

Faewood



HOMEBREW

by Tildemancer



Faewood Dynamic D20 Roll System

A FFXIV Homebrew



Welcome to the Faewood D20 Roll System!

Prelude

Faewood as a rule tries to keep the usage of any sort of system to a minimum, believing that the usage of a roll system inherently limits player agency. However, oftentimes people are more used to a PnP (Pen and Paper) style of event management, expecting something like Dungeons & Dragons 5E or Pathfinder 2E to make sure everyone is playing by the rules. While Faewood's roll system is in its infancy, we aim to use it to enhance player gameplay and autonomy within our events.

Core Mechanics

Like any D20 system, Faewood works on a system of rolling a 20 sided die; a 'd20', as it were. This is the semi-RNG interface through which a player interacts with the world, and dictates the effects of their actions. A roll is compared against a DC (Difficulty Check) for any action the player takes. For example, if a person rolled an 12 and the DC for the action they are attempting is 19, that action would fail.

A player receives a lower final DC depending on his or her expertise in the skills and attributes that go into the action he is attempting. This can be reduced to a minimum difficulty of 1.

Critical Successes and Failures

Faewood has four tiers of critical success and failure, two for each.

- **A natural 20** is 'so powerful it's bad', as a general rule. While it automatically succeeds almost any DC check, it comes with side effects. A fireball is much more powerful than intended and damages allies near it, a divination spell to divine the contents of a box *literally* imparts total knowledge over everything in that box, down to atomic composition.
- **A natural 19** is 'perfect', and more akin to what people know as a critical success. The action almost always succeeds, and it does *exactly* what the player wants it to.
- **A natural 2** is more in line with what people know as a critical failure. Unless the DC is naturally lower than 2, rolling a 2 almost always fails the check.
- **A natural 1** is a 'hilarious failure'. While the intention of the author is subverted and fails, it often inadvertently helps in some way. A character that would excel at rolling natural 1s in fiction might be Jar Jar Binks.

Advantage and Disadvantage

Advantage and Disadvantage are rolling conditions that refer to rolling twice and either taking the higher or lower result, respectively. This is usually given by the DM due to backstory affiliation or special expertise. For example, a Viera would have advantage on recognizing any cultural artifacts of Viera make, and would roll with advantage. A hidden, esoteric form of Ivalician writing that is unknown to most scholars would have a party-wide disadvantage to decipher, unless someone happens to specifically in that particular cuneiform.

Combat Makeup

The DM begins combat by asking everyone to roll initiative. As a general rule, this is only done for the players. The enemies will either go first or last, depending on if they attack or are attacked. As a rule, the group takes their turn on the same round and emote, just to make it easy.

Each person and NPC has a turn. These turns are comprised in two 'parts'. Each 'part' is a space for an action. Valid actions include, but are not limited to **Move, Cast, Ability, Use, Defend, and Riposte**.

- **Move** should be self explanatory. You expend a slot to move to a new location within about three seconds of standard movement. No sprint, peloton, or other movement enhancement that changes your speed from its default walk speed unless you spend an action beforehand to put you into that state.
- **Cast** is slightly misleading, because it refers to preparation of an ability. ALL ABILITIES must be prepared, whether it be casting a spell, drawing a bowstring, loading a gun, or focusing one's aether for a strike. Cast prep persists between turns. For example; you can cast a spell or draw a bowstring on one turn, and release it on the next one. This is basically a 'prep' action. You pay the relevant cost for the ability on your cast action, solidifying your intention. You may use cast multiple times until you use the ability to either make the cost lower or the final damage dice higher. You add 1 dice per cast. Beware, however, that taking damage resets your cast count to 1, as it disrupts your focus.
- **Ability** is using whatever you've just prepared with cast. This refers to the actual effect being released, be that an arrow or a spell or a strike.
- **Defend** is exactly what it says on the tin. Defending is the roll made against an attack to evade or otherwise negate the damage.
- **Riposte** is a free cast of an ability that can be used DIRECTLY AFTER a successful defense roll. It can ONLY be used directly after and on the same turn as a defense action.



A player first emotes their intentions in the Faewood linkshell, and then solidifies their attempt in mechanical terms in the Faewood System linkshell, clarifying their targets and used actions. The DM then hashes out the DC of what they're trying to do and instructs them on applicable costs or rolls they need to perform. For example, a system exchange might look like this:

Eirene: Cast + Ability (Fireball) @ Giant Locust
DM: Spend 9 anima ((it wouldn't specified in this scenario, but it would be based on her emote and character sheet))

DM: Archer 1 Cast + Ability (Bow Shot) @ Myst. Rolling to beat 13.

DM rolls 16!

Myst (on her turn): Defend + Riposte @ Archer 1

DM: Roll to beat 10 ((based on emote and applicable bonuses))

Myst rolls 11!

Generally, players are the only ones who roll for defense; otherwise, the functions of PCs are not shared by unimportant NPCs except at DM discretion. Each NPC gets two actions, like PCs, but unlike PCs rarely defend and almost never ripose. NPC HP/MP obeys the same rules as PCs; anima comes from their anima, succor comes from the land, and they almost never have catalysts. As with most of this, it is up to DM discretion; they already have enough responsibilities with keeping track of the system chats and NPCs.

Damage, Healing, Etc

Damage is an odd concept up to the DM to keep track of. In most cases, the DM will botch HP numbers to make sense story-wise. However, for PvP or important NPC fights, damage is calculated by the combined bonuses of everything that feeds into the attempt. A magical fireball, for example, conjured using thaumaturgy would add the bonuses from intellect, elemental-based magic, and thaumaturgy for a total bonus. The caster would then roll 1 die per cast before ability release, with total bonus sides. For example; Eirene prepares for two turns to cast an ice bolt. She has a +5 bonus from intellect, a +5 bonus from arcanima, and a +4 bonus from elemental magick expertise and vitality. She would roll 1d14 to get the amount of damage she deals. Healing is done in the same manner.

- **Use** is an action which refers to using any non-combat based action, such as pulling a lever, tying a knot, changing equipment or weapons, et cetera.
- **Examine** is an action which refers to the deliberate attempt to perceive or inspect a person or thing. It reveals more detail on characters armor types and armaments, for those with aethersight the wards they're using, weak spots, and more. Examine is the most varied action, and can be used on /anything/. In general, an examine before performing an action lowers the DC of the check further. For example, a small chandelier secured by a single chain, when examined, might reveal a weak link in the chain, making cutting it down easier. This is also the ability used to find traps.

Pets, Companions, and Familiars

'Pet' is the colloquial term given to any extraplayer entity which nonetheless is under their control, such as fairies, carbuncles, egi, etc. They obey the same rules as players, with some notable exceptions.

A pet takes its action(s) at the end of the bound player's turn and shares their initiative, just to make things easy.

Pets do not have an HP bar or MP bar, but generally split 20 MP from their casters' MP to use as both HP and MP. This can range depending on how much the caster wants to put into them, but it effectively partitions off an untouchable part of one's MP.

Pets also generally don't have armor or resistances outside specific logical outliers; an Ifrit-Egi, for example, is logically immune to fire-based damage. Pets receive ONE action as compared to a player's two. However, a player can use the cast action to prepare a pet's ability action, if they so choose. A pet can also be used to cast an ability on behalf of its summoner, as well. However, if a caster preparing an ability for their pet gets interrupted, they will lose the cast.

In the case of Beastmaster pets or physically based companions, these pets have HP and anima, as they can be physically harmed. They do not have the ability to share casts, but get two action slots to make up for it.



Health, Armor, and Wards

Each character is afforded 200 points of what is effectively considered hit points, or HP for short. 100 of these points represent a character's vitality, or their actual structural integrity. These points are a general guideline to how injured a character is. In general, these pools cannot be increased or decreased, though certain conditions may temporarily alter health totals.

The second 100 points is afforded to 'special' hit points. These don't refer to a character's physical structure but are instead allocated as defense. In short, we refer to this as DEF. Defense can vary, but it is made up of a player's choice and pre-prepared defenses. DEF can be allotted in any way the player sees fit. Defenses included in our system are;

- **Armor:** Armor is a physical structure present on a character meant to reduce incoming physical damage. Depending on the armor, this modifies incoming physical damage in various ways. As a general rule, all armor reduces physical damage taken to 1/10th of the original value. This 1/10th final damage number is applied to the armor itself until the DEF is depleted. At this point, the wearer starts taking damage normally.
- **Wards:** Wards come in several flavors. Like armor, they reduce incoming damage of their type by 1/10th, but multiplies incoming damage that counters the element it is in by 2x. They have no effect on physical damage.
- **Antimagic:** Regardless of generation, antimagic refers to any defense designed to cancel out magic as a whole. It reduces all incoming magic effects by 1/5th. This INCLUDES any magical healing or area effects which would otherwise be beneficial.

A reminder of the various elemental weaknesses;

Earth grounds Lightning.
Water erodes Earth.
Lightning boils Water.
Fire is extinguished by Wind.
Ice is melted by Fire.
Wind is obstructed by Ice.

As an example, an Earth ward would reduce incoming Lightning damage by 1/10th, and increase incoming Water damage by 2x.

Wards, armor, and any other form of mitigation MUST be declared before the event begins or at the very start of it. Changing it on the fly is not permitted unless during downtime agreed upon by the DM.

Anima, Succor, and Catalysts

Conversely to the 200 Hit Points provided by health, these all refer to the other side of things; less what you can *take*, and more what you can *do*.

- **Anima** is the living force present in all living beings, and is the power source drawn from for any magic caster or martial artist who derives their power from themselves. Consider this 'personal aether', or stamina. Everyone has 100 points of anima. Anima is expended by certain types of spellcasting (Red Magic, Arcanima, Thaumaturgy, etc), most martial techniques, and aetheric travel. It also is the most common form of aetheric manipulation. Anima is restored by eating and resting, the values of which your DM will tell you. As a general rule, resting for one hour restores 10 points of anima.
- **Succor** is the living force of the world. Unlike anima, succor is a bar managed by the DM based on location. All succor users draw from the same power bar, which is much larger than anima, but with much greater consequences for depletion. Succor is based on a location's ambient aether, lushness, et cetera. Certain forms of spellcasting use succor, such as White (and conjurers), Black, and Blue magick, as well as the powers of primals, to name but a few. Succor recovers at a fixed, slow rate daily, and remains constant between events in a chain.
- **Catalysts** are not an actual aetheric form separate from the two aforementioned forms, but are classified separately due to necessity. Instead of being living aether, catalysts are used in certain martial forms that derive aether from non-living sources, such as elemental crystals or a machinist's power pack. Each item has a 'bar' of power, usually less than either arcanima or succor, and *generally* can't be recharged. Once that bar is depleted, the item is dead weight. These account for all other forms of source power such as ammunition or fuel. They are by far the most varied.

Aetheric expenditure is generally calculated by DC of the action being performed. Applicable expertises and attributes decrease the DC of the action, resulting in a final DC. For example:

An elezen casts an ordinary fireball. The DC of the fireball is 21. The elezen is an expert in magick, netting a -5 to the DC. They are specifically skilled in fire-based magick, netting them another -5. They are also fairly intelligent, netting them a further -5 to the DC. Their vitality is inferno, adding -4. The final DC is 2. The elezen rolls a d20 to beat a DC of 2. They spend 2 anima to cast the spell.

Attributes and Skills

Attributes and skills, as found and defined on the [Official Faewood Character Sheets](#) are color coded to signify relation. All applicable skills are added together to get a final DC increase or decrease for an action.

For each level of a skill, the skill bonus increases. This skill bonus starts at -4, increasing by one every level to +5 maximum (per skill).

You may be tempted to think that the skill bonuses are quite high. They are; that's by intention, especially with things such as magic. Magic has a mandatory DC of 20+ by default, meaning unless you're trained in it, you can't roll it naturally. Most other skills are, by comparison, only allotted two relevant fields that apply, meaning the bonuses given are proportionally smaller.

Attributes add together to give a total damage possible total, as well. For example; say a Keeper of the Moon shoots a bow. She has +2 from strength, a +4 from Dexterity, a +3 in bows, a +2 in precision. All together, this adds up to an 11. She then rolls 1d11 to calculate how much damage a bow shot does (presuming she charged for a single turn. For multiple turns, replace #d11 where # is how many turns she charged.)

Advancement

The levels you submit with your first draft of your character sheet are not locked in. Instead, you can increase the scores as deemed relevant between you and the DMs of Faewood to reflect character progression.

Officially, there is a system in place to track attendance to events and potential ability hooks from every event. Depending on your level, you can 'turn in' an event you attended and choose to advance an ability. The amount of events needed to advance one's learning in one field is equal to their current level. In addition, a player must declare what they are looking to advance, and cannot advance more than one ability from the same event.

Aside from this function, Faewood does not have character levels as most people realize it. Nor is there any point-buy style restriction on what can and can't be selected... for the sole fact that we hope it won't be an issue. We'll revisit this if we get a lot of illogical min-maxed character sheets.

AoEs, 'Upcasting,' and Metamagic

Players can modify their actions they're making via several methods. Generally, these all cost anima, REGARDLESS of actual power source.

- **AoE:** This halves an ability's damage for every 10 yards it's spread, and lowers its DC the same amount. Doing so increases the base (not final) cost of anima by 10.
- **Upcasting** means using more anima than is necessary for the spell. This causes it to gain the added anima as extra damage, and raises the final DC. However, if you fail the DC check, the 'extra' anima is both spent and deals damage to you.

Traits and Character Specifics

Traits and other character specifics are things unique to a character and their function. Declared at the creation of the character sheet, these are unique and potentially rule-bending backstory elements or traits which change how a character handles a certain situation, usually by giving advantage under certain conditions.

Below, we will go over some character specific fields which act as traits.

Race and Heritage

As one might expect, one's background gives inherent insight into matters relating to that people's constructions, language, culture, and more. This is not something as simple as equating it to study, but is rather unique through the fact that this knowledge is inherent in their very blood, in how they were raised.

Echo

The echo is an ability which comes in many flavors. Common to all of them is the ability to understand all languages and a form of past-vision empathy that triggers at random. However, certain forms of the echo manifest differently; in learning extremely fast, in having a natural intuition for the flow of aether, for being able to see the future (albeit at random), The possibilities are endless.

Perception

Each character has a perception skill which dictates how overall perceptive they are. However, the type of sight they have matters too. Below are a list of standard-ish sight types and their descriptions.

- **Low Light Vision** The ability to see in very low light, such as a moonless night. Common to Miqu'te.
- **Darkvision** The ability to see in no light at all.
- **Blindsight** The ability to perceive one's surroundings in no light at all. Common to Duskwight and Lalafell.
- **Tremorsense** The ability to perceive one's surroundings based on the vibrations in the ground or another shared surface. Not common to races in particular, this is a learned ability. Au Ra have a semi-dumbed down version of this.
- **Omnidirectional Vision** The ability to see in all directions at once. Not natural to Spoken races.
- **Aethersight** The ability to see aether. Incompatible with normal modes of sight, and requires special equipment for most people to make use of. Alternatively, it becomes the ONLY form of perception for those cursed with it. This type of sight constantly drains one's anima.
- **Planesight** The ability to see, either in augmentation or solely, into another realm or layer of reality, either by their own will or in spite of it.



Character Abilities

Characters can also be allotted unique, custom staple abilities that they hash out with the DM ahead of time. These abilities vary widely, from special attack moves to modifying how their character works given specific conditions.

These conditions and abilities are generally the special 'sky's the limit, go nuts' unique allotment for a character if our system doesn't encompass something they need to do. Think of it like a LoL character's passive.

These feats must obey a certain set of pre-requisite rules, listed below:

- **NO ABILITY CAN INSTANTLY KILL AN ENEMY** without very specific and logical conditionals.
- **NO ABILITY CAN GRANT INVINCIBILITY** without a chance for failure or other drawback.
- **FEATS CANNOT DEAL MORE THAN 20% HP IN A SINGLE HIT** without specific conditions.
- **FEATS CAN ONLY BE CONSTANT WHEN APPLIED VERY SPECIFICALLY.** A constant advantage on expertise? Not sure why you'd waste a feat considering we'd give it to you anyway, but sure.
- **IN GENERAL**, there is one feat per player. We're not totally sold on this yet, we'll fiddle with this as we playtest.

Notes for DMs (what is your responsibility vs. players?)

Players should be keeping track of:

- Their own HP/MP,
- Their action economy,
- Their emotes.

YOU are the DM. Unfortunately, that means a fair bit of the work is on you. The following is your responsibility in addition to, well, standard DM stuff.

- Succor management.
- DC setting and bonuses.
- Feats and advantage/disadvantage points, where applicable.
- NPCs. Yeah, this is the big one.
- Setting information (Resting/Eating MP value restoration)

The Art of the NPC

We'll make it super easy for you. If your NPC isn't a boss or important enough to be player-equivalent - your random mook, etc - generally steer away from worrying about their HP or DEF. Give them maybe one form of DEF, like armor or a single ward type. Chances are you're not writing them to have a drawn out fight with players, so don't worry about building or playing them like that. I mean, you can, we'll provide tools and cheat sheets to allow that, but it's not practical and it's really hard to keep track of that many entities. NPCs are a lot less concerned about mathematical 'fairness'. Just kill them off logically. Someone shoots them, basically 90% chance they're dead.

- **Truesight** The end-all be-all of perception. A character sees, within a certain range, not only aether, into other planes, and in no light perfectly, but also sees through illusions of any kind. Contrary to what people play it as, this is **VERY RARE** and hard to achieve.

But if NPCs don't have stats, how do we calculate NPC DC and damage?

Oh, that's easy! You see, you just bullshit it.

The challenge ratings of any action is relative to the character, and is based on a simple range (0, 2, 5, 10, 15, 18), determined by asking if the action would be Basic, Trivial, Easy, Moderate, Hard, or Challenging for the person doing the action based on their general skills and the situation.

If succeeding an attack roll, they do 'tier' #dDC damage. For example, an enemy that is tier 3 that succeeded at an action with a base DC of 26 does 3d26 damage (REGARDLESS of the actual roll they performed in the end. That's just their final DC, not the DC of the action itself.)

YOU DO NOT NEED TO ROLL DAMAGE UNTIL BOTH THEIR ATTACK SUCCEEDS AND THE ATTACKED PLAYER'S DEFENSE ROLLS FAILS.

'But Tilde, that's a lot!' you say. Yes, yes it is. Players have HP, DEF, defense rolls, and myriad other tools you're not calculating for NPCs. Damage types get reduced by a whopping 1/10. That's 90% damage reduction. That's HUGE. It also means players have to actually pay attention and value their defenses - it will literally save their lives.

| Rank | ~HP (Suggestion only. You can fudge it.) | Exemplars | Designation |
|------|--|---|---------------------|
| 0 | ~5> | Small animals, Civilians | Random |
| 1 | ~10 | Thieves, rabid dogs | Common |
| 2 | ~20< | Bandits, Wild Beasts, Sprites | Hardened |
| 3 | ~40< | Soldiers, Gladiators, Thaumaturges, Familiars | Trained |
| 4 | ~80< | Mercenaries, Assassins, Knights, etc. | Veteran |
| 5 | ~100< | Paladins, Sentinels, Trained Beasts | Expert |
| 6 | ~200> | Chimeras, Genetic Accidents, 'Magical' Beasts | Unnatural Creatures |
| 7 | ~400> | Voidsent, Yokai, Supernatural Dragons | Creatures |
| 8 | ~800< | Wyrms, Elementals, Auspices | Deitical |

Anything not listed here you think you need a new tier for, scrap it. It's probably too high power for us. As it stands, even the highest ranks should only be used with EXTREME sparingness.

Remember to check out the [character sheets](#).

A Final Note

This SHOULD be all the explanation the roll system needs.

If it turns out we need more, I'll amend this later. As it stands, I think this is a pretty solid base as to what the roll system aims to accomplish and how.

Major Credits:

Tildemancer (Eirene Charbonneau) - Basically Everything

Edy (Ziraki Razka) - Advice and Input

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Marhell (Alina Marhell) - For the very first draft of the Dynamic D20 Roll System used by NPCs.



Thanks to GM Binder, which is how I got this cool manual-style book.



More Credits

idk man, I'll add people to this when people actually use it



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