

LABYRINTHIAN A GAME OF LIFE AND LEGEND							
The purpose of this document is for the author to talk to themselves, so as to help them retain memory of the game's functions and stave of wasted time reinventing. If you are looking for details: ask me.							
Core Design The Engine -> v	Character Development	Adventuring	Combat	Crafting and Gathering	The Reach	The Living World – Noble Intrigue	The Living World – Ambient Intrigue
<div>Core Mechanics</div> <ul style="list-style-type: none">2d20 IRSkill DiceMomentumImprov<ul style="list-style-type: none">Taught, IntegratedPrompt TablesInterpretative WorldInterpretative Difficulty <div>Constraints</div> <ul style="list-style-type: none">Single Player MMG<ul style="list-style-type: none">Immersive Improv GameAnalog NativeMaximalism thru Breadth and ExpressionVolitional Engagement baked into <i>Everything</i>No Orphan Mechanics/SystemsRecursion; remix or reuse systems across the game. <div>Genre</div> <ul style="list-style-type: none">Slice of Life x Epic Fantasy <div>Gameplay Loop</div> <ul style="list-style-type: none">Object of Play<ul style="list-style-type: none">Live or die, legend or not, do not just be ordinary.Core Loop<ul style="list-style-type: none">1. Adventure2. Act, React, Develop, Interpret utilizing the game's systems3. Repeat until dead or retired.4. Start Over, in the same Continuity.The Game Plays Back<ul style="list-style-type: none">By design, the game's Pillars are interconnected and highly integrative. They talk to each other and influence one another systemically, with the Living World as a narrative bridge for these interactions.The Game does not and will not need to wait; it will cause and solve its own problems.	<ul style="list-style-type: none">Character Generation<ul style="list-style-type: none">OriginsAge9 Talents32 Skills<ul style="list-style-type: none">4 per each Talent except Luck.Dual Progression<ul style="list-style-type: none">Composure (CP)<ul style="list-style-type: none">CP = HP Systemgoverns damage, stress, and saving throwsSkills -> Talents -> CPUsage Progression; improve Skills to improve Talents to improve CP.Acuity (AC)<ul style="list-style-type: none">AC governs Reactions priority and insight. Fixed value.Luck -> Backstory -> ACNarrative Progression; gain Luck to develop Backstory to develop AcuityBirthsigns<ul style="list-style-type: none">Fate and VolitionMilestonesGoverns Luck gains.Bloodlines<ul style="list-style-type: none">Bloodline TraitsCulture TraitsBackstories<ul style="list-style-type: none">Starting Equipment'Civilian' AbilitiesPersonal Quest BlockGate Banners/BastionsBanners & Blazons<ul style="list-style-type: none">Class/Subclass SystemPrimary and Secondary Abilities2 Each per Banner, 1each per BlazonMulticlass by replacing Primary with Secondaries.No limits.Immediacy; 'online' upon selection.Skill Based Horizontal Progression.	<ul style="list-style-type: none">The Crawl<ul style="list-style-type: none">The Marching Roll<ul style="list-style-type: none">2d20 IRActivity Die + Pacing DiePacing: Pulled-Forward World TraversalThe Time Pool<ul style="list-style-type: none">Time ScalesCEB's = World ExpressionComplicationsEncountersBoonsBouts & Activities<ul style="list-style-type: none">Activities; travel tasks and other tools to manage Pacing and world interactionBouts; skill challenge like structures based on Improvised Actions; stat block/sheet based.Survival<ul style="list-style-type: none">Energy Dicevia Food & DrinkUsed by all CP restorative effects/mechanics.Used to combat DiseaseUsed to recover from Wounds and prevent Scars.Drained by Time, Weather, ShadowProtected by Sleep, Shelter, Equipment, Light.Camp Making; shelter mechanics, placeable adventure hubsExploration & Discovery<ul style="list-style-type: none">Area Structure; systematic expl.Favors continual exploration and establishment of a 'home'.Research/Examination Tables for Remote/Direct exploring.Vantage Point Mechanics<ul style="list-style-type: none">'Towers', Rumors, etc.Generates Discoveries (hard/soft)Lore Bonus from Discoveries'Inspiration' from Lore.Distractions and Diversions<ul style="list-style-type: none">Prompt Tables act as Open-world AttractorsHooks into the Crawl, utilizing Activities for context, and Time Roll to provide consequences.Players have a universally applicable half, each Area has a bespoke half.	<ul style="list-style-type: none">Tactical Improv<ul style="list-style-type: none">The Combat Roll – 2d20 IRAction Die + Pressure DieDivestment BalancePush Forward Combat<ul style="list-style-type: none">Players construct their <u>own</u> Fighting Style.Momentum via Skill Dice drives choreographical combat<ul style="list-style-type: none">Momentum Gradient – small dice favor precision, large dice favor power.Feral versus Graceful CombatFour Combat Styles: Melee, Magic, Mysticism, LeadershipHit Locations – Basic Diceless Combat optionsIntegrate with later Techniques, Spells, Powers, and Commands.The Reaction Table<ul style="list-style-type: none">Drives Player and Enemy Actions, interpretable prompts to guide the Mental Image of Combt.Improv WeaknessesThe Churn<ul style="list-style-type: none">Abstracted Arena Grid; special variants for Bosses and SiegesScalar to any battlespace and scenario. Thousands of combatants.Tag System to populate elevations, objects, terrains, conditions.Ending Combat<ul style="list-style-type: none">Reactions prevent Killing Blows from working. Killing Blows non-automatic, require Lethality.Momentum and Reaction Table Drive AC Bonuses and PenaltiesLethality – Conventional<ul style="list-style-type: none">Drive CP to ZeroHalf Movement, No Reactions when Composure has been Lost.Lethality – Wounds<ul style="list-style-type: none">Inflict Wounds, escalate them.Enemies who cannot endure Wound sizes (dice based) open to Killing Blows.Non-Lethality<ul style="list-style-type: none">Incapacitation, Fleeing, Surrender encouraged for players; baked in to certain Enemy's behavior.	<ul style="list-style-type: none">Gather, Not Grind<ul style="list-style-type: none">Gathering embedded in ActivitiesTargeted or Random CollectionMaterials and their Properties tracked via Material Sheets, which include Sequences and the Crafting Table.Materials also sport an 8th Property, their Spell Effect, for use as one-off Spell ComponentsMaterials collected utilize Usage Die.The Sequence<ul style="list-style-type: none">Systematic Item Construction via dice driven Sequences.2d20 IR – Practice Die and Performance DieThemed to real processes.Players fill out Item Cards with up to 7 unique Properties per Item.Also used for Music making/performance, and other arts.The Crafting Table<ul style="list-style-type: none">Prompt Table to guide giving personality to items, including unique properties, as well as generating extra crafting points.Inventory<ul style="list-style-type: none">Containers are crafted items, and assumed to overlay with Armor/GarmentsItem Cards can be traded, and discarded ones can be recycled by Loot/Enemy mechanicsDurability/Ammo<ul style="list-style-type: none">Auto-Usage Die governs Tick-Up Durability/Ammo tracking.Brutal Crits on breakageArmor/Garments can spend Durability to absorb incoming Wounds.Customization<ul style="list-style-type: none">Repair/Reforge Effects<ul style="list-style-type: none">Imbue temporary properties via Repairing.Imbue them permanently via ReforgingItems can only hold so many.Modifications<ul style="list-style-type: none">Apply Aesthetic Properties with Mechanical weightDecorations Matter	<ul style="list-style-type: none">Scope Evolution<ul style="list-style-type: none">Optional late game metastructureAll Pillars escalate in scope, using the same gameplay loops to recontextualize adventuring.Survival becomes trivial for individual Characters, pivotal for those they look after.Same logic applied across the entire game.Remixed gameplay loops organically introduced via Character capabilities and Living World participation.Guarantees earned progression; evolves responsibilities and capabilities, not difficulties.Bastions<ul style="list-style-type: none">Evolved escalations of the Backstory and Class systems.Bastions come in four types: Buildings, Sanctums, Disciples, and CodexesCustomizable evolutions of Banner or Backstory themes, with modular mechanical scope.Options range from the mundane, like schools or bakeries, to the metaphysical, like otherworldly cities of the dead.All options integrate with and are supported by the Living World.Can be combined freely, utilizing Improv and Overlap design to create unique, personalized combos.Evolves the scope of what your character can do and is responsible for; the Background Lore and Events of the game become your playground.Utilizes and/or remixes previous systems and mechanics to develop new gameplay loops.	<ul style="list-style-type: none">The Talking Table<ul style="list-style-type: none">Prompt Table drives improvised NPC interactions.2d20 IR – Thought and Tone Dice.Combined PC/NPC tables have procedural endpoints if improv stalls.Charisma = new tablesReputation<ul style="list-style-type: none">Duality Structure, governs Noble PersonalitiesParty-wide Reputation uses simplified # scale.Both evolve through Quests and Convos.Nobles<ul style="list-style-type: none">Key NPCs who drive world dynamics.Each Noble has a PML spread: Personality, Motivations, Loyalties.All 3 hook QB's to 'script' Noble actions.Noble Activity<ul style="list-style-type: none">CEBs may pull Nobles into gameworld.When this occurs, Nobles receive a temporary additional Motivation to govern their action in the world.Players can ignore or engage – fast bookkeeping if ignored.Interactions between Nobles from conflicting PMLs; resolved via interp. or other rules.Procedural Culture<ul style="list-style-type: none">Each Area has Nobles; their averaged Reputation/Motivations define local Culture.Cultures apply Noble dynamics to all NPCs.Standard NPCs act with Noble-level behavior; minimal upkeep.Culture Pools store updates, distributed on interaction with Nobles or with Time's passage.	<ul style="list-style-type: none">Quest Blocks<ul style="list-style-type: none">Modular “stat blocks” for guiding improvised quests and stories.Act as "scripts" for World Events and Noble PML'sCan be seeded the Calendar, activated by player action, or attached to Nobles.Quest Lines<ul style="list-style-type: none">Grouped QBs with bespoke details and outcomes.Integrates conventional storytelling with World Agency.Assume zero player involvement by design, with guidance for any entry point or role taken.Law of Canon<ul style="list-style-type: none">QBs/QLs resolve 'offscreen' if unaltered, backfilling their events into the Canon.Player involvement generates Canon real time.Canon may diverge from default outcomes based on Culture Pool distribution or Player interpretation.The Calendar<ul style="list-style-type: none">Players seed the Calendar at game start; events trigger over time.Quests shift world state.Built-in opacity: shorthand obfuscates potentil Canon until investigated (news, rumors, questioning, etc).CEBs emerge from Calendar and Time Pool.The World State<ul style="list-style-type: none">Tracked via World Sheet<ul style="list-style-type: none">Impacts Time Pool, Noble motivations, etc.Unpredictable developments – no two worlds will exactly come out the same.Passive system and emergent scripting tool for Ambient world intrigue.

The World Guide

The World Guide will act as the central hub of all of Labyrinthian's Content outside of Character Development, which alongside the core Engine will be included as part of a separate Player's Guide.

Tools of Play	Setting Information	Beastiary	Adventure Module/C.Y.O.A
<ul style="list-style-type: none">• First Pages<ul style="list-style-type: none">◦ Also included in the Player's Guide◦ Collapse all Pillars of the Game and all World Guide systems to singular pages◦ Useful for onboarding and reference during play◦ Aimed at demystifying the learning process.• Guided Play Book<ul style="list-style-type: none">◦ Supports Labyrinthian as a sandbox open-world.◦ Gives player initial introduction to the gameworld through Origins, and then gives them the scaffolding to adventure endlessly.◦ Removes all murkiness from play.• Sheets<ul style="list-style-type: none">◦ The Character Sheet<ul style="list-style-type: none">▪ Double Sided▪ Adventuring focuses on Characteristics and references the player's half of the Diversions and Convo Tables, as well as the standard Activities.▪ Combat focuses on Banner/Blazon/Backstory Abilities as well as the Hit Location system. Offers plenty of space to inscribe a personalized reference for your constructed Combat style.◦ The World Sheets<ul style="list-style-type: none">▪ Tracks world state via broad “stats.”▪ Overall World Sheet paired with numerous optional Area specific sheets.▪ Supports Scalar Living World – Only 'turn on' as much as you want to keep up with.◦ The Material Sheets<ul style="list-style-type: none">▪ Double Sided; couples Material Groups with their most relevant Sequences▪ Material Side groups and lists Materials together by their common type (ores, woods, etc), listing their Properties.▪ Sequence Side lists relevant Sequence Lists for the types of Materials they're coupled with.▪ Separate Gathering Sheet lists all Materials by name and assists with that Activitiy.◦ Other Character Sheets<ul style="list-style-type: none">▪ NPC Sheets group generic NPC's into Stat Blocks w/ Convo Table.▪ Noble Sheets are Character Sheet/Enemy Sheet hybrids. Consolidate their capabilities to one side, while opposite side is used for their Living World interactions.▪ Enemy Sheets single-sided sheets that codify bespoke Enemy characters, with Reaction and Convo Tables, and their Tactics and Actions lists.• Continuity Support<ul style="list-style-type: none">◦ Tools, Procedures, and Sheets to assist with maintaining an ongoing Gameworld continuity.◦ Recycles old player-generated Sheets and Item Cards for use by the Living World• The Index<ul style="list-style-type: none">◦ Mechanic Index◦ Table Index◦ Glossary	<ul style="list-style-type: none">• World Maps<ul style="list-style-type: none">◦ Procedural Generation Tools, useful for improvised locations, and used to create new locations by certain systems. (Construction, Bastions)• Item and Construction Repositories• Lore Guides	<ul style="list-style-type: none">• Enemy Systems<ul style="list-style-type: none">◦ Enemy Blocks – Generic Enemy Sheets utilized to improvise when no bespoke Sheet works. Also template for creating new creatures by certain systems. (Animal Husbandry, Summoning, Etc)◦ The Difficulty Die – Used by all enemies as their singular Combat die, rolled at start of each around alongside 2d20 IR. Can be any die (except d%)<ul style="list-style-type: none">▪ Difficulty Die gates Wound Tolerance, and adds its result to all Enemy Actions, as well as their Composure and Acuity.• Noble and NPC Sheet Listing• Enemy Sheet Listing	<ul style="list-style-type: none">• Opacity Systems<ul style="list-style-type: none">◦ Book structure to allow Players to avoid self-spoiling Dungeons and Quests.◦ Baked into the Living World; obscure it's comings and goings unless you specifically seek out whats going on.<ul style="list-style-type: none">▪ Utilizes special short-hand notation and clever recycling to enable players to only engage as they desire; can completely ignore it, or slavishly follow its every development.▪ Minimal bookkeeping if ignored, fun if paid attention to.• Origins<ul style="list-style-type: none">◦ Funnel-like Introductory System◦ CharGen and Game Tutorial; jump in blind, learn as you play.◦ Seeds the Living World with unique Quest Lines to pursue• Quest Blocks Listing• Quest Lines Listing

PROJECT D.N.D – DARLINGS NEVER DIE

The promise of D.N.D is that a massive game will get even bigger by not killing its darlings, but by giving them steroids by way of their own optional book to live in, while still being one glorious game.

Tools of Play	The Alliance	Legacies	Cities and Nations	Warfare
<ul style="list-style-type: none">• Multiplayer Support<ul style="list-style-type: none">◦ Co-Op<ul style="list-style-type: none">▪ Procedure and System updates to recontextualize them for Parties up to 6 Players.▪ World Guide Updates to organically scale to desired player count.◦ The World Keeper<ul style="list-style-type: none">▪ Play-First GM-like Role▪ Has their own gameplay loop managing the Living World, Nobles, and Enemies, providing a human intelligence to the gameworld.▪ Open-Ended group makeup. No players required, or use Multiple Keepers.• The Forever Game<ul style="list-style-type: none">◦ Gamified World Generation<ul style="list-style-type: none">▪ Gamified systems for creating custom gameworlds beyond Labyrinthian's default.▪ Use them as part of a united multiverse, or as their own continuities.◦ Combine this with the other systems to produce the Forever Game; an endlessly recursive experience that only gets deeper the more you add to it.<ul style="list-style-type: none">▪ Endless Playable Worldbuilding	<ul style="list-style-type: none">• The Reach Evolved<ul style="list-style-type: none">◦ Expands on the Reach, adding more options for players to engage in ever higher scopes of play beyond conventional fantasy adventures, and truly embody what it means to be 'Epic Fantasy'◦ Three New Pillars to support it:<ul style="list-style-type: none">▪ Legacies – Generational Play Evolved▪ Settlements and Nations – World Management Evolved▪ Warfare – Fighting taken beyond the Battles. Logistics and Grand Strategy made analog.• The Living Multiverse<ul style="list-style-type: none">◦ The Living World evolved.◦ Expands the possible scope to new worlds, timelines, and dimensions	<ul style="list-style-type: none">• Families<ul style="list-style-type: none">◦ Romance – whether with other players, Nobles, or NPC's elevated to Nobles by your hand, find love, and begin a family.◦ Children and Family Members act as a stock of characters you can shift into as your character dies or retires, allowing continuity of their story.◦ Children and Family, whether by blood or adoption, can be guided in their development, creating starter characters much stronger than the default.◦ Fully integrated into the Living World; your Family can betray you, be fiercely loyal, and even your children can be as children are, and rebel.<ul style="list-style-type: none">▪ How you treat them matters!• Organizations<ul style="list-style-type: none">◦ Mirror to Families◦ Expands on the Bastion system, and allows players to create their own Backstories, Banners, and Blazons.◦ Provides further depth to the mundane and heroic, with more explicit mechanics and procedures for things like Businesses, Religions, Governments, and the like.◦ NPC's generated behave similiarly to Famlies; fully integrated into the Living World, a stock of characters to continue your gameworld.• Cultures<ul style="list-style-type: none">◦ Procedural Cultures expanded.◦ Combine Families, Organizations, and Nobles to create your own Cultures, allowing the creation of subcultures for Bloodlines.	<ul style="list-style-type: none">• The World in your Image<ul style="list-style-type: none">◦ Leverages Adventuring and Crafting/Gathering loops to allow for a full gameplay loop of settlement creation and development, from small fortified campsites to an entire metropolis, and on to entire Nations.◦ The Living World makes it dynamic, and expanded Quest Blocks provide blueprints for internal strife and politics, but also national unity and ideology.• The Test of Time<ul style="list-style-type: none">◦ Expands on the core game's background Events, as Cities, Regions, Nations, and even Continents begin to participate to a greater degree in the Living World.◦ Rebellion becomes more than just a backdrop; its a real threat if you're a tyrant. Or, an opportunity if you crave power...◦ Servants may try to assassinate you, or loyalists may commit atrocities in your name; You might rule benevolently, and become a living god in your own right.	<ul style="list-style-type: none">• War Beyond Combat<ul style="list-style-type: none">◦ As its own Pillar, Warfare does not change Combat; Combat from the beginning has always been scalar to the kind of numbers Warfare deals in.◦ Instead, this new Pillar focuses on Warfare outside of Battles.◦ Logistics, Diplomancy, Sabotage; old gameplay functions made more robust, involved, and fully integrated into the Living World.◦ Getting wrapped up in a War is no longer a Quest of petty consequence, even for The Party; it will have real ramifications on the gameworld, especially as new Battlespaces are exploited over time.• High Magic Warfare<ul style="list-style-type: none">◦ Like the Core Game, imagines Medieval Siege Warfare evolving in a world of high magic.◦ Assumes that Sieges and Pitched Battles remain common place, with Magic making them entrenched doctrines of warfare, but complemented by small-unit tactics, and a redefined Battlespace beyond Land, Sea, and Air to Time, Space, and the Planar Dimensions.• Battlespaces<ul style="list-style-type: none">◦ Not just new and old places to fight, but to explore and and live in.◦ A dearth of Quest Lines, Quest Block options, and other Content to allow your adventures to cross into new challenges◦ Battlespaces include:<ul style="list-style-type: none">▪ Land, Air, Sea, Space, Time, Dimensions

BANNERS, BLAZONS, AND BASTIONS

This outline serves to break down the concepts for the game's take on Classes and Subclasses, Banners and Blazons respectively, as well as their respective Bastions.

Martials	Mages	Summoners	Mystics	Nature	Divines
<ul style="list-style-type: none">• Core Mechanic<ul style="list-style-type: none">◦ Deed Dice – Dice to empower martial might in various ways; act as pregenerated Momentum.• Barbarian<ul style="list-style-type: none">◦ <i>Outlander</i>◦ <i>Yawp</i>◦ <i>Creed of Kings</i>◦ <i>Creed of the Breaker</i>◦ <i>Creed of Havoc</i>◦ <i>Creed of the Dog</i>◦ <i>Bastion: The Tribe</i>• Warrior<ul style="list-style-type: none">◦ <i>Warmaster</i>◦ <i>Weaponmaster</i>◦ <i>Doctrine of the Vanguard</i>◦ <i>Doctrine of the Archer</i>◦ <i>Doctrine of the Command</i>◦ <i>Doctrine of the Siege Master</i>◦ <i>Bastion: The Fortress</i>• Rogue<ul style="list-style-type: none">◦ <i>Roguish Cunning</i>◦ <i>Roguish Grace</i>◦ <i>Ambition of the Avenger</i>◦ <i>Ambition of the Corsair</i>◦ <i>Ambition of Shadows</i>◦ <i>Ambition of Keys</i>◦ <i>Bastion: The Company</i>	<ul style="list-style-type: none">• Core Mechanic<ul style="list-style-type: none">◦ Corruption Management – Different ways of managing corruptions incoming from the Magic mechanics.• Sorcerer<ul style="list-style-type: none">◦ <i>Catalytic Magic</i>◦ <i>Eruptive Mana</i>◦ <i>Catalyst of the Pyre</i>◦ <i>Catalyst of the Crag</i>◦ <i>Catalyst of the Memetic</i>◦ <i>Catalyst of the Gloam</i>◦ <i>Bastion: The Crucible</i>• Wizard<ul style="list-style-type: none">◦ <i>Runic Sigils</i>◦ <i>Rune Weaver</i>◦ <i>Pattern of the Sacred Arcane</i>◦ <i>Pattern of the Signs</i>◦ <i>Pattern of the Lattice</i>◦ <i>Pattern of the Teacher</i>◦ <i>Bastion: The Edifice</i>• Warlock<ul style="list-style-type: none">◦ <i>Lore of the Curse</i>◦ <i>Wrath of the Curse</i>◦ <i>The Curse of the Ring</i>◦ <i>The Curse of the Mask</i>◦ <i>The Curse of the Branch</i>◦ <i>The Curse of the Emmissary</i>◦ <i>Bastion: The Grimoire</i>	<ul style="list-style-type: none">• Core Mechanic<ul style="list-style-type: none">◦ Armies and Kaiju – a split focus to allow Summoners versatility across adventures. Different dichotomies for every class.• Necromancer<ul style="list-style-type: none">◦ <i>Horde of the Dead</i>◦ <i>Lichcraft</i>◦ <i>Culling of the Bones</i>◦ <i>Culling of Putresence</i>◦ <i>Culling of the Locker</i>◦ <i>Culling of Blood</i>◦ <i>Bastion: The Necropolis</i>• Conjurer<ul style="list-style-type: none">◦ <i>The Eye of Command</i>◦ <i>The Eye of Construction</i>▪ <i>The Herald of the Abyss</i>▪ <i>The Herald of Locks</i>▪ <i>The Herald of Dreams</i>▪ <i>The Herald of the Choir</i>◦ <i>Bastion: The Labyrinth</i>• Battlemage<ul style="list-style-type: none">◦ <i>Arcane Armory</i>◦ <i>Arcane Technique</i>◦ <i>The School of the Dragon Clad</i>◦ <i>The School of the Rune Fletcher</i>◦ <i>The School of the Veil Blade</i>◦ <i>The School of the Icarian Lance</i>◦ <i>Bastion: The Echelon</i>	<ul style="list-style-type: none">• Core Mechanic<ul style="list-style-type: none">◦ Psionics – A Compressed Sequence Roll variant mechanic; allows psionic abilities customizable on the fly.• Bard<ul style="list-style-type: none">◦ <i>The Composition</i>◦ <i>The Passion</i>◦ <i>Tradition of the Strings</i>◦ <i>Tradition of the Woad</i>◦ <i>Tradition of the Aria</i>◦ <i>Tradition of the Game Master</i>◦ <i>Bastion: The Opus</i>• Sage<ul style="list-style-type: none">◦ <i>Mysticism</i>◦ <i>Emanation</i>◦ <i>The Attunement of the Mind</i>◦ <i>The Attunement of the Body</i>◦ <i>The Attunement of Time</i>◦ <i>The Attunement of Space</i>◦ <i>Bastion: The Monolith</i>• Pariah<ul style="list-style-type: none">◦ <i>The Mark</i>◦ <i>The Implements</i>◦ <i>Obsession of the Beast</i>◦ <i>Obsession of the Soul</i>◦ <i>Obsession of the Hex</i>◦ <i>Obsession of the Vigil</i>◦ <i>Bastion: The Ledger</i>	<ul style="list-style-type: none">• Core Mechanic<ul style="list-style-type: none">◦ The Wilds – Different invocations of using the Wilderness as a tool in the character's adventures• Ranger<ul style="list-style-type: none">◦ <i>Call of the Wilds – Wilds as Shield</i>◦ <i>Flow with the Horde</i>◦ <i>Shield of the Green Ward</i>◦ <i>Shield of the Wayfare</i>◦ <i>Shield of the Hearth</i>◦ <i>Shield of the Tides</i>◦ <i>Bastion: The Code</i>• Druid<ul style="list-style-type: none">◦ <i>Heart of the Wilds – Wilds as Sword</i>◦ <i>Bloomburn</i>◦ <i>The Heart of Autumn</i>◦ <i>The Heart of the Squall</i>◦ <i>The Heart of Spring</i>◦ <i>The Heart of the Aurora</i>◦ <i>Bastion: The Enclave</i>• Wildling<ul style="list-style-type: none">◦ <i>One with the Wilds – Wilds as Cloak</i>◦ <i>Shape Steps</i>◦ <i>One of the Rootbark</i>◦ <i>One of the Saltwave</i>◦ <i>One of the Clawfang</i>◦ <i>One of the Blankeye</i>◦ <i>Bastion: The Unhome</i>• Beastmaster<ul style="list-style-type: none">◦ <i>Soul of the Wilds – Wilds as Ally</i>◦ <i>The Beast</i>◦ <i>Soul of the Dragon Rider</i>◦ <i>Soul of the Wolf Runner</i>◦ <i>Soul of the Golem Shell</i>◦ <i>Soul of the Kraken Guard</i>◦ <i>Bastion: The Den</i>	<ul style="list-style-type: none">• Core Mechanic<ul style="list-style-type: none">◦ Conviction – Remixes of the four basic core mechanic types around personal Conviction.• Paladin<ul style="list-style-type: none">◦ <i>The Ideal of Conviction</i>◦ <i>The Divine Implement</i>◦ <i>The Knight of Grief</i>◦ <i>The Knight of Burdens</i>◦ <i>The Knight of Solace</i>◦ <i>The Knight of Chains</i>◦ <i>Bastion: The Citadel</i>• Shepherd<ul style="list-style-type: none">◦ <i>The Contempt of Conviction</i>◦ <i>The Divine Relics</i>◦ <i>The Edict of Silence</i>◦ <i>The Edict of Wrath</i>◦ <i>The Edict of Dominion</i>◦ <i>The Edict of Exile</i>◦ <i>Bastion: The Scripture</i>• Pilgrim<ul style="list-style-type: none">◦ <i>The Truth of Conviction</i>◦ <i>The Discipline</i>◦ <i>The Path to Joy</i>◦ <i>The Path of the Sorrowed Way</i>◦ <i>The Path of Defiance</i>◦ <i>The Path to the Summit</i>◦ <i>Bastion: The Fellowship</i>• Herald<ul style="list-style-type: none">◦ <i>The Sacrifice of Conviction</i>◦ <i>The Proclamation</i>◦ <i>The Mantle of the First Crucible</i>◦ <i>The Mantle of the Last Covenant</i>◦ <i>The Mantle of Terror</i>◦ <i>The Mantle of Waking</i>◦ <i>Bastion: The Temple</i>

