

Character Creation

Roll 3d6 for each Ability Score. You may swap any two of your scores.

Strength – Fighting, fortitude, and toughness.
Dexterity – Stealth, athletics, and reflexes.
Composure – Discipline, Resolve and Poker Face.

Characters start with 2d6 Stamina, a measure of how exhausted a character is from dodging attacks and doing strenuous activity.

Gain a True Name, you don't know what it is, but you definitely have one.

Gain a second Name reflecting your background and starting items that reflect it.

These Names don't increase your Stamina or Attributes, but do give their related features.

I'll have a [table](#) and or random generator for backgrounds and Names at some point.

Names

When you receive a Name you gain a feature, increase your Stamina by 1d6 and roll your attributes. If you roll above an attribute, increase it by 1. Having a Name constrains and specifies who and what you are. So be careful about that.

True Names have the feature of Identity.
Identity: You can be identified as a person, form social connections.

Gaining Names

Any nickname, title, honorific or what have you can be a Name if power is put into it. Power can come from many different places, and will affect what sort of feature you receive from it. You can't just give yourself a Name.

- Gaining a reputation in a sizable town will give you a feature that reflects that reputation.

- Rituals done by a group of like-minded individuals will give you features appropriate to the group.
- With a month of time and instruction from a master, you can gain the secrets of a craft.
- Dragons name things merely by referring to them, giving not so much "features" as a "debility"

Advancing Names

Names can become more powerful, granting an additional feature, 1d6 Stamina and roll to increase attributes. However more effort is required to make this happen. Bigger deeds known to more people, years instead of months of study, more ostentatious rituals and so forth.

Group Names

Names can be bestowed on a group of people like an adventuring party, in which case everyone in that group will gain a Name relating to that shared group's identity. These Names are kept if a person stops being an active member, but mutate into a new Name if a person separated on bad terms. New members don't get the Names associated with their group by default.

Core Mechanics

Saves

A Save is a roll to avoid danger from a risky action or situation. Roll a d20. If you roll equal or under the appropriate Ability you pass. 1 is always a success and 20 always a failure.

Focus

Various martial arts, magical powers and mundane skills require you to be Focused. When you direct your full attention on something, you won't receive information on things outside of your focus. You get a COM save if something is distracting you, and a DEX save against unseen threats.

Exert

You can spend Stamina to push your body and mind to achieve something it couldn't otherwise. This uses the notation of Exert 1 or Exert d6. If you Exert yourself over your available Stamina, roll a STR save or gain the Fatigued Condition (see Inventory). Exerting can't lower your attribute scores.

Burn

Burning is like Exerting, but for Attribute scores, and it doesn't require Saves against Critical Damage (see Combat). The results from Burning are a magnitude more extreme than from Exerting. Unlike Exertion, people can't normally Burn, circumstances need to be dire.

Reaction

When a reaction to a character is uncertain, the character must pass a COM Save to avoid a negative reaction.

Lies

If you're trying to tell a bold faced lie, you're going to need to make a COM save to hide it. It's also physically impossible to do so under the light of the Moon, lies of omission are alright though.

Resting

A few minutes of rest and a swig of water restores a character's Stamina, but risks a wandering Encounter.

Restoration

Ability Loss and other serious ailments require the aid of a Specialist Service to recover. Free services exist, but quick fixes cost money.

Ability Loss

If a character has their STR score reduced to zero they are dead. If their DEX or COM are reduced to zero the character is paralysed or has a breakdown respectively, and cannot act until their Ability is restored. They must be carried to safety.

Death

When a character dies, the player creates a new character. Find a way to have them join the group as soon as possible. Here, quickness is required over realism. Alternatively, the player may take control of a Hireling or another ally. Alternatively, Alternatively they could rise up as undead. There are rules for that below.

Combat

Initiative

When it is unclear which should act first, player characters need to pass a Dex save to be quicker.

Attacking

The attacker rolls the *Damage* die dictated by their weaponry. Anyone else wishing to attack the target this turn also rolls their *Damage*. The target receives *Damage* from the single highest roll. Once an attack is resolved against a target, they cannot be attacked again until their next turn.

Impaired Attacks: roll 1d4 dmg instead when the attack is hampered.

Enhanced Attacks: roll 1d12 dmg instead against a vulnerable target.

Damage

When an individual takes *Damage*, they lose that much *Stamina* narrowly dodging the attack. If they have no *Stamina* left, they are wounded, and any remaining *Damage* is removed from their STR score. When STR is lost, they must then pass a STR save to avoid *Critical Damage*. Some attacks target Dexterity or Composure instead of Strength, but otherwise function the same.

Armour

Armour subtracts 1-3 from the result of any *Damage* rolls against the wearer. 3 is the max.

Combat Maneuvers

If the players want to do something like disarm or trip someone in combat, the side most at risk makes a Save to avoid consequences.

Critical Damage

A character that takes *Critical Damage* is unable to take further action until they are tended to by an ally and have a *Rest*. If they are left untended to for an hour, they die.

Blast Damage

Attacks marked with *Blast* affect all targets in the appropriate area, rolling once for each target.

They range from explosive or automatic weapons to giant sweeping limbs.

Morale

The leader of a group must pass a COM save to avoid their followers being routed when they take their first casualty, or lose half of their total numbers. This applies to opponents and allies but not player characters.

Retreat

Fleeing to safety under pursuit requires a DEX save and somewhere to run to.

Inventory

Each character has 8 slots of inventory. Most items take up 1 slot. *Bulky* items take up 2 slots and usually require two hands to carry. Note, there is no "X quantity of this item fits in 1 slot". e.g. If you have 4 vials of poison, it takes 4 slots to carry them.

Encumbrance

Carrying 2 or more Bulky items puts you at risk of becoming Deprived from fatigue.

Deprivation

A character that is deprived of a crucial need like food, water, or warmth, cannot benefit from Rests.

Conditions

Each condition takes up 1 inventory slot and make you Deprived.

- Soaked is caused by being very wet.
- Cold is caused by exposure to a very cold environment.
- Overheated is caused by exposure to a very hot environment.
- Guilt is caused by broken promises, weights you down but doesn't cause deprivation.

Expedition resources

Certain items are considered Expedition Resources. They have the following qualities:

- If even one character in the group is carrying a single quantity of the resource, there is enough for the entire group.
- They have an expected use that does not ordinarily deplete the resource.
- Creative uses of the resource trigger a Luck Roll that may deplete the resource.
- If nobody in the group has the resource, the party suffers some negative effect.

The following are considered Expedition Resources:

Food

- Expected use: Eating dinner
- Penalty when lacking: Every day without food gives One Famished.

Water

- Expected use: Drinking water during Short Rests to recover HP.

- Penalty when lacking: The Condition of Thirsty, which deals 1d6 damage daily.

Lanterns & fuel

- Expected use: Lighting the darkness.
- Penalty when lacking: Stumbling blindly in the darkness.

Basic camping equipment

- Expected use: Sleeping comfortably outdoors.
- Penalty when lacking: Group has a Fatigue Condition until they sleep overnight somewhere comfortable.

Basic climbing equipment

- Expected use: Assist with basic, vertical climbs.
- Penalty when lacking: Basic, vertical climbs become risky, require a DEX save.

Luck roll for resources

Creative uses of an Expedition Resource, occurrences that would put a resource at risk (e.g. falling into a putrid pit, dropping a lantern into the water, body engulfed in flames), and other situations that raise the question "Has this resource been used up?" should result in a d6 Luck Roll:

d6	Result
1	The resource is depleted
2-3	The Expedition Resource has 1 use (expected or creative) remaining
4-6	No change

Treasure

- A single treasure is treated as a single, indivisible item.
- Most treasures are Bulky.
- Some treasures are Unwieldy -- they cannot be carried in your inventory. You must come up with a plan, equipment, personnel, etc. to transport them.

Wealth

Your wealth takes no space in your inventory and can be directly spent from in most situations. Treasure becomes Wealth after it's cashed in at Civilization.

Misc. Rules

Contests

Both attempt a Save. If one passes, they win. If both pass, or both fail, the higher die wins. If someone is in direct competition with another, it might be a Contest.

Stable Beings

Beings that aren't unstable.

Unstable Beings

Ghosts, Demons, Those that can Burn, People under a lot of emotional duress, Gods, Illusions.

Resistance Bidding

You can resist some magical powers by Exerting $x+1$, with x being the amount that was Exerted to inflict the magic powers upon you. If both sides have bidden the same amount than the affected side gets a COM save. To Resist you need to be able to communicate your resistance with words, or gestures or murderous glares.

Rituals

Anyone who knows the correct rites and has the right tools of a ritual can perform one. If everything is done according to the script than the ritual happens. Saves might be required to do certain tasks correctly. If you do something wrong than you roll on this table to see the result.

1: A key aspect is wrong. Wrong target, or opposite effect for example.

2-4: Nothing happens, visibly at least.

6: Something weird but harmless happens.

It is known that rituals often have unnecessarily components in them, cutting corners might or might not work in any given situation.

Undeath

When a being dies it can choose to continue despite that. Which worse than ceasing to exist, so it happens rarely. The undead differ from the living in the following ways.

- The Undead have only one Attribute Score. They automatically fail all rolls related to the other two, but are completely unaffected by damage to them.
- They don't need any food, water, or any other biological thing to continue existing. But they will take 1 attribute point for every day of strenuous activity.
- They can't heal from rests or restoration.
- If their attribute is not brought to 0 then they can rise again in a couple days.
- By draining, eating or stealing 1d6 of an attribute or Stamina, an undead can regain 1. The attribute that remains determines what kind of undead they are.

Ghosts

- Ghosts have Composure, but no Strength or Dexterity.
- Ghosts can Burn 1d4 COM to physically interact with the world or possess a target which gets a COM save to resist. Inanimate objects instead get a save based off their sympathetic relation to the ghost, with 10 being a casually known thing.

Zombies

- Zombies have Strength, but no Composure or Dexterity.
- Zombies can Burn 1d4 STR to woo someone with unnatural charms or make a target into a enthralled zombie upon critical damage. If the critical damage roll result is 15 or greater than new zombie is free to do what it wants.

Skeletons

- Skeletons have Dexterity, but no Composure or Strength.
- Skeletons can Burn 1d4 Dexterity to apply a decent amount of force, or have their bones

act while separated. Your bones can also be rearranged into novel body plans without spending anything.

Arcane Arts

Compel

When you call someone by their Name their Focus is broken and directed at you. By invoking their True Name you can Compel them to follow your command based on this table, except if the command would go against one of their Names. You can Compel someone by one of their other Names, but that requires you to Exert 1d6. Compels are affected by Resolve Bidding.

	Stable Being	Unstable Being
In Sun Light	It has no obligation.	It gets a COM save to resist.
In Moon Light	It gets a COM save to resist.	It has to do it.

Unlike other Arcane Arts, Compelling doesn't require a Name, you simply need to know the secret of how to do it.

These Arts each count as features that you can gain from learning from a master.

Shadow Casting

- Domain: You can cause spooky shit to happen in your shadow and control all illusions there. Also you have advantage on anyone within it, and anyone acting against you has disadvantage/impairment.
- Conjuring: If you Focus you can create an illusion in your shadow that exists as long as you focus and the Sun doesn't see it. If you Exert 1 then it will last till sunrise or sunset instead. If you Exert 1d6 it also won't evaporate in the Sun. Illusions act just like the real thing, but will vanish if convinced that they are not real.
- If something dies in your shadow, it's spirit becomes a ghost possessing the shadow. A shadow ghost can warp which direction the shadow is going, and sits right in draining range of you.

Shift Names

You can give and take Names as if they were items. Unwilling targets can Resistance Bid to counter this, and True Names require you to Exert 1d8 to get it to happen.

Dub

By Exerting 1 you can give someone a False Name. False Names don't increase Attributes or Stamina and will disappear if the target is convinced that it is false. You can influence the feature gotten from receiving a real Name, if you are present to give that Name on behalf of whoever is powering that Name.

Binding

By depicting a facet of something in detailed art or symbols and Exerting 1d6 any changes that happen to that facet are suspended until the the Binding is broken.

Enchantment

You can imbue an object or person with a quality you have by depicting them having it in detailed art or symbols and Exerting 1d6. The enchanter loses the imbued quality for as long as the enchantment remains unbroken. Enchantments are connected by astral cords to their enchanter. Through these cords they can be controlled and traced. If an enchantment is broken than the imbued quality will follow the cord back to the enchanter.

Soul Binding

Requires you already have Lesser Binding. By writing, painting or otherwise recording the "entirety" of yourself or a willing participant, you can make one attribute and the True Name unchangeable. Meaning no damage, healing or burning are possible with that attribute and the True Name can't be stolen. If part of this record becomes unreadable than that Attribute drops to 0 and the True Name is destroyed.

- Write down the target's beliefs and habits, the target can't change them. If a target had

beliefs and habits it didn't write down, those are lost forever.

- If a target has two Bound Attributes than replace it's list of habits with a list of procedures. The target can only choose between these procedures when it wants to do an action.
- If a target has three Bound Attributes, cross out the belief list and make the procedures into well defined if-then statements. This is the only thing a target can do.

You can change the beliefs, habits and procedures of a bound being, but that requires a month of downtime to unbind, edit and rebind the record.

Gut Sorcery

- Domain: You can cause spooky shit to happen in the lungs and stomach. Illusions are under your control as long as your breathing upon them. Also you have advantage on anyone within them, and anyone acting against you has disadvantage/impairment.
- Conjuring: If you Focus you can breath out an illusion forms in your mouth and continues to exist as long as you are breathing it out. If you Exert 1 it will hang around either as an instantly poppable bubble or easily dispersible smoke. If you Exert 1d6 it will have that much Stamina before it's popped or blown away. Illusions act and look just like the real thing, but will vanish if they are convinced that they are not real.
- If something dies inside you, it's ghost stuck in your body, right in range to possess and drain you.

Mancy

You are able to commune with something Other through ritual and interpretation. When you do so roll a d6 and receive +1 to your roll for each of the following.

- You are under no pressure.
- You have copious amount of the appropriate elements.
- You are unharmed, uncursed and don't suffer some other ill effects.

Everytime you perform mancy, the maximum X-in-6 chance you have goes down. So, if you do it 3 times in a day, any roll above a 3 is treated as a 3. With 8 hours of rest and letting omens leave your mind, this resets completely.

When you ask your Other a question it will give you a clear and simple answer in it's language. Roll to see if this is understandable to you..

1-2: Vague answers, cryptic, lots of symbols, nothing direct.

3-4: An answer requiring less interpretation, some explanation, familiar things and obvious clues

5-6: Clear answer, obvious people or creatures, no real trickery, still somewhat encoded

7+: Exact answer, no room for interpretation.

When you ask it to do something. It's willing to do whatever, but you have to roll this table to see how it understands you.

1: The worst possible interpretation.

2-3: A key aspect is wrong. Wrong target, or opposite effect for example.

4: Nothing happens, visibly at least.

5: Something weird but harmless happens.

6: You receive what you asked for.

7+: You receive what you wanted.