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# FABLECRAFT

GAME SYSTEM

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# 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.





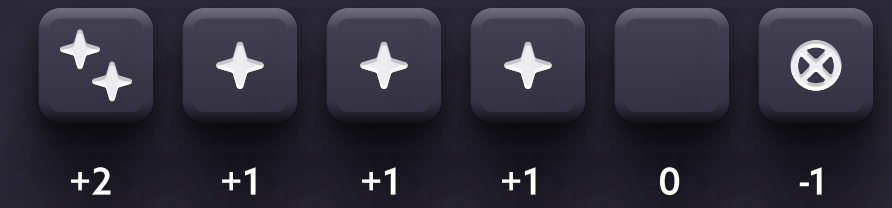
# THE FABLE DICE

Fablecraft uses unique 6-sided dice called Fable Dice. These digital dice can be customized with beautiful dice skins, and the dice faces evolve as characters level up.

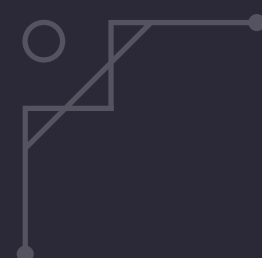
Fable Dice are rolled in pools of 1-3 dice. The pips on each die are called 'sparks.' When players roll a pool of Fable dice, the total number of sparks determines whether or not they have been successful. 1 total spark equals success in an easy task, 2 sparks for challenging, and 3 for difficult.

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 and skills.

The six sides of a Fable Die:





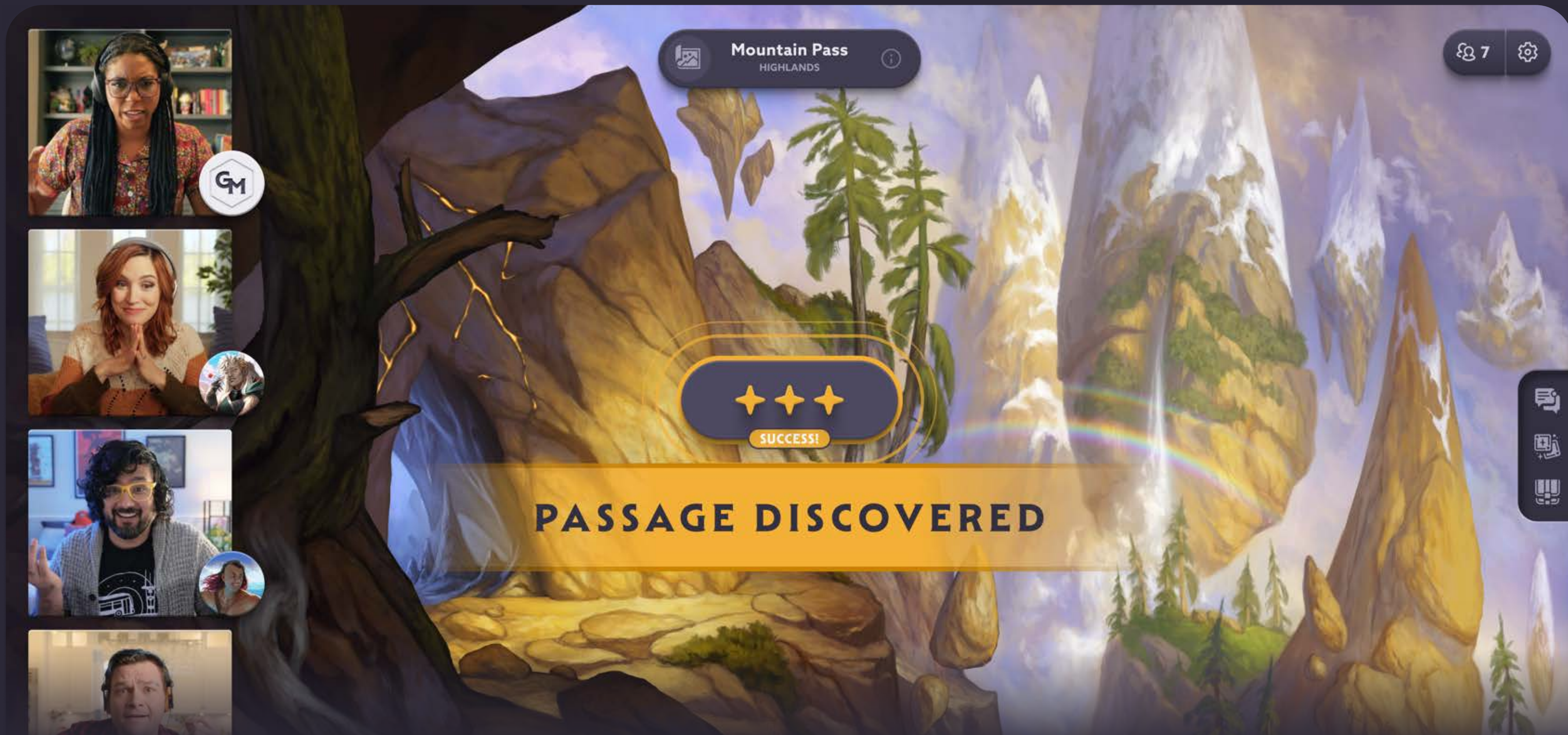


# THE STORY SCENE

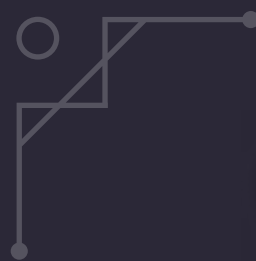
Players will spend much of their time in the 'Story Scene.' This is the place where the GM will guide you through the story, using artwork and music to bring your adventure to life.

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 Easy, Challenging, or Difficult. 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 battlemat. Turn order is automatically assigned. The GM controls all creatures, monsters, and NPCs, and players control their own character.

Players click and drop their token to move, and click on abilities to see their target area and area of effect. It works the same way on the GM side, too. In Combat, any roll of 1 or higher is considered a hit.

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.**

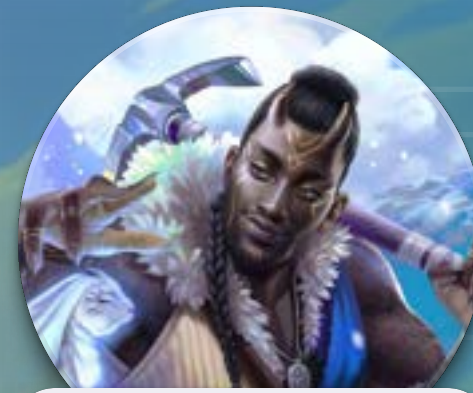


## CHARACTER CREATION

# 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

### GRAVITIC CLIMB

Enchant someone so they may grip any surface to scale smooth walls and ceilings.



WAVECHASERS

FROM THE CORAL COASTS

TRAITS

Sociable, dramatic, extroverted.

APPEARANCE

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

SPELL

### WATER BREATHING

Enchant someone to be able to breathe underwater.



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

### HEART OF THE FOREST

Attune to the vibration of the Heart Tree to detect danger in the forest.



LONGSTRIDERS

FROM THE LONG MEADOWS

TRAITS

Nomadic, restless, inquisitive.

APPEARANCE

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

SPELL

### CONSTRUCT WAYPOINT

Build two waypoints and easily travel between them.



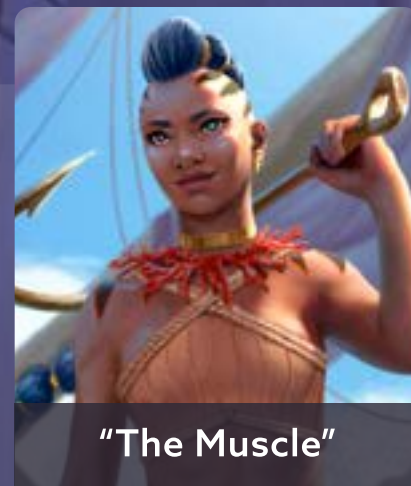
# CHARACTER CREATION

## CLASS

The Fablecraft Base Game will launch with four classes, and we may unlock two more (Performer and Inventor) as stretch goals. 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.

### GUARDIAN

Experts in Might. They have a sturdy moral compass, can understand local laws, and they have the unique ability to imprison foes.



"The Muscle"

#### SPELLS

##### HINDSIGHT

Enchant any object to see a projected view of its recent history.

##### IMPRISON

Bind a defeated foe and magically transport them to the authority of your choice.

##### JUDGE

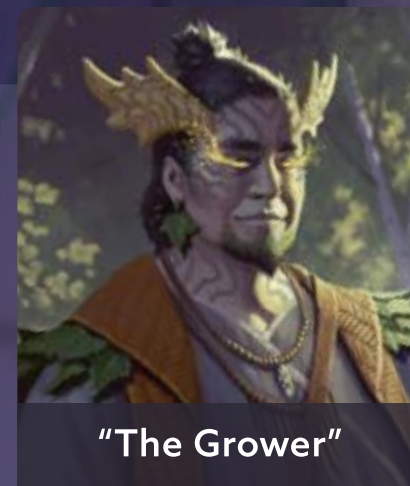
Sense whether a behavior adheres to the rules/laws of the region you're in so you can enjoy the fun of policing those around you.

#### SKILLS

MIGHT	CULTURE	EMPATHY
★★★ Expert	★★☆ Trained	★★☆ Trained
3 Dice Roll	2 Dice Roll	2 Dice Roll

### NATURALIST

Experts in Nature. They can speak to the flora and fauna around them, rebalance turbulent environments, and heal party members.



"The Grower"

#### SPELLS

##### SPEAK TO NATURE

Have a simple conversation with a plant or animal.

##### TEND THE FLOCK

Heal any living thing back to health, expel most poisons and cure common diseases.

##### HARMONIZE

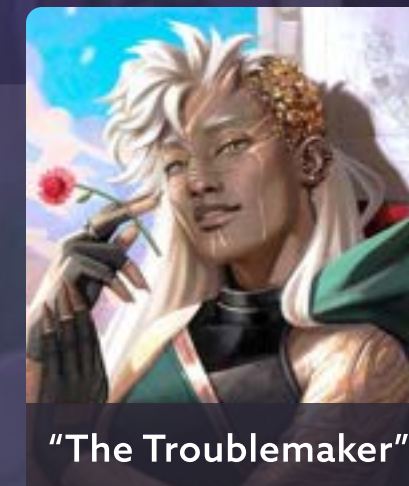
Repair small natural imbalances, e.g. calm a tempestuous river, pacify a hostile creature.

#### SKILLS

NATURE	SPELLCRAFT	EMPATHY
★★★ Expert	★★☆ Trained	★★☆ Trained
3 Dice Roll	2 Dice Roll	2 Dice Roll

### ROGUE

Experts in Agility. They are naturally stealthy, graceful, and good at completing morally ambiguous task.



"The Troublemaker"

#### SPELLS

##### CASE THE JOINT

Gain knowledge about a location in sight, e.g. layout of a room.

##### CATWALK

Become as light and nimble as a cat.

##### HIDE IN PLAIN SIGHT

Conceal yourself without cover as long as you stay motionless.

#### SKILLS

AGILITY	ACROBATICS	MIGHT
★★★ Expert	★★☆ Trained	★★☆ Trained
3 Dice Roll	2 Dice Roll	2 Dice Roll

### SAGE

Experts in Academics. Their bounty of knowledge makes them good at detecting magic, identifying objects, and slaying at tavern trivia night.



"The Knower"

#### SPELLS

##### CONDESCENSION

Discuss a topic until you convince others of your superior intellect.

##### DETECT MAGIC

Touch an object, person or place to determine the kinds of magic present.

##### APPRAISE

Touch any man-made object to learn its history.

#### SKILLS

ACADEMICS	SPELLCRAFT	IMPROVISE
★★★ Expert	★★☆ Trained	★★☆ Trained
3 Dice Roll	2 Dice Roll	2 Dice Roll



## 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 ♦ Charms  
Culture ♦ Empathy ♦ Improvise ♦ Might  
Nature ♦ Perception ♦ Spellcraft





# 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.



## ◇ RADIANT ◇

REKINDLE THE LIGHT WITHIN, OR EXTINGUISH IT ENTIRELY.

The Radiant can manipulate the life force that flows within, channeling light to harm enemies and heal allies. They are a healer at heart, but will not hesitate to drain the life of a foe to replenish the health of their companions.

### COMBAT ABILITIES

#### INVIGORATING BASH MELEE ATTACK

Deal damage to your enemy and restore your own health.

#### RADIANT BEAM RANGED ATTACK

A beam of light pierces foes and rejuvenates allies.

#### WELLSPRING OF LIGHT RANGED ATTACK

Healing light bursts from an ally and harms adjacent enemies.



## ◇ ELEMENTALIST ◇

RUN HOT OR RUN COLD, BUT NEVER RUN AWAY.

The Elementalist can manipulate elemental energy to conjure fire and ice from thin air. They're at their best when attacking from a distance, raining fireballs down on foes, or launching spears of ice through the air.

### COMBAT ABILITIES

#### CRYSTALIZE MELEE ATTACK

Freeze a foe and make them vulnerable.

#### FIREBALL RANGED ATTACK

Rain down a giant explosive ball of fire.

#### COLD-FIRE LANCE RANGED ATTACK

Weave fire and ice into a deadly weapon.



## ◇ GRAVIMANCER ◇

GRAVITY IS A FORCE TO BE RECKONED WITH.

The Gravimancer can manipulate gravitational energy to push and pull objects or people around them. They're the true tanks of the battlefield, absorbing and dealing damage in equal measure.

### COMBAT ABILITIES

#### GROUNDED MELEE ATTACK

Immobilize an enemy by grinding them to a halt.

#### GRAVITY SPEAR RANGED ATTACK

Skewer your enemies with pure force.

#### METEOR LEAP RANGED ATTACK

Jump forward and smash down to immobilize foes.



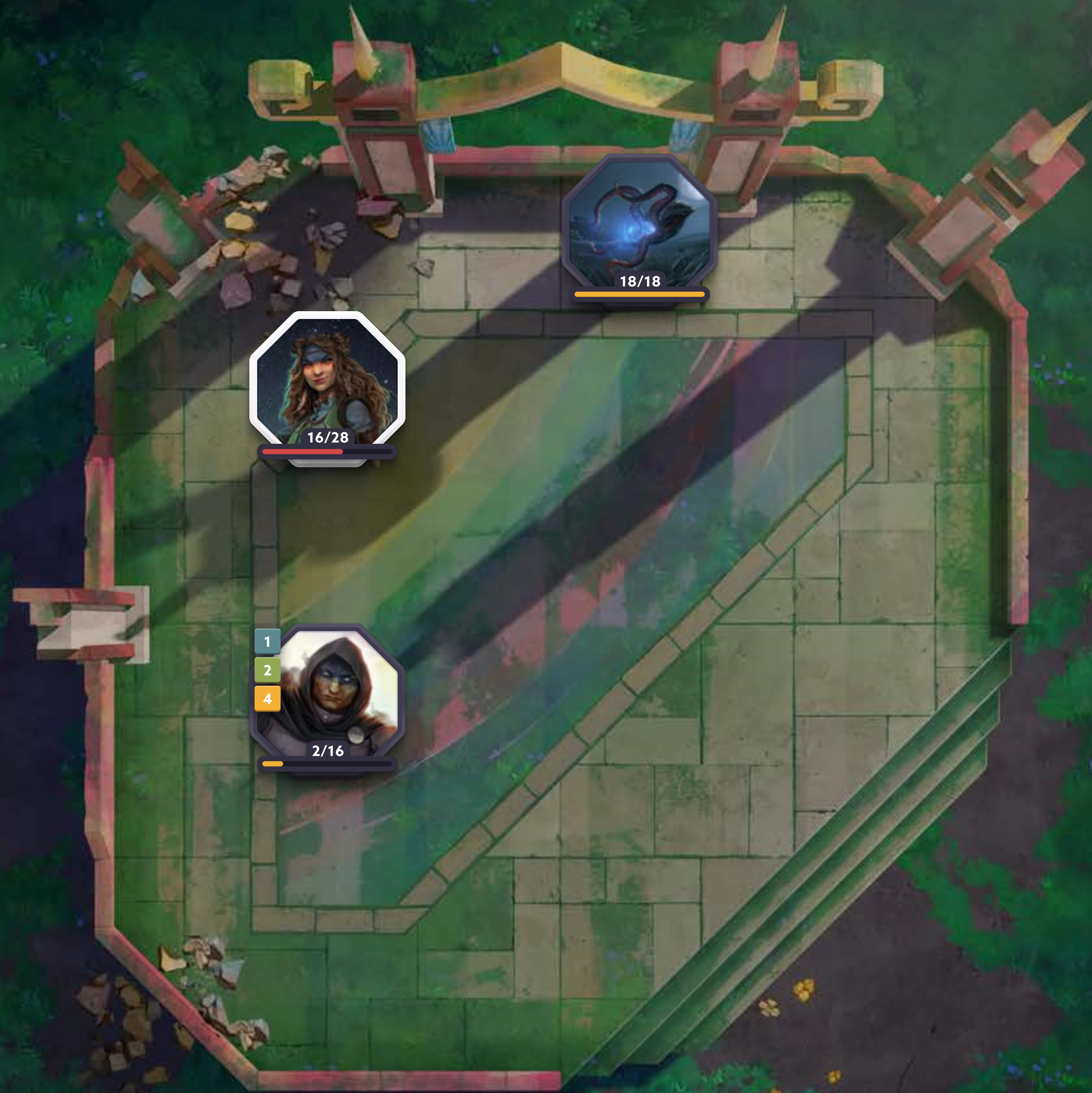
# THE GATES TO MYTHAS ARE OPEN!

The Fablecraft Kickstarter is now live! Backers will have exclusive access to the Closed Beta, available on Steam for PC and Mac starting August 2023.

General release is scheduled for desktop and tablet devices in Q2 2024, with mobile support launching in Q3-Q4 2024.



Calidonna Stonefort  
BRIAN







**HAPPY ADVENTURING!**

[www.PlayFablecraft.com](http://www.PlayFablecraft.com)