



Varial, the Varial Audio Drama, the Varial Audio Books, the Varial RPG, the Varial Bard Handbook are
©Hey It's Jali Entertainment 2018 - 2020 . All rights reserved.

www.heyitsjali.com

www.varialseries.com

Earth. It is the only world with life on it we know of. The truth is that multiple worlds and universes exist. These worlds are many things, many creatures, many types of technology and many types of magic. Earth is one of the more unfortunate worlds. We are so progressed with technology, but we are sorely lacking in magic. There are those chosen few on Earth who do have magic. Most of us know who they are. They have created iconic books, built worlds many of us love today, created characters, music and art. Among the more well known magic users are the good Saint Nicholas, Frida Kahlo, Walt Disney and Julie Andrews.

But because we have so little magic to speak of, the portals rarely come to Earth. What are the portals, you ask? The way to travel between the worlds. Every world has portals that open and close. A world with more magic can control their own portals. A world with less magic can't. Every so often, a world opens a portal on earth and sometimes, a lucky Human being finds the portal.

The world of Varial is one heavy with magic. For a time, the residents of Varial took a particular interest in Earth. They felt the Human beings of Earth would make a good addition to their world. Many portals began to open and close in hopes of populating Varial with some of the Humans. In fact, every Human in Varial can trace their ancestry back to a Human from Earth. Sadly, much of that changed when David Queseda arrived in the land of Espachor, but that is another story for another time. For now, we will learn of the most special Human to ever enter Varial.

In 1952, Jeannie Pryor walked the streets of Los Angeles. Little did she know that a wrong turn onto a side street would change her life and another world forever. Perhaps it wasn't a wrong turn at all. You see, something pushed Jeannie toward the side street and into a back alleyway that previously didn't exist. Some in Varial say a powerful Wizard knew and gave her a little nudge. Others say it was fate.

Regardless, Jeannie found herself face to face with a rare portal. She could have run away in fear, claiming all sorts of superstitious reasoning. Curiosity got the best of her and she stepped through. The woman found herself in Bruy Clines, just up the hill from Bruy Port.

The adventures, lessons and life Jeannie lived in Varial could fill multiple novels. The important thing is that Jeannie was the first in Varial to be called a Bard. Since then, other Bards have traveled to or been born in Varial. All have the power to tell and help shape the stories of others. A Bard knows the power of words. Whether they are written, spoken or put into song. Theirs is a powerful magic.

In Varial, there is the Bard. It is a class that is set aside only for the person running the game. The Bard helps tell the story of the players. The Bard can be a character

who is part of the party or just a bystander who is narrating the adventures. Whatever the Bard chooses is up to them.

In this world, story is key. While the rules are here to help you, they are meant to be bent and even broken at times. Within Varial, there are two solid rules that **shall not** be broken. Rule one is if all agree, then all is well. Rule two is there can only be one Bard in Varial.

The Lands of Varial



Bruy Clines

Native races: Orcs, Humans

Ruler: Alric the Warden

Capital City: Bruy Port

The first land is the large island to the South West. Bruy Clines is the home of the native Orcs. Humans in Varial share the islands with the Orcs. Bruy Clines is made up of one big island and a number of smaller islands, including Crab Claw Bay to

the North. In Bruy Clines, piracy is a way of life. Many of the great duelists of Varial are native to this land.

Nothing is outlawed in Bruy Clines -- not any types of magic or even any sort of crimes. One might think it is kill or be killed, but that isn't quite the case. The term "an eye for an eye" is the unspoken law within the islands. If you cross a citizen of Bruy Clines, expect them to take swift and severe revenge.

The Capital of Bruy Port is to the East. It houses most of the citizens. The reasons why are not only practical but out of fear. On the Southwestern Coast of Bruy Clines lies the island of Clen - the home of the Sirens. Most residents of the great islands avoid that area at all costs. Even the pirate fleets of Bruy Clines don't dare go near the Siren's waters.

Athary

Native races: Faerie

Ruler: Leafwing

Capital City: Aura

Athary is just East of Bruy Clines and home of the native Faerie of Varial. The great plains and valleys of Athary are full of enchantment, down to the Lempick fruit they grow in their orchards. Athary is also home to Everpond Grove, a forest full of magic that houses the Everpond. The Everpond is a large pond that overflows with magic from Athary and beyond.

Unlike the neighboring land of Ordrya, Technomancy can not touch the land of Athary. The Faerie are very careful about preserving Traditional magic. Technomancy is completely outlawed within the land. Anyone caught practicing Technomancy could be subject to arrest or exile. It depends on the mood of the Faerie that day.

The capital city of Aura looks like a sleepy village that spreads on for miles. Aura is home to the most well known enchanter and alchemists of Varial.

Ordrya

Native races: Elves

Ruler: Ciara Div'vossian

Capital City: Zloras

Many say Ordrya was the first land in Varial. Even the great Scholars confirm that ancient history speaks only of Ordrya. In Varial, the Elves came first. Ordrya itself has adapted to Varial as time has passed. All types of magic are allowed and encouraged in the land.

Within Ordrya, you will find the famed Lempick Caves. Many say the magical Lempick fruit of Athary came from those caves. To the East of the Caves, you find the great Holly Forest -- a forest so thick and dark that no one has explored it in its entirety. Many explorers have gone deep into the forest and never returned.

The great city of Zloras, the capital of Ordrya, sits in the Northwest of the land. Zloras Castle still hosts the Council of Varials leaders once every sun turn. When the leaves begin to fall, the Council gathers and discusses the present and future of the lands. Because of this great responsibility, Ordrya is home to the strongest military in all of Varial.

Espachor

Native races: Gnomes

Ruler: David Quesada

Capital City: Queross

Espachor was once a verdant land of sprawling farms. The multiple river systems of Espachor created rich soil and the native Gnomes were the best farmers in all of Varial. Espachor itself was never intended to be the capital of Technomancy. It all changed in the past because of the future.

The Coasts of Espachor are still sleepy farmlands and villages. On the Eastern Coast of Espachor, Wolves Crossing serves as their main harbor. Visitors, trade, import and export all go through the busy harbor.

On the inner part of Espachor, the land changes drastically. In contrast to the farmlands of the coast, the mainland is known as the city of Queross. Queross is a place so saturated with Technomancy that even the vegetation has circuitry inside of it. It looks like another world compared to the rest.

Stej Pria

Native races: Centaur

Rulers: Gunnar and Siv

Capital City: Nolodeske

To the North of Varial is Stej Pria, the land of snow-capped mountains, thick forests and the native Centaurs. Stej Pria is a proud and ancient land, thought to be the second in all of Varial. The forests where the Centaurs hunt are just outside the capital of Nolodekse. They are full of mystery and myth, since no one besides the Centaur race has been able to enter them.

Stej Pria has the lowest population of any other races. The Centaurs are a proud people and wary of outsiders living in their home. There is one village to the south where a group of other races live. For the most part, the Centaurs leave them be.

The capital of Stej Pria is Nolodeske, a large city on the very southern tip of the land. Nolodeske is a haven of trade and goods. Skilled artisans, alchemists, enchanters and any merchant one can think of travels to Nolodeske to trade. The Centaurs (and others) say that it is the home of the best products in Varial.

The Races of Varial

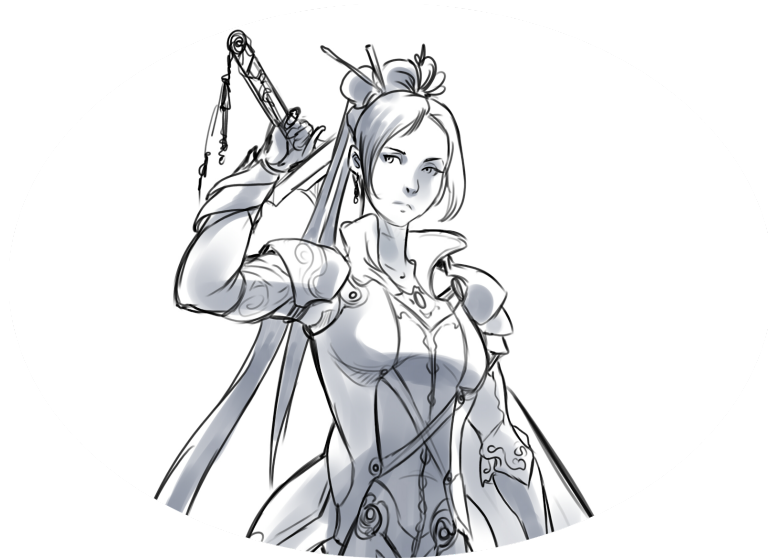
Varial is a home to many races. These races are housed by other worlds as well, but none of the residents here would dare leave Varial for another world. Many authors on Earth may have visited or heard of Varial since we know they have written about these creatures. We would advise you now to stop remembering the stories you have read. While they are all good stories, they do no justice to these people.



Orc

The Orcs of Varial are typically seen as great duelists, gunslingers, sailors and fishermen. The pig-nosed brutes Earth makes them out to be can not be further from the truth. Orcs resemble Humans, except their skin comes in shades of green or blue. Orcs are much taller and more muscular than Humans. However, they are much more stubborn and have a shorter temper than Humans do.

Orcs are named for their deeds or accomplishments. When they are born, they are given a single name. As an Orc grows into an adult, they will be given a title as well. For instance, the Ruler of Bruy Clines is Alric the Warden. Other well-known Orcs are Elena the Dauntless, Theresa the Writer, Sam the Insane and Shae the Bard.



Human

All Humans living in Varial are descended from Earth's first travelers. Most Humans live in Bruy Clines and Espachor. Humans tend to be the most versatile of races. They are the jack of all trades but master of...Technomancy. It seems the only magic Humans can truly master is Technomancy. However, Humans can easily master a trade or skill.

Unlike others, Humans can hold special talents. Especially Humans with lines traced back to ancient Varial. Most of those bloodlines tend to have Faerie, Elven or Orcish blood in them. This can make them particularly talented in a type of magic or skill.

When Humans first arrived on Varial, they took on names native to the lands. As more Earth Humans have come along, Humans began to adopt surnames and much more Earth-like first names along with the Orcs. Some of the more well-known Humans of Varial are Jeannie Pryor, David Quesada, Clifford Murray, Maureen Oakley and Lawson Tyndall.

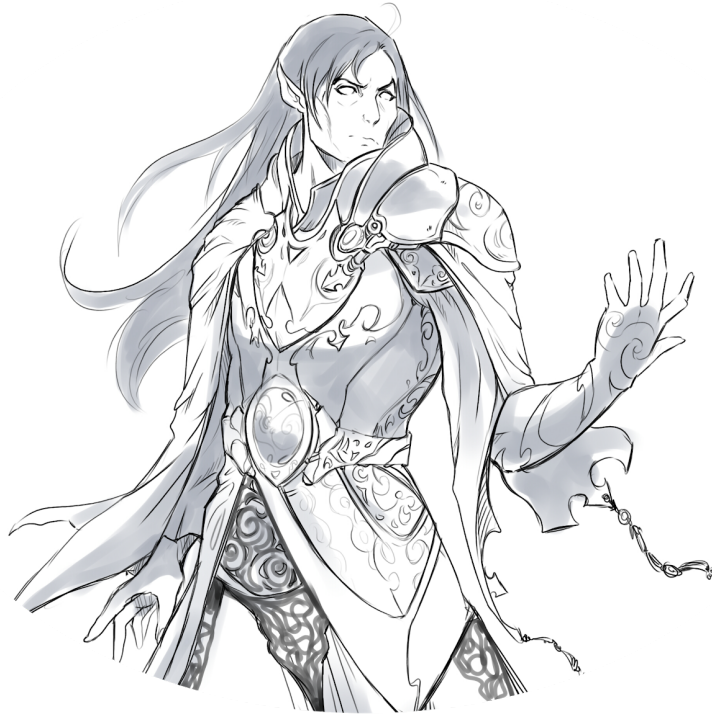


Faerie

The Faerie of Varial are one of the oldest races in the lands. Faerie are not the tiny, mischief-making things one would think of. Most Faerie tend to be as tall as a Gnome. To Earth, that would make them about four feet (or one hundred and twenty one centimeters) tall. Faerie do tend to look and act young until they are greatly aged.

Beware of the Faerie. They can turn violent in an instant. They have been known to be ruthless with those who cross them, torturing their victims before they finally rip them to pieces.

Faerie do have wings. Yes, they are quite pretty and each wing design is unique to its Faerie. However, a Faerie can only fly a few feet before their wings grow tired. Faerie are named for the flora and fauna of the land of Athary. Some pull from the flora and fauna of other lands as well. Faerie have no surnames and each name is unique to the Faerie. Some of the more well-known Faerie are Swiftwind, Seabough, Stargrove and Ravenbloom.



Elf

The Elves of Varial are the eldest of the races. They have always been in Varial and no one knows their origin or how they came to be. What we do know is the Elves are quite similar to many stories one hears of on Earth. They are tall and thin with angular features and long pointed ears. Truly, some famous Earth authors must have been visitors to Varial. How else would they know the Elves so well?

The Elves of Varial have adapted to what the world has become. While most are still quite attuned to Traditional magic, the Elves also practice Centaur archery, fighting and Technomancy.

Elves are given a first name that sounds similar to our Irish, Gaelic and Celtic names on Earth. The truth is, the names originated in Varial! Someone brought them back to Earth from here. Elves have a "surname" in the sense that they are named for the house into which they are born. Some of the more well-known Elves are Flynn Div'vossian, Brennan Bar'rin, Brigid Lis'son, Flannery Jek'kaedh, Eithne Ruf'finn and Rhiannon Geq'quin.



Gnome

Gnomes have always been the quiet and peaceful race of Varial. While short in stature, they make up for it with their oversized hearts. Gnomes are known as the kindest and most giving people of Varial. Sadly, this caused the Gnomes to be exiled from their own capital of Queross.

Gnomes are rather stout in appearance and many think they look like a Dwarf. It seems that once again, some Earth authors have visited Varial, except they mistook Dwarves and Gnomes as the same race. Gnomish men have long beautiful beards that are their pride and joy. Gnomish women are stout women with broad smiles, big hearts and strong wills!

Gnomes tend to pull names from all over Varial. Some take names from Humans while others take names from Centaurs. Sometimes, they simply name their children something that they found funny at the time. It goes without saying that Gnome names can be quite interesting.



Centaur

The Centaur are great hunters and fighters who pride themselves on being the first to introduce archery and the axe to Varial. The upper half of a Centaur's body is male or female and the lower half is that of a horse. Centaur have many varying shades of skin like the Humans, Elves and Faerie. The lower half of their bodies also vary in color and pattern.

Centaur tend to be rather xenophobic. Outsiders take time to earn their friendship but rarely earn their trust. *Some* Centaur do venture outside of Stej Pria and live in other parts of Varial, willingly accepting the other races of the world. Centaur who practice such acceptance are usually shunned by others of their race.

Centaur have names that sound similar to Nordic and Scandinavian names on Earth. They have no surname and scoff at the very idea of the "Human custom." Well-known Centaur are Erik, Gylfli, Mathilda, Tofa and Ulfbjorn.

Rare races

There are some races in Varial that are quite rare to see, but they do surface from time to time. Players are able to use these races in character creation with the permission of the Bard. Each of these races could have difficulty being part of a party.

Dwarf

The Dwarves of Varial are quite similar to the Gnomes. In fact, Dwarves were once Gnomes. The Gnomes settled in the Lempick Caves of Ordrya and the magic of the caves changed them. Dwarves rarely come out of the caves and when they do, it's to quickly conduct trade with the nearby city of Hollyhead. Every Dwarf that enters the outside world must wear some sort of eye protection or risk total blindness.

Siren

The Sirens of Clen are a race of men and women who are half-Human on the upper body and half-fish on the lower portion. Unlike the stories we know of, Sirens can not change into a full Human at will. The only way a Siren can change form is through a magical item. Sirens themselves possess the magic of the spoken word. It is the only magic Sirens are able to ever use. Because a Siren has the true form of their magic, a Siren can never speak a lie and they speak often in riddles.

Half breed

It is a beautiful thing when two people in Varial find love. Sometimes, people of two different races find love. When fate smiles on the happy couple and blesses them with a child, then it is "Born of two lands". In Varial, a "half breed" is not a name one would ever use unless they wanted to face retribution. These children are always referred to as being "born of two lands".

It is impossible for Centaur to reproduce with other races of Varial...for obvious reasons. Orcs, Humans, Gnomes, Elves and Faerie have all had children born of two lands. It is worth noting that Faerie children who are born of two lands do not ever have wings.

The Classes of Varial

There are many people in Varial with various talents. Each talent is something you were born with, whether it is your magical ability, the ability to fight or use a bow and arrow. The four talents within Varial are Fighter, Mage, Technomancer and Archer. It is worth noting that because Varial is a world so heavy with magic, almost everyone can use it.

The class you choose will determine a lot about your character including their Abilities. Each character has two abilities unique to their class and one Ability unique to their talent.



Fighter

The fighters of Varial range from elite Knights and Sentinels of Ordrya to the brawlers of Bruy Clines. Fighters can be excellent as back-alley brawlers or well-trained Knights of Ordrya. One thing is for sure, if you can't pack a punch or use a sword, don't cross a Fighter.

Among the Fighters of Varial are Brennan Bar'rin the Knight, Ciaria Div'vossian the Sentinel and Gunnar the Frenzy.

Fighter Ability

Enrage. The character taps in to their innate fighting ability and magically grows in size, giving them enhanced physical abilities. They are now able to add +3 to their dice roll this turn. Oh and they might stay big for awhile. Be careful with low-hanging ceilings and doorways.

Knight

The Knights of Varial protect and fight for the land that they call home. Knights of Varial originated from the Elves of Ordrya, but eventually all lands of Varial claimed trained Knights to aid them in times of war. The Knights keep with the old Elven tradition and only admit males to their Order.

Knights could also be known as the standard “tank”. They typically wear heavier armor, carry shields and protect others.

Knight Abilities:

1. Pillar of Fire. A Knight knows how to protect the innocent and their allies. A Knight using Pillar of Fire raises their shield in the air and it ignites in a pillar of flame. The Knight and their allies take -(d6) damage this turn. This ability is only available if a Knight has a shield equipped.
2. Tactical Foresight. Knights are well-trained in anticipating enemy movement. A Knight using Tactical Foresight will be able to predict the opponent’s next movement and dodge the attack. The Knight takes -(d6) damage this turn.

Available weapons: Single-handed sword, Shields, Single-handed axes. Shields can be used at the same time as a single-handed weapon.

Knight Health Pool: Knights have a starting health pool of 55

Armor: Chain maille, Plate

Sentinel

The Sentinels are an ancient Order of Ordrya who only admit females. To this day, the Sentinels of Ordrya still aide the ruler in governing the land. While most Sentinels are still Elves, others in Varial have also been trained in the art.

A Sentinel is a standard battle cleric. They fight very well and can utilize healing magics to restore their own health pool or that of other player characters. Like Knights, they also wear heavier armor and carry a sword and shield.

Sentinel Abilities:

1. Helping Hand. A Sentinel is able to channel healing magics and heal wounds during combat for themselves or an ally. A Sentinel who uses Helping Hand will heal themselves or an ally for +(d6) this turn and still be able to attack.

2. Spirit of the Griffin. The Sentinel calls upon the guardian of the Order -- a great griffin spirit who watches over all. The Sentinel who uses Spirit of the griffin calls in a griffin spirit to fight for them this turn. They gain +(d6) damage to the opponent and all damage the Sentinel may take is transferred to the griffin spirit.

Available weapons: Single-handed sword, Shields, Greatsword. Shields can be used at the same time as a single-handed weapon.

Sentinel Health Pool: Sentinels have a starting health pool of 45

Armor: Chain maille, Plate

Frenzy

The Frenzy was first seen in Stej Pria. They employ a savage fighting style that is prized by the Centaur of the land. For a long time, Centaur only taught their own. As time has gone on, a few worthy outsiders were able to learn the brutal tactics.

A Frenzy is a fierce fighter who uses large swords and sometimes their own fists to take down foes. All of the Frenzy are attached to a specific weapon and prefer that over any other weapon. A Frenzy character must declare their chosen weapon. Frenzy who choose another weapon during the game will receive a penalty of -4 to every roll until they pick up their chosen weapon again.

Frenzy Abilities:

1. Turn to Stone: The Frenzy knows how to continue fighting in the face of danger. They become so enraged that they are unable to fall in battle for a short time. Their body turns to that of stone and they are unable to fall in battle for a short time. A Frenzy who uses Turn to Stone will not Fall or suffer a KO this turn.
2. Centaur Tactics. The Frenzy who has learned the traditional fighting style of the Centaur is a fierce and formidable foe. Once a Frenzy channels the ancient Centaur Warriors, they gain +1 to their total dice roll for the remainder of the combat.

Available Weapons: Greatsword, Greataxe, Knuckles, Single-handed sword, Single-handed axe

Frenzy Health Pool: A Frenzy has a starting health pool of 50

Armor: Clothing, Enchanted Cloth, Leather, Chain Maille, Plate



Mage

The magic users of Varial are numerous. They originated with the Faerie of Athary and the Elves of Ordrya, but magic is everywhere in Varial. It is impossible to live in Varial and not see magic on a regular basis. However, there are those who are born with their own magical talents. Mages are born with talents for Traditional magic, Naturalism, Dark magic or Technomancy. Just don't tell the Faeries Technomancy has now become an innate magical talent. They refuse to believe it.

Among well-known Mages of Varial are Leafwing the Mage, Cailen the Physician and Swiftwind the Naturalist.

Mage Ability

Magic wand. Every Mage in Varial has a special wand that was gifted to them by their first mentor, teacher or tutor. A magic wand emits a powerful magic blast and causes an enemy to take +(d6) damage this turn.

Necromancer

The Necromancers have had a difficult time gaining acceptance in Varial. They began as a rogue sect of Dark Mages within Espachor who reanimated the dead to do their bidding. Today, they are reluctantly accepted as actual Mages in Varial.

A Necromancer is the outcast. Let's face it, no one wants a zombie hanging out with them. Every Necromancer receives a pet zombie that can do their dirty work for them. The Necromancer's pets have their own separate health pool and separate turns in combat. Which means a Necromancer is controlling two characters and not just one.

Necromancer Abilities:

1. **Reanimation:** A Necromancer can reanimate not only the dead but dead tissue as well. When a Necromancer uses Reanimation, a fallen or KO'd ally is able to rise up and continue combat for the next two turns. Their health pool will be +15 to their current health pool for two turns only. They will continue in regular combat for the next two turns. After that, they will go back to their previous health pool.
2. **Call the Underworld:** A Necromancer can call on a Shade to come from the Underworld and aide them in combat for this turn only. Enemies will take +(d6) damage this turn.

Available weapons: Dagger, staff

Necromancer health pool: A Necromancer's starting health pool is 20

Armor: Clothing, Enchanted Fabric

Necromancer pet health pool: The pet's starting health pool is 20

Physician

On Earth, a Physician is a trained medical professional. On Varial, it is similar. However, all Physicians are also magic users. The knowledge of medicine and magic

goes hand in hand on Varial. Physicians may not be the most adept fighters, but they make up for it with their ability to heal sickness, poisons and wounds.

A Physician is the all-around healer of a party. They are the only class with a weapon unique to them. While they can wear leather armor, a Physician should not be put in a position where they have to take the majority of damage. They will quickly become a new pet for a Necromancer if they do.

Physician Abilities:

1. Healing Waves. A Physician can call on the Traditional magic of Ordrya and Athary to heal an entire party all at once. The amount of health restored for the party is determined by the dice and treated as a normal healing action that restores health of *all* instead of just one. This healing action is usable in combat. The Physician is still able to attack after using this ability.
2. Rise Up. A Physician is able to utilize their knowledge of medicine and magic to tend to the wounds of an ally immediately. An ally who is KO'd or fallen can have Rise Up cast on them. The ally will come back with a health pool of fifteen plus the amount determined by a d20 (limited by the character's gear and item bonuses). A character who is brought back with Rise Up is then treated as a normal member of the party.

Available weapons: Physician's Staff

Physician Health Pool: A Physician's Starting health pool is 35

Armor: Clothing, Enchanted Fabric, Leather

Naturalist

The Naturalists began in Everpond Grove in northern Athary. Drawing from the Everpond itself, the Naturalists were able to utilize the magic of nature and the wildlife of Varial.

A Naturalist is a versatile class who chooses a unique animal familiar upon character creation. This familiar determines the future of the character. For instance, a Naturalist who chooses a koi fish may not be very good in the front lines, but may be good at slipping away undetected. Though, we don't know why someone would want a koi fish as a familiar. The familiar that the Naturalist chooses is completely up to the player.

Naturalist Abilities:

1. Ancient Bond. The Naturalist calls upon their animal familiar. The Naturalist will take the form of the familiar and receive -(d6) damage this turn and do +(d6) damage this turn.

2. Fury of the Everpond. The Naturalist calls upon the power of the Everpond itself, pouring the wrath of nature out onto the enemy. They will do +(d6) damage this turn.

Available weapons: Staff, Single-handed sword, dagger

Naturalist health pool: A Naturalist's starting health pool is 40

Armor: Enchanted Fabric, Leather



Technomancer

As we all know, David Quesada is the first Technomancer in Varial. He was the one who realized empowering a small computer with his magic suddenly opened up a completely new type of magic within Varial.

Every Technomancer has a “device”. It is a computer empowered with the Technomancer’s magic. It is unlikely a Technomancer will ever lose their device, but it is possible in very rare occurrences. Most of their time, the device is implanted in them and unable to be lost.

Well-known Technomancers in Varial are Olivia Thorpe the Risk, Ashta the Hacker and Anton the Illusionist.

Technomancer Ability

1. Technomagical implants. Technomancers are the only ones who can live through having an implant in their body empowered with magic. A technomagical implant can heighten the senses of the Technomancer. The player will declare which sense is heightened by the implant upon character creation.

Hacker

Hackers became such an issue in Querros that they were outlawed for a short time. This is because Hackers have figured out how to hack into the physical world itself and transfer items between their devices. These days, Hackers follow the law a little bit closer since the penalty for illegal Hacking is so severe. There is indeed legal Hacking. In fact, the Militaries of all lands but Athary employ Hackers for this very reason. Certain wealthy people of Varial also employ Hackers to satisfy their own greed.

A Hacker in Varial is better with the technology of Varial than the magic itself. However, a Hacker is a boon to any party, because a Hacker can take what you can not.

Hacker Abilities:

1. What's Mine is Mine. A character using this ability is able to do what made Hackers famous and infamous in Varial. A Hacker can use their device to transfer a nearby physical item to themselves or another nearby place. The success of this is determined by the roll of a d6. Any roll 3 or below is a failure. Any roll 4 or above is a success. This ability is also usable out of combat.
2. Cloak. When Hacking was outlawed in Espachor, Hackers had to learn to move quietly and discreetly across the land. They were able to utilize their devices to cloak their bodies and blend in with the surroundings. A Hacker using Cloak can stay hidden for two turns in combat, but they can take no action. This ability is usable out of combat. When used out of combat, the Hacker may take actions.

Available weapons: Knuckles

Hacker health pool: A Hacker's starting health pool is 45

Armor: Enchanted Fabric, Clothing, Leather

Risk

The Risk is a Technomancer who leaves everything up to chance. Risks have an implant in their brain that releases endorphins when a randomly generated

outcome is shown to them on their device. Because of this, a Risk views their device's answers as a drug. Some get far too addicted and eventually lose their mind.

Risk Abilities:

1. Life or Death. A character with Life or Death is leaving everything to chance. The Risk looks at their device and inputs the parameters of the enemy they are fighting. The device then determines whether the answer is "Live" or "Die". In order to find this answer, simply roll a d6. Any even number is "Live" and any odd number is "Die". If the answer is "live", the Risk heals the enemy for +(d6). If the answer is "Die", the Risk does +(d6) damage this turn.
2. Bet on It. A character with Bet on It is putting their life or the life of an ally in danger. The Risk looks at their device and inputs the parameters of the situation. The device then tells them if they or the ally are best suited to fight. Again, a simple d6 roll will answer this. All even numbers means the answer is the Risk. All odd numbers mean the answer is an ally. If the answer is the Risk, the Risk then takes on all of the damage meant for the ally this turn. If the answer is the ally, the ally then takes all the damage meant for the Risk this turn.

Available weapons: Guns, dagger

Risk Health Pool: A Risks Starting health pool is 35

Armor: Enchanted Fabric, Clothing

Seer

The first Seer in Varial used the name as a mockery of Traditional magic. A Seer is anything but a powerful sorcerer. They use technomagical illusions to create fantastic and confusing displays for enemies and entertainment alike.

A Seer is someone who can't be trusted. Most don't know if the Seer's face is actually their own or not. They have empowered their device with illusions and they can change things on a whim if they are powerful enough.

Seer Abilities

1. Grand Illusion. The Seer creates a complicated illusion that makes the enemy and their allies see them as something or someone else. The illusion can be that of something small or something powerful. A Seer who uses Grand Illusion will gain +(d6) damage this turn.
2. Now You See Me. The Seer creates an illusion that makes them disappear and reappear in another nearby location. This confuses enemies and forces

them to attack the illusion. The Seer takes -(d6) damage this turn. If the Seer is in danger of being KO'd or fallen, the Seer takes 0 damage this turn.

Available weapons: Guns, knuckles

Seer health pool: A Seer's starting health pool is 40

A armor: Enchanted Fabric, Leather, Clothing



Archer

Archers began as great Centaur who used bows and arrows to hunt in the Centaur hunting grounds of Stej Pria. Since ancient times, many in Varial began to apply the art of the bow to the more modern firearms. Later on, the sword was added as a needed companion by many Orcs in Bruy Clines.

An Archer is not simply a sharp shooter. Archers can have magical abilities and skills that overlap with other talents. The main focus of an archer is to make certain their aim is always true. Other than that, an Archer can employ their skills however they see fit.

Well-known Archers are Siv the Ranger, Alric the Warden and Donnal Van'nriiss the Gunslinger.

Archer Ability

Keen Eye: Keen Eye comes from the ancient Centaur who trained their eyes to hone in on the target. It is an ability that requires mental exertion to execute and should only be used when the Archer needs their aim to be true. An Archer using Keen Eye will get +(d6) damage this turn.

Ranger

The great Rangers of Stej Pria are lauded for their skill with the bow. Rangers are so adept with their art that they can take on enemies far away or very close by. All Rangers know the importance of silence. Many Rangers are trained to quietly watch and think about their actions before they do anything.

Ranger Abilities:

1. Silent Watcher. A well-trained Ranger knows when it is the appropriate time to act. The Ranger who employs the act of the Silent Watcher quietly moves behind the enemy and takes their shot while the enemy is unaware, gaining +(d6) this turn.
2. Agility. Rangers are swift to strike and swift to move. A Ranger using Agility can dodge an attack and will take -(d6) damage this turn.

Available weapons: Bow, Crossbow

Ranger health pool: A Ranger's starting health pool is 40

Armor: Clothing, Leather

Swashbuckler

The brawlers of Bruy Clines prefer to be called "Swashbucklers". They are a strange breed of Archer, using a melee weapon in one hand and a gun in the other. It is the preferred method of fighting for many pirates of the Great Islands. A Swashbuckler is skilled in the use of their sword and their gun, making them a difficult opponent close up or far away.

Swashbuckler Abilities:

1. No Quarter: A Swashbuckler knows that a fight is usually a matter of "you or me". A Swashbuckler using No Quarter will attack with both gun and sword at once, dealing +(d6) damage this turn.

2. Overhaul: If a Swashbuckler sees their chance to fight dirty, they will take it. The Swashbuckler using Overhaul notices a weak spot in the enemy and seizes the opportunity to get the upper hand, taking -(d6) damage this turn.

Available weapons: One handed sword, gun

Swashbuckler Health Pool: A Swashbuckler's Starting health pool is 45

Armor: Clothing, Leather

Gunslinger

Many Centaur would never consider a Gunslinger a part of the Archery talent. The truth is, Gunslingers use many of the same skills a trained Ranger would use.

Gunslingers are just a bit more boisterous than their bow-carrying counterparts, giving up silence and agility in favor of getting up close and personal with a bullet.

Gunslinger Abilities:

1. Ricochet. Most Gunslingers prefer to use their firearms with some skill and training. In the heat of a fight, a Gunslinger may throw all that out the window and just begin to squeeze the triggers. A Gunslinger using Ricochet gains +(d6) damage this turn.
2. Shower of Bullets. Gunslingers tend to focus on one target at a time, but a Gunslinger with a touch of magic can enhance their bullets to split apart. A Gunslinger using Shower of Bullets does +(d6) damage to all opponents this turn. If there is only one opponent, the Gunslinger will add +3 to their total dice (including the +d6)

Available weapons: Guns

Gunslinger health pool: A Gunslinger's starting health pool is 35

Armor: Clothing, Leather

Combat and the Dice in Varial

The combat system in Varial is simple and straightforward. Everything is determined with the roll of a d20 (20 sided dice) and everything else added on is a d6 (six sided dice). One side attacks and the other side defends, then it is the turn of the other side to attack.

How to initiate combat

Before combat begins, the Bard should know the health pool of the opponent(s) the players are fighting. The Bard will hand another player (at random) a d20. The Bard will roll and the player will roll. The highest dice roll will attack first.

If the Bard declares that combat is being initiated and loses the roll, the players will take no damage. The party will then be able to respond with an attack of their own.

If a player initiates combat or attacks, they will still roll against the Bard. If the player loses the roll, the opponent takes no damage and is able to respond with an attack of their own.

Combat Turns

Turns in Varial are simple and meant to move things along quickly. When combat is initiated and it's determined who goes first, the turn begins. A turn ends when all opponents and all players roll for attack and defense.

A single turn in combat looks like this:

The Bard declares that combat begins and rolls against a player. The Bard wins the roll, thus the Bard (as the opponent) goes first. *(If the player wins the roll, the players will then go first)* The Bard declares their attack (as the opponent) and rolls a d20, each player in the party then rolls a d20 to defend against the attack. Anyone who rolls lower than the Bard will take damage equal to the dice.

The players then attack the opponent(s), declaring their actions *one at a time*. (Don't talk all at once!) Each player will roll a d20 for their action. The Bard will then roll a d20 for *each* opponent in combat. If the Bard rolls lower than a player, then the opponent(s) take damage equal to the total sum of the dice. The turn is now over and a new turn begins.

Using Abilities

Each class in Varial has a unique ability to their class. If a player decides to use an ability, they must declare the ability *before* they roll their dice. Most abilities require an extra d6 to roll.

The player will then roll their normal d20 *and* the d6 for the ability. The class information section will explain each modifier for the d6.

Some abilities are passive and use no extra dice rolls. Those abilities must still be declared *before* the dice is rolled. The player will then receive the use of the ability.

Example of abilities being used are:

A Physician notices the party is losing health points. When it is their turn to attack, they declare they will use "Healing Waves". The Physician then rolls their d20 and their d6, healing the party for the total amount rolled (d20 and d6 combined)

A Necromancer notices the Frenzy is KO'd and can not fight. The Frenzy has only 5 health points left. The Necromancer declares they will use "Reanimation". The Necromancer then declares their own attack and rolls the d20 to damage the opponent. The Frenzy returns to the party with 20 health points and is able to fight for two turns.

A Seer declares they are using "Shapeshift" this turn. They shift into the illusion of a great white shark (no, we don't know why either) and they roll the d20 as normal along with the d6. The opponent then takes damage for the total amount rolled (d20 and d6 combined)

Health Points

Every player has a health pool determined by their class. Health pools are modified by gear and items. A health pool is the total of the health points a character has available to them. For example, a Frenzy wearing base chainmaille and holding a base greatsword has a health pool of 57. (*The Frenzy's base health pool is 45. A base Greatsword is +5. Base chainmaille is +7. $50+5+7=62$*)

The amount of damage they take is determined by the d20. Yes, a roll of 20 can really, really hurt. That's why we have healers in the game. If a character takes damage, the health points are removed until they are no longer able to fight because of a KO or Falling.

KO, Falling and Death

A character or an opponent who falls to 5 health points or below are KO'd. They can no longer take actions. They can not attack or defend. They are helpless. They are a heap on the floor. Other players can choose to defend or heal a KO'd ally. A character who is KO'd is considered out of combat.

A character who takes damage that puts them to 0 health points or below has Fallen. They're dead. They can take no action and they can not fight any longer. When an opponent reaches 0 health points, the players have won the combat.

In combat, if all party members are KO'd or Fallen, the opponent has won combat. What else happens is up to the Bard.

Death is not always permanent in Varial. A Bard can choose to make death permanent and ask a player to create a new character if theirs is Fallen. Or, another option can be chosen. We recommend that death is permanent. The party will mourn their ally and the player must make a new character to join the party.

Healing

Healing is possible in a number of ways. Many classes have the ability to heal others and can declare that ability in combat. There are many other options for a party or party member to heal.

Parties who decide to rest, camp or stay in a city or town can heal while they are resting. If they suffered grievous wounds, perhaps they need to seek out a Physician or Alchemist to help them? How a party heals when they are resting is up to the Bard and the players.

Any character who knows healing magic is able to heal the party out of combat with no penalty and no turns needed. It is not during combat so the player can simply declare they are healing the party and roll their dice as normal. It is up to the player whether or not they will heal their allies after combat.

If a character is KO'd after a fight, they can be healed out of combat. A Fallen character can not. What happens to the character who has Fallen is up to the Bard and the players.

Items and Gear

There is no experience to gain in Varial. Players do not gain levels for their characters. Instead, players gain items and gear that helps them along their journey. Items and gear are a large part of encouraging creativity within Varial. The items and gear players receive is created by the Bard and/or players to help them along their journey. The only exception to this are the base items each class has.

It is recommended that players receive new items and/or gear after difficult combat or a chapter of a story closes. Items and gear are meant as a reward and should not be given away like Lempick fruit.

Base Weapons and Armor

Every single class has specific weapons available to them and specific armor available to them. When they begin character creation, the player will choose their weapon and armor. Base weapons and armor have the following effects.

Base Weapons:

- Single handed sword +2 to health
- Shield +6 to health
- Single handed axe +2 to health
- Greatsword +5 to health
- Greataxe + 5 to health
- Knuckles +4 to health
- Dagger + 2 to health
- Staff +4 to health
- Physician's Staff +3 to health
- Guns +2 to health
- Bow +3 to health
- Crossbow +2 to health

Base Armor

- Plate + 9 to health
- Chain maille + 7 to health

- Leather + 5 to health
 - Enchanted Fabric + 3 to health
 - Clothing +2 to health
-

Creating items

Once a party has started on their journey, the amount of items and gear they can pick up is as endless as your imagination. Items should have a health modifier for the character carrying the item and some items may have special abilities. Items could cause (+d6) in damage, unleash a one-time powerful spell or heal allies.

Gear can also have a special ability attached to it and not simply a health modifier. Gear could add extra protection (-d6) this turn or allow an arrow to strike true (+d6) this turn. Again, what each piece of special gear does is at the discretion of the Bard.

If an item or piece of gear has an ability of its own, it is treated like a class-specific ability and can only be used once in combat. The ability must be declared before the player rolls.

For further clarification of the handbook, Bard resources, character creation sheets, maps and item ideas, please visit the website at varialrpg.com to explore more of Varial.

Credits:

Varial RPG, Varial, it's lore, classes and characters created by Jali Redwyne

Map artwork by: Luca Coppola

Class artwork by: Ajid Wiputra

Race artwork by: Brett Casanos

Varial, the Varial Audio Books, the Varial Audio Drama, the Varial RPG and the Varial Bard Handbook are © Hey Its Jali Entertainment 2018 - 2020 . All Rights Reserved.