

Character Statistics

6 stats Paired. Stats work as modifiers to dice rolls.

- STrength, KNOWledge (Body, Mental force)
- DEXterity, CREativity (Body, Mental agility)
- CONstitution, DETermination (Body, Mental resilience)

Play in clockwise Turns

Those who want to go first roll a d20, highest win, then go clockwise. those that choose to abstain gain 1 reaction.

Global Target Number

Each situation has a single target number (TN), changes in the situation can influence the target number raising it or lowering it accordingly.

If a character is attempting something that is particularly harder or easier than normal adjust the Target for that single action by +3 for HARD , -3 for EASY

Time Frames

Time Frames are a way to keep track of time during turns, usually time frames are smaller depending on the importance of the actions taken.

- Moments: around 2 seconds, represented by Actions.
- Seconds: around 6 each, represented by a turn in Action Mode.
- Minutes: around 10 minutes each, for longer actions that are usually roleplayed.

Extra time frames

Quarter hours, Hours, Half Days, Days.

Tasks, Hearts and Effort

Tasks are represented by HEARTS and each HEART takes 12 Effort to complete.

Why? (personal choice) because it is easy to divide: $1/2=6$ $1/3=4$ $1/4=3$. it is easy to guess 1 HEART of effort is around 4 weapon/tool rolls. and 1 minion could have 1/4 heart. it also fits with a critical doing 1d12 effort for a potential 1 hit 1 heart.

Effort Dice

- 1d4 Basic: Hands.
- 1d6 Tools: Melee weapons, and anything with infinite use.
- 1d8 Cartridge Tools: Bows, Guns, Tools with limited uses.
- 1d10 Energy: lasers, magic, and strong energies.
- 1d12 Ultimate: Rolled on natural 20's added on top of the regular effort.

Master Grade Gear

As of now Efort dice have no modifiers, master grade gear solves that. Master grade armor makes it so that dice rolls below the Grade's result have no effect on the character. Master grade weapons add their grade to the effort rolled.

There is a limit to grades. Each gear grading cannot exceed half of the dice range of the effort that it applies to. 2 for basic, 3 for tools, 4 for cartridge tools, 5 for energy, 6 for Ultimate. Pieces of armor can have General grades for all types of effort or individual grades for different types of effort.

Distances

Distances are meant to be eyeballed, they are written as knuckles in a finger, or squares in a playmat, they work for movement distances and area of effects in which case they represent the radius of the area.

The equivalences are: Adjacent: 1, Close: 2, Near: 6, Far: 12.

Action mode

Action mode is a mode when time is of the essence, each moment can be the difference between life and death as such, it must be handled with special care by the rules where each player gets a turn to decide what happens. a turn is 6 seconds approx.

Actions in Action mode

You have 3 actions in your turn, you can also save them as reactions to use them outside of your turn:

Types of actions

- **Take a Moment**: actions that are so easy they just take time and require no roll (around 2 second).
- **Make a Check**: there is some uncertainty on the success of actions, roll a $d20+STAT$ vs TN.
- **Put some Effort**: you put effort towards a TASK, make a check, on a success, add your EFFORT.
- **Move**: you can move CLOSE (2 squares or knuckles) requiring no roll, chained move actions double the previous distance (2+4+8) or (CLOSE, NEAR, FAR) .

The second check on a turn carries a -2 penalty, the third a -4

Reactions

- Soak: roll $d20+defense$ vs TN on a success, reduce the attack by an applicable EFFORT.

- Activate Gear: Spend a reaction to perform an action out of your turn.

Character creation

Generate Core Statistics

- Pick and choose: Spend 10 points on statistics EZPZ.
- Randomize: roll 10D6, group dice of equal result, each group determines the modifier you can then assign to one of the stats EX: two dice of the 10 fell on 6, that would mean a +2 to one of your statistics.
- Ironman Random: as randomized but each result is applied to a single statistic , 1 for STR, 2 for DEX, 3 for CON, 4 for KNO, 5 for CRE, 6 for DET.

Harm Protection

All characters start with 1 HEART with 12 EFFORT of harm protection, or (12HP) for short. Harm protection can only be increased through gameplay, HEARTS can be awarded as rewards for gameplay.

Mind Points

Optionally characters can start with 1 HEART with 12 EFFORT of Mind Points, or (12MP) for short. for games that want to keep track of things like fear, stress or mana.

Defense

Your character's physical defense is equal to $10+CON+GEAR$
Your character's mental defense is equal to $10+DET+GEAR$

Gear must apply to the relevant defense, if a mind shield does not protect against physical attacks then it does not get added to physical defense.

Finishing Details

- **Choose Life form**: Life forms can grant additional Statistics or talents to the character
- **Choose Starting Gear**: 1 weapon, 4 non weapons.
- **Choose Starting Talent**: 1 Starting Talent, optionally more.
- **Define any Homebrew mechanic**: Mind points, Hunger, Fear, etc.

Talents

Rolling a 1 or a 20 on a d20 is a memorable moment, when this happens you gain a memory. Mark as positive (+) for 20s and negative (-) for 1s. Once you have reached 10 memories you gain a Talent. if the majority of memories are positive you gain a Mastery Talent, if the majority are negative you gain a Breakthrough Talent.

- Masteries enhance your skills.
- Breakthroughs provide a failsafe.

(Masteries and Breakthroughs are kind of like feats)

Talents increase the power of the character, it is recommended a maximum of 5 or 10 but in your game the sky's the limit.

Dying

- When all hearts are depleted, your character is unconscious, all effects coming from your character that require consciousness stop.
- On your turn and your HEARTS are depleted, roll 1d4 death timer and you die after you have taken that amount of turns.
- If you run out of turns your character is dead.
- You are also dead if an attack would have 24 points of EFFORT damage remaining after depleting your hearts.

Stabilizing

- When you are dying you roll a d20, on a 20 you have 1HP and you are stable.
- When you are dying an ally can come to your aid, make a KNO or CRE, CHECK on a success you have 1HP and you are stable.

Regaining consciousness.

- On your turn, if you are stable, make a CON or DET CHECK on a success you regain consciousness and can act.

Recovery

- You can take an ACTION to pause, rest and recover, CON or DET CHECK vs TN to regain basic effort.
- certain items allow you to apply effort towards your allies to heal during battle.

Morale system

The Morale system establishes a pool of dice available to the party during gameplay. The amount of dice is equal to two dice per player character. You can use it to add 1d12 to a check or an effort roll. Everytime a party member loses a heart you gain one dice. The number of dice are reset at the start of a session.

Bravery system

Bravery points damage is called adrenaline. When a situation arises make a bravery check. This is a TN 20+DET+bravery check. On a success nothing happens. On a failure subtract one from your bravery points. If your roll is less than 10 you trigger a meltdown. The effect of your meltdown depends on your remaining bravery points.

At any point during the game you can choose to engage in an adrenaline rush during a check. If you succeed, you add your adrenaline to the effort. If you fail you lose one bravery point and you have to make a bravery check.

Positive table too.

0. You die of a heart attack
1. You pass out for 1d4 rounds.
2. Not ded
3. A
4. B
5. C
6. You have to move away from the source for 1d4 actions.
7. You cannot move next round.
8. Roll 1d4 you drop the items up to that inventory slot.
9. Roll 1d4 you drop the item in that inventory slot.
10. You loose 3 actions.
11. You loose 2 actions.
12. You loose 1 action.

Special Considerations

Inventory

A character can carry a total of 12 Items. 4 on hands reach, 2 on the chest, 2 on the waist, 2 on the back, 2 on the body. Bundles of small items counts as 1 item.

Arrange the items in an ordered list with the lowest number being closest to reach while the furthest number being farther. Accessing the items takes a number of ACTIONS (moments) equal to their position in the inventory slot.

Inventory	Location	recommended Item
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1	Reach	Main weapon
2	Reach	Shield
3	Reach	Secondary weapon
4	Reach	Expendable

5	Chest	Holy Symbols	
6	Chest	Necklaces	
7	Waist	Potions	
8	Waist	Ammunition	
9	Back	Backup gear	
10	Back	Backpacks	
11	Body	Important gear	
12	Body	Armor	

- When you are unconscious, roll 1d4 (items in reach) and items up to the result fall away from your grasp (consider using the death time roll to save on rolling).
- When you receive ultimate damage from a 20 on a d20 roll (critical success). The item in the inventory slot equal to the damage dealt by the ultimate dice is destroyed, containers spill the contents inside.
- When you are surprised you can reach for an item, roll 1d6+DEX or 1d8+CRE. You can reach for the item in the location equal or less than the result rolled.

Containers

A bag counts as 1 item and must be equipped in the inventory.

- Pouch: 4 items. can be equipped anywhere.
- Crossbody bag: 6 items. Must be equipped in slots 5+
- Messenger bag: 8 items. Must be equipped in slots 7+
- Backpack: 10 items. Must be equipped in slots 9+
- Traveler Backpack: 12 items. Must be equipped in slots 12+

You take a number of ACTIONS (Moments) equal to the inventory slot to access the item stored in the container (this adds to the number of actions needed to access the container).

Deadly situations.

In certain situations where the circumstances would deem logical to have a character face instant death (a fall too high, etc.) the character could be considered to be Hanging by, or in Dire need.

A character Hanging by, is on the limit of the deadly situation, about to fall victim to it but still able to pull himself out of it.

A successful CHECK will make it possible for the character to pull itself out of the situation.

A character in dire need cannot escape the situation by itself and must be helped by fellow players.

Extra Types of Hearts

Certain games may benefit from adding other types of Hearts for players to keep track of.

Things like Stress, Fear, Hunger, Corruption, Purity, Honor

Evocations (Magic, Divine, Contract)

Casters have 12 Mind slots as inventory for their prepared Evocations.

Casters can choose up to 3 level 1 Evocations at character creation instead of Basic Loot.

Evocation Attributes

- Level: General power of the Evocation and energy needed to use.
- Target: Describes the circumstances needed to specify a target.
- Effect: describes the effect of said Evocation.
- Power: describes the alterations produced by infusing the Evocation with power.

Casting Evocations

- To cast an Evocation it must be equipped in a Mind slot.
- Casters must TAKE MOMENTS for a number of actions equal to the spell level.
- Casters can increase the power of a spell by paying points from your heart pools, to Alter the basic effect.

Arcane Evocations

- Arcane spells are cast with KNO.
- To equip, study arcane theories during times of safety.
- You can reduce the actions needed to cast by paying points from your hearts to a minimum of 1 action.
- A critical failure on a casting roll causes the caster to forget the evocation casted, unequipping it from the Mind Slot.

Arcane theories have physical forms carried on knowledge containers. Containers are setting dependent, most commonly books, crystals, staffs etc. Arcane theories take a number of container slots equal to the evocation's level. (Mind slots are unaffected)

- Crystals: 4 slots
- Parchment: 6 slots
- A 8 Slots
- B10 Slots
- Books 12 Slots

Divine Evocation

- Divine evocations are cast with DET.
- To equip TAKE MOMENTS praying to your deity a number of actions equal to the level of the evocation. Evocations take space in the Mind slots equal to their LVL.
- They require a conduit item on reach (1d4 inventory slot) to cast.
- Divine evocations last as long as the caster spends actions keeping the spell up, The actions needed are equal to the spell level. You can reduce the actions needed to keep the spell up by paying points from your hearts to a minimum of 0 actions.
- A critical failure on a casting roll reduces your available Mind slots by 1, evocations affected by the reduced slots are unequipped.
- You recover Mind slots by atoning to your deity. Losing all Mind slots without atoning causes the divine to shun the player character forever.

Divine evocations do not have a physical form. Miracles are granted by the deity and chosen by the player as needed.

Contract Evocation

- Contracted Evocations are cast with CRE.
- To equip you must perform a kink as established by a contract.
- Performing a kink gives the caster a number of points to be spent powering up spells as established by the contract.
- A critical failure on a casting roll, Breaks connection with the entity, unequipping all equipped spells from said entity.

Contracts have several aspects:

- A kink to be performed to equip them.
- Taboos that restrict the caster's behaviors.
- A Penalty to atone in cases of breaking a taboo.
- Punishment in case the contract is broken in unfamiliar terms.

Kinks

- Executing a downed enemy.
- Dueling vows.

Taboos

- Giving mercy.
- Attacking non duelers

Penalty

- Offering critters as sacrifice.
- Perform a duel unarmed.

Psychic Evocation

- Psychic Evocations can be cast with KNO, CRE, or DET.
- They do not need to be equipped, instead the Mind slots translate to MP.
- Psychic Evocations are acquired through talents.
- A critical failure on a casting roll, forces the caster to pay the points as if the evocation was casted.