



PLAYING

A Player's Guide to a Neotropical, Tactical, Epic Fantasy RPG with Steampunk Awesomeness

MESTEZIA

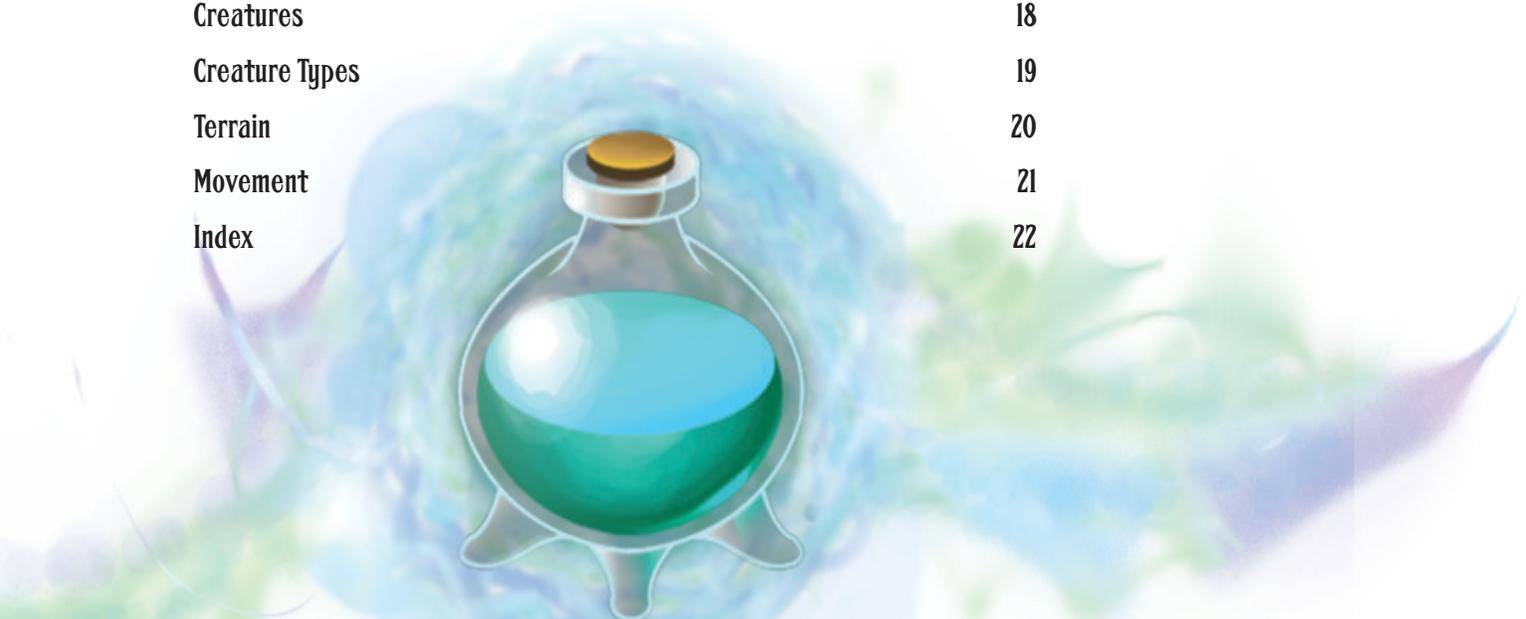
THE OVERPREPARED GM 

Mestezia is a Tabletop Roleplaying Game (TT RPG). Specifically, it's both a tactical game with strong non-combat and combat mechanics and a fantasy setting inspired by myths, styles, and ecology from (mostly pre-Columbian) Latin America. This guide, *Playing Mestezia*, explains the game rules with examples from the player's point of view.

Your "piece" in this game is your Player Character (PC), through which you can interact with the game world. The only limit to what you can do in the world is your imagination and, sometimes, how high you roll the dice. Your PC will join with the other PCs to form an adventuring party, which will live in a world run by the same Master (GM). The GM acts as narrator, rules referee, and plays all the non-player characters (NPCs).

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Design Priorities

Game Design

In some ways Mestezia is similar to many other RPGs. It uses dice rolling to add suspense and variety, uses turns and grids in combat to add tactics, and has an exception-based ruleset. That means it has a streamlined set of core rules, and it defines abilities by how they break the rules. Within these paradigms, it prioritizes:

Tactics. Combats take significant time, as much as an hour to play through, and either you enjoy strategy and tactics or you won't like the system. The collaborative tactical gameplay extends into non-combat encounters, which have their own robust mechanics.

Balance. Different character types have distinct strategies and styles, but none are stronger than the rest, and the GM has tools to gauge an appropriate level of challenge for the party.

Collaboration. Parties are most effective when PCs specialize in different roles that work together, and the mechanics encourage collaboration.

Skill Challenges. The collaborative tactical gameplay extends into non-combat encounters.

Active Players. The system maximizes the amount of time players spend rolling dice, strategizing, and role playing. Record keeping is minimized and players are involved in encounters even when it's not their turn.

Focused GM. NPC creation is gratifyingly fast. At the table, GMs roll no dice and do little math, allowing GMs to focus on strategy, story, and table management.

Heroic Action. With exceptions-based abilities and mechanics such as rechargeable powers, fate points, and power surges, players are incentivized to act heroically rather than to conserve resources. Mundane details are abstracted to focus on the story and moments of glory and entertainment.

Setting Design

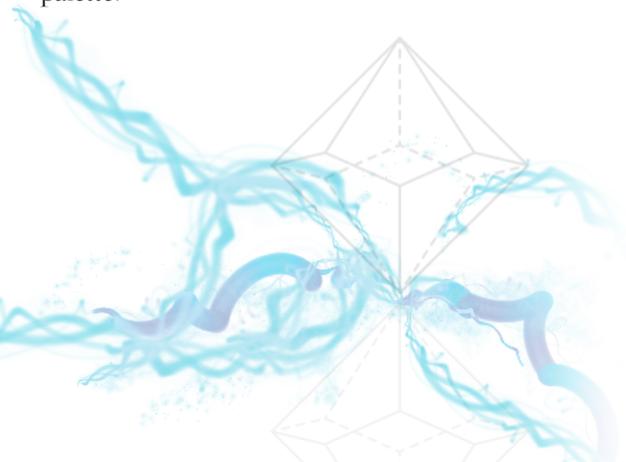
The setting of Mestezia provides the context within which the game takes place. Like many fantasy settings, Mestezia is chock full of allies and foes, natural hazards, and supernatural beings. However fantasy is broad, and specifically Mestezia focuses on:

Epic Scale. Players can explore a wide array of very different locales through their adventuring career and eventually become powerful enough to save (or transform) the universe itself.

New World. Monsters, terrain, naming conventions, institutions, items, and more are inspired by the ecology of Latin America, its pre-Columbian civilizations, and Latinx cultures. Like Latin America itself, Mestezia is diverse, featuring a wide variety of regions, each focusing on a different genre, from necropunk to high seas, from weird western to military fantasy.

Internally Consistent. Magic, science, and religion exist within an integrated metaphysical framework. Monsters and natural hazards are embedded in a cohesive ecology. New World resources and cultural assumptions underlie the details of the setting, impacting everything from weapons development to NPC motivation to village structures and regional economies.

Latinx Remixed. Mestizo is the Spanish word for people with both European and Indigenous ancestry. Mestezia is an attempt to reclaim the mestizo identity and imagine a fantasy world with free of colonialism, where mixtures of race and ethnicity developed organically. A world where common medievalist fantasy tropes like wizards, feudalism, dragons, elves, taverns, and shining armor are replaced with worldbuilding seeds drawn from a Latin American palette.



Core Concepts

Checks

Some actions automatically succeed (e.g. your PC scratches its nose without trouble). Some attempted actions automatically fail (e.g. your PC did not spontaneously sink through the floor; no matter how embarrassed it got). However, many things fall into neither category; you have to make a check—a role of the dice—to see what happens.

Dice Pool. Checks always involve rolling 10-sided dice. When you start the game, you'll have three dice to roll. This is written 3d10. Those three dice are your dice pool.

Threshold. The threshold is the minimum number that you need to get in order to get a success from a check.

Grade. Your grade is the number of dice that meet or exceed the threshold when you roll your dice pool.

0 Fail	3 High	6 Impossible!
1 Low	4 Elevated	
2 Medium	5 Phenomenal	

Modifiers. A modifier is a numerical bonus or penalty that you apply to each dice when you roll. For example, if you roll 3d10 and get 6, 3, and 1, and your modifier is +2, then you treat it as an 8, 5, and 3. If the threshold is 5, then you made a Medium grade check because 8 and 5 meet the threshold of 5, but 3 doesn't.

Stacking. Stacking is when you add together numerical modifiers. Normally, bonuses and penalties stack, which means you add them together. For example if you have +1 bonus to attack from a feat and a +2 bonus to attack from a power, then you have a +3 bonus overall. If a rule says a particular set of modifiers don't stack, that means you don't add them together, you just use the biggest modifier.

The Check Sequence

1. Describe you're trying to do in-game.
2. The GM tells you the check type.
3. You roll your dice pool. Higher is better.
4. Add your modifiers and the sum of the two dice to get the check result.
5. Declare your result so that the GM can hear.
6. The GM tells you what happened.

So a check would go something like this:

You: "I duck out of the way!"

GM: "Roll a Kinesthetics check, the threshold is 9."

You: "Let's see, have a modifier of +3, so I rolled a 12, 9, and 4. Woo hoo! That's two; it's a Medium!"

GM: "The dart whizzes above your head as you duck, plinking onto the wall and bouncing off it."

Combo Checks

Checks may use more than one savvy, which means you add the bonuses together when you make your modifier. It's up to the GM to decide which saavys apply to what you're trying to achieve. So for example, if you want to bluff your way into the secret meeting, it might go something like this. Generally, the more saavys used in a combo check, the higher the threshold you'll need to meet.

You: "I want to try to bluff my way into the meeting. I take out my scroll and walk up to the guard frantically counting off numbers. When I get to the door, I pretend I'm a scribe and supposed to already be there."

GM: "That would be a Deception + Influence check. The target number is 10."

You: "Let's see, if I add both together, that gives me a +4. So my rolls are 9, 15, and 8. Ugh, Low, but so close to a Medium!"

GM: "The guard gives you the stink eye and grips her weapon a little more strongly, but doesn't do anything further."

Aid Check. Often, your allies can improve your check by making a check themselves. Each player adds +1 for each grade they make; each ally can only add their bonus to one die, even if they make more than one grade. So this check could continue with an ally jumping in.

Ally: "I try to help her bluff. I run up to her and berate her for not making it in on time."

GM: "Okay, that's also a Deception + Influence for 10, too."

Ally: "12, 10, and 14. You get a +3 to the eight, and that's enough to push it to Medium! Eat it guard, you're fooled! Anybody else want to help out to see if we can get to a High grade result?"

Recharging

Some powers need to be recharged before they can be used again. Usually this is associated with weapon powers, where the set up has to be just right in order to use the power. Such powers will always be in one of three stages.

- **Ready:** The power can be used.
- **Sustained:** The power is being actively Sustained and can't be recharged until you stop sustaining the power.
- **Not Ready:** You need to roll a recharge check to recharge the power. The grade of check needed is included in the power's description.

Resource Economy

Actions Points (AP) are a basic resource of a combat encounter and measure how much PCs can do in a round. At the start of each round, players get 6 AP. The players don't need to spend all of them if they don't want to. At the end of the encounter, players lose any unused AP.

Power Surges represent infusions of power, whether from the gods, adrenalin, medicines, or other sources. Characters may have more than one power source. Many powers, especially magic powers or rituals, have costs in terms of surges.

Fate Points (FP) are resources that your GM will give you, usually after an encounter or when your character advances in level. There is no maximum number of FPs you can have, and you can save them until you want to use them. Some features allow you to do special things when you spend fate points, but all PCs can always spend an FP to do one of the following..

- Gain 3 AP
- Gain 4 Surges.
- Roll to Recharge all your depleted powers.

Hit Points (HP) measure your ability to withstand damage. You will start with a Maximum HP (Max HP). When you take damage, your current HP decreases.



Savvy

Savvys represent areas of expertise. There are two types: combat savvy represent areas that are commonly used in combat situations, whereas skill savvy represents areas that are commonly used outside of combat. All characters have the same set of savvy stats; their expertise is represented by their bonus for each savvy.

Skills Savvys

- **Artes.** Knowledge of aesthetics and expertise in the fine, applied, and performing arts.
- **Analysis.** Deductive reasoning, mathematics, and analysis; the ability to investigate a theory, solve, puzzle, interpret information, and research a subject.
- **Athletics.** Knowledge of competitive sports as well as physical power and speed.
- **Biologias.** Knowledge of the living world, including anatomy, medicine, botany, ecology, forensics, and zoology.
- **Crafting.** The knowledge of handicrafts such as pottery, weaving, and woodworking, and the ability to make things by hand.
- **Culturals.** Knowledge of societies, including institutions, traditions, roles, languages, and communication.
- **Deception.** The ability to recognize and practice deceptions, whether by lies, tall tales, disguises, tricks, or diversions.
- **Dios.** Knowledge of theology, and the ability to call upon or channel Gods and primordials.



- **Discipline.** The ability to concentrate and endure, even under conditions when others would falter.
- **Domestication.** Knowledge of how humans tame nature. It includes knowledge of farming, fishing, mining, logging, and handling domesticated beasts.
- **Espiritus.** Knowledge of other planes, occult phenomena, and of energy and beings that are not native to our world.
- **Fortitude.** Stamina, endurance, ability to channel energies, withstand physical stress, and fight disease or toxins.
- **Influence.** The ability to persuade, intimidate, charm, or bribe others.
- **Kinesthetics.** The fine control of your body, including hand-eye coordination, manual dexterity, flexibility, marksmanship, and balance.
- **Lore.** A trained memory and the scholarly knowledge of history.
- **Militas.** Knowledge of strategy, tactics, and martial arts as well as the ability to assess opponents from for combat weaknesses and strengths.
- **Perception.** The ability to notice or sense things with your physical or supernatural senses.
- **Physicas.** Knowledge of how physical systems work, including astronomy, geology, meteorology, chemistry, and physics and the ability to build things that work or break things so they don't.
- **Stealth.** The ability to hide, to move unnoticed, or to find that which is hidden.



Combat Savvys

- **Armor Class (AC)** How well you defend against physical attacks. It represents your ability to deflect or withstand physical damage. It mthe quickness of your reflexes, the quality of your armor, and the impenetrability of your hide. imed. Your accuracy attacking targeting individuals
- **Area.** Your efficacy in targeting groups.
- **Damage.** How much damage you inflict with your attacks.
- **Halt.** How effectively you recover from debilitating conditions.
- **Initiative.** How quickly you can join the fight.
- **Jolt.** How much HP you gain from spending a power surge.
- **Magic Slots.** How many magic items you can carry.
- **Max HP.** The maximum amount of damage you can take before dying.
- **Melee.** The efficacy of your melee attacks.
- **Ranged.** The efficacy of your attacks made from a distance.
- **Recharge.** How efficiently you recharge your powers
- **Speed.** How quickly you move.
- **Surges.** How many surges you get when you spent an FP to gain surges.
- **Will.** How well you defend against mental attacks. It represents your ability to withstand mental attacks. It measures your will, self-discipline, and the psychic barriers around your mind.



Abilities

Your character's abilities define what they can do in a different way than savvys do. With savvy checks, you usually describe what you want to do in-game and the GM tells you what check would be appropriate. All checks work the same way.

But abilities are different.

Each ability has its own self-contained rules that explains how it works. With abilities, you declare explicitly what ability you intend to use, and then describe any checks needed (it'll say in its description), and then declare the result of the check. Your character's abilities will be different than other party members. You gain abilities through your class and themes.

List of Ability Types

Abilities can be split into six categories. Some of those have special keywords associated, certain features may apply when you use a power with one of those keywords.

Attacks can only be used on your turn in combat to target opponents. The attack keywords are *Attack*, *Basic Attack*, *Shove*, *Grapple*, and *Taunt*.

Reactions can only be used in combat when a triggering condition is met. Reaction keywords are *Reaction*, *Defend*, *Hide*, *Opportunity*, and *Shield*.

Utilities can be used in any mode. Utility keywords are *Utility*, *Move*, *Heal*, *Position*, and *Buff*.

Masteries can only be used in challenges and often result in Booms or Busts. Mastery keywords are *Mastery*, *Scenario*, *Recovery*, and *Ordering*.

Stances are states (conditions) that a character can adopt, usually by spending surges or AP. You can only adopt one stance at a time. Most stances have stance powers that can only be used while you are in the stance. You cannot sustain a stance while unconscious.

Rituals take a long time to do and can only be done out of combat. Your allies can help you conduct rituals by contributing resources toward the cost and/or by assisting with checks for the ritual. Everyone assisting you must be within 5 spaces of you, and each assistant must actively participate in the ritual for the entire time required to complete it. Your assistants don't need to meet any requirements to help you.

Discipline Keywords

In addition to damage and power type keywords, abilities can also have discipline keywords. These describe the way tradition from which the ability is derived. Some disciplines have default rules associated with them.

- **Alchemy** creates ephemeral substances, generally through rituals.
- **Bindings** involve communication and connections.
- **Charms** influence the subject's actions, thoughts, or emotions.
- **Creations** fabricate or conjure permanent items.
- **Divinations** predict the future and reveals knowledge.
- **Enchantments** confer temporary conditions or powers. They end immediately if the enchanter dies.
- **Evocations** creates or manipulates magical energies. Items or creatures created through evocation cannot be attacked except by Negation, nor are they affected by the environment. Evocations end immediately if the evoker dies.
- **Negation** destroys magic and protects from its effects.
- **Summonings** levies creatures from elsewhere to serve the summoner. The summoned creatures are allies. They have no actions or turns of their own. The summoner spends its own APs to command the creature. The summoner can do so only if he or she has line of effect to the creature. When commanding the creature, the summoner shares its knowledge but not its senses.
- **Transmutations** alter the physical form or characteristics.

Format

Abilities are described in a standard way, so that each bit of information is displayed in a particular way.

- **After.** Describes what happens after the duration ends. If there is no duration, it describes what happens after the result is resolved.
- **Before.** Describes what happens before the check or, if there is no check, before the result.
- **Check.** The bonuses you use for the ability's

check. On each dice, the value + bonus = roll. The number of rolls that meet or exceed the threshold is the Grade.

- **Cost.** The resources you need to spend in order to use the power.
- **Details:** Describes the what happens in a ritual.
- **Duration.** Describes a set length of time a ritual or utility power may last
- **Effect.** A condition imposed by the ability. If a grade is specified (e.g. Effect **1**) then the effect only applies if the check result is equal or higher than this grade.
- **Halt.** Describes when or under what conditions an effect ends.
- **Keywords.** Describes the type, source, discipline, and damage type.
- **Purpose.** A short, qualitative description of a ritual or stance.
- **Prereq.** You must have this in order to gain the power. If you lose it, you lose the power.
- **Recharge.** If you use the power, it is depleted until you roll this number or higher on a check.
- **Required.** You can only use the power while you meet the requirement (such as being bloodied or wielding a weapon). If you don't meet the requirement, you can have the power, you just can't use it.
- **Result.** Describes what the power does that depends on the check. If a grade is specified (e.g. Result **1**) then the result only applies if the check result is equal or higher than this grade.
- **Sustain.** Defines the requirements to continue an effect.
- **Target.** Who the power targets and the stat used as the threshold. If there is a check and no creature or location as the target, the target just includes the threshold.
- **Trigger.** You can only use the power if this happens first.

Challenges

A challenge is a complex situation in which the entire party makes a variety of checks in succession to determine the result of the encounter as a whole. To succeed in the challenge, the party has to pass a certain threshold—typically achieving a threshold number of successes before a maximum number of failures—using specific allowed savvies.

Order of Play

Declaration: The GM...

- Declares that a challenge is started.
- Defines the savvies allowed.
- Specifies the success condition. For example, a challenge might begin like the following.
- Calls for the players to roll for turn order.

You. “We’re going to search the city for the missing cacique.”

GM. “Okay, we’re going to do this as a challenge. You may use Analysis, Culturas, Deception, Discipline, Influence, and Perception. You have to get five booms before you get five Busts. Any questions? No? Roll for turn order.”

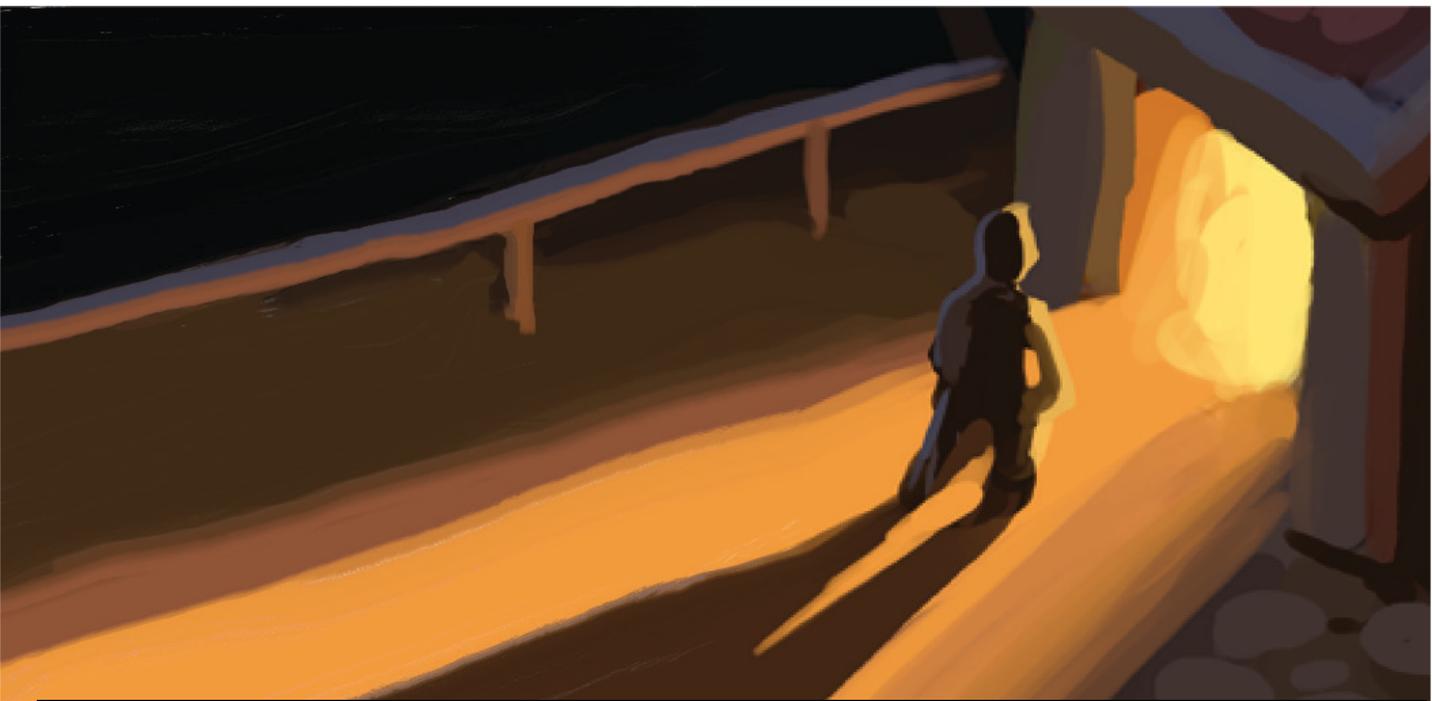
Turn Order: Every player rolls a die to determine turn order. Higher numbers go earlier in the order. Players should not add initiative bonuses to the turn order. If multiple players roll the same value, they may decide their order unless the GM says otherwise.

Turn Sequence

You may not skip or delay your turn unless an ability allows you to do so. On your turn you do the following:

1. **Use 1 Mastery.** You have to choose a mastery to use. Most masteries allow you to choose the skill or skills for the check. Masteries often result in Booms or Busts.
 - 1.a. Describe to the GM what it means in terms of roleplaying.
 - 1.2. Choose your skills to use and add modifiers to get your bonus for the check.
 - 1.3. Roll your dice pool and see whether you made to the grade of skill check you chose.
2. **May Use 1 Ritual or Utility power.** You don’t have to use a ritual or utility power, but you may if you can spend the cost to do so. You may do so either before or after using the mastery. Rituals or Utility powers won’t give you booms or busts, but may affect checks.

Outside of your turn, you can use triggered *Recovery* masteries.



A couple turns in a skill challenge might go as follows.

You: “I’m going to go to the tallest lookout tower in the fort and carefully watch the traffic around the city. I want to watch for signs of the Cacique or the kidnappers or something suspicious. I’m going to **Accept the Challenge** using Discipline + Perception.”

GM: “Sounds good. Roll it. The threshold is 12”

You: “I rolled 16, 14, 11 and 7.”

GM: Boom! You made it. Your team has four booms now. In the distance, something catches your eye. It looks like some ruffians carrying a luxurious tapestry into an abandoned warehouse, but the tapestry looks like it’s moving.”

Now, the GM may not always accept your description as matching the skill(s) you chose. If that’s the case, they may guide you to choices that better match what you’re trying to do. For example, in the next turn might go like this:

Player2: “Ugh, I’m horrible at all these skills, so I’m going to try to **Build Momentum**. How about I use Analysis to try to convince the guard that I’m part of their crew and sneak in to the warehouse.”

GM: “That would be more like Deception. Taking pity on you, I’ll also accept Influence for that.”

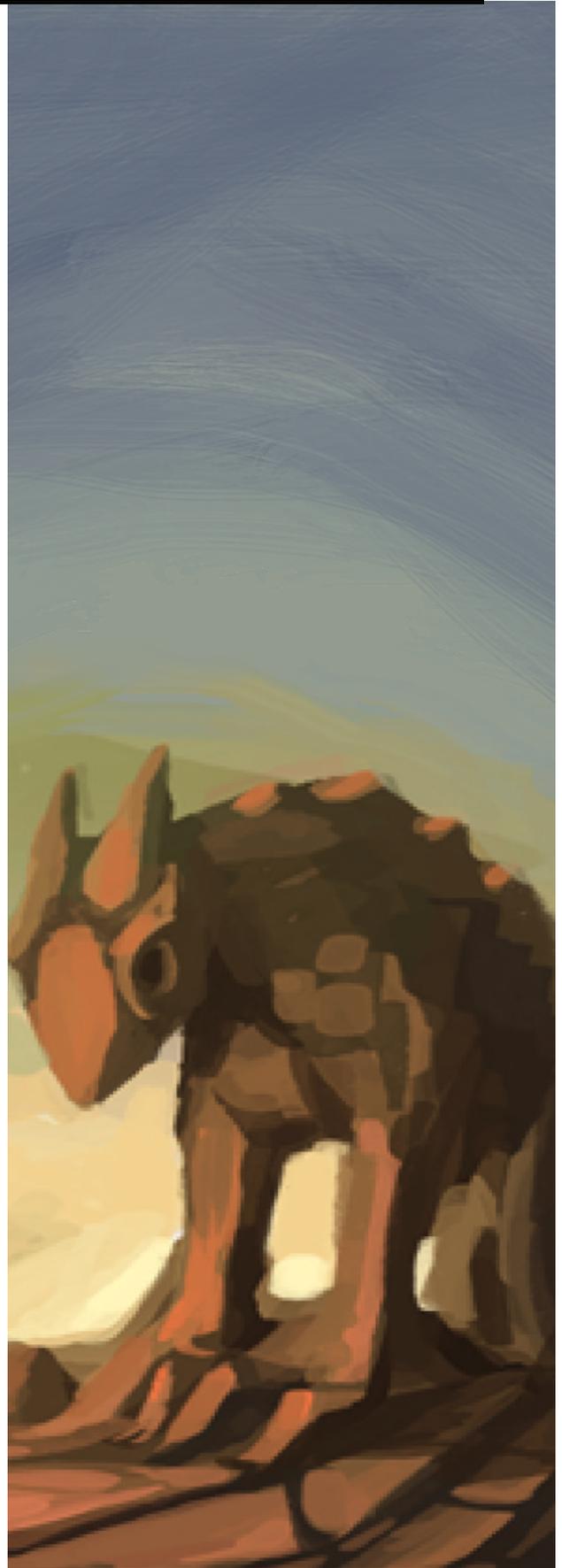
Player2: “I’m even worse at Deception and Influence! How about I try to convince the guard that our party is going to wipe the floor with them, and he’s better off running quietly. Would that be Analysis?”

GM: “I’ll accept it. Roll it.”

Player2: “Wow! I rolled a **3**! I should have tried to **Accept the Challenge**. A Medium result would have been the last boom we needed.”

GM: “Sorry, too late now to change it now. But you definitely made the Low so the next player has an easier check to make. The door guard looks at you nervously and scrambles to get out of the neighborhood. The warehouse looms before you and you hear a muffled voice deep within.”

Note: Although this is a basic framework, your GM may use a skill challenge variant in which the rules differ slightly. If this is the case, they will describe the rule variant when the challenge begins



Combat

Whether it's a beating back a few hungry wolves, proudly jousting in a tourney, or battling a would-be god to save the world, combat is a staple of roleplaying adventures. What makes combat different than skill challenges is its detailed handling of space (by use of the battle grid) and time (by use of APs).

The Combat Sequence

1. **Declare a Combat.** The GM decides when it's time to switch to combat mode.

GM. "The hairs on the back of your neck start to rise. Listening closely, you hear low snarls moments before you see a pack of white coyotes emerge from the fog. Their eyes look like black obsidian covered with gold dust. It's combat time!"

2. **Establish positions.** The GM decides where the combatants start on the battle grid, but may ask you to place yourselves.
3. **Determine initiative order.** The order of play is determined by initiative check, from highest to lowest. The PCs roll their initiative check (2d10) and the NPCs have pre-determined initiatives. The initiative order remains the same from round to round unless a character uses a power to change the order. PCs go before NPCs if they have the same initiative.
4. **Play in Rounds.** In initiative order, every combatant takes a turn. When all have taken a turn, the round ends and all characters may roll a recharge check for each depleted power. They may also spend fate points to reroll the recharge for all their depleted powers. Then a new round begins.
5. **End the encounter.** Play continues in rounds until the GM declares the end of the encounter (often when the NPCs on one side are captured, fleeing, unconscious, or dead, but the GM may decide on other criteria or may just decide not to drag out long fight). After the fight, the GM will award Fate Points. Players can choose to save them or convert them to power surges or recharge rolls.

Taking Turns

When your turn comes up in the initiative order, it's time for you to act.

The Start of Your Turn. If an effect or condition is described as happening or ending at the start of your turn, it always takes place, even if you're unconscious. You can also choose to delay your turn an arbitrary number of turns in the initiative order. If you do so, when your turn comes again, the conditions and effects that trigger at the start of your turn do not trigger again, they only trigger once per round. You may choose to delay your turn more than once.

Actions on Your Turn. During your turn, you may spend your APs on abilities and/or exchange one FP for Surges or APs.

The End of Your Turn. Like the start of your turn, if an effect or condition is described as happening or ending at the end of your turn, it always takes place, even if you're unconscious. In addition, the end of your turn is when you make halt checks against any condition on you that has a halt check. This happens whether or not you are conscious. You also roll to sustain any effect you initiated that has a sustain check. If you have more than one halt or sustain check to make, you may choose the order in which you make them.

Other Turns. You can take free actions at any time, and you may spend your APs on triggered powers if you satisfy the triggering condition. If a power does not have a triggering condition, you may only use it on your turn. You may also exchange FPs for recharge rolls.



Targeting

If you want to use a power on someone or something, you have to be able to target it. Mostly you'll want to target powers in combat encounters, but sometimes you'll want to target utility power or rituals outside of combat. The default target is always yourself, otherwise the power will specify who or what you can target with that power. In order to target something, your distance to them must be equal to or less than the power's reach and you must have Line of Effect to the target (or to the origin hex for a ranged area power).

Distance & Reach

- **Melee** powers target nearby creatures or items.
- **Ranged** powers target distant creatures or items.

You have a melee reach of one, so you can be in melee with creatures in an adjacent hex. Very small creatures might have a melee reach of zero, so they can only fight creatures in their own hex. Very large creatures may have a melee reach of two or more, allowing them to melee attack creatures several hexes away. Many powers specify the reach, especially if the power is a magic spell. If you use a weapon, you adopt the melee and ranged reach of your weapon. If you throw something, you have a default reach of 5 hexes.

The target's distance is the number of hexes away from you. If the target occupies more than one hex it can be targeted as long as at least one hex it occupies is within targeting distance. If a power targets the nearest creature and there are two equally near, feel free to pick either one as the nearest.

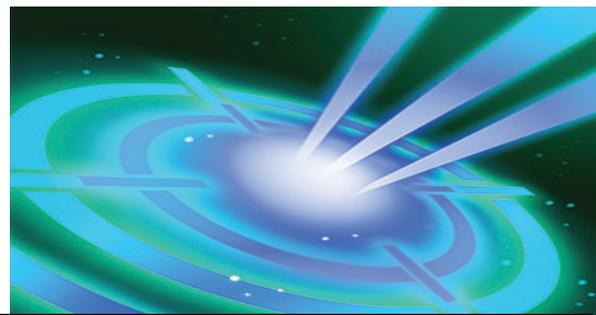
Line of Effect & Sight

Line of Effect. Pick a corner of your hex and trace a line from that corner to any part of the target's hex. If the line you drew doesn't hit anything on the way, then you have Line of Effect to it. On the other hand, you can't draw a line without it passing through an obstacle (wall, hillside, force field, etc.), then you can't use the power on the target—you lack line of effect. However, creatures don't block other creatures from line of effect—the line can pass through them.

Line of Sight. If that line you drew between the target and yourself doesn't have anything to block your vision, then you have Line of Sight to the target. However if the target is invisible or hidden, if there's an obstacle in the way, if the line passes through a hex with the Dim 5 terrain condition, or if you have the sense deprived condition, then you don't have line of sight.

Aimed & Area

- **Aimed** Powers target individuals and require Line of Sight to the target. If a target indicates only a reach or distance (e.g. "Melee Weapon" or "Ranged 15") or and doesn't include an area shape, then it's an aimed power.
- **Area** powers target an area and don't need Line of Sight. By default, your melee area powers don't target you, but your ranged area powers target you if you're in their area of effect. All area powers have a size, measured from an origin hex. For melee area powers, the origin hex is you. For ranged area powers, the origin hex is the a hex of your choice within the power's reach.
- **Burst.** An area that starts in an origin square and extends in all directions to a specified number of hexes from the origin, creating a hexagon around it.
- **Cone.** An area shaped like a triangle, with one of the corners of the triangle being the origin, and the size of the cone being the number of hexes from the origin along each side. (E.g. an equilateral triangle with sides of length size+1).
- **Ray.** An area shaped like a line. It starts in an origin hex and extends in one of the six cardinal direction for a number of hexes equal to the size of the ray.
- **Set.** A set is an area that starts at an origin hex and extends to an adjacent hex, from that hex to another adjacent hex, and so on. The size of the set is the number of hexes it occupies. If a set cannot cross or double back on itself.
- **Zone.** Defined by an initial Area shape, zones apply a condition to the terrain. The zone cannot be attacked or affected. If a zone's creator is slain, the zone ends. Zones of the same type don't stack.
- **Aura.** A type of zone centered on and moving with an individual, the originator. By default, its effects do not affect the originator. If the aura's creator falls unconscious, the aura disappears.



Attacking

Your ability to attack is measured by four possible combat savvies: Aimed, Area, Melee, and Ranged.

The Attack Sequence

1. **Describe your attack in game and mechanically.** A declaration should include the...

- Cost
- Name of the power
- Target(s)
- The check you'll make
- Power Discipline (if any)

2. The GM will tell you the threshold.

3. **Roll your dice pool and add the modifiers.** Declare the grade and read the results or effects of your power

4. **Describe the result in-game for added drama.**

So an attack sequence might go like this:

You: "I take a small poppet from my waist pouch, whispering Enrique's name three times. Then I cover it with a black cloth. I'm using three APs and a surge to cast a Sleep spell on Enrique, attacking his Will."

GM: "Okay, roll it. The threshold is 12."

You: "I rolled a... **3**, a High! Enrique's eyes slowly shut, and he starts to snore. He takes 12 Quietus damage and gains the Unconscious condition, Sustain check to keep it going. Woo hoo, he is out of the fight. Nobody touch him though, or he might wake up."

Situational Modifiers

The target gains a defense penalty if it has the **Distracted** or **Clumsy** conditions. The target gains a defense bonus if it has the **Concealed**, **Invisible**, or **Protected** conditions .

The attacker gains an attack bonus if you have **Combat Advantage**. The attacker takes an attack penalty if you have the **Restrained** condition, if you are making a Ranged attack to a target with the **Prone** condition, or if you are **Marked** and not attacking the creature that marked you.

Your attack may also be affected by the terrain conditions **Dim N**, **High**, **Shielding**, or **Windy**.

Combat Advantage

Characters with Combat Advantage gain a +1 bonus to their attack check. Combat advantage is relative. In any given pair of combatants, either, both, or neither might have combat advantage against the other. You gain combat advantage over another creature when it is **Dazed**, **Flanked** by you, **Restrained**, **Sense Deprived**, **Stunned**, **Unable to see you**, **Unaware of you**, **Unconscious**, or **Dying**.

Flanking. One way to gain combat advantage is for you and an ally to move to flanking positions adjacent to an enemy. To determine whether a target is flanked, count hexes around the perimeter of the target between attackers. A two hex distance between attackers is sufficient for flanking if the target size is medium. A large target requires a three hex distance and a huge target requires a four hex distance. Gargantuan targets require a five hex distance



Defending

Your ability to avoid injury and other ill effects is measured by two combat savvies, Armor Class (AC) and Will. Rarely, an attack may target other savvies.

The Defense Sequence

1. The GM describes in-game how a character is being attacked,
2. The GM declares the defense mechanically, telling you the target and threshold.
3. Roll your dice pool, add any modifiers, and determine the result. Declare the grade out loud.
4. The GM declares the NPC's results or effects.

So a defense roll might go like this:

GM: "The mushroom suddenly explodes in a mass of spores. Defend using AC. The threshold is 9."

You: "Let's see...16, 9, and 12. I got a **3**. I blow them away."

GM: "It is indeed a mighty blow. You only take 1 HP damage."

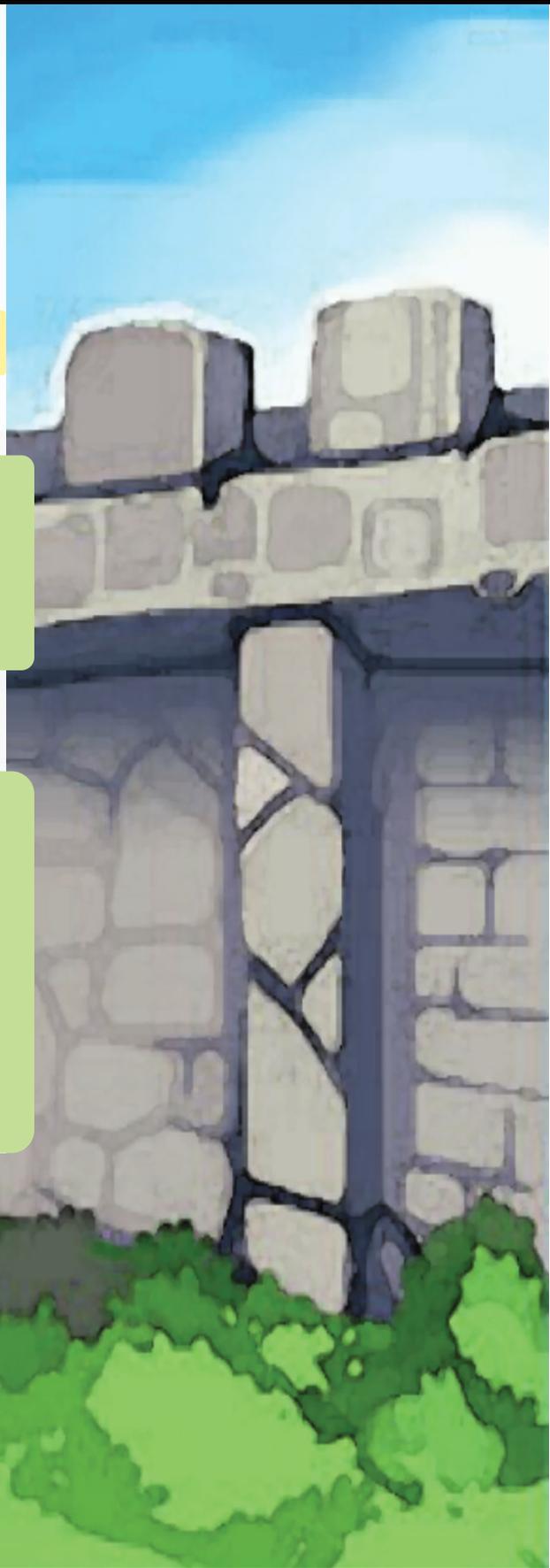
You may have a "Defend" power that you want to use. If so, declare it before you roll your dice pool. For example:

GM: "The mushroom suddenly explodes in a mass of spores. You breath in the spores. Defend using AC + Fortitude. The threshold is 9."

You: "I use a reaction for my 'Bastion of Defense' power. Let's see...16, 9, and 12. I got a **3**, so I'll resist 2 damage."

GM: "Most of the spores are blown back, but a few get through. They would have done 1 HP damage, but with your resistance, you don't take any of it."

You: "Puny Spores! My last poop was worse than your meager odor"



Damage, Healing, & Death

Damage is the amount a character subtracts from their current HP when hurt. A power may describe the amount of damage dealt directly. Some powers, however include a [W], which stands for your weapon's damage dice. The number before the [W] indicates the number of times you roll your weapon dice. E.g., if your weapon does 4 damage on a medium result, and the power says 3[W] on a medium hit, then the damage on a medium hit is 12.

If this puts you PC into a new condition (bloody, injured, etc.) declare it out loud in case a power is triggered by this. The GM will do the same for NPCs.

List of Damage Types

- **Air:** Invisible energy; wind or solid thought.
- **Bludgeoning:** blunt force physical trauma
- **Cold:** Ice crystals, arctic air, or frigid liquid.
- **Euphoria:** Effects that create ecstasy. Mindless creatures often have euphoria resistance.
- **Fear:** Effects that inspire terror and panic. Mindless creatures often have fear resistance.
- **Fire:** Explosive bursts, fiery rays, or simple ignition.
- **Electricity:** Lightning, static, and electric currents.
- **Madness:** Causes confusion and mental turmoil.
- **Necrosis:** Shadow energy that rots wood, rusts metal, disintegrates stone, and decays flesh.
- **Piercing:** sharp, targeted physical damage
- **Quietus:** Stills the mind and drains energy.
- **Radiance:** Searing white light or shimmering colors.
- **Sound:** Shock waves and sonic effects.
- **Toxin:** Destructive chemical substances: poisons, venoms, acids, bases.

Healing

Every character has a Max HP—the maximum amount of hit points they can have. They also have a current HP, which describes how many hit points they have at that moment. When they take damage, they subtract from their current HP. They heal by adding HP back to their current HP. They can heal up to their Max HP but can't exceed it.

Many healing spells allow characters to regain HP in units of a Jolt. A Jolt starts as $\frac{1}{4}$ of the character's MaxHP, although PCs can gain bonuses to their Jolt value.

Healthy, **Injured**, **Bloodied**, and **Maimed** are conditions that describe how many hit points a character has out of their Max HP. Some features have effects that key off of these conditions. A PC should consider getting healed when they're Injured (at or below $\frac{3}{4}$ HP).

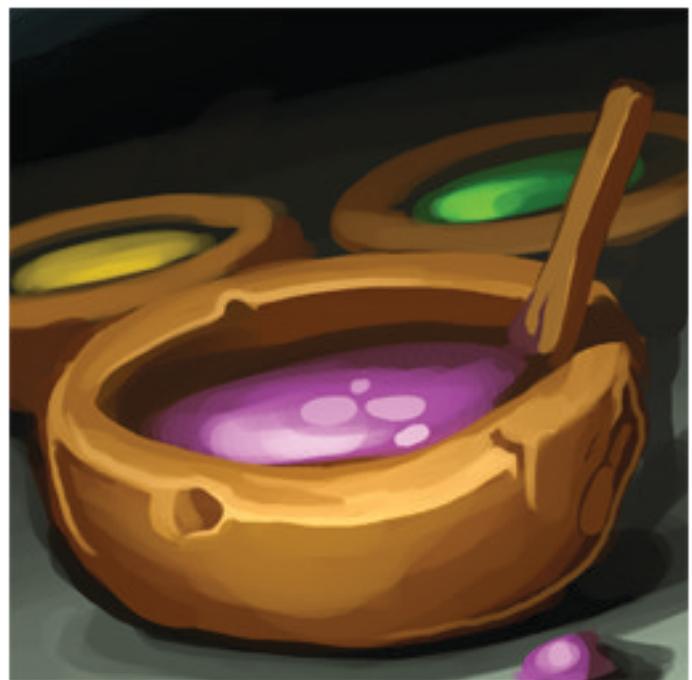
Situational Modifiers

If a creature has the **Insubstantial**, **Resistant**, **Vulnerable**, or **Weakened** condition, this affects the damage taken. The **Boosted**, **Regenerating**, or **Sickly** conditions affect a creature's healing.

Death

When your HPs drop to 0 or below, you are **Dying** and your HP becomes 0. Any healing causes you to lose the dying condition in addition to granting you HP. If you are dying and then takes damage, you become dead. Healing won't save you and you are out of the game unless someone has (or gains) the ability to revive you.

An NPC normally dies at 0 HP, but you can choose to render unconscious any NPC you drop to 0, without killing them.



Effects

Effects are states; they may apply to a creature (including PCs and NPCs), a terrain space, or an object. Some effects are unique to a specific ability. Those that are common enough to be identified by a keyword are called Conditions.

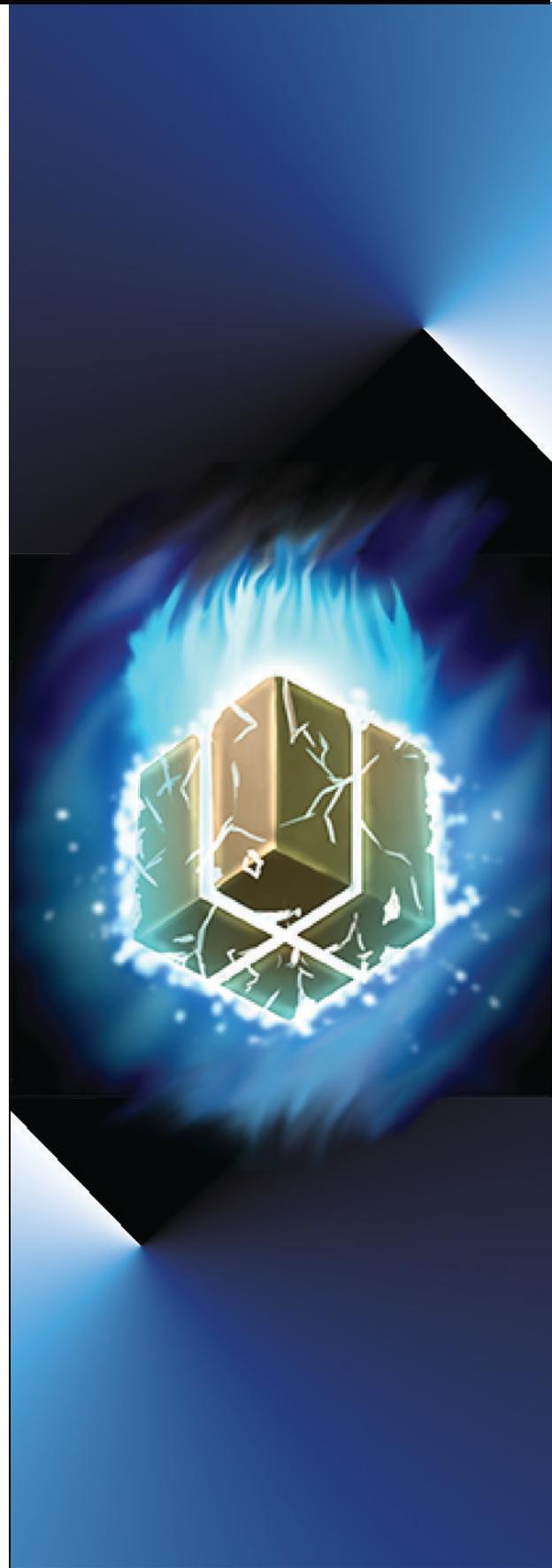
Durations

All effects have a specified duration. Identical effects never stack, and they apply concurrently. So if one power grants you the haste condition for a round, and another power cast in the same round grants you haste for two rounds, you are hasted for two rounds total, not three.

Timed. When effects last for a specific length of time, that length of time will be specified. For example, “Duration: 30 minutes” or “Duration: 8 hours.”

Halted. Some effects last until a halting condition is met, for example “Halt: Your next turn starts”, “Halt: the encounter ends” or “Halt: the Target is no longer bloodied.” Sometimes the condition lasts until you make a Halt check, e.g. “Halt (Check): Will 2 vs 10.” This translates to needing to make a Grade **2** Will check on a threshold of 10. If a power applies two separate conditions and says “Halt ends both”, then that means you only roll one halt check each turn to end both conditions together.

Sustained. Some conditions last for as long as the character who applied them can sustain them. You don’t need to sustain an effect in the same turn you use the power. However each subsequent round, you’ll need to sustain it in order to make the effect last an additional round. You can only sustain a power for one round at a time; you can’t “prepay” rounds. If you sustain a power that has a sustain cost out of combat, it can last for up to 5 minutes. In the ability’s description, it will either define a cost for each round it’s sustained e.g. “Sustain (Cost): 1 AP”, or require a check, e.g. “Sustain (Check)”.



Creature Conditions

Bloodied. You have half your max HP or less.

Boosted N. You gain an extra N HP for each surge you spend.

Charged. You gain a +1 to recharge rolls.

Clumsy. You take a -1 penalty to AC and Kinesthetics skill checks.

Concealed N. You gain a +N bonus to defense from Aimed attacks.

Dazed. You grant combat advantage and can't flank an enemy. Also, on your turn, you can spend 2 fewer AP. You can't take reactions or use FP.

Distracted. You take a -1 penalty to Will and to Discipline. Enemies can try to hide from you as if they had cover.

Dominated. You're dazed. The dominating creature chooses your action. The only powers it can make you use are at-will powers.

Dying. You're at 0 HP. You're unconscious. Lose this condition by getting healed.

Entangled. Slowed and can't shift

Faint. You take a -1 penalty to Fortitude and Athletics checks, and a -1 to your base speed.

Focused. You grant combat advantage.

Grabbed. You're immobilized. The grab automatically ends if the grabber is subjected to an effect that prevents it from taking actions, or if the creature ends up outside the range of the grabbing power or effect.

Hasted. Your gain a +2 bonus to your base speed for all movement modes and you gain one extra action for your turn.

Healthy. You have at least 3/4 of your max HP.

Immobilized. You can't move from your space, although you can teleport or be moved by a pull, a push, or a

slide.

Injured. You have less than 3/4 of your max HP.

Insubstantial. You take half damage from any attack that deals damage to you. Ongoing damage is also halved.

Invisible. All other targets treats you as if they're sense deprived in relation to you.

Lucky. You gain a +1 to all rolls.

Maimed. You have 1/4 of your max HP or less.

Marked. You take a -1 penalty to attack rolls for any attack that doesn't target the creature that marked you.

Ongoing N [Type] Damage. You take N damage each round at the start of your turn. If you have ongoing damage of different damage types, they are considered different conditions and the damage stacks..

Phasing. You ignore difficult terrain, and you can move through obstacles and other creatures but must end your movement in an unoccupied space.

Prone. lying down; falls if climbing or flying); is slowed; takes -2 penalty to att rolls; grants CA vs melee, but gains Protected condition vs ranged attacks that aren't adjacent

Polymorphed. Not in your native physical shape. You can only be affected by one polymorph at a time — the most recently cast one. A polymorph ends immediately on a creature that dies.

Protected N. You have a +N bonus to all defenses.

Regenerating N. You regain N HP per round at the start of your turn. Regeneration doesn't stack.

Resistant [Damage Type] N. Whenever you take damage of [Damage Type], subtract N from the

amount of damage you take. If you take damage that combines multiple damage types, then you must be resistant to all of them for the resistance to apply. If your resistance is greater than the damage, then you take no damage.

Restrained. You grant combat advantage. You're immobilized. You take a -1 penalty to attack rolls. You can't be forced to move by a pull, a push, or a slide, but can be teleported.

Sense Deprived. You grant combat advantage, can't flank, and take a -2 penalty to Perception checks. Also, your targets gain Concealed 5 from you.

Sickly N. When you use a surge to heal, subtract N from the total HP healed to determine how many HP you heal..

Slowed. Your base speed becomes 1. You can't use reactions.

Slippery. You gain +1 to save vs forced movement, restrained, and grabbed.

Stunned. You grant combat advantage and can't flank an enemy. Also you can't take actions, even no-cost actions.

Unconscious. You grant combat advantage, take a -5 penalty to all defenses, and can't take actions. You fall prone and can't flank an enemy.

Unlucky. You gain a -1 penalty to all rolls.

Vulnerable [Damage Type] N. Whenever you take damage of [Damage Type], you take an addition N damage. If the damage type is unstated, this applies every time you take damage. If you are vulnerable to multiple damage types, the vulnerability applies when you take at least one of those damage types.

Weakened. Your attacks deal half damage. Ongoing damage you deal is not affected.

Creatures

In Mestezia, “creatures” is a generic name for anything that can interact with the PCs. In combat mode, this specifically means that they can get APs, take turns, and can be enemies or allies.

Intelligence Keywords

- **Sapient.** Able to think and reason. Sapient creatures can use language, reason, and remember events. May have societies and complex culture.
- **Sentient.** Able to feel, have emotions. May develop simple associations, relationships, and simple culture
- **Mindless.** Unable to think or feel, Cannot be affected by purely mental damage types.

Habitat Keywords

- **Aerial.** Have a fly mode and spend much time flying.
- **Aquatic.** Have a swim mode and live in water.
- **Arboreal.** Have a climb mode and often live in trees.
- **Subterranean.** Have a burrow mode and live underground.



Creature Types

Animates are creatures that have a physical substance but do not intrinsically grow a living soul. They lack the normal functions of living, such as procreation and waste, and often mindless..

- **Constructs** are created out of non-living parts. They often require fuel of some sort to run. Examples include mechanical pets and animated weapons. They generally behave in predictable, predetermined ways and are incapable of creative thought. Engineering helps PCs understand how to fix or break a construct.
- **Elementals** arise when nonliving systems gain enough energy to give rise to emergent properties and complexity.. Each is tied to the system that produced them, whether that's a river or a dust storm. They generally have resistances and powers associated with their elements. Examples include salamanders and sewer sprites. Nature helps PCs locate and understand the elemental's system and how to affect it.
- **Lodgers** are created by artificially binding a (generally sentient) spirit to a constructed host body. The bond ties the spirit to the material body and provides it the energy to use the body, but requires significant energy to run. Generally lodgers slowly cannibalize their host body for the energy even when actively maintained. Examples include sentient swords and awakened golems. Arcana helps identify methods to cut the bond between the lodger's spirit and body, after which it can be treated as a fading spirit.
- **Oozes** are amorphous systems that have a normal energy source, such as a cloud system or algae, that is heightened. This extra energy allows it to move or develop complexity. Examples include carnivorous fog and swamp scumlings. Nature helps PCs locate and understand the ooze's system and how to affect it.
- **Undead** are reanimated bodies or parts of bodies, created when a ghost is bound to its corpse and given an energy source to power that bond that is normally cut in death. Unlike lodgers, true undead rarely have a single locus for the bond. Examples include mummies and skeletons.

Living creatures eat, breed, and live within the context of their habitats.

- **Aberrations** are unnatural and usually unique creatures that are not a normal part of the ecology. They may be specially modified by an

experimenting human or simply an accidental mutation.

- **Beasts** are usually animals, although they may sometimes be plants or fungi or something stranger. They have a role within their ecology.
- **Humanoids** include humans and others that share their sapience and general body shape.
- **Primordials** are immortals with specific theological roles. Although they have a material existence like other living creatures, they are created by gods and, like them, are constrained in some ways to fulfill specific duties.
- **Swarms** are composed of smaller components, such as rats or hornets, but when gathered in a group, they gain characteristics of a larger, more complex being. They usually have resistance to piercing and slashing damage.

Spirits generally have the insubstantial and phasing conditions. With enough power, they can sometimes mimic the physicality of living beings, but it's not an integral part of their being.

- **Ancestors** are spirits tied to groups of people, shaped by their ghosts of their relatives and the influence of the living and anchored to the family as a whole.
- **Ghosts** are the remnants of souls that used to be tied to living people. Often they fade over time if they don't travel to the spirit world, but sometimes they find a material anchor that allows them to remain.
- **Outsiders** are creatures that are native to the spirit world rather than the material world.
- **Incarnations** are the quintessence of a place, concept, or type of being, given power by the combined energy of the thing the incarnation represents. Sometimes they are worshiped as small gods.



Terrain

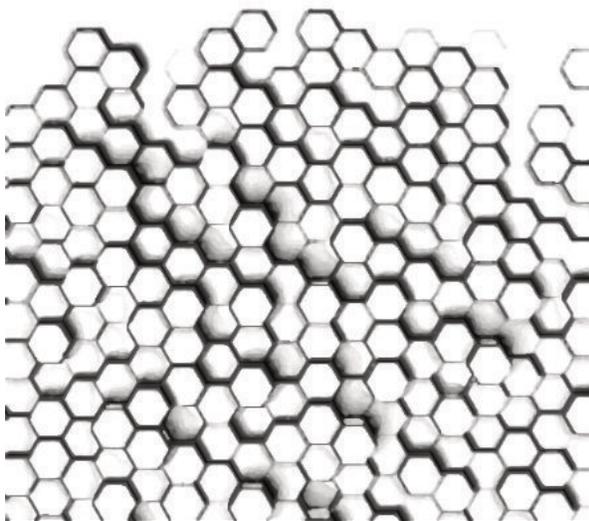
The Battle Grid

Combat takes place on a hexagonal grid, and a hex on the grid represents about a 5-foot diameter area in the game world. Your speed and movement is measured in terms of hexes on the battle grid. For example, a character with a speed of 6 can move up to 6 hexes (or 30 feet) on the battle grid using when they take step action.

A creature occupies the hex it is in. You can move through a hex occupied by an ally, but you can't move through an enemy's space. You can't end your turn in a space occupied by another creature.

Terrain Types

- **Above.** Air or Gaseous. Movement through it requires a Fly mode, otherwise the character falls.
- **Flat.** Normal ground, the default terrain type.
- **Liquid.** Generally water, but not always. Movement requires a Swim mode.
- **Solid.** Completely filled with earth, metal or other material—for example a wall or within the ground. Movement through it requires a Burrow mode, teleportation, or the phasing condition.
- **Vertical.** Characterized by vertical structures placed closely together, such as in a forest, narrow canyons, or urban towers. Creature may use a Climb or Fly mode to gain high ground. The tops of the structures are high ground, and may have different terrain keywords (such as obscuring) than the ground terrain. Any creature in the canopy can coexist in the same square as a creature on the ground in the same hex.



Terrain Conditions

- **Dim N:** Targets within or on the other side of a dim space gain the concealed N condition to characters not in a connected dim
- **Elemental (Damage Type) N:** creatures who enter or start their turn in Elemental terrain take N hit points of Damage Type damage
- **Eerie N:** creatures who enter eerie terrain must make a Will defense check. If they fail the check, they must treat it as Rough N terrain or use all their actions to move to towards the closest boundary of the Eerie terrain.
- **Empowering (type).** Creatures of the matching type (e.g. primal) who end their turn in an empowering spot gain an additional action at the end of their turn.
- **Entangling.** Creatures who enter entangling terrain must make a skill check. If they fail the check, they gain the entangled condition.
- **High.** creatures gain combat advantage if they attack from a spot with high terrain to a spot lacking high terrain.
- **Interior.** Interior terrain has ceilings, with the height measured in hexes..
- **Reactive.** Terrain which has the trapped condition has a triggered power.
- **Rough N.** Creatures must use N spots of speed to move each spot in Rough terrain. If you don't have enough movement remaining to enter a hex of rough terrain, you can't enter it.
- **Shielding N.** Creatures gain a the Protected N condition while in shielding terrain.
- **Slippery N.** Creatures must pass a skill check or gain the prone condition after they move. Characters gain a +1 bonus to forced movement if the target of the movement ends on a slippery spot.
- **Unstable.** Terrain which is unstable may change keywords or types based on a countdown.
- **Windy.** Creatures in a windy hex take -1 to perception. In addition, any ranged weapon attack that originates, passes through, or has the target in a windy hex takes a -2 penalty to the Attack roll.

Movement

Modes

Creatures have a base speed, this is the number of hexes they can move in combat by spending an action. You can generally do any of the movement types with any of the four movement modes described below.

- **Walk.** Your normal movement mode.
- **Shift.** Like walking, but you're moving slowly and carefully to avoid triggering opportunity attacks from the movement.
- **Burrow.** A creature with a burrow speed is able to tunnel through a solid surface
- **Climb.** A creature that has a climb speed simply moves along a solid surface as at its speed, ignoring rough terrain or verticality. Those without a climb speeds may make an Athletics + skill check to climb a surface. Failure means they fall or are unable to move forward. Easy or normal success mean they move with the slow condition. Difficult or Extraordinary success means they move forward at their speed.
- **Swim.** A creature that has a swim speed, moves at that speed through a liquid. Others need to make an Athletics + skill check to swim. Failure means they begin to sink. Easy or Normal success mean they tread or move with the slow condition. Difficult or Extraordinary success means they move forward at their speed.
- **Fly.** Requires a fly speed. A creature with a fly speed can take the step, run, shift, or charge action but uses its fly speed in place of its step speed. While flying, a creature can move straight up, straight down, or diagonally up or down. There is no additional cost for moving up or down. If a creature is knocked prone while it is flying, it safely descends its flying speed before taking any falling damage. The creature isn't actually prone until it lands and takes falling damage. A flying creature falls the instant it is stunned, unless it can hover. If a creature flies to a surface it can hold onto or rest on, the creature can land safely. If a creature has a specified altitude limit, the creature falls at the end of its turn if it is flying higher than that limit. For example, a creature that has an altitude limit of 2 falls at the end of its turn if it is flying higher than 2 hexes.
- **Skip.** You teleport from one space to another at your skip speed without occupying any of the intervening spaces.

Forced Movement

Forced movement describes when one character moves another. It does not provoke opportunity attacks and can't move a target into a space it couldn't enter by walking. Also, using forced movement to put an enemy in a zone or terrain condition can only affect them once per round per zone/terrain condition. There are four types of forced movement.

- **Pull.** When you pull a creature, each hex you move it must bring it nearer to you.
- **Push.** When you push a creature, each hex you move it must place it farther away from you.
- **Slide.** When you slide a creature, there's no restriction on the direction you can move it.
- **Levy.** You teleport a creature from another location without moving them through the intervening spaces.

Any forced movement that will cause massive damage or automatic death grants the target a save check to avoid the it. If the target succeeds, it instead falls prone at the edge of the hazard.

Falling

Some kinds of terrain present a unique danger: a precipitous drop. When you fall at least 10 feet, you take 1d4 damage per hex that you fall, and you land prone.

Teleportation.

Whether by Skipping, Levy, or Summoning, teleports have similar rules. The destination space must be unoccupied, big enough to fit the target creature, and the character casting the teleport(not necessarily the one being teleported) must have line of sight to it. If you have a condition because of your location, then the teleport removes it. Being immobilized or restrained doesn't prevent a target from teleporting.



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