

Common effects (duration: success / critical success)	
Heart	The target loses 1 NS (d: instantaneous).
Skull	Dead. (d: instantaneous)
Heart	Recover 1 NS. (d: instantaneous)
Heart	Resurrect. (d: instantaneous)
Stunned	Stunned (1 less). (d: 1d6/2d6 turns)
Surprised	Surprised (no or). (d: 1 turn)
Controlled	Controlled (obeys everything and the caster can see and hear through it). (d: 1 day/1d6 days)
Transform	The target transforms its appearance and what is between this icon and the target symbol. (d: 1 day/1d6 days)
Travel	(distance) The target travels. (d: instantaneous)
Appears	A target appears, summoned, and is controlled by the caster. (d: 6 turns/6 min)
Move	The target moves at the will of the magician (as attack vs. of vs. opponent's). (d: instantaneous)
Invisible	Invisible (Stealth). (d: 6 turns/6 min)
Conjure	The conjurer creates a still or animated image (vs. to distinguish vs. of vs. caster's). (d: 1 day/1 week)
Soundless	Does not make any sound. (Stealth). (d: 6 turns/6 min)
Sounds	Creates sounds (d: instantaneous)
Fly	The target flies (d: 6 turns/6 min)
Extra	+1 extra point (d: see power level)
Attack	+4d6. (d: see power level)
Attack	→ -1 to . (d: see power level)
Attack	+1 to . (d: see power level)
Attack	+1 to . (d: see power level)
Attack	→ +1 to . (d: see power level)
Attack	→ +1 to . (d: see power level)
Attack	Dark vision (d: permanent)
<u>Actions:</u> (See Game System)	
Normal	Normal action. (vs)
Confronted	Confronted action. (vs)
<u>Combat Actions</u>	
Combat	Combat Action.
Close	Close combat.
Ranged	Ranged Combat.
Defend	Defend.
Telekinesis	Telekinesis.
Move	Move (9 m/3m).
Quick	Quick action.
Step	Step (3 m/ 1 m).
Fast	Fast attack.
Free	Free Action.
Reaction	Reaction.

Heroes		Race	Level 1	Level 5	Level 10	Classes	Level 1	Level 3	Level 5	Level 7	Level 9
corderosdedios.com		Human	»@	→ + +	»@	Pathfinder	Pathfinder	Rogue	Wild	Spear	Control ()
Mini-RPG by R. Fernández-Regueira		Dwarf	^ +	^ +	^ + »@	Warrior	Thief	Rogue	Pathfinder	Pathfinder	Control ()
		Halfling	» +	»@	^ +	Thief	Presence	Rogue	Pathfinder	Pathfinder	Control ()
		Elf	^ +	»@	»@	Presence	Healing	Rogue	Pathfinder	Pathfinder	Control ()
		Orc	→ +	»@	»@	Healing	Control ()	Rogue	Pathfinder	Pathfinder	Control ()
Development		Level 2	»@	»@	»@	Level 4	»@	»@	»@	»@	»@
All			»@	»@	»@	Level 6	»@	»@	»@	»@	»@
Level 8			»@	»@	»@	Level 10	»@	»@	»@	»@	»@
Power targets		Magical training (» to for)		Animal companion (Druid) (small minion)		Read a power: Effect(clarification)/Attribute(clarification) Target(description)		Example: (/) (allies) -> Raises the combat defense of multiple allied characters by 2 points (one ally for each d6 of the caster's intelligence).			
(description) One creature.											
(diameter in m) Area Effect.											
(description) Several targets (as many as d6 in the caster's)											
(description) Object.											
(description) Personal.											
(Animal).											
(Intelligent creature).											
Defenses		Magical		Basic (-)		Intermediate ()		Advanced ()		Exceptional ()	
Combat defense.		Execution		See Effect (d)		See Effect (d)		See Effect (d)		See Effect (d)	
Magic defense.		Duration		See Effect (d)		See Effect (d)		See Effect (d)		See Effect (d)	
Power Points.		Damage(Fire, Ice...)		→ / () (30)		→ / () (30)		→ / () (30)		→ / () (30)	
Attributes		Control (or)		→ / () (or)		→ / () (or)		→ / () (or)		→ / () (or)	
@Any Attribute.		Healing		→ / () (30)		→ / () (30)		→ / () (30)		→ / () (30)	
Athletics.		Transmutation		→ / ()		→ / ()		→ / ()		→ / ()	
Intelligence.		Teleport		→ (100 m)/ ()		→ (100 m)/ ()		→ (100 km)/ ()		→ (100 km)/ ()	
Charisma.		Summon		→ / () (minion)		→ / () (superminion)		→ / () (minion)		→ / () (superminion)	
Ability.		Psionic		→ / (1 kg)		→ / () (1 kg)		→ / () (1 kg)		→ / () (1 kg)	
Perception.		Illusion		→ / () (50)		→ / () (50)		→ / () (50)		→ / () (50)	
Resources.		General		Basic (-)		Intermediate ()		Advanced ()		Exceptional ()	
(\$ Savings)		Always active		»		»		»		»	
Elements of an action		Duration		1 turn (10 seg)		6 turns (1 min)		6 turns (1 min)		6 turns (1 min)	
d6 6-sided dice.		Wild		→ / () (Wild environment)		→ / () (Wild e.)		→ / () (Wild e.)		→ / () (Wild e.)	
Difficulty.		Urban		→ / () (Urban environment)		→ / () (Urban e.)		→ / () (Urban e.)		→ / () (Urban e.)	
Challenge		Subterranean		→ / () (Subterranean environment)		→ / () (Subterranean e.)		→ / () (Subterranean e.)		→ / () (Subterranean e.)	
General		Aquatic		→ / () (Aquatic environment)		→ / () (Aquatic e.)		→ / () (Aquatic e.)		→ / () (Aquatic e.)	
Basic (-)		Presence		→ / () ()		→ / () ()		→ / () () (ally)		→ / () () (ally)	
Intermediate ()		Thief		→ / () (traps and secret doors) / ()		→ / () (traps and secret doors) / ()		→ / () (traps and secret doors) / ()		→ / () (traps and secret doors) / ()	
Advanced ()		Pathfinder		→ / () ()		→ / () ()		→ / () ()		→ / () ()	
Combat		Basic (-)		Intermediate ()		Advanced ()		Advanced ()		Exceptional ()	
Execution		Always active		★		★		★		★	
Duration		Always active		6 turns (1 min)		6 turns (1 min)		6 turns (1 min)		1 turn (10 seg)	
Rogue		→ / with instead of / ()		Ignore a every turn / ()		Can a in combat / ()		→ / with 1 impact (Surprised) / ()		→ / with 1 impact (Surprised) / ()	
Protector		Receives a targeted attack to adjacent ally / ()		→ / instead of / ()		→ / instead of / ()		→ / / / (aliados)		→ / / / (aliados)	
Spear		Increases (15/6) / ()		→ / / / every turn / ()		→ / / / every turn / ()		→ / / / every turn / ()		→ / / / every turn / ()	
Wall		→ as a to a moving away from its / ()		Increases (6/3) / ()		→ as a to a moving away from its / ()		→ as a to a moving away from its / ()		→ as a to a moving away from its / ()	

