TALES OF
FABLECRAFT
GAME SYSTEM

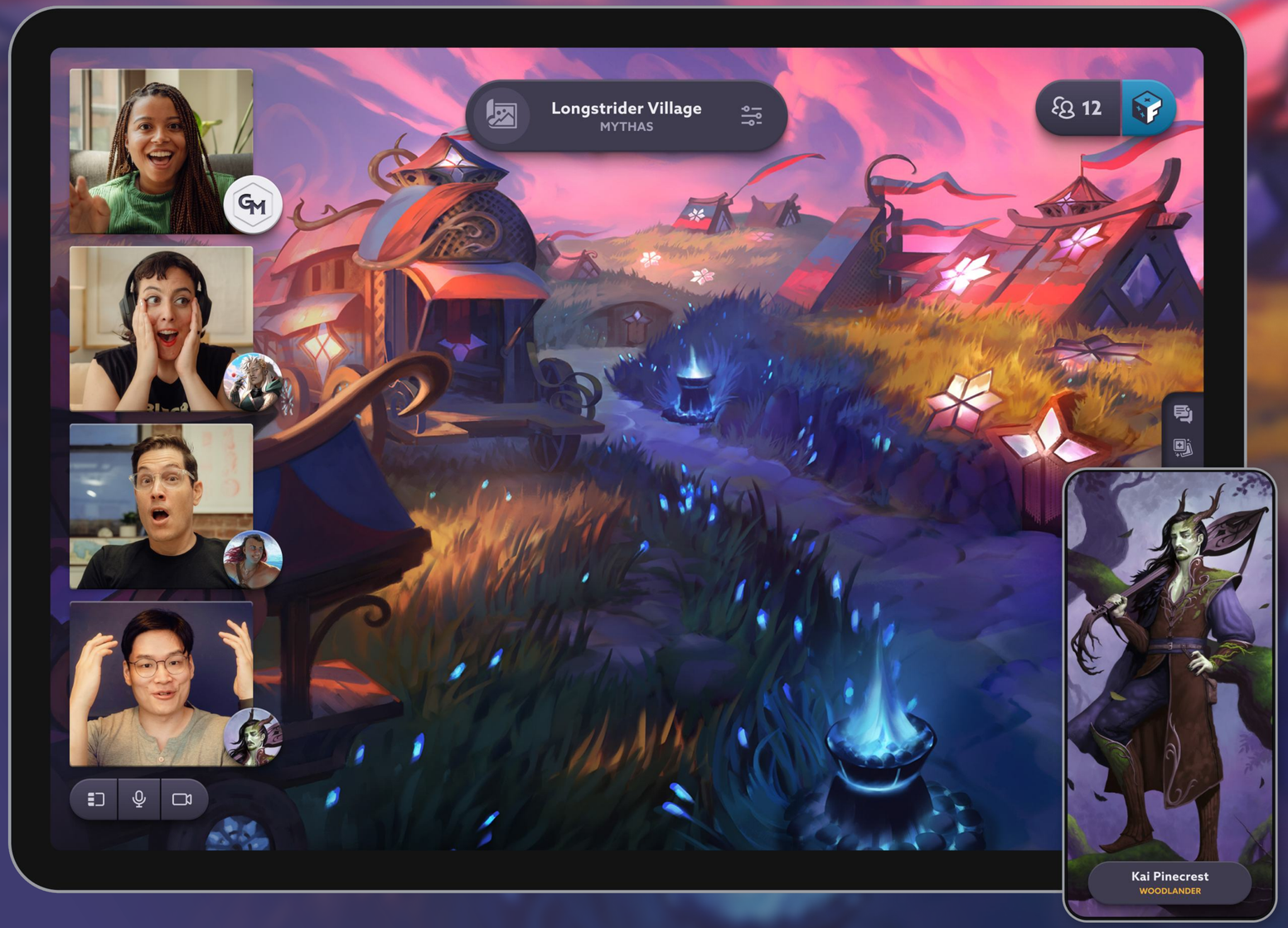
THE

PLATFORM

Fablecraft has been designed with its own, purpose-built digital platform, playable on any device with an internet connection. The digital nature of Fablecraft reduces a lot of the complexity you find in traditional TTRPGs, so players can get into a game quickly, and learn as they play.

The digital platform makes it easy to play Fablecraft remotely. Integrated video, audio, and text chat allows you to see and hear your friends without juggling multiple apps, while built-in digital artwork and music bring adventures to life on a shared player interface.

Here, we'll dive into the complexities of the Fablecraft game system, and look at the different aspects that shape player characters and NPCs.



THE FABLE DICE

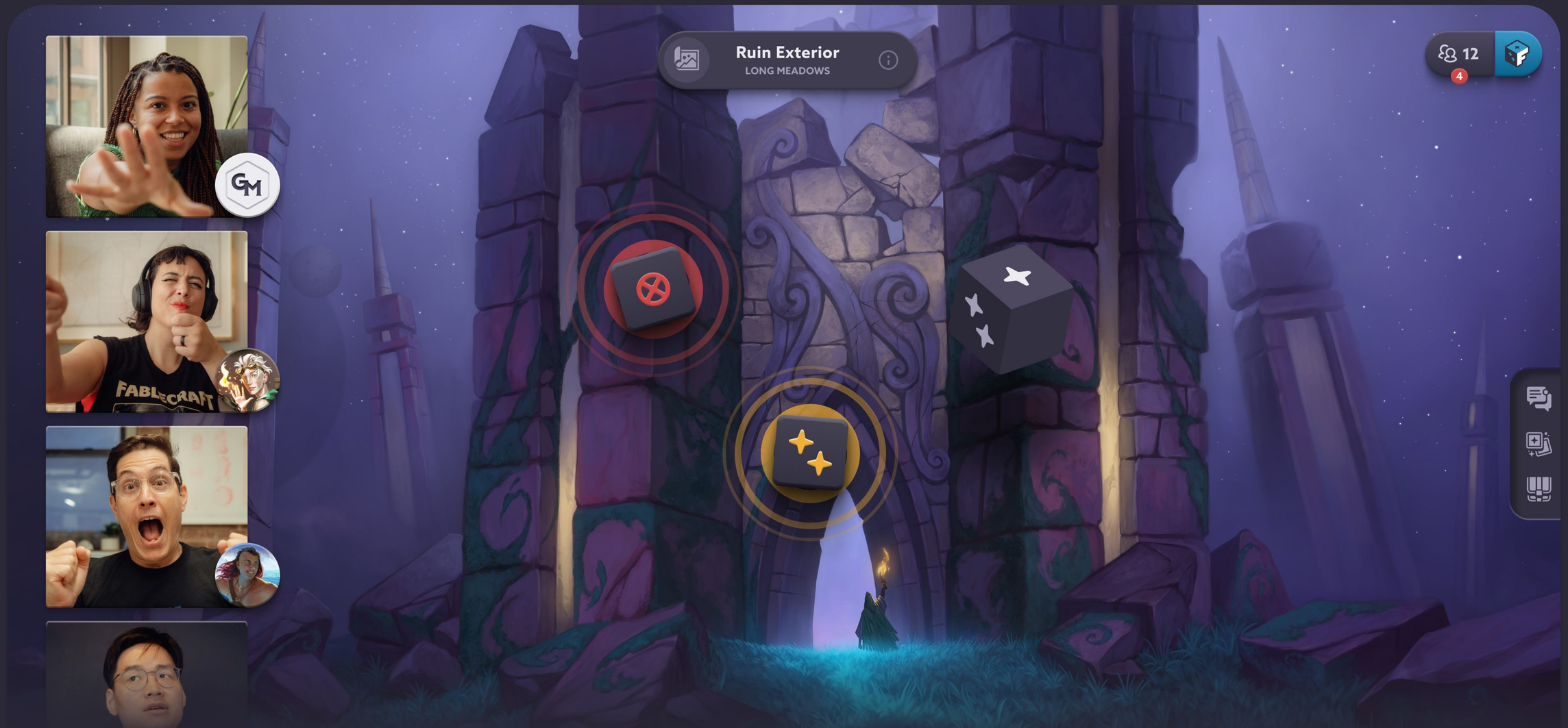
Fablecraft uses unique 6-sided dice called Fable Dice. The faces of each die evolve as a character levels up, so one Fable die may look different to the next.

Fable Dice are rolled in pools of 1-3 dice. The pips on each die are called 'sparks.' When players roll a pool of Fable dice, the total number of sparks determines whether or not they have been successful. 1 total spark equals success in a Normal task, 2 sparks for Difficult, and 3 for Impossible.

Players have one die in all basic skills, two dice in skills they're accomplished at, and three dice in the skill they're expert at. Skill aptitude is determined by a player's chosen class.

The six sides of a Fable Die feature a combination of the following faces:

+2 +1 0 -1

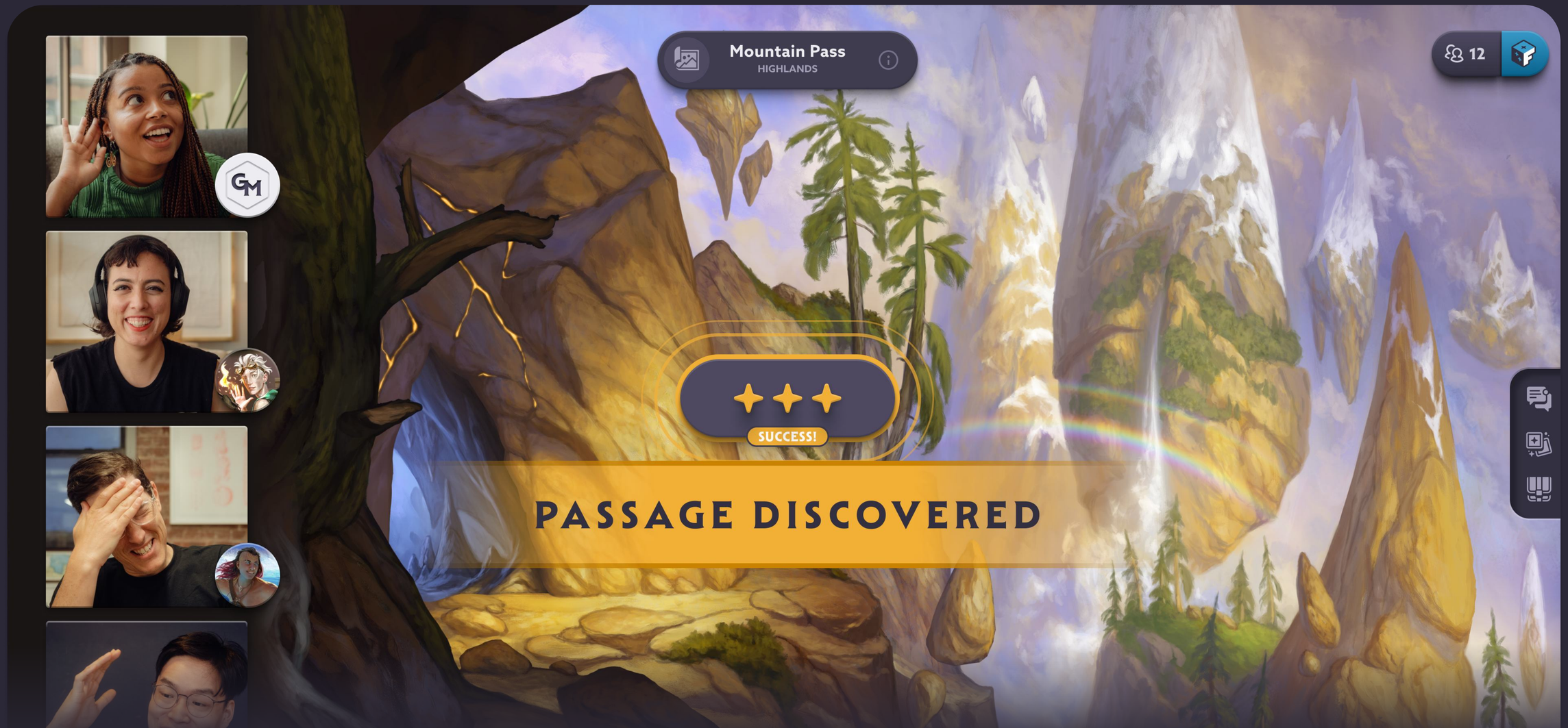


THE STORY SCENE

Players will spend much of their time in the 'Story Scene.' This is the place where the GM will guide you through the story, using artwork and music to bring your adventure to life.

When players encounter obstacles and want to perform an action, they must roll a skill check. Skill checks require a certain number of sparks to be successful. The GM can request a dice roll from players for a specific skill or story spell.

The GM should specify whether they want the roll to be Normal, Difficult, or Impossible. This will determine the number of sparks the player needs to roll.

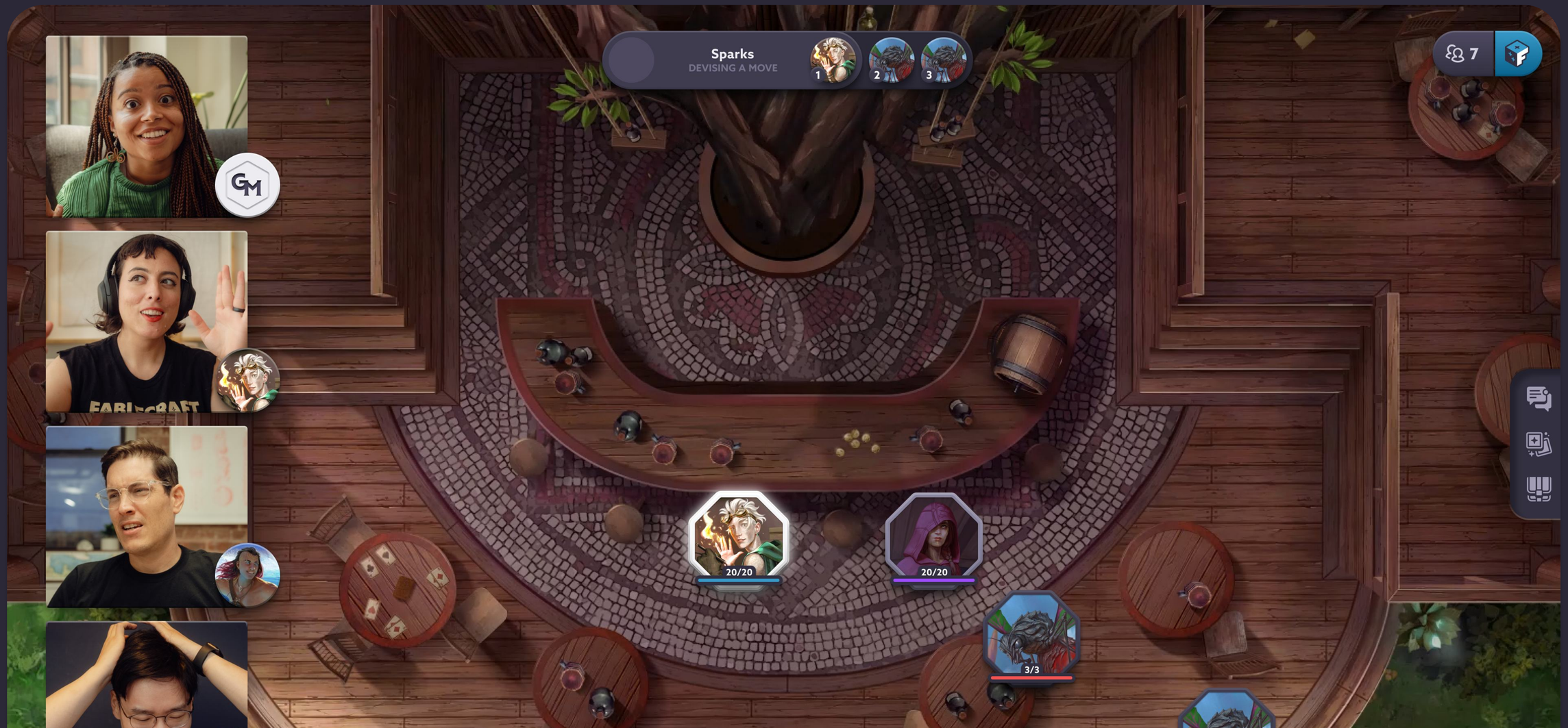


THE COMBAT SCENE

When it's time for combat, the GM will switch the scene to an interactive battlemap. Turn order is automatically assigned, but can be adjusted by the GM. Players control their own characters, plus any NPCs or creatures assigned to them. The GM controls everything else.

Players and GMs click and drop a token to move, and click on abilities to see their target area and area of effect. In Combat, any roll of 1 or higher is considered a hit. Damage is determined by two things: a creature's Power level, which acts as a multiplier, and the dice result.

The more sparks a player rolls, the harder they hit, and therefore the more damage they'll inflict. Some combat abilities have bonus effects if you roll 2+ sparks.



CHARACTER SKILLS & ABILITIES

Players take on the role of **MAGES**: Mythans who can wield the magic of the world better than most. Mages tend to discover their powers at random, and there's no clear reason why some are more adept at wielding magic than others.

Mages are rare enough that they will often become the talk of their hometown. Most choose to earn their living as traveling Mages – but whether or not they choose the path of the adventurer, adventure has a habit of finding them regardless.

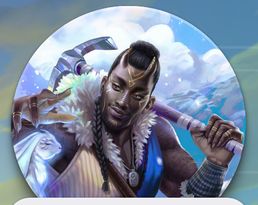
Three key elements determine a character's skills and spells: **HOMELAND**, **CLASS**, and **COMBAT STYLE**.

CHARACTER CREATION

HOMELAND

Mythans can look like any human from our world, but the moment they are born, they are infused with natural elements of their environment. As a result, an individual can look very different to their blood relatives.

A player's Homeland determines one spell in their arsenal – other than that, its influence is limited to appearance and culture. There are personality traits associated with people from different homelands, but much like star signs, there are exceptions to every rule.



HIGHLANDERS

FROM THE HIGHLANDS

TRAITS

Sturdy, strong, stubborn.

APPEARANCE

Rock-textured skin, small horns, metallic linework, gemstones, nose ridges.

SPELL

HARDY DISPOSITION

Harden like a rock to survive extreme conditions. Resist high or low temperatures and withstand impacts, crushes, and falls.

WAVECHASERS

FROM THE CORAL COASTS

TRAITS

Sociable, dramatic, extroverted.

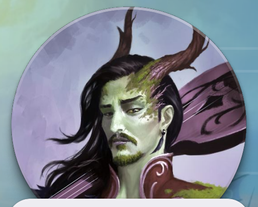
APPEARANCE

Tropical fish patterning on skin, mohawk hair, brightly colored eyes.

SPELL

WATER WALTZ

Grant the ability to walk across a single, continuous liquid surface. Sturdy boots are recommended when traversing toxic substances.



WOODLANDERS

FROM THE WILDWOODS

TRAITS

Careful, good listeners, can keep a secret.

APPEARANCE

Deer or moose antlers, green-tinted skin, wood grain textures on skin.

SPELL

WHISPER OF THE WOODS

Send a brief message to a friend via the root network of any plant. The better you know the recipient, the clearer the message will sound.

LONGSTRIDERS

FROM THE LONG MEADOWS

TRAITS

Nomadic, restless, inquisitive.

APPEARANCE

Blue facial gradient that reflects the sky under which they were born.

SPELL

CUSTOM CONSTELLATION

Conjure small stars that dance and weave at your command. They shine brightly enough to illuminate a small chamber or a nighttime pathway.

CHARACTER CREATION

CLASS

The Fablecraft Base Game has seven classes. Class determines a Mage's aptitude in specific skills as well as extra story spells. Players have one dice in all basic skills, two dice in trained skills, and three dice in their expert skill.

USING SPELLS
CHARGE

CHARGE HEALTH CASTING

Mages expend Charge to cast spells outside of combat. Charge cost is indicated by the ϟ symbol on each spell.

At 0 Charge, Mages become Spent, and roll with disadvantage until recharged. Getting KO'd when Spent is fatal.

When it's safe to rest, Mages can be recharged by the GM. A Quick Recharge restores 50% of a Mage's total Health and +1 Charge, and a Full Recharge fully restores Health and Charge.

GUARDIAN

THE MUSCLE

Guardians have strong morals and stronger fists. They're natural leaders, understand local laws, and believe in following rules – especially their own.

LVL 1 ✳ IMPRISON
Bind a defeated foe and magically transport them to an appropriate nearby authority.

LVL 2 ✳ SELF-CARE
Take a moment for yourself. Heal for half your total Health.

LVL 3 ✳ JUDGE
Sense whether an action is lawful or moral in the eyes of your current region.

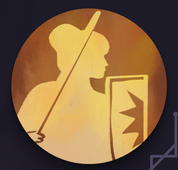
LVL 4 ✳ HINDSIGHT
Conjure a projected illusion of a location's recent history, like a magical surveillance tape.

LVL 5 ✳ COMBAT STANCE
Put yourself in a fighting mindset to use a Combat Ability outside of battle.

LVL 6 ✳ PUBLIC CONFESSION
Create a small, visible area in which only the truth may be spoken.

LVL 10 ✳ FEAT OF STRENGTH
Grant yourself temporary superhuman strength. Use responsibly.

EXPERTS IN
MIGHT



INVENTOR

THE MAKER

Inventors are highly resourceful, creating treasure from trash in a pinch. They're often noodling on something new, but its safety and reliability cannot be guaranteed.

LVL 1 ✳ TINKER

Fashion a handy object from whatever you have at hand. The result may not be pretty, but it'll get the job done.

LVL 2 ✳ SELF-CARE

Take a moment for yourself.
Heal for half your total Health.

LVL 3 ✳ APPRAISE

Touch any man-made object to learn its history, function, and value.

LVL 4 ✳ TUNNELING SONG

Carve and shape dirt and rock. Tunnel through a wall, break a boulder, or sculpt a basic likeness of a friend.

LVL 5 ✳ COMBAT STANCE

Put yourself in a fighting mindset to use a Combat Ability outside of battle.

LVL 6 ✳ SHARPEN ESSENCE

Enhance the natural function of a common item. Make a shovel that digs more quickly, or make a keg's ale extra tasty.

LVL 10 ✳ SAFE HAVEN

Create a small concealed area that can't be seen, heard, or smelled by passers-by, but can be discovered by touch.

EXPERTS IN

IMPROVISE

MERCHANT

THE DEALER

Merchants could sell rocks to a miner, and they'd negotiate a fine price too. They have an eye for a bargain, a nose for a deal, and a gut instinct for what their customer wants.

LVL 1 ✳ HEART'S DESIRE

Identify the thing that someone wants most. It might be material or emotional.

LVL 2 ✳ SELF-CARE

Take a moment for yourself.
Heal for half your total Health.

LVL 3 ✳ TRUST ME

Make a deal or proposition that sounds extremely fair and compelling to those who hear it.

LVL 4 ✳ APPRAISE

Touch any man-made object to learn its history, function, and value.

LVL 5 ✳ COMBAT STANCE

Put yourself in a fighting mindset to use a Combat Ability outside of battle.

LVL 6 ✳ SOCIAL CHAMELEON

Emulate the behaviors and habits of a person or group to look as though you belong in their circle.

LVL 10 ✳ GROUP CHAT

Connect the minds of a few friends to allow for telepathic communication over a short distance.

EXPERTS IN

EMPATHY

NATURALIST

THE CULTIVATOR

Naturalists nurture the wilderness around them, and some prefer plants and animals to people. They can communicate with the natural world and bring harmony where needed.

LVL 1 ✳ SPEAK TO NATURE

Communicate with plants and animals to glean information. They are under no obligation to be friendly or helpful.

LVL 2 ✳ SELF-CARE

Take a moment for yourself.
Heal for half your total Health.

LVL 3 ✳ TEND THE FLOCK

Restore any living thing to full health. Expel basic poisons and cure common diseases.

LVL 4 ✳ HARMONIZE

Restore balance to a small natural area. Calm a tempestuous river, pacify hostile creatures, or enrich barren ground.

LVL 5 ✳ COMBAT STANCE

Put yourself in a fighting mindset to use a Combat Ability outside of battle.

LVL 6 ✳ FAST FRIENDS

Instantly bond with another person. If you treat them poorly, they may sense the enchantment.

LVL 10 ✳ ROUSING WORD

Channel your magic into a plant, natural object, or element, allowing it to animate and temporarily assist you.

EXPERTS IN

NATURE

PERFORMER

THE TALENT

Performers are natural attention-seekers, drawing the spotlight to create a distraction or entertain a crowd. They can usually win over even the most discerning audiences.

LVL 1 ✳ CENTER OF ATTENTION

Bind a defeated foe and magically transport them to an appropriate nearby authority.

LVL 2 ✳ SELF-CARE

Take a moment for yourself.
Heal for half your total Health.

LVL 3 ✳ FAST FRIENDS

Instantly bond with another person. If you treat them poorly, they may sense the enchantment.

LVL 4 ✳ ACT THE PART

Mimic the personality, voice, and mannerisms of anyone you've ever met.

LVL 5 ✳ COMBAT STANCE

Put yourself in a fighting mindset to use a Combat Ability outside of battle.

LVL 6 ✳ SOCIAL CHAMELEON

Emulate the behaviors and habits of a person or group to look as though you belong in their circle.

LVL 10 ✳ GLIDE

Ride the breeze to float purposefully and land gently.

EXPERTS IN

CHARM

ROGUE

THE TROUBLEMAKER

Rogues are naturally stealthy and have a knack for avoiding the consequences of their actions. They're a useful addition to any adventuring party, provided they can behave.

LVL 1 ✳ SKULDUGGERY

Make your suspicious or morally ambiguous behavior seem on the level.

LVL 2 ✳ SELF-CARE

Take a moment for yourself.
Heal for half your total Health.

LVL 3 ✳ CAT WALK

Become as light and nimble as a cat.
Handy for balancing, landing on your feet, and squeezing into cardboard boxes.

LVL 4 ✳ CASE THE JOINT

Gain information about a location within sight.
Sense a room's layout, guards, or secret doors and passages.

LVL 5 ✳ COMBAT STANCE

Put yourself in a fighting mindset to use a Combat Ability outside of battle.

LVL 6 ✳ HIDE IN PLAIN SIGHT

Conceal yourself without cover. You can move slowly, but may be revealed by sudden movement, noise, smell, or touch.

LVL 10 ✳ ACT THE PART

Mimic the personality, voice and mannerisms of anyone you've ever met.

EXPERTS IN

AGILITY

SAGE

THE BRAINS

Sages have a bounty of knowledge that they're keen to share. They are good at identifying objects and relics, producing random facts, and being aggressively condescending.

LVL 1 ✳ CONDESCEND

Rant about the minute details of a subject until your target agrees with your point, and regrets any words to the contrary.

LVL 2 ✳ SELF-CARE

Take a moment for yourself.
Heal for half your total Health.

LVL 3 ✳ SENSE MAGIC

Touch something to determine the kinds of magic present.

LVL 4 ✳ SHARPEN ESSENCE

Enhance the natural function of a common item. Make a shovel that digs more quickly, or make a keg's ale extra tasty.

LVL 5 ✳ COMBAT STANCE

Put yourself in a fighting mindset to use a Combat Ability outside of battle.

LVL 6 ✳ LIVING LIBRARY

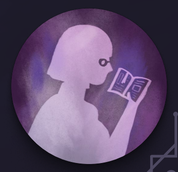
Browse the shelves of your mind palace to recall a piece of information from any book you've ever read.

LVL 10 ✳ DIAGNOSTICATE

Understand the workings, origins, and effects of a spell or enchantment you have witnessed.

EXPERTS IN

ACADEMICS



CHARACTER CREATION

SKILLS

Once players have chosen their Homeland and Class, they can customize their skills to make their character even more unique. Players can add an extra dice to 2 additional skills, giving them 2 dice to roll for those selected skills. They roll 1 dice for unskilled Skill Checks. More dice = more chance of a successful roll.

FULL SKILL LIST

Academics ◇ Agility ◇ Charm

Culture ◇ Empathy ◇ Improvise ◇ Might

Nature ◇ Perception ◇ Spellcraft

CHARACTER CREATION

COMBAT STYLES

Spellcasting normally requires focus, but when a Mage finds themselves in a fight or flight situation, they must use magic reflexively. In combat, they attune to one of three kinds of magic to attack an enemy: radiant magic, elemental magic, or gravitational magic.

As your character levels up, your power and number of Combat Dice will increase. You can mix and match Combat Styles to create your perfect build, unlocking new Abilities as well as special moves like Openers (extra moves before your main attack) and Talents (passive buffs). You can view and equip Combat Abilities from your in-game character sheet.

RADIANT

As the only healers, Radiants play a vital role in battle. They channel the light within to heal and harm in a single strike, draining enemy health to restore their allies.

REKINDLE THE LIGHT WITHIN, OR EXTINGUISH IT ENTIRELY.

LEVEL 1

LIFE SIPHON

Drain your foe's health to restore your own.

MELEE

Deal 6 Damage
Restore 3 Health to yourself

RADIANT BEAM

A ray of light that harms or heals those in its path.

RANGED 5

In a single line, deal 5 Damage to foes and restore 3 Health to allies

WELLSPRING OF LIGHT

Fill an ally with healing light that harms surrounding enemies.

SPECIAL RANGED 3

Restore 12 Health to an ally
Deal 8 Damage to their adjacent foes

Roll ✦✦ to deal 50% more Damage and Healing

COOLDOWN 2

Note: The Damage and Healing amounts shown above will vary based on character power and roll results.

GRAVIMANCER

Gravimancers are well-suited to running headfirst into danger. They're the tanks of combat, using gravitational force to leap, smash, and hinder enemy movement.

GRAVITY IS A FORCE TO BE RECKONED WITH.

LEVEL 1

GROUNDED

Smash your enemy into the ground.

MELEE

Deal 6 Damage
Restore 3 Health to yourself

METEOR LEAP

Defy gravity with a jump, then crash down.

SPECIAL RANGED 2

Leap forward
Deal 5 Damage to adjacent foes
Inflict Slow to adjacent foes

Roll ✦✦ to deal 50% more Damage

COOLDOWN 2

GRAVITY SPEAR

Skewer your enemies with pure force.

RANGED 2

Deal 5 Damage in a line
Gain 3 Shields

Note: The Damage and Healing amounts shown above will vary based on character power and roll results.

ELEMENTALIST

Elementalists can rain fire down on foes or shoot spears of ice. They're best positioned at the edge of the action, launching attacks that foes won't see coming.

RUN HOT OR RUN COLD, BUT NEVER RUN AWAY.

LEVEL 1

CRYSTALIZE

Shatter your opponent's defenses with a frosty touch.

MELEE

Deal 6 Damage
Inflict Vulnerable
Target takes 50% more Damage

COLD-FIRE LANCE

Weave fire and ice into a deadly spike.

SPECIAL RANGED 5

Deal 8 Damage

Roll ✦✦ to inflict Slow
Target takes -1 Movement
Roll ✦✦✦ to inflict Vulnerable
Target takes 50% more Damage

COOLDOWN 2

FIREBALL

Engulf a group of foes in a ball of flame.

RANGED 4

Deal 5 Damage in an explosion

Note: The Damage and Healing amounts shown above will vary based on character power and roll results.

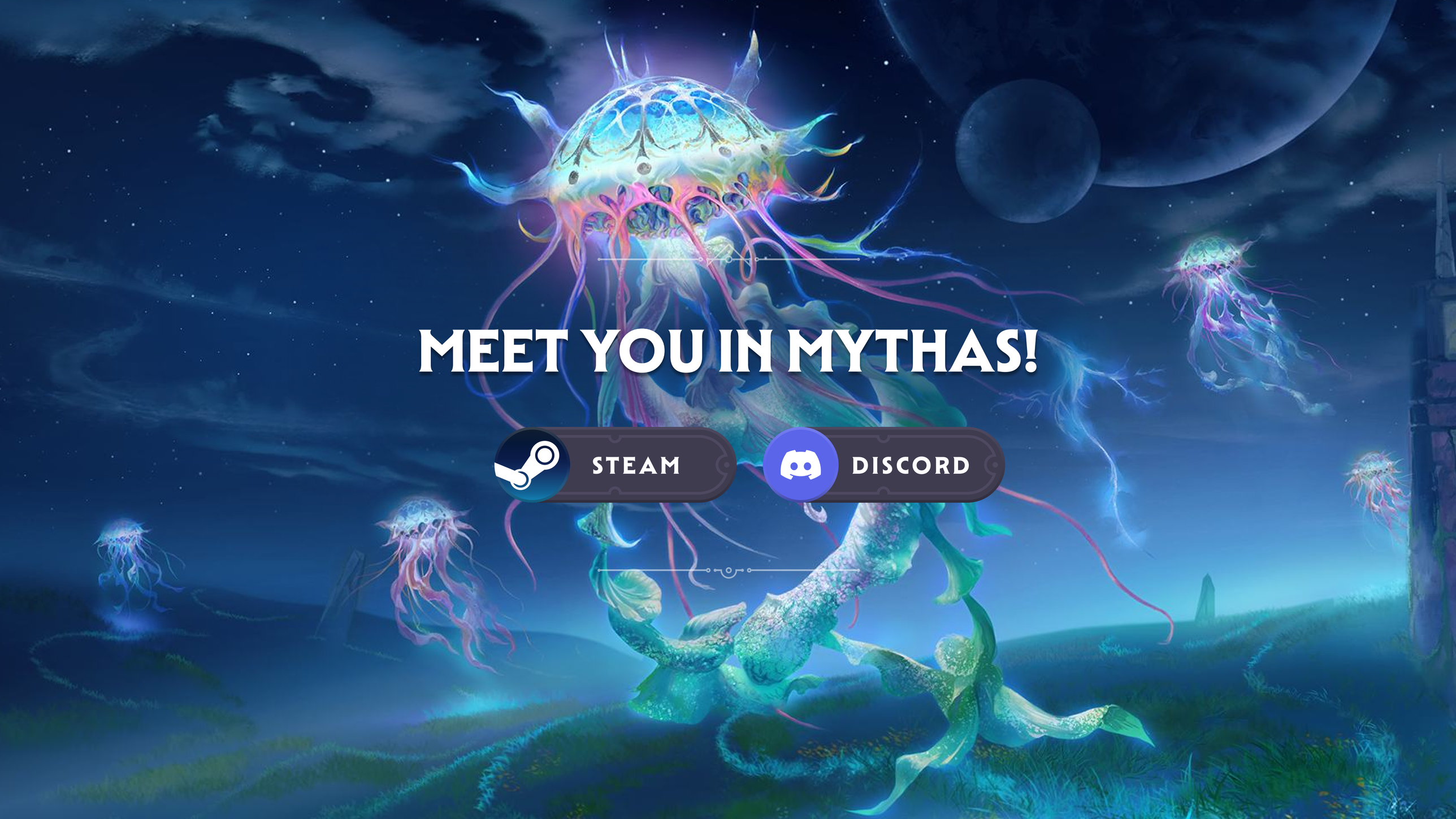
THE ADVENTURE IS JUST BEGINNING . . .

Fablecraft is available now in Early Access on Steam, and there is so much more to come!

✓ Customizable Battlemaps
✓ Homebrew NPCs
✓ Homebrew Inventory
✓ Tablet Support
✓ Brand New Adventures
✓ Monsters, Magic, Mayhem, and More!

View our full roadmap and download the game at bit.ly/fablecraftgame

Calidonna Stonefort
BRIAN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