

# Crystal Chronicle

## **The Basics**

### **Dice**

To play **Crystal Chronicle** you'll need 1-10 six-sided(d6) dice.

### **Multiples**

Sometimes you'll be asked to roll multiple of the same die,  
3d6 = three six-sided dice.

### **Advantage**

Roll two additional dice.

### **Disadvantage**

Roll one less die.

### **Checks**

When a result of an action is uncertain, roll a number of d6's equal to a stat chosen by the Game Master, with the success of the Check being contingent on the amount of 6s you roll.

For example, the GM might say breaking down a door requires a **✓** Check.

### **Success Threshold**

<b>Failure</b>	= 0
<b>Success</b>	= 1
<b>Great Success</b>	= 2
<b>Critical Success</b>	= 3+

Mind that a **Success**, might not always be enough to succeed at certain tasks.  
If you roll more than half 1s on your dice you **Critically Fail**, and roll on the Critical Fail Table.

2d6 2-8	Normal failure
10-11	Disadvantage next roll
12	Critical Fumble!
Critical Fail Table	

The GM narrates the consequences of a Failure.

### **Exploding Dice**

Reroll any 6's you got. This applies to every roll you make.

### **Movement**

During your turn, you can move up to 30 feet(6 squares on a standard square grid) and can break it up as you like.

### **Difficult Terrain**

Your Movement is halved while in Difficult Terrain.

### **Falling**

You lose 1 ♥ per 20 feet you fall.

### **Rest**

It takes 6 full hours to rest. You can rest anywhere, if you get interrupted, you don't get the benefits of a Rest.

On a rest you regain half of your total ♥&♣ rounded down unless stated otherwise.

### Life Hearts & Stamina

Each PC starts with 6 Life Hearts(♥), and Stamina(♣) equal to your  $\nabla$  stat. You can spend ♣ to use various reactions.

You regain all ♥&♣ when you rest.

PC's at zero ♥'s die in  $d3+\nabla$  rounds.

### Damage Thresholds

Sometimes shortened to DT.  
Damage treshold is determined by the type of armor the enemy is wearing and how many 6's you get on a Combat Check/Spell Check.  
Eg. you rolled 2 6's against an oponent wearing platemail, they lose 1 ♥.

Unarmored	0	1	2
Leather	1	2	3
Platemail	2	3	4
Crystallite	3	4	5

### **Massive Damage**

When a creature is Vulnerable, every success over the Damage Threshold counts as 1 ♥.

### **Combat Rounds**

At the start of each combat roll a d6 against the enemy, side that rolls higher goes first, on a draw, PC's go first. There's no strict order of actions.

At the end of the Round, when both sides declared their actions, reroll and start another Round.

### **Actions & Reactions**

During your round, you can take one Action, and move, if you don't move, you can use one more action that's not Combat or Spell.

Until the start of your next round, you can take one reaction.

### **Combat**

You can attack once per round unless stated otherwise.

Roll a number of d6 equal to your weapons stat modifier, compare the number of successes against the enemies Damage Threshold.

### **Spell-Casting**

You can cast once per round unless stated otherwise.

Roll 6d6 and compare the number of successes against the spell's Spell Success Table. Successes on Spell Checks are cumulative. For a list of spells see page X.

### **Morale**

Enemies make Morale Checks during Combat when their ♥ total becomes half or less.

Roll 2d6, if the result is higher than the Enemy Leader's Morale Stat, they attempt to flee.

### **Flanking**

Whenever 2 or more allies are within 5 feet of an enemy, the enemy is Vulnerable. You need 1 more ally per every creature size above medium.

### **Dodging & Blocking**

Whenever you're getting hit you can use your reaction to try to Dodge or Block the hit(roll » or ¶ respectively). If you roll the same number or more successes than your oponent you negate all of the damage you would've taken but lose one stamina(♣). When you're out of ♣, you can't Dodge or Block.

### **Crawl Rounds**

W.I.P.

### **Time**

Combat Round - 30 Seconds

Minute - 2 Combat Round

Crawl Round - 10 Minutes

Hour - 6 Crawl Round

Watch - 6 Hours

Day - 4 Watches

^ I swear I'm gonna make a pretty table later

## **Statuses**

Statuses are consequences of spells, combat, talents, or other effects.

### **Vulnerable**

Creatures with Vulnerable can be dealt Massive Damage. Combat Checks have Advantage on creatures with Vulnerable. Creatures with Vulnerable have Disadvantage on Dodging, and Blocking.

### **Blinded**

The creature can't see and is Vulnerable.

### **Restrained**

The creature is Vulnerable and it's Movement is 0.

### **Prone**

Creature can stand up from Prone by using 10 feet of Movement. While Prone, creatures can move as in they were in Difficult Terrain. Prone creatures are Vulnerable for the purposes of Combat, Dodge, and Block Checks.

## **More Statuses**

## **Character Statistics**

Each character (PC) has four stats. Each one goes from 2 to a maximum of 8.

### **Might** (♠)

Physical strength. This should be your highest stat if you want to hit hard.

### **Resilience** (♣)

Sturdiness, endurance. This should be your highest stat if you want to survive longer.

### **Agility** (♠)

Reflexes, swiftness in battle. This should be your highest stat if you want to strike fast, or be sneaky.

### **Soul** (♣)

The source of magical, and mental prowess. This should be your highest stat if you want to cast spells, or be the face of your party.

For each one of these roll d3+1 to determine each of your PC's statistics.

### **Optional Rule 1**

Reroll the array if you didn't get a 4 in any stat.

### **Optional Rule 2**

Alternatively you can use the standard array: 4,3,3,2.

## **Classes & Experience**

Each PC has a job, and can get better at it with experience(★).

PC's gains 1 ★ at the end of a session for each of the following:

- ▶ Critically Failing a Check
- ▶ Looting at least 50G
- ▶ Completing a Quest
- ▶ Surviving at least one Combat
- ▶ Successfully using a Class Talent

PC's start at Rank 1 with 6♥ and up to 5♣. Roll once on your Classes Talent Table

PC's Rank Up when they reach Current Rank x 10 ★.  
On Rank Up, roll on your Class Talent table, and add d3+1 ♥.

For a full breakdown of classes see page X and beyond.

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## **Companies**

A group of adventurers is called a Company. They share Gold(G), and items found on their adventures.

With every adventure completed, the Company will gain ★.  
The Company Ranks Up when they reach Current Rank x 100 ★.

On their adventures, the Company will gain standing, it will determine the price of services and any items the Company might want to acquire. You always start at Neutral standing.

It's up to the GM's discretion to change the Company Standing when appropriate.

## **Inventory**

Inventory is tracked per Company.

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**W.I.P. More Company Play**



### **Elf**

Seen as graceful, and highly sentimental. Elves choose to live in lush forests, surrounded by beautiful vegetation.

You know the Common Language, and the Elven Language.

### **Keen Senses**

You have advantage on rolls to detect hidden passages, and foes.

### **Expertise**

You get an additional die to Combat with Ranged weapons, or an additional die to Spell Checks.

### **Halfling**

These short country-folk choose to live in small communities without a governing body, helping each-other in any ways they can.

You know the Common Language, and the Halfling Language.

### **Stealthy**

You have advantage on Checks to hide, and be stealthy.

### **Helpful**

Once per day, when an ally within sight fails a Check, you can give them a chance to reroll it.

### **Nixie**

Coming from oceans and seas, these water spirits don't usually venture far away from big bodies of water, choosing to live near lakes or rivers.

You know the Common Language, and the Elemental Language.

### **Underwater Breathing**

You can breath underwater, as you were on land.

### **Liquid Body**

You can reshape your body on will, allowing you to pass through cracks in walls.

### **Crystallin**

For one reason or another, you've been born with bones made out of Crystallite. You posses mystical rejuvenation abilities, and can innately cast spells.

You know the Common Language, and one additional language.

### **Crystallite Rejuvenation**

Regain all lost ♥, and ♣ on a Rest.

### **Innate Spell-Casting**

Choose 2 Spells, you can cast them without a Grimoire.

## **Fighter**

Gladiators, tavern drunks, ruffians. All of them connected by one thing. The desire to fight.

### **Battle-Scarred**

5's rolled on  $\checkmark$  checks count as a success.

### **Fearless Leap**

As an action, leap towards an enemy within 15 feet, and roll a combat check. Every enemy within 5 feet of the target also gets hit. This action doesn't use up your movement.

### **Heat of Battle**

When an enemy leaves your reach, as a reaction you can make a combat check against them.

## **Fighter Talents**

2d6	Effect
2	Increase your DT by 1
3-6	+1 die to Combat Checks
7-9	+1 to $\checkmark$ or $\nabla$ stat
10-11	
12	+2 to any stat

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**Background table goes here**

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## **Thief**

These streetfolk lurk in the shadows, waiting for an opportunity to steal your gold, and nick you in the neck.

### **Nimble**

5's rolled on » checks count as a success.

### **Thief Skills**

You have advantage on all rolls of your craft. Picking locks, hiding, stealing, climbing etc.

### **Back-Stab**

When attacking a Vulnerable enemy, deal +Current Rank♥s.

## **Thief Talents**

2d6	Effect
2	Learn a random spell
3-6	+1 die to combat checks
7-9	+1 to » or 6 stat
10-11	Back-Stab deals +1♥
12	+2 to any stat

**Background table goes here**

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## Paragon

Harnessing divine powers through Crystallite, Paragons put their lives before others.

### Resilient

5's rolled on  $\nabla$  checks count as a success.

### Protector

When an ally within 5 feet of you gets hit with an attack, you can choose to get hit instead.

### Divine Healing - (3/day)

As an action, touch yourself, or an ally, make a spell check and compare the number of successes.

Successes	
0	Restore 
1	Restore  
2+	Restore    (+X)

Effect:

### Paragon Talents

2d6	
2	Learn a random spell
3-6	+1 die to Spell checks
7-9	+1 to $\nabla$ or $\delta$ stat
10-11	+1 Divine Healing use
12	+2 to any stat

Effect:

**Background table goes here**

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## **Chronicler**

Scholars who mastered the power of Crystallite. Learning from the past, and future to slay foes.

### **Knowledgeable**

5's rolled on 6 checks count as a success.

### **Arcane Grimoire**

You know 4 spells. You can learn new spells by studying a scroll. To study a scroll roll a **Great Success** on a 6 check. You consume the scroll on both a failure or success.

### **Mystical Insight**

As a free-action, pick an ally within sight, and give them advantage on their next check.

## **Chronicler Talents**

2d6	Effect
2	Create a random magic item
3-6	+1 die to spell checks
7-9	+1 to 6 or > stat
10-11	Learn a random spell
12	+2 to any stat

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## **Languages**

### **Common Languages**

Common

Dwarven

Elven

Halfling

### **Rare Languages**

Elemental

### Weaponry

There's several types of Weaponry in Crystal Chronicle.

Traits	
Melee	Use <b>⚔</b> for Combat Checks.
Ranged	Use <b>»</b> for Combat Checks.
Two-Handed	Can't be used with only one hand.
Heavy	Advantage on Combat Checks
Light	Disadvantage on Combat Checks, but attack twice
Thrown	Roll <b>»d6</b> to throw the weapon
Loading	Reload every X uses.
Shield	+1 die to Block Checks.

## Magic

### Spellcasting

To cast a spell, roll 6d6

### Crystal Barrage - Tier 1

A barrage of crystals falls upon an X radius within 30 feet of you.

Successes	
1	+10 feet
2	+10 feet
3	+10 feet
4	Deal +1♥
5	Deal +2♥
6	Deal +3♥

### Harm - Tier 1

A beam of negative energy shoots out of your finger at the target.

Successes	
1	Adv on next spell check
2	Deal +1♥
3	Deal +1♥
4	Deal +2♥
5	Deal +3♥
6	G.Success or die

### **Arcane Aegis - Tier 1**

You conjure an arcane shield around target creature. If you rolled more successes on this cast than your oponent on the hit you negate all of the damage target creature would've taken but lose one stamina(♣). When you're out of ♣, you can't cast this spell.

## Monsters

### How to Read Statblocks

Monster Statblocks are quite easy to understand! Look at the example below.

#### Goblin

♥(3),DT(0,1,2),♠(2),♣2,♠2,»2,62  
ML2 Att 1x♣Mace

♥(3) means the Goblin has 3♥,  
DT(0,1,2) means the Damage  
Threshold for the Goblin, is 0,1,  
and 2.  
♠(2) means the Goblin has 2♠,  
♣2 means the Goblin's ♣ stat is  
equal to 2, the same is true for  
the rest of the stats.  
ML2 means the Goblin's Morale is 2.  
Att 1x♣Mace, means the goblin can  
attack once per Round with a Mace,  
the colour of the text and the  
sign next to it, mean you use ♣  
for the Combat Check.

Attacks are listed from what the  
creature would use most, to least  
often.

In the example below you can see  
that the Goblin Shaman, will use  
the Harm Spell, more often than  
the Dagger. As the GM, you should  
try to run the monsters with that  
in mind.

#### Goblin Shaman

♥(4),DT(0,1,2),♠(2),♣2,♠2,»1,64  
ML2 Att 1x6Harm, 1x»Dagger

Sometimes monsters will be able to attack twice. Instead of writing down Weapon Traits, multiple attacks will be written down like in the example below.

### **Goblin Thief**

♥(4), DT(0,1,2), ♠(2), ♣2, ♠2, »4, 62  
ML2 Att 2x»Dagger

Some monsters might have a Recharge ability. When used, roll a d6, on specified numbers, the ability recharges. Roll for it every Round until it recharges. Monsters become Vulnerable til they recharge their ability. See example below.

### **Young Red Dragon**

♥(30), DT(1,2,3), ♠(4), ♣6, ♠4, »4, 64  
ML6 Att:

1x»Fire Breath<sup>4</sup>(30F Cone, R5-6) or  
1x»Bite and 2x»Claw

»Fire Breath<sup>4</sup>(30F Cone, R5-6), <sup>4</sup> means that you roll an additional 4 dice for the attack, 30F Cone means it's a cone AOE, originating from the Monster, that's 30 feet long, (R5-6) means it's a recharge ability that recharges on a 5 through 6.

The rest of the Weapon Traits are dumbed down and usually won't affect Monster Statblocks.

## Goblins

### Goblin

♥(3), DT(0, 1, 2), ♀(2), ♀2, ♀2, »2, 62  
ML2 Att 1x♀Mace

### Goblin Shaman

♥(4), DT(0, 1, 2), ♀(2), ♀2, ♀2, »1, 64  
ML2 Att 1x6Harm, 1x»Dagger

### Goblin Thief

♥(4), DT(0, 1, 2), ♀(2), ♀2, ♀2, »4, 62  
ML2 Att 2x»Dagger

### Goblin Brute

♥(6), DT(1, 2, 3), ♀(3), ♀4, ♀3, »2, 62  
ML4 Att 2x♀Mace