, calming, and reading the mood of beasts and other non-sapient creatures.
Athletics	STR	Climbing, jumping, swimming, lifting, breaking objects, contested grapple/shove rolls.
Deception	SOC	Lying convincingly, misdirecting, performing under a false identity.
Encyclopedia	INT	Recalling stored knowledge — history, geography, planes, factions, lore.
Entertain	SOC	Music, theater, storytelling, ritual presentation, entertaining a crowd.
Essence	INT or FAI	Specialized magical skill. Casting spells, identifying magical effects, detecting magical residue. INT for arcane casters; FAI for divine casters.
Insight	WIT	Reading people — sincerity, mood, unspoken intent, hidden meaning.
Inspect	INT	Closely examining objects, scenes, or evidence to deduce hidden details.
Intimidation	SOC	Coercing through threat — explicit or implied — or reading menace into the room.
Nature	INT	Knowledge of the natural world — flora, fauna, weather, terrain, herbalism, and natural medicine.
Perception	WIT	Noticing what's there — hidden enemies, subtle clues, environmental details.
Religion	FAI	Recalling religious lore, identifying divine effects, navigating sacred customs.
Speech	SOC	Persuading, negotiating, public address, formal oratory, courtly etiquette.
Stealth	COR	Moving unseen, hiding, evading detection, silent infiltration.
Survival	FRT	Tracking creatures, navigating wilderness, foraging,

Skill	Attribute	What it covers
		surviving extreme conditions.
Thievery	COR	Lockpicking, sleight of hand, pickpocketing, disabling traps and devices.

MG TIP — IMPROVISING SKILLS

If a player attempts something not covered by these skills, just ask: "What attribute fits?" and have them roll d20 + that modifier. The skills list is a guide, not a fence. A player wanting to forge a document might roll Deception (to look right) plus Inspect (to know what a real one looks like) — two rolls, MG ruling on which matters most. Don't get stuck on the list.

Proficiency: at level 1, each character is proficient in 3-4 skills based on their tree picks and ancestry. Proficient skills get a +2 bonus on top of the attribute modifier. Pregen skill lists already include proficiency where applicable.

What's Next

This Quick-Start covers the rules for one or two sessions. The full MythReal alpha rulebook covers character creation in depth, all 20 tech trees with full ability lists, 26 backgrounds, leveling through L20, the bestiary, and the lore of the Mythoverse.

To run the starter adventure

Weekend at Burny's is MythReal's official starter adventure — a 2–4 hour adventure built around these pregens and these rules. It introduces the Raefund setting and ends with a hook into the larger campaign.

Feedback

MythReal is in alpha. If you ran a session with this Quick-Start independently — without the creator at the table — that's exactly the playtest data we need. Reach out via the MythReal Discord with what worked, what broke, and what your players asked about. The next version will be better because of it.

The rules are scaffolding. The real game lives in the stories you and your players tell at the table. Thank you for running MythReal.