

Introduction:

Welcome to the greatest city in the wide world, softsoul. You'll fit right in - or find yourself flowing down the river.

You are a **Mask**(ed vigilante) hired on the **Red Market** Whisper Trade to fulfill the needs for extrajudicial arbitration. Or put differently - sometimes, someone needs someone else to beat someone third up and you step into the void.

Come on, softsoul.

Put on the Mask.

Wrap your hands.

Make a mark on the grand old city. So much is going wrong around here, someone will have to do something about it. It might just have to be you.

Character Generation overview:

To generate a Mask(ed vigilante) grab your standard sheet below, pick a **Marketmoniker** as a name - make it something snappy, will you, softsoul? Branding's an important part of freelance justice - grab some **Skills**, tell us which **Style** of fisticuffs you prefer and finally tell us a little about your **Mask**.

Oh, and if you must know - take a look at the technique section. That'll explain how things work around here.

Character Sheet:

#Marketmoniker

==Core==

Guard 12

AP 6 Agility 3 RP 1

-Status: All well

-Status: Alive

==Array=

Health 12 Psyche 12 Grit 12 Focus 12

Reaction 9 Dmg 1d6

==Skills==

Sense 10, Understand 10, Influence 10, Move 10

==Style==

1x of Brawling, Shatterhands, Knot-tying, Vanadian Boxing, Legionlock, any other from the list

==Mask==

The story of you.

Core System/Combat Loop

There's a character-generation guide below this, and it covers how you exist - but let's just run through the basics here.

We use 3d6.

Lower is better.

3-4 always crits,

17-18 always critical **fails**.

Otherwise, if you beat a target by 10, it's usually a crit or at least "improved", and likewise, if you fail by 10, that's usually a critical failure or at least really bad.

Subtle point: this can in some cases make inflicting penalties on your antagonists quite effective, because if they mess up enough their actions skip from "fail" to "backfire".

Margin is the difference between target and outcome. Roll 3d6 vs 10, get 7, margin is 3. A margin 0 hit is just right on the dot - 12 v 12 - and still means you manage, but without any particular flair. In contest cases, a defender has innate right on margin 0 (You roll vs 12, they roll vs 7, you both get margin 0, but the defender lost "less" than you). Negative margin is worse, positive margin is better. This means if you have high skill but still "fail", consequences are lower. Conversely, high skill is more accuracy **and** generally better outcomes.

Subtle point: this means high skill when attempting a task means outcomes on failure are more benign. Thus, raising skills also buys you peace of mind in general. Higher Move implies better movement, so even when you fall off of ledges, you can catch yourself a little.

For effects that do damage (most attacks), the first d in the 3d6 is also the damage. If one needs more d6, those are rolled on the backend, though you can roll them if you like. If you do so, please be quite clear about which dice are the damage and which aren't.

Your actions tend to resolve against peoples **Guard**, and theirs against yours. The number fluctuates a lot. It's not **really** "HP", but it's a close enough measure. It indicates someone who is "actively aware and guarding". You roll to hit, they roll to resist, and if their Guard **succeeds**, the outcome of your action is "minimal". That's 1 damage on an attack, a light scuffle on a push, at best some annoyance if threatened. This applies to you too, of course. So keep your guard up!

You spend Agility to move 1 tile, to get +1 to a physical action, to **recover 1 guard** or to move rapidly as an active check.

You spend AP to take actions, move 1 tile for 1, or get +1 to hit on actions you're doing

You set a Reaction out of the ones known to you - that happens when someone interacts with you with intent to harm, and if you succeed, you won't even need your guard (since you dodged or parried or...)

More on this is the FURIOUS FISTICUFFS section (far below)

Basic Turn Flow

>Stance: Sometimes you can activate or deactivate special stances. This always happens first and lasts for the entire turn or until cancelled by another.

>Agility to move or bolster physical actions. Actual AP to take a physical action. You can mix these, if you'd like - move a little, act, move again.

>Finally, pick a kind of Reaction. You can pick a reaction earlier (in case you start, stance, opt to dodge, then move into a dark room), but if you don't make sure you end with a Reaction you don't **get one**.

Character Sheet with an inbuilt quick explainer

#Marketmoniker the name of your **mask**

==Core==

Guard 12

*your basic posture, posture and defense. rolled when attacked, and lost before any true damage hits you. If a guard check is passed, damage is set to 1. If a check is **failed**, but you're still at positive guard, unarmed damage is **halved**. Useful, in a world with lots of fisticuffs! Damage that's 2x your Guard **blows through** it, treating the value as ablation but then hitting you directly.*

So you can kind of imagine that high Guard gives in slow then suddenly. Spend more effort on attacks against Low guard targets, but do more fluid fast strikes against high Guard to draw them out and create an opening. Or work together!

AP 6 Agility 3 RP 1

your action points 1 to do a small or minor thing (move, talk, hit a switch, do a skill-check), 3 to do a major thing

your agility 1 to move 1 tile, refresh guard by 1 or try a Move-check to navigate over, through or under an obstacle. You can also spend Agility to Dash or Sprint, but these have their own sections.

*Note that **AP** does **not** refresh Guard, only **Agility** does!*

your reaction you set 1 reaction on the end of your turn, to define how you respond to incoming attackers and situations. You can bolster this with AP and Agility, by the way, so feel free to raise your Parry if you need it. Without more than 1 RP, you only get the one Reaction, so if you somehow acquire a 2nd, it overrides the first (you can't parry-dodge-block).

-Status: All well

-Status: Alive

Status effects change and adjust rapidly - so right now, all is simply well and you're alive. Sometimes, people get hit for high values, which if its higher than their thresholds, inflict status effects and conditions (bruised hands, busted faces).

==Array=

Health 12 Psyche 12 Grit 12

Health, Psyche and Grit are your basic resistances. You have wound, psychic and toughness equal to stat -10, and every multiple of this number is one relevant effect. So if you have 12 Health (the human standard), you have 2 wound resistance. Every 2 dmg you take is 1 wound, so if you get beat while your Guard is low, it might inflict real killing wounds. Otherwise, these are stats rolled when you need to try things they govern. Each point lets you resist more.

Reaction 9 Focus 12

Basic reaction is 9, which is used to do speedy things, go faster, or avoid danger with dodge and sheer reaction. You can test your reaction to try to be faster than someone else, which can be quite handy if they're about to punch you.

Focus is your basic ability to remain on task. It helps you resist incoming shock, avoid distractions, keep calm. You're also a tenacious individual and you can spend your points of Focus as 1 AP, and if you start a turn after having defeated an opponent you can recover 1

Focus with 1 AP. And no, spending Focus doesn't penalize you against shock later, we use your Focus maximum (this rule holds for everything that spends something, by the way)

Oh by the way, character gen: add +1 to any of health, psyche, grit, react or focus. Keep in mind that since your resistance values are set by Stat-10, getting even +1 to things allow you to shrug off consequences a lot better!

==Skills==

Sense 10, Understand 10, Influence 10, Move 10

Skills are manifold, but the basics cover

sense roll to spot or notice, which **includes** spotting things in the environment which may not be there until you decide to look around for it ("where can I spot some rope?"). It's also useful to spot for weaknesses, then communicate them, or find a way out of trouble!

understand something, like a tactic or an order or sign language or how a machine works. Also how to do something ("how would I pick this lock?"), how something works or what just happened. Since understanding often equals doing, you can roll "understand" to open a locked door (you understood how, then ... did it)

influence other people or the world around you. Talking is a free action but talking with intent changes things and is a skill roll. You can motivate allies, intimidate enemies, or try to be clever. For general mechanical effect, we tend to take the margin and divide by 3. This is a **lot** more useful than you're thinking right now, because it costs 1 AP and lets you tip over barrels, push crates, influence allies to restore their Guard, psyche out your opponents...

Move How to be fluid, from point A to B. Your Agility is 3 or move-10, and you often use Move to recover balance, be fluid, or resist falling over. The skill is rolled if you need catch your balance, or if you need to catch yourself.

*Add 2 to 2 of these, or +3 to **one**.*

==Style==

1x of Brawling, Shatterhands, Knot-tying, Vanadian Boxing, Legionlock, Taking Arts

You'll have to look these up further down!

==Mask==

oh boy softsoul. Oh boy. Just go look at the section, would you?

A little more about: Skills

The basic logic of a skill roll is that it takes 1 AP, and the outcome/effect is based on the margin. This is differentiated from **an attack roll**, which takes **3 full AP**. Attacks are how you directly combat hostiles. Skills are most other things.

You also benefit from passive skill rolls - Sense lets you void traps, Understand is how you understand hostile Guard and states, Influence is just always useful and don't underestimate Move. The game rolls these when they would come up, but you can have in mind that higher Sense lets you see things *in general*.

Some skills warrant a few extra words, so here you go:

Influence is good to try to talk with intent, or to change the environment a little.

It might seem vague to “motivate” your allies, but in practical terms it means they get a tohit bonus and reduce terror, along with other benefits. You can cause enemies to become more aggressive by taunting them, or less if you intimidate them. This hits them with stacks of Aggression or Cunning or other status you know. Generally, this then makes them easier to manipulate or goad into things. You can cause someone else to raise or lower their guard, with well-chosen words - which although it might not seem like it, is how this system allows you to “heal” your friends. Alternatively, you can boost someone’s defense rolls (influence them to keep their parry up) or influence their Style use.

For physical environmental manipulation, Influence dictates how much of a change something is. You can influence the world by tipping over a stack of crates to cause a distraction, and this then applies an environmental effect to those exposed to it. this applies a penalty, or uses the environment in some way. Influence isn’t **just** a silver tongue.

For harassing your opponents, know that while Guard does many useful things, it has absolutely no effect against mental effects (which generally can’t be parried, see). Sticks and stones may break your bones but harsh words will make it seem like you deserve it.

Move lets you move. It also sets your Agility value to (move - 10) (or, if the resulting value is less than 3, it will default back to 3).

Spend 1 Agility to make a move roll. This is sometimes a lot faster than the 3-4 AP or Agility it’d take to clamber over a countertop or go around a wall. But as always, rolling implies failing or doing it with great success. You can also try to weave past opponents - they oppose your Move with their Style.

If you have to get somewhere **really** fast you can **Dash**. Spend 1 Agility, roll vs Move but in return move up to your Agility in a quick rush. You take penalties for intervening cover and weirdness or advanced acrobatics required, and if you try to Dash **through** someone’s reach, they roll to Intercept you or bodyblock you. Dashing is presumed to be combined with climbing, acrobatics, ducking and weaving, so if you Dash up a wall, it’s just the one roll.

Sprint lets you get places faster, at cost, and it’s what a dash turns into if you do it for a long-while. Pick a mostly straight path (sharp turns are -2, per) and roll at -1 per tile you need to move. Depending on the margin of failure, you arrive a little out of breath, lose some guard, trip and have to recover on the way, find reacting a little harder. But it is **fast** and you mostly get there.

Understand is how you figure out how to do something or how something works. And because there’s generally little difference between figuring out precisely how to do something and doing it, you can roll understand to do things as well (“Understand how to pick this lock” would, in this case, try to pick the lock)

Sense lets you spot things, and figure out when something happens, how something happens, where things are, how to get to places, your sense of a place, person or possibility, your raw read of the room.

You can be a little flippant with Sense, as finding something in the environment is also possible if you go looking for it (an entrance, a rope, a convenient stepladder). It's possible to sense an opening, giving a bonus against a specific opponent. In situations where your perception is compromised, you can try to Sense things through alternate means (listening to footfalls to find invisible attackers). In this way, Sense lets you pair well with Dodge.

Lots of other skills are around, but we'll cover those when we cover those.

Styles

Is a fighting art, softsoul. Pick one. The basic damage you do is given by your dmg value, usually **1d6**, modified by environment, status and situation. Some styles are a little different but they all follow that basic idea. Your Style is also how you **do** stuff, a certain kind of flair, an approach. You can roll against it to try things within that sphere, governed by a few keywords. That means while you can Style on someone to punch them, you can also treat your Style like a skill if you want to be persuasive, apply intimidating force, so on.

The basic **type** is blunt crushing impact, which is boring and mostly simply deals raw HP damage. No esoteric advanced kinds of damage for you (yet).

> Streetstyle Brawl - 14

Improvisation, adaptability, reading people, street-wise, drinks and opportunities,
Blunt crushing base

*Brawling is easier than anything else, and starts higher. You can do everything passable, and it has a few interesting tricks. The primary selling point of this style is that you can always rely on it, it doesn't take many strange penalties, and it has no odd requirements. And because it relies on a good part natural creativity in an undefined penum of punches, Brawling has **no** Improvisation penalties*

!Creative Use Encouraged: When you Improvise, you take reduced penalties from the specific targeting or intention.

!Wear My Kicking Boots Damage gets +GRIT against prone targets, drop attacks or against surprised opponents.

!Knuckledancer: Build +1 or drop 1 Aggression / Cunning per major attack.

These are covered under conditions.

!Urbane Soul: When out of direct line of sight from any hostiles, take a 3 AP style action to fade into the urban background. You won't trigger aggression from most opponents until you yourself are aggressive, or they beat you in a roll off of Sense vs Style.

> Rikovian Shatterhands - 12

Grace, balance, alacrity, precision, brief extra-human physical feats, bodily control
blunt crushing + margin base. *eg, roll of 10 vs 12 is +2*

The studied art of Rikovian hand to everything. Practitioner of a high enough level can - it's said - shatter anything. Rikovians have also mastered kicks, in general, so even if you fail one the consequences won't be as severe. The drawback is that the amount of focus and centering this style takes leaves you wide open to distraction, and if you fail some of the more advanced techniques your target isn't the only thing that'll break. Also: somewhat unfortunately, fluid free fighting fury is no good in a grapple.

However, your fine stance gives you access advanced moves, the very first of which is these:

!One Against: All parry penalties are halved. You can retreat with a parry as well, +3 if so.

!Legwork: Harsh penalties in a grapple or when off balance, dangerous techniques, kicking rolls twice to resist consequences

!Serpent's Precept: -2 to skill, roll damage twice or make it Piercing (which really hurts, as it resolves as a weapon)

!Centre Self: [Stance], If off-balance, you're now not. If you weren't, instead regain 1 Focus. Spend 1 Focus when Centered and your next kick becomes Armor Piercing.

> Pytheri Naval Knottying - 12

Leadership, charisma, alchemy, rope, using the environment, resisting,
Stun damage base *Stun reduces Agility and enough of it eats into AP.*

*If there's a kind of the knot the Navy hasn't tried, it's not worth knowing about. PNK ties things up, including people. You're seldom penalized, and the beauty of close quarters grappling is that you can always do it up close, so you won't even notice if you're in an alley and have to close your eyes. Unfortunately, grappling people does take your hands, so good luck ever parrying anything. And for things you can't get your hands *on*, your body of punches and kicks isn't quite as developed.*

!Painpoints: Stun damage base

!Jointlock: double grappling inflicted.

!Tie in a Knot: Add grapple penalty as +hit on followups (See Grapple section)

!Twister: In a grapple, spend 1 agility to move someone else or reduce Grapple strength by 2.

> Legionlock 10

Weapon and tool use, military manners, diplomacy, regulations, viciousness, breaking things,
Blunt Crushing Base
(because you're being polite. for now.)

is this... street legal, maskmate? The storied Legion knows a lot of tricks to turn a man into field fertilizer, but you do realize that murder is principally illegal yes? You best hold back, or someone might have a very bad time indeed. Legionlock is never penalized by armour or equipment, but if you expect fancy flying flourishes, you should look elsewhere. On the other hand, if you want to kill four men in a bar with a pen, maybe this is the kind of thing you want.

!Unfair Fighter: Adds ½ of any penalty your target is suffering that you're **not** also suffering as +hit/+effect.

!Offhander: 1 AP to roll against Grit or Reaction to try a Trick (which penalizes targets)

!Pack Tactics: Get a 1 AP discount on major attack actions if target is fighting an ally of yours.

!Pathfinder's Cunning: Add +3 AP to a style action and it is instead **Impolite**, which upscales the damage **type**, targets vitals and applies the damage as a penalty to any resistance checks against consequences.

>Vulpes Taking Arts 12

theft, acquisition, lies, impersonation, charm, reading people, moving quickly
Half dmg Disorient Base *Resolves against Psyche to inflict confusion
and chaos. Unlikely most other fighting arts, Vulpes
don't really like to deal permanent damage.*

The Uthani Grasstribes sometimes send their children to the city, to learn street-smarts. Sometimes, someone wanders the vast steppes for years to learn how the Grass-cloaks move. Ever since the scrap in Rikovol, more of these gladfeet have been around here, so their peculiar hand-work have grown a niche following. Vulpes fight differently than us - it's not really about fighting at all, it's about taking someone's stuff and living to talk about it.

!Guardtaker: Gain +1 Guard if your attack causes someone else to lose guard

!Pocketpilfer: As you attack, try to steal something someone is carrying. Penalty depends on how accessible it is (belt pockets are -2, held in hand is -4, tied around neck on a chain is -6). To use your new item, simply note you're doing so.

!Mine Now: As you attack, try to steal a status, condition or stance of the target. You copy it, and on exceptional rolls (margin 3+), you may reduce theirs

!Here, Take This: Instead of Disorient, apply an effect or item from within your reach or try to share some of your status effect(s) with the target.

!Trickster's Tongue: When you try a Trick, you can always substitute Taking Arts for your Influence roll

> Vanadian Boxing 12

attitude, brawn, sheer bloody determination, tenacity, planning, clockwork
Blunt Crushing Base

Wind up. -1 hit is +1 dmg: A boxer can always opt to simply **punch harder**.

This isn't a storied fighting style at all! Come on softsoul, where's your spirit? There's nothing heroic about two people beating each other to a pulp for 12 rounds. You just stand there and slug it out? Where's the panache? Where's the STYLE? They don't even kick! THEY DON'T EVEN KICK!

!Hard Style: Your Block overflows to damage to your attacker if you reduce their dmg to negative.

!! Didn't Hear No Bell: 1 AP to ignore physical status penalties this turn.

!Sting Like A. . .: 1 AP to treat physical status penalties as +1 dmg bonus this turn.

unfortunately, you can't simultaneously ignore them *and* exploit them. One cancels the other. But you can Sting, punch, then ignore, costing 5 Ap total.

!Sheer Bloody Determination: Give up your Reaction, gain +3 AP.

> Kalcmiri Glassfist - 12

monasticism, heraldry, rituals, meditation, crystals, weakpoints
1d6 Blunt Base (most of the time)

All sharp angles and sudden cuts but brittle. Shatters under pressure - but at the right angle at the right time ...

!Jagged Edge: Pay 1 Guard for +1 Crit Rating on next action, Pay 6 Guard for 3 AP

!Hairline Fracture: Next attack hits for Fracture damage, which increases the critical failure rating of targets.

It is normally 17-18, but if you Fracture someone for 2 dmg and it slides to 15-18, they will critically fail quite often.

!Crystalize: [Stance] (reminder: this happens at the start of your turn)
Converts all your agility to +2 Guard per Agi.

!Sharp Edge: 1 Agility gives 1 Edge. A dmg dice that rolls = Edge hits for that much as Sharp Cutting instead of Blunt. Spent on a successful hit, *unless* you Crit.

Eg 2 Edge, on 2 you inflict 2 Sharp Cutting

Masks

Your **Mask** is what separates the righteous from the common caliber of street thug, softsoul. It is a moniker, a mark, a story, it's a whole **mythology**. People don't hire *you* - no one really wants to invest their life savings in the mundane manpower that any twobit fixer can provide - no, sir, people hire **the Mask** you sell yourself by on the Red Market, the story attached to it, the sheer drama of the thing.

Put on the Mask.

Make a name for yourself.

Wear a mask for an outing, gain the modifiers.

Masks change as you wear them, accruing different adjustments. Sometimes, you get caught up in your own story. On world turns, a Self Control roll might trigger certain actions or decisions. This check is rolled on the backend, and you want it to pass - the more you fail it by, the more interesting things get as your Maskstory guides your actions a little bit.

Masks change over time - but you are not entirely your mask. If you put on another, the story changes. Of course, that holds true both ways - you put on a different mask, you change. So, in this way, Masks are tradable.

Self Control

Sometimes, you lose control. Normally, you are too Focused of an individual to get caught up in wild excess, but things and situations change that. For starters, putting on a Mask and getting high on the adrenaline of justice via punch does a number on your self perception.

If your Mask has a self control value, it is rolled on World Phase (eg: at the end of your turn), to see if the Mask influences your behaviour during world phase. You can think of each failure margin as 1 AP that gets spent during World Phase, **or** as some general condition you suffer under now or must do. The bonus of failing a Self Control Check is that you recover 1 Focus. The issue is **everything else**.

Impulses

It's not all bad. When you succeed on a SC roll, or fail it, you generally get influenced by some Impulse (the Mask rolls Influence against you, see). These last the entire turn, and provide some slight adjustment to your situation. High self control makes it easier to channel the effects down benign paths, but lower self control lets the specific impulses be more grand, because the Mask has more push to Influence you.

Succumbing To the Mask / Giving In

Sometimes, you want to ride high on the mythology and live up to the creed you swear by when you put on the Mask.

So: You *can* voluntarily fail a Self Control check for 0 AP. That lets you regain more than 1 Focus (dice willing, as it's rolled), but the world treats you as having failed a control roll by 18-SC. For most SC 12 Masks, that's **6 AP** or some other equivalent value. That's kind of a lot, and is going to get you into trouble pretty quick, because that's enough AP to **take**

physical actions. But it's a good way to restore Focus.

You can spend 1 AP to reduce this by 1, stacking. That prevents the worst excess of it (So in effect, you can take a full action turn of spending 6 AP then letting go to recover some small amount of Focus, and the consequences won't be too severe.)

It should be noted that the moment you fail a self control check is the moment you get influenced by your Maskmyth, so starting your turn by giving up all control effectively voids your turn. In general, **a loss of self control** is a **loss of self control**. A lot of random dice are rolled to simulate what happens, and once you get caught up in the moment anything can happen.

Mask Bases

These are the standard Masks, half symbol, half creed. Pick one.

[Plain]

No more or no less than this, neither for vengeance or for woe, but for some grander, distant goal.

Let's you recover Focus with 1 AP after defeating a foe

Anyone is braver with a mask, so reduce all Terror by 1 with 1 AP

!Canvas: Accrues story easily (3 Maskstains form a Mark)

[Mothmask]

the moth circuit awaits, fluttering and flickering and fierce. Are you not drawn to the light? Will you not be the champion?

Let's you recover Focus with 1 AP after defeating a foe

Anyone is braver with a mask, so reduce all Terror by 1 with 1 AP

!Mothmark: Aggression sets to **1**, and will always go to **1** if lower.

!Drawn to the Light: Self Control 12 to avoid **Daring**.

which inspires you to reckless, glory-seeking behavior

[Red Droplet]

a single red streak and the world changes. Who hurt you, maskmate? How much are you going to hurt them?

Let's you recover Focus with 1 AP after defeating a foe

Anyone is braver with a mask, so reduce all Terror by 1 with 1 AP

!Red Rivers: Dmg rolls of 1 are rerolled.

!Externalise The Issue: Self control 12 to avoid **Violence**

which inspires you to violent, wild behaviour

[Wrackwood]

some things are so twisted the only way to untangle the lot is to burn it all down and find justice in the ashes

Let's you recover Focus with 1 AP after defeating a foe
Anyone is braver with a mask, so reduce all Terror by 1 with 1 AP

!Wrackwind: Criticals (either kind) cause odd boons.

!Attentional Blip: Self Control 12 to avoid **Wrack**

which inspires the world with the attention of high and distant forces

[Legion Fullhelmet]

could we but mine legionnaire spines we'd never run out of steel. Who out there broke the law so bad you felt the need to pay them the Legate's Visit?

Let's you recover Focus with 1 AP after defeating a foe
Anyone is braver with a mask, so reduce all Terror by 1 with 1 AP

!Armored Advance: You have 1 Armor

which reduces all dmg by 1 and bumps health thresholds by 1 (but do note that some styles are penalized by armor!)

!Paradeground Performance: Self Control 12 to avoid **Operating By The Book**

which forces you to obey the Laws, in all their plentiful excess.

Maskstains

When you lose focus and fail a self control roll, when you accomplish grand deeds, when something **interesting happens**, there's a chance your mask accrues a maskstain. This isn't all bad and it isn't all good - it's the seed of a new kind of story for that particular mask.

Eventually, it adds a new Maskmark - which is how Masks get abilities. The amount of Stains accrued changes how powerful a Mark is.

Maskmarks

You can opt to add a Mark to any base mask, which changes the Mask and allows new tricks. You can add as many Marks as you're comfortable with. Because Masks with a more powerful story can be a little more overwhelming, each Mark makes self control failures a little more *interesting*, as you tend to use the Marks automatically or get dragged along. If your Mask has no self control, and a stricture forces it, your SC is 12.

>The Eye, Open

No Grand Things Are Done Without Light

You mark yourself as a volunteer-deputy of the Watchers, and pledge to uphold the Peace. Reactions default to "Neutral", or better if rolled. +1 when influencing Authorities or Civilians.

Stricture: Being witnessed performing a crime voids this Mark, and your Reputation. Impulse sometimes guide you towards certain things. People feel they can ask for your help.

>The Eye, Closed

Sometimes, even the High Glory must veil itself in night

You mark yourself for a mission of discretion, and ask the Authorities to let their gaze pass you by. Knowing that if they search you, they'll find things they won't like, the Authorities generally let you pass by without interference and do their best to stay out of your way.

Stricture: Having declared you are engaged in behavior that the Law would frown upon were they to witness it in full, any Entanglement that directly calls for their intention warrants the maximum possible escalation.

>A Little Spark

All we are and will be

-1 SC

>A Small Pyre

Little lights, all together.

Rq: A Little Spark

-1 SC

>A Grand Flame

Every spark is a wildfire in their dreams.

Rq: A Little Spark, A Small Pyre

-1 SC

>Ash and Smoke

All we are and will be

Roll vs Influence to add Fire or Smoke to next action *or* inflict it on the environment.
+1 per Focus spent.

Stricture: Something has to burn tonight. Sometime. Somewhen. Rolls against SC every World phase, but stops once something **burns**.

>Jester's Bells

. . . Come on, laugh a little.

1 Focus: Roll Influence **after** a Style attack to Influence a target you just interacted with.
Lets you target them or their inventory.

Stricture: You gain an Impulse for practical jokes.

>Night Glimmer

The Stars are Brightest At Night, and so too must be the Eye

When you catch a target by surprise, the effect dice defaults to 6.

Stricture: Shadows cannot Block, and neither can you.

>Swordhunter

What friend would wield steel in contests of mettle?

Roll vs Sense to sniff out nearby weapons.

+1 base effect against armed opponents.

(It should be noted that awareness makes for easier defenses)

Stricture: You force a self control every time you try to use a weapon to harm another directly.

This particular Maskmark frowns on lawyers trying to game the Red Market by insisting that "throwing a grenade at the ground next to a target just harms them indirectly" and makes you rip out your own teeth during the World Phase if you try something like that.

>Snakefang

In Rikovol, they say the snakes lurk in the grass, but all the deadliest vipers are walking the city streets now.

Lets you Nerve-Strike, which inflicts damage as a penalty directly against someone's characteristics.

Stricture: Roll SC to deal direct standard damage. On failure, consequence and attack is made at -2.

Marvelous Mask

These Masks have accrued some history. There's a limited number.

2x Mothdiver Mask [Mothmask Base]

We find glory, not in victory, but in the attempts to attain it.

Let's you recover Focus with 1 AP after defeating a foe
Anyone is braver with a mask, so reduce all Terror by you 1 with 1 AP

!Mothdiver: +1 hit and effect on high-diving style moves.

!Mothmark: Aggression resets to 1 if lower.

!Stick The Landing: Recovers 1 Focus if you land a diving attack.

!Drawn to the Light: Inspires one to glory (sc 12)

!Show My Moves: Mundane punches are boring...

1x Mask of the Red River

stained by something best kept on the inside, no matter one what does this mask always... seeps.

Let's you recover Focus with 1 AP after defeating a foe
Anyone is braver with a mask, so reduce all Terror by you 1 with 1 AP

!Redmark: +1 Terror to all melee attacks, +1 effect on rolls to intimidate or inspire.

!Grim Harvest: Recover 1 Focus if enemy breaks.

!Red Rivers: Rolls of 1 dmg are rerolled

!Externalize The Issue: Inspires one to **Violence**

!Oceandrinker: Bleeding seems to... make it act up?

1x Stainwood Mask [Wrackwood Base]

Somehow, it overflows with sap, always mildly... sticky.

Let's you recover Focus with 1 AP after defeating a foe
Anyone is braver with a mask, so reduce all Terror by 1 with 1 AP

!Praise the Painspinner: All wounds inflicted instead become Pain.

!Wrackwind: Criticals (either kind) grant a boon.

!Sensationseeker: Recovers 1 Focus if you inflict a Major Condition.

!Experimental Scientist: Inspires one to excess (sc 12)

!Curious: Interesting conditions seem to attract it.

1x Sunlight Dew

A single drip can nourish a soul, yes?

Let's you recover Focus with 1 AP after defeating a foe

Anyone is braver with a mask, so reduce all Terror by 1 with 1 AP

!Nourishing: +2 Reputation, mostly positive interactions, friendlier world.

!Indiscriminate Sunlight: Self Control 12 to avoid **Compulsive Charity**,

1x Sunkissed Armor

A little piece of the river wars, brought home. The legion has sown fields with seeds like these for every step the empyreal's theurges have retreated.

. . . But they have retreated.

!Twice burned, never shy

once a turn, deliver an **engagement** attack

!Legio, advance!

Take **1 Pain** to perform an influence roll with +1 aoe

When you Power Through, you treat it like an influence roll as well.

!Paradeground Performance: Self Control 12 to avoid **Operating By The Book**

which forces you to obey the Laws, in all their plentiful excess.

!Resonant: ... Stained with attention from distant things.

Cunning Carvings

When you dance, you accrue Maskmyth(s). These are a kind of currency. You spend them later, to add Carvings and new symbols to a mask. A carving offers a +1 bonus to a certain activity, some single specific technique or activity. Somewhat naturally, wearing a Mask with a lot of carvings that bolster a given set of actions also tends to mean that self control failures lead towards those kind of actions, though carvings in and off themselves don't prompt self control rolls. Carvings stack. As a concession towards the human frailty of the person reading your actions, if you want to use a carving to add a bonus to an action you're taking you do have to note that this is the case

>3AP: Perform a backflip (Move 12, Acrobatic Carving +1 = 13)

Carvings are persistent to a given Mask-base, so if a Maskmate falls someone else can put on the same Mask and benefit from the carvings. That's how you build a Legacy. But you can't transfer carvings from Mask to Mask, so be a little mindful of what you carve where.

Some carvings are Iconic, because sometimes artists add flair and wonder to the Carving on a Mask. Iconic carvings still add +1 to the thing they do, but also imbue the Mask with a certain flair.

Grenadier's Parabolics

+1 to Throws

Mitigates penalties from throwing unusual objects up size 1

adds to effect per dice

let's unusual objects inflict effects.

Spend 1 Focus on a throw to set a specific sublocation.

Contacts

Contacts is about who you know and how well you know them. Generally useful in preparation or if you have some time to rustle up favours. You accrue a few and you can opt to know one during down-time if you don't know one because you joined mid-fight.

The first thing to know is that contacts differ between their **reaction** and their **skill**. So when using them roll 6d6. The first 3d6 is for how much help they can give you this time (distance from 10 being the magnitude, good or ill). That's their **Reaction**. Reputation and recent positive modifiers affect this in a good way, and getting them to help with areas they have an

interest in helps more. *If you have to sweeten the pot, throw in some Bits, a favor, or something you know they value.*

The second set of 3d6 is for their skills in providing the aid itself, and works as standard.

During Warm Up and downtime more generally, your contacts can set things in motion, get useful equipment sourced, off-load things you've acquired and provide information and investigation. You won't be able to find all the information you need in a library by taking an Understand roll, but if source it to a Trade Agent Contact, she can get her clerk-staff on it, and they'll find some answer.

On a map itself, a character can fire off a contact **once** as a major action. If this helps trigger something previously prepared, you get a +2 reaction modifier. Otherwise it allows you primarily to get sudden insight into a developing situation, acquire new knowledge, source a singular small dead-drop of a useful item, or fire-off some preset distractions, assistance or backup. The **issue** you'll face is that unless you've prepared something, you won't quite know how your contact ends up helping. Your action takes the form of a broad request ("*surely I prepared some way to set a building on fire?*") and the Reaction and your contact's type and skill sets the actual result ("*Oh, this bag hidden in this alley is full of hay soaked in lamp-oil*").

You all start with a general contact:

The Red Markets - 7

all the rumour mill and whisperwinds of mercenaries, bloodwork, swords for sale and maces for hire. Gets gear, secures healthcare and knows how to arrange a fight or three.

Handy for: sourcing temporary assistance, insight into the city in general, mundane intelligence, supplies, esoteric acquisitions (at price), healthcare, safety, distractions and all the generic tools one needs to fulfill a job.

Then pick **one**, as a new character:

>A Legion Quartermaster Contact - 8

A thousand boots, model 33-2

A thousand swords, model Fidelis-2-3

A thousand scrips, class b ration, extra salt

you need a crate of chainmail dropped off of a wagon? Okay. Well. There's a processing fee.

Handy for: Supplies, mundane intelligence, engineering, military gossip, fencing goods

>A Vanadian Trade Correspondent Contact - 8

From distant shore to distant shore, the trading houses shall provide - berth, barrack or bribe. And what's all that got to do with the price of lumber in the Reiklands, friend? Only everything and any thing - price of lumber sets the cost of infrastructure, which is how we get a kickback, and that's how you get a leg up on the competition, and ain't it just so?

*Listen, we don't own the press and we certainly don't own the papers that the press presses - but let's just say we have an equitable relationship with the paper pushers and an appreciation for the Truth. No, no, don't call it a business conspiracy or a cartel - it's a working relationship. You need eight men in an untraceable carriage and eight crossbows and sixty-four type seven bolts? Well, I need a little something too. You and I, friend? You and I will *go places**

Handy for: Trade know, economics insight, foreign goods and materials, organizing labor, checking administration data, acquiring access to high society, knowing someone who knows someone

>A Animist Associate - 8

Just a dash of courage and all the twitchy anxiety of someone who died too young, a little touch of will, and you too can slice away parts of your soul for the gift that will keep on giving. But just. . . Don't ask where he goes the bodies from, okay? Trade secret.

The House of the Bonded pay you for the bones you bring to them, dense with memories and other, odder things. The Bonejackers need money. The economic incentives of this particular arrangement are hard to understate. There IS such a thing as crimes no one should commit, and this friend of yours swear he'd never do such a thing - but if you happen to have a body lying about the Red Rats haven't gotten to, and you have no need for . . . well. . .

Handy for: Esoteric insight, supernatural boons and banes, pilfered memories, stolen dreams, nightmares in a bottle, curses sundered, fortunes reversed, destinies voided, avoided or waylaid,

>A Kalcimiri Glass Knight contact - 8

One blade. One suit of armor. Good hair. Fine look. Excellent dress sense. Horse optional. Quests done, maidens and lads rescued, leviathans slain, windmills toppled, tyrannies fought at negotiable prices. Daring rescue missions in the dead of night against nefarious forces never extra and if you can write a song about it, you get 10% off. But fella? Watch the armor. That stuff is expensive.

Handy for: High society insight, a steady hand, a stern presence, twenty-on-one fights, distractions, poetry, gallantry, heroic rescues, formal martial instruction

>Gain a Outlander Contact - 8

She talks less, she smiles more, and she always seems to know a little too much about who somewhere is willing to buy what for which price, which, frankly is disconcerting in someone who considers bathing a decadent marker of too much civilization. Sometimes horse thieves do make excellent friends, and certainly if you need to find a supply of arrows, a good drink or know a fine place to lay low for a year or three if you've gotten yourself in a spat with the authorities.

Handy for: Rustling up a few eager friends, getting out of town quickly, insight into the community, distractions, friends, scoring a drink, laying low for a while, trivia knowledge on the state of the world

>Gain a Vanadian Expeditionary Veteran - 8

Field Marshal Aranski's expedition to the deeper deserts is a feat so cloaked in hearsay and half made, half mad rumor that sieving the truth from the trash is the favorite pastime of every pub-goer in six countries. This woman doesn't cheer when they come up with another outrageous theory. This woman shrugs, smiles or shudders.

*This woman *was there*, and some things, you just don't forget.*

If you ask nice, maybe she'll tell you.

If you ask nicer, maybe she'll spare you the more harrowing kind of detail.

Handy for: Arcane and esoteric knowledge, formal military professionalism and insight, monster and beast hunting, paranoia, acquiring arms and armaments, tactical considerations

>Gain a Veteran's Association Contact - 8

*You either drown in the Rivers
or choke on the ash,
because it falls like rain and blots the Eye
but if at last you muster out
and make your way through darkness and doubt
remember the ken of the Association:*

No one who gave so much should die alone

Handy for: Moving things from A to B, military insight, fencing, organizing distractings, providing backup, safehouses, acquiring military equipment for short use, access to charitable events, lawyers, healthcare

Eightfingers, a Tactical Thug, brought along and well paid for it.

>Available as a contact, for 10 Coins and a beer, Tactics-14 and general connections

Handy for: Moving things from A to B, streetwise thugs, a knife at the right time, a trick, a tale, a try, a parcel delivered to a dying man, the word on the street, some good advice at the right time...

Items, equipment, tools, all that

Hexaldry isn't principally too concerned with what type of equipment you have or how one sword is better than some other sword. Plus, frankly, if you're using a sword at all you're missing the point. So to avoid dragging things down in equipment management, the basic logic of **items** is as follows:

You can hold items in either hand, stow them in your belt, or keep them in your pockets. Items worth tracking have a **weight/bulk**. Each multiple **above** your basic Grit threshold (2 for most people) is -1 to Reaction checks and Move-Checks. Bulk is stuff that's inconveniently shaped, and it applies -1 to most physical actions, not *just* Move and Reaction.

So for most people, 3 weight is where they start taking minor penalties because we only care when it's "above" their standard Grit. Then every multiple adds -1, so again at 5, then 7, then 9...

Consider this value "1" or "0.33" for most items that are **interesting**, 1 if it's larger than a hand, 0.33 if it's smaller. This mostly comes up if you're trying to stuff your pockets full of stuff - at some point there's a limit. For the most part, most generic items go somewhere on your person or in your pockets and you can assume you're just carrying it and that its weight is negligible.

Generally, items are either **tools or consumables**, where:

An **improvised substitute** for a tool, which... kinda works? at -4 (1/20th value)

A **poor** tool, which lets you try something, at -2 (1/5th value)

A tool generally allows you to do something **extra**

An **good** tool adds +1 to do a specific thing (2x value)

An **exceptional** tool adds +2 (5x value)

An **outstanding** tool adds +3 (20x value)

A **masterful** tool adds +4 (100x value)

Or items are more **specific** and have a defined function along with some associated statistics. Your **contacts** help your source items and equipment for a given task, and we consider items either generally expendable (used for this task, then handed back, consumed or destroyed) or part of a Masks' **kit** and thus worth remarking on as **special stuff**, but usually acquired through special means. Sourcing tools you might feel you need is part of the down-time/warm-up phase gameplay, and generally should just encourage a mild sense of excited creativity.

Oh, a cliffface. Hm, could we ask a Quartermaster to source some climbing hooks? Would it be possible to get surgery tools? Can we ask for snowshoes?

Special Stuff

Items you care about that stick with you long-term you generally source permanently with **Bits**. Any small, generic tool you want to bring, you can prepare before a ball - stuff a knife in

your shoe, bring a waterflask. These cost about 1 Bit per, and you can pull one out of your pockets with 1 AP.

But this isn't that. This is something **extra**, like a well-balanced pair of stilts or sigilglass that lets you see energy or a pair of manipulator gloves that move heavy crates or a cloak that lets you hide in deep shadows. You ask your Contact for it if you know they can get it, or search the Red Market. We call these **knickknacks**. You **spend bits**, then roll against the amount spent, and this is a **Knickknack**. At any point, remind yourself you have it with 1 AP (or declare it ahead of time), and it works as a good tool for a relevant task. Best part is: you never have to give it back, because it's **yours**. Depending on how well the sourcing goes, it might well be better than "good" (or... interesting).

Techniques

Techniques trade SKILL for interesting situations. They have requirements. Unless specified, you can all try them. Some techniques have mild adjustments, depending on what Style you're using. Some Styles have special techniques all of their own.

IMPROVISE

Rq: Guts, bravery, will, focus

In general, you can **try** something. Apply a penalty of X to your roll and try to buy an outcome with it. -1 is *about* worth 1 effect on a target (so 1 condition, 1 shove, 1 status effect), but the situation and environment changes this a lot. It's hard to directly improvise into doing simply more damage, but you can always aim for a vulnerable part (try an arm, at -2), try a *kind* of damage (stun is popular) or get a little extra performance (do an axe kick).

Brawlers have an easier time with this, because any penalties that the trick itself would impose is generally ignored ("I scratch him in the eye, -3" ignores that the eye is a small target)

You do still take penalties from the environment and other oddities.

Shatterhands have a harder time with this **unless** it's a new form of kick.

Boxers benefit from WINDUP, which trades Skill for raw +1 damage - everyone else finds it a little harder to improvise raw damage boosts.

Think of Improvisation also as your way of chaining longer things together that you're not entirely sure how you'd do - you **can** improvise something like "I'd like to try to run up this wall and then kick the guy on the ledge, -3". The penalty you willingly accept is used as a barometer for how much you're putting down on the metaphorical betting table. Remember: stuff that's harder to do. . . tends to have bigger rewards !

it can take some training and thought to get into the spirit of things. Improvisation works best if it's something your character can feasibly do, or if you have other skills that help. "i use the instant death touch " gets you a failure. " I throw the beer mug at him and tackle him when he's distracted " gets you applause, and the opponent a right beating.

BLOCK

Rq: Determination, a Reaction

When struck, roll vs Style or Grit and reduce damage by the margin. You take the full contact of the attack, so any secondary effects still strike you.

- **Interpose A convenient chair!**

Rq: Something in hand.

Effect: Block with the thing in your hand instead of your own body, the attack hits whichever it is first.

DODGE

Rq: 1 Reaction, able to move.

Set DODGE as your reaction. When targeted, you roll Reaction. +3 if you can step away from the attacker, but -1 per occupied tile near you if you can't. Attacks pass through the space you were just in, so projectiles keep going and sometimes hit nearby targets. In a crowd, enemies might miss you only to clock each other.

- **Dodge-Step** *Tuck and drop, Maskmate*

Rq: Dodge, Move, mobility.

Effect: When you Dodge, throw yourself into a roll away from the attacker or move in a specific direction (including at him and out the other side). You roll Move when you roll Dodge, and a success gives +2 but a failure penalizes the Dodge by the margin.

- **Phantom Dodge** *Simply Don't Get Hit*

Rq: Dodge, Move, Mobility

Effect: Accept a -1 penalty to your Reaction. If you successfully Dodge an attack your attacker takes 1d6 dmg, capped by the margin.

GRAPPLE

Rq: have hands

Roll to GRAB instead of HURT. The dmg becomes "GRAB strength", which goes against Grit to hold on to someone/in place and lead to more advanced techniques. For every multiple of their grit resistance, they take -1 to everything as you get them in a hold. Grapples allow a host of follow ups, penalize people heavily, and holds dodgier characters in place - but it does occupy your hands, so you'll seldom be able to parry while maintaining a grapple. Evidently, if you dodge away from a grappled target, you break your hold. If you're **being grappled**, you'll take those same penalties. Reduce someone's hold by 1 with 1 Agility, or struggle to break free with best of Style or raw Grit stat.

Naval Knottying: Your basic damage is 1d6, but your Grapples are doubled after all modifiers. This means if you get your hand on someone, it's usually quite easy for you to proceed into a Throw or other options. You can improvise to grapple specific pieces of someone's anatomy - this has slightly varied effects (a headlock being different than a leglock) - and changes the type of follow-up (if you get your hands on someones fingers, just... twist them a little).

- **Takedown** *Flip!*

Rq: Just grappled a target on last action

Effect: 1 AP, roll a quick contest of Style vs Style. If you win, target is Floored in any adjacent tile.

- **Apply Pressure** *Oh void my booooneeeeeessss*

Rq: In a grapple, grapple STR higher than opponents if they're grappling you

Effect: 1 AP, roll a quick contest of **Grit** or Style vs Style. If you win, target takes **margin** damage. This works **once** per turn per target.

KICK

Rq: have legs

Lash out with your LEGS. +1 Reach, +2 dmg (!!), but -2 to hit.

On a failure or a dodge, you roll vs Move to avoid consequences.

Kicks benefit from **improvisation**, **momentum** and **height** - there's lots of STYLES of kick, so if you want to try to use an agility boost, a drop kick, so on, so forth, improvise a little.

Shatterhands: You are really good at kicking. If you miss, your Style is rolled again against the consequences. This makes high flying kicks very easy to recover from, and means you can very safely improvise all sorts of advanced kicks because even if you fail massively (generating high failure margin) it's reduced a lot by your second roll.

- **SNAP KICK** *boxers that kick? Isn't that sort of like a sober Reikan - imaginary?*

Rq: Punch/Strike or grapple on last action OR a successful Block.

Effect: -1 AP discount on a kick. Can't improve +Hit.

- **Round House Kick** *Describe a Perfect Circle, and then...*

Rq: You intend to kick.

Effect: Roll to Kick, but instead of dealing damage this is the start of your wind-up. if successful you double the damage of your next kick and penalize the defenses of your target by your margin on this roll

(so it's 3 ap to start a round house, rolling vs kick, and then 3 ap to deliver the actual round house on a target.)

THROW

Rq: Grapple

Your attack tries to deal damage *and* moves your target.

Collisions (naturally) cause their own kinds of problems.

Grapple Penalties sets **minimum** damage.

(grapple strength 8 vs grit 2, so -4 to their stuff, and you'll do at least 4 damage)

Naval Knottying: Tie in a Knot means you get the penalty someone is suffering in a grapple as a +hit bonus, which combined with it setting minimum damage on a throw leads into improvising with throws *very* well - hurl a target at another target, or throw them into walls. If you don't throw them further than your reach, you can maintain your grapple as you throw them.

- **Dirtnap** *They call this the Reikan Kiss*

Rq: Grappling a target you intend to throw

Effect: Throw target, but instead of moving them away, every tile they would have moved is +dmg as you face-plant them into any adjacent tile.

TRICK

Rq: Someone paying attention to you, a body language you understand. Doesn't work if they can't see or hear you!

TRICKS are not attacks. Tricks instead penalize, annoy, push, or confuse an opponent. Usually, this means their DEFENSES are reduced OR their own actions are penalized. This can be especially useful if you need an opening for a follow-up, if someone has high move or if you are worried about their actions against you (in order: lower their effective defense, tie up their move or penalize their attacks)

Pick an attribute or skill to penalize, then try a trick.

You apply the margin on your own roll as a penalty to your opponent - so if you wanted to trick out their Guard, you would reduce it by your margin against some follow-up action.

Tricks can also fake people out a little more. If you do it against their Focus you could try to trick them into taking some quick action ("hey, look over there!"). The magnitude of how well your trick works also has a few knock on consequences - if you trick out someone's Reaction *really* well, they might fall over, if you mislead their attention they might attack an ally, so on - in general, if your margin beats one of their Grit or Psyche resistance threshold, you get a little "extra". However, Tricks are **opposed** by the person being tricked immediately - they get a resistance roll.

Legionlock: Note that that Offhander trait is functionally a 1 AP "trick", which is miles better than the 3 AP this stuff normally costs.

Brawlers: You can *improvise* tricks, which is how you get particularly clever and unpredictable - try to kick a cloud of sand at a group of opponents (-1 per tile). This is easier for brawlers because of creativity.

Taking Arts: All of your actions are basically tricks by nature - it's a trick to steal something out of someones pockets right then and there.

PARRY

Rq: have hands, able to sense attacker

Roll Style to interdict an attack with a free hand. Every consecutive parry you have to make without a free hand is -2. Parrying avoids all ill consequences of the attack **unless** simply touching it would be violently awful. So you can parry knives, but you can't parry concentrated beams of fire.

- **LEG-CATCH** *The Shatterhands Union would like you to know this is unfair.*

Rq: Parry, two free hands.

Effect: Decide to Leg-Catch. You parry as normal **until** someone Kicks at you, where you Parry at -2 **and** if successful, roll Style immediately to grapple their leg.

SHOVE PUSH TACKLE

Rq: Balance, planted feet *or* enough body-mass and physical contact.

Roll to inflict Force **instead** of damage. This is really a kind of Trick, but because it comes up so often it deserves a few extra words. Every Grit multiple moves a target 1 tile, and **Collisions** with other objects, fighters or environmental horrors has follow-up consequences. Target also rolls Move-[Distance] to avoid tripping or falling over. Note that if they Guard successfully, they'll seldom move more than 1 tile (if that).

Shove has 2 useful attributes:

1. It's harder to parry or block effectively because it relies mostly on contact, so even if those defences succeed the target might move a little (min 1)
2. **You can opt to make your Push a full-body shove or tackle.** Try to move **into** opponent space, get +GRIT as +effect. However, if you get stopped, you get checked right to the floor.

LEGIONLOCK benefits from a little feature of hardheaded steelspine military malice: they treat any straightline movement before a shove as minimum damage on that shove. (so 222 is minimum 3 push, which will move most people if it hits)

Naval Knottying: Grappling is **especially** good at shoving people around. You add the current penalty you're applying to someone as a bonus to moving them, and your shoves in general are harder to resist. A stunning shove is a special kind of shove that moves **and** stuns, which makes recovering from it quite hard

this is just system interaction, not because stunning shove is some sort of amazing special move. since your hands stun, and stun reduces agility, and it takes agility to stand up... then if someone falls over from stun damage...

PUNCH / STRIKE

Rq: in a fist fight or you have some kind of tool to strike with.

Don't underestimate the classics. Simply roll Style to punch. There's an infinite amount of variations, but for game purpose, you mostly roll Style and if you hit, you inflict your basic damage. A lot of Styles modify this. Same deal if you have something in your hand you're using. There is **one** major technique to Punching that's worth keeping in mind:

- **Follow Up! AT-ta-ta-ta-ta-ta**

Rq: You're Punching, you're not Staggered.

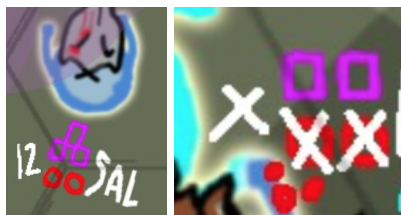
Effect: Instead of one punch or strike, perform multiple. Each Punch takes -3 (so it's -3/-3 or -6/-6/-6 or...). When you take an Action, **including** a Dash, you can try a Follow-Up but everything takes the penalty.

FURIOUS FISTICUFFS

Alright, let's finally get to the whole shebang now you know 90% of the stuff you need to know. There's not a lot really, just some notes.

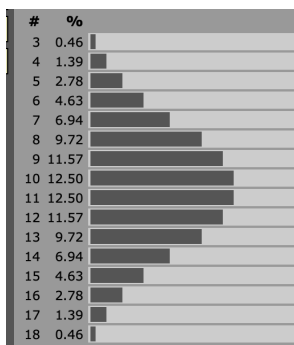
Keep your Guard Up, restoring it with Agility and Focus. Set a Reaction. Use the environment. Work together.

Guard



The white number hovering inconspicuously by someone's nameplate is their GUARD. In case where someone is compromised, it's instead an X - they **don't** have a guard.

Guard state is meant to represent poise, posture, awareness, and a desire not to get shanked by some rat with a knife. Fundamentally, when someone is **guarding**, most physical damaging effects are halved before they hit the character. Upon receiving an attack, interaction, effect, whatnot, a character **rolls** against their current guard. On a hit, the dmg is 1 as they resist, twist out of the way, etc. That reduces their Guard by 1 and that's that.



If instead an unarmed attack hits, deals damage, and the target fails to guard, it applies half its damage.

Weapons deal full damage against Guard.

You might reasonably at this stage wonder something like **oh god why**. Well ... as with many things, it's all to do with curves.

On a 3d6, 14 and above is 90% (or more) success chance. That means if someone has 14 Guard, you can expect most of your basic

attacks to hit them and do nothing but deplete their guard a little. From 14 to 10 is 4 successful guards, and then suddenly the odds of an attack landing is 50/50. Below 10, the odds of a Guard being **successful** drops precipitously. But it still serves to indicate that someone has an active intent to **not get hurt**.

In this way, Guard allows us to simulate the give and take of a fight. If you watch your defences and square off, you can reliably feel hard to hurt. Meanwhile, if your Guard is low, you can at least know that you have it and that attacks are unlikely to instantly take you out from across the map. A standard starting character has 2 health threshold and 10 guard. Since damage is 1d6, then someone swings, hits, you fail to guard, you take 6 damage, that's halved to 3, you go from 10 guard to 7 and take 1 Stagger. But you are not **down** or severely **wounded**. If you had no guard, the attack connects with you dead on, you take 3 wounds, and not only are you now rolling health-3 to stay conscious and in the fight, you're

generally in a world of pain. This cracked hellscape is just kinda how the world likes it around here.

Guard defends against **physical vectors**, and represents any combination of awareness, reflex, grit, toughness, good clothing and sheer ability to block. Some attacks and situations rely on margin - a **trick** for instance. Tricks aren't reduced by Guard, since someone already resists actively by rolling against your Trick. Any consequences that follow because of it would be though (eg: you can fake out someone's reaction but then if you hit them, they'd still have guard)

Note for the people with **Taking Arts**, this means the basic 1d3 Disorient resolves *past* someone's Guard and against their Psyche, as you fake them out. But any actual physical attack such as swinging a broken stick is still something they guard against.

There are situations where a Guard doesn't apply. If you'd be totally unaware of the attack, you get a quick Sense roll, and otherwise, sorry, no Guard. If someone drops down on you from above and you didn't know they were there, you might hear them. Even so **you still take -2**.

If you want a quick general mental model, you should assume that 12 is "okay", 14 is enough to feel safe, and at 8 or less is when you should start being quite concerned with your ...

Being Hit In The Face

As a quick recap, being hit hurts. Everyone has Health, Grit and Psyche. Each multiple of attribute-10 is one "condition", some of which have "consequences". When you take enough incoming effect to receive a condition, you roll vs your stat-conditions received to see if there are further consequences. So if you got hit for 6 Blunt, had 12 Health, you'd take 3 Wounds and immediately roll against 12-3 to avoid breaking a finger or busting a rib. In this way, and it's worth keeping in mind, **one very good solid hit** is significantly more dangerous than a lot of small ones. But annoyingly, against targets with Guard, a lot of quick hits to break through their Guard is what you want.

Multiples of Health are **Wounds**. Wounds eventually kill you if they exceed your health stat, and all wounds apply -1 to all physical action per wound. When you Power Through, you try to reduce Wounds down to Bruises, which are Wounds that no longer apply an action penalty. If you take severe damage, they can re-open! So long as you Guard, you generally won't take Wounds, and things that would Wound instead Stagger you.

Multiples of Grit are **Stagger**. Stagger can't kill you, but it can knock you out, break things, get you off-balance. Each Stagger applies -1 to all physical actions per Stagger and reduce Agility by -1. When you Power Through, you shake off Stagger.

Multiples of Psyche is a little special - it's generally referred to as a Break. Each Break compromises you, reducing Focus, Psyche and Self Control by 1 per and gives you -1 to all mental efforts and skill use. Guard has no effect on Psyche damage, because you can't block terror. Your Mask checks your Psyche stat a lot to see how much it influences you, and Influence in general works against Psyche.

Damage Types

The standard damage anyone inflicts in Blunt crushing. There's other types, so its useful to have a broad overview. Check the conditions/status/effects reference for more exacting specifics.

Blunt crushing is standard damage, it hurts people, and in multiple of their Health threshold it inflicts wounds. There's nothing really *fancy* about it, it gets the job done. It has a chance to knock people off-balance, beat them around, shift them a little. **It's depicted in white**, and its the most common type. Blunt has the useful attribute that it can move things, so every Stagger inflicted with Blunt forces a quick check to see if someone takes a step back. You can use this to kick things **at** people too, shift the environment, that sort of stuff.

Multiples of Blunt crushing higher than someone's Grit inflicts Stagger, even if they're Guarding - so if you hit someone hard enough, it might shake them for a bit. But you'll have to break through their Guard to really hurt them, and Blunt only ever inflicts one type of consequence and condition. Speaking of hurting them. . .

Pain is standard crushing *and* being clobbered somewhere nasty. It checks against Health and Grit both and can inflict a **Health** consequence through Guard. **It's depicted in orange**, and it's surprisingly rare for a game about fisticuffs. Usually people simply do blunt damage; to actually step up into inflicting Pain requires a certain well of violent intent because it's crushing **and** worse. Also do note that "you suffer bad stuff even with a high guard" clause.

Stun is standard crushing *and* it also depletes Agility and then AP for every 2 points. It has a chance to disorient, confuse, daze, and checks all 3 tracks (Stun, Grit, Psyche) for **consequences** but it never inflicts Wounds. **It's depicted in purple**, and it's the second most common type. If you flub stuff, get disoriented, have things fall on you - usually that's Stun as well.

You can sort of view the above as an escalating series of "how hard do I punch". After this, it gets more esoteric, and significantly harder to do with ones bare hands. Any **wounds, conditions or consequences** suffered from the above can generally be healed fairly reliably and are muted in the amount of calamitous effects they can have. The following three are usually the purview of armed opponents, weaponry or really bad situations.

Piercing is punctures, penetration and pushing *through*. Usually done by pointed things, it deals minimal damage to the environment but maximum carnage to living organisms with vulnerable organs (ie: you and most of your friends). It blows through guard at 1x value, and **wounds** from piercing damage have a chance to bleed, be a maiming effect, or just generally be worse. Piercing damage can also target smaller, vulnerable parts, which layers multipliers on undefended, unguarded damage.

Sharp cutting carves up, separates and slices. Usually done by sharp things (mhm-hm), it deals equals damage to the environment, human bodies and most things. Wounds from Sharp damage **will** bleed, it has a chance to remove obstacles (such as limbs) and it blows through Guard at 1x value, while injury past DR is multiplied by 1.5. Generally, don't try to

block a knife with your bare hands. Consequences suffered are naturally worse, but Sharp at least tends to contend badly with armor.

Impaling is the aggressive, violent big brother of piercing, reserved for things that do most of their horror by going **through** you. Organs are damaged, flesh is torn and even armor is less useful than dreamt of because the impaling damage usually concentrates damage to a point. If you take impaling damage directly to the head, make a new character. Most of the stuff that makes you you is now decorating the room.

Finally, there's some general environmental types of damage that has a few specific effects, but aren't really relevant to your daily life. But for the sake of completeness...

Force moves things and people. Every multiple of Grit is 1 tile, though most people resist with Grit as well. Force doesn't convert to actual injury **unless** you have nowhere to go. Then it functions as blunt crushing as you get hammered into objects

Fire (and heat) in general has a chance to ignite things, spreading, it's pretty distracting to be on fire (-2 or worse), it inflicts Stagger *through* Guard, and is generally bothersome (roll Grit to resist smoke debuffs). Exposure to Heat causes consequences, resisted with Grit.

heat 4 is Grit-4, and on a failure, you'd lose margin Guard.

Corrosion is pretty rare, but every 5 points generally reduce any object quality by 1 (dr, armor, damage...)

Armor

Conveniently, armor works against damage. Each point of armor is damage reduction, and sometimes a health resistance increase which makes Wounds much less severe.

Armor breaks when penetrated by any attack severe enough to cause a wound, reducing by 1. Once armor is at 0, it doesn't apply its damage reduction any further but the health threshold increase stays.

Unfortunately, armor tends to be restrictive or heavy, and so each point of armor also **decreases Reaction and Move by 1** unless the armor is custom-fit or the user is trained to fight in it. The basic fullplate helmet is, indeed, custom-fit, and so has no drawbacks.

If you have an armored location, you can try to strike with it, gaining a damage bonus (but headbutts are hard). You can also try to do things that's normally harder without armor (put your hands on hot stoves, walk across broken glass) and will suffer reduced effects.

Active Defenses / Reactions

No one just stands still in a fight. That's partially what Guard represents. But the other part is your reaction. As mentioned, pick one out of

Parry: *rolling style against incoming attacks.*

Takes a hand. -2 per after your hands are all used.

Shatterhands get a Flowing Parry, at +3 if they step back, and half any penalties.

Damage in excess of Parry-skill just... swaps it aside.

Your nice, dependable, workhorse option. Difficult if you have no hands available, but high skill and some fundamentals means you have good odds of flipping away attacks.

Block: rolls Style, immediately deducts that much incoming damage.

Forces contact between what is used to block with and the attack.

Predictably, if you try to block heavy force without good anchoring, you move. The effect you're blocking still hits you, even if you hard-style through it.

Seldom penalized by most things, but do try not to block a sword with your arm, okay?

Dodge: Reaction, +3 if you can step away.

Avoids the attack entirely, so no consequences. You were never there. Great for things you don't want to touch, if you're fast, or if parrying or blocking would hurt a lot.

Takes hefty mobility penalties if you can't move, might step you into bad things.

You roll Sense to avoid this - but in the chaos of a melee, who knows.

-1 per dodge past the first.

-1 per hex behind you that isn't clear, out of your 2 flanks and 1 rear.

Since Reactions are **rolled** that means they can crit.

A parry immediately generates 1 free counter attack

A Block immediately generates 1 free trick against their Guard (your counter-attack will be much worse)

A dodge immediately trips up your opponent, so they go prone.

Attack → Defend → Guard → Get hit

If at any point attacker *misses*, you *defend*, or Guard *succeeds*, attack either is avoided, missed, or ultimately deals lower damage.

Getting clever.

Parry for someone else, since it's reach 1 hand using option

Pick up something and block with that

Pick a direction to dodge in. Forwards and sideways is fine. Combine agility with dodging to dodge over, up, under and through objects.

Overwatch an attack (3 AP) to go off after you defend. This pairs well with dodging around someone, but also works well if your defence is good enough to unbalance someone, if you do it with a parry (they just used their hand to attack, so no parry for **them** in that instance)

Enhance your reaction with agility or ap.

Trick out someone's reaction to trip them up if they're dodgy, or throw something at them if they're blocking and parrying.

Flanking and Facing

You pick a facing. The first 3 tiles around your front are your "front", the next 2 are your "flank" and the tile directly behind you is your "back" tile. Your defenses are 2 less from the flank and 4 less from behind.



Our two demonstrators here are facing each other. For Pugiliste, his “front” is 345 and for Sal their front is 612. Pugilistes flank is tiles 6 and 2 from their position, and 1 is right behind them.

Also: sure, it might seem like it’d work, but if Sal took a turn and stepped 2 1 6, and so ended up in Pugilistes 1 by dancing around them, then Pugiliste is **not** going to stand there like a gormless rube waiting for a person he’s actively fighting to run around him. All penalties from run around attacks done this way are halved.

But with **teamwork** it’s miles easier - attack someone someone

else is fighting !

Prone

It’s a lot harder to fight when on the ground. You take -3 to **everything**. To stand up, spend 3 Agility or 3 Ap. You can attempt to stand up as an Agility Move for 1 Agility, but you do take those penalties, and failing tends to be awkward. You can “crawl” freely (scooting along on the ground, really), so don’t worry about reduced movement. **Legionlock** is never penalized by being grounded (some say they like the mud)



Brawlers like kicking people when they’re prone - if someone is on the floor, that triggers the kicking boots and boosts damage.

Hit Locations, hitting locations.

Improvisation plays it coy, but if you’ve read this far, you can be told: hitting a specific target is a penalty to your attack, in exchange for much worse consequences if your attack lands. Limbs are -2, hands and feet and other small things are generally -4, extremities are -6 (a set of fingers), the difficult *and* small object are -8 (the head) and the night impossible is -10 (such as: the human eye).

Standard types of damage don’t do “more” damage this way. Piercing, Sharp and Impaling might. But the main utility and interest is that damage goes from being general to specific. You can take out someone’s legs, knock out their weapon (-4), try to disable an arm, or if someone has specific armor, fight around it. Pain and consequences to a location generally disable the use of it - so if you nerve-strike their arm, they’re done for. It’s also a *little* easier to inflict wounds to these locations, as people’s health thresholds are lowered against the damage. Unfortunately, wounds you can maximally inflicted is simultaneously capped, in the sense that “destroy a hand” is “one wound” and no further wounds, even if the consequences can be the loss of 50% of someone’s manipulating limbs

Oh, and conversely, if you’re just hitting the proverbial broad side of a barn, a random spot, somewhere, you roll at +4. If you try to game this by arguing that you aren’t “throwing my

exploding grenade at the guy, but at their feet, so they can't dodge and I get +4 to hit", then you should know that they'll dodge **anyway**, but you **can** opt to simply make broad swings at people for that +4 bonus.

Reach



Kicks are nice. They reach far. **Reach** is basically straight forward (also, we measure it straight... forward). 0 or "close" is your tile, reaching 1 is 1 tile, reaching 2 is 2 tiles, and so on. Normal melee attacks have reach 0 and 1, kicks are reach 2.

Oh, but here's the trick: Attacks that happens at excess reach take penalty. So if you **kick** someone in your tile, you do so at -2. Because a kick is 2 reach, and you're having to kick awkwardly in close. This can make some weapons or techniques quite hard to do in cramped confines! That Kick would be at -2 for kicking, -2 for close confines. No Shatterhand likes a grapple.

The bonus of longer reach is the reach, and also that if you're attacking at reach 1+, your attack might hit someone *else* if the original target dodges out of the way.

Tap Out, Tap In

KO allies can be "tapped in" for 1 AP - it's an Influence roll. You give them a shake, you try to get them moving again. Each margin on your roll restores 1 of their Guard.

Allies Tapped in this way come to on the ground, prone, in whatever state they ended up there in but can act immediately. This can be a bit dangerous.

Power Through

You're a dead-hard maskmate, bound for glory. You're not going to let a little pain slow you down. When you suffer penalties from wounds, pain, terror, **you can take 3 AP** to roll vs Focus to power through. You reduce the penalties from one type of condition by the margin on your roll, or at least, convert them to lesser forms. Unfortunately, each time you Power Through you might also get Drained or Weary, slowing you down a little.

Wounds diminish down to Bruises, while Pain and Terror and Shock mostly simply fade.

Some physical conditions resist being Powered Through, and others aren't amenable to force of Will. If you're Bleeding, you're going to need a bandage.

If you have a particular annoying status effect or condition, you can also try to power through that, which represents the grit and focus to use you arm **despite** the busted up state of it. If you lose concentration, it might hurt again.

If you Power Through exceptionally well, you might motivate yourself or recover Guard.

Phase II

If you're KO, but have Focus left and no allies are coming your way, you can opt to spend Focus and then **roll** against the amount spent + **6**. On a hit, you **shake awake**, teeth gritted, automatically Powering Through equal to your margin. On a Failure, you still **shake away**, but your relevant wounds might be worse/better (depending on your luck). Either way, this turn, you automatically recover Focus from any downed enemy or completed objective, so get up swinging, maskmate.

Do note you start Phase II in whatever condition put you there, so you should probably Stand Up as the first thing.

Special Reactions

Basic reactions use 1 point of RP to set if you're Dodging, Parrying or Blocking. These don't exhaust - you get as many as you need - at some increasing penalty. You can, if you really must, also use your RP to set instead a special reaction. This reaction can be about 3 AP's worth of stuff, and comes at a pretty significant cost: because you're now without defences other than Guard. Still, sometimes, it's worth it. You won't often need to, but the system can handle it.

Move into an unknown room, then reactively sprint out

Square off against a target, then reactively throw a net at them after your prepared shoved

This can still be quite handy, because one universally useful trick here is to sRP: Attack with a punch. This way, you're now permanently overwatching and will strike all comers.

Overwatching and Prepared Actions

A street fight is never still. And with some cunning, you don't need to be either. You can "Prepare" to do an action, specifying that if X, you do Y. This takes the normal amount of AP for that action, but does come with a catch **you roll your reaction when the thing is triggered** if it's triggered against someone else. You need at least a success, or their action happens before your preparation as they've won the initiative. This means if you prepare an attack, someone runs at you, their attack might go off before yours. That's the price of being cunning. It usually doesn't happen, because your Reaction is pretty high.

However, it's easy to prepare spoilers on people's actions. Consider that Influence is a 1 AP skill trick, and so trying to Influence down someone else as they attack you is quite devious.

The advanced "I see the universe" mode of play is to use some AP on your own turn, then prepare to spend AP on world phase. It could look like this.

>RP: Dodge

>3agility: I move up to the SliceRat

>3AP: I kick the slice rat [Shatterhands 14 - 2]

>3AP: Prepare to step around the Slicerat if I dodge

The SliceRat takes a kick, retaliates, you dodge, and your Prepared action kicks off and you move behind him. Your turn starts. . .

The danger here is **twofold**. One: because you're waiting for things to happen, they might never happen. This is sheer wasted AP. Two: If your 5d chess is extraordinarily complicated, it might go wrong in some unpredictable way. This is especially true if you fail a self control roll.

Status, Condition and Terminology Overview

Status are tracked directly on a unit's HUD/nameplate. A quirk of the 3d6 system means that once a status stack approaches **3** and beyond, it starts being possible to hit as a number on a 3d6 roll. We don't usually roll directly against a status effect unless it's above 6, but what does happen is that we roll against Focus to see if there are Consequences. At 3, it's raw focus, and every +1 above 3 means -1 to the focus roll.

4 aggression is a roll against focus-1

This might be a bit hard to parse, but basically it means that very dense stacks of Conditions will start influencing how someone behaves. Players have more freedom, but NPCs are very guided by their condition stacks.



Aggression (RED STAR)

Rewards its namesake. Adds its value to final **guard** damage, even if guard is successful. But subtracts its value from your own guard on account of how you're swinging too hard to watch your six. Also sets the minimum damage you'll do on a hit.

FINISHING MOVE: 3 Aggression pays for 1 attack. Resets counter, **ends** your turn, does **full** damage against Guard, gets **+1** per aggression above 3.

Characters influenced to be more aggressive are less likely to defend, leave themselves open, and commit to their attacks.

Bruise

A wound that you've Powered Through or which isn't actively painning you is referred to as a Bruise - just for easy tracking. Though some attacks can also leave bruises that then get activated into full wounds later. These don't inconvenience you directly, but they do still count as damage apt to kill you if you get too much of it.

Bleed

The bad stuff. You take wounds = bleed at the **end** of your turn, reduced by 1 per AP you spend staunching that turn (you'll still be bleeding nex turn!). You should probably try to patch yourself up soon, because Bleed is pretty lethal. It's mostly inflicted by sharp things and weapons.

Cunning (BLUE STAR)

Rewards its namesake. Pilfers damage from your roll to boost your **Guard**, as you keep your wits about you. Also boosts Understand and Sense rolls - and most skills, really.

FINISHING MOVE: 3 Cunning converts to **Foresight** and resets your state to standing, with guard = half its max value+1 per cunning (or just +3 guard, if higher), and no off-balance penalties.

use this to recover from prone, failures, etc

Disorient

Damage type, condition and a kind of experience (somewhat like reading this ruleset). Disorientation works against your Psyche and inflicts breaks for every multiple of your Psyche. Every Disorientation break is an increasing chance to lose your nerve and act up, which will randomly jiggle directions, actions, or decisions because you no longer have a clue what's going on and who your target is. Basically, when you do something, a Psyche roll is tested to see if your attack scatters randomly. Margin of error is how bad it scatters. If Breaks exceed Psyche, you've been Compromised, which places you at the mercy of self control rolls and Influence checks (you get -1 per to resist either), and sections AP to be spent on random actions during World Phase per point you're compromised - lose enough of yourself and you lose control of yourself and become an NPC for a while.

The **good** news is the same rules apply to everyone - so if you Disorient your foes, they get easier to manipulate !

Drained

The Psyche variant of Weary. Reduces your maximum Focus by 1 per point, while still applying -1 to Power and Phase Through.

Foresight

Spend 1 Foresight when taking an action. You roll 3 times, and get the best result. Foresight can also be spent to force someone to reroll and take the best / worst (this costs 1 AP).

Frenzy

Something's wrong in your soul, friend. Easy now. You've *cracked* and gone to the other side. Attacks get +1d6 (or +2 per dice if you already do >2d6) **but** your Guard is disabled. You innately recover from Stagger at the start of your turn, shaking off Pain. You attack any nearby target at the end of you turn, preferring enemies to allies.



Motivated

(GREEN BULLSEYE)

Be inspired to great deeds. Motivation acts as Agility that depletes on use, eats some Terror you might be feeling and can be spent to add +1 Effect **and** of +1 Hit if bolstering an action. **Motivation** has a darker aspect when used on foes: motivated enemies get to use their full toolset, which tends to mean they throw down harder.

Glory

(Yellow star)

The one thing everyone wants and in wanting, never get. Glory has a host of utility benefits, makes the world nicer, helps push things through, makes Powering Through and other recovery easier and because all that can be a bit vague, Glory **also** raises your critical chance by 1 per Glory.

Piercing

Damage type, and a kind of question. This stuff actually kills people, so wounds are worse, it's harder to guard against (blows through guard at 1x, instead of 2x) and the consequences of being hit are that someone rolls Health to resist bad stuff (at penalty equal to damage suffered). Unguarded, unresisted damage is doubled for injury purposes, and it can target vulnerable locations (which gets worse)

Stun

Damage type, condition, and a kind of experience. Stun "locks up" Agility, and once you're out of Agility, it hits your AP at 2:1. So if you take 6 stun and have 4 agility, you'd lose 4 agility and then the last 2 Stun would knock off a point of your AP too. Enough Stun can thus lock someone down completely, but Stun itself tends to seldom **hurt** in the long term - it never deals conditions.

Stun **does** deal Consequences, but no Stagger or Wounds. Stun can inflict Break though.

You take 6 Stun, with 12-12-12. So all your multiples are 2. You lose 4 Agility and 1 AP, and we make 3 rolls, each at 12-3. Stun can still deafen you (Health), Knock you down (Grit) and surprise you (Psyche).

You'll eventually shake off the shock. However, Stun shouldn't be underestimated - because people spend Agility to restore their Guard, someone who is stunned is fundamentally vulnerable!

Shock

Damage type, condition, and a kind of experience. The worst kind of stun and surprise is Shock, bright and loud and horrid. You resist Shock with your Psyche, it depletes Focus as well as Stun effects, and Shock generally also counts as a **weapon**, which means Guard goes down 1:1. The only nice thing about Shock is that the consequences of it can

generally be recovered quite well with time, because just like Stun they don't tend to be permanent unlike more Physical stuff.

Terror

The sharpest knife of all. Rolls itself against Psyche, and cares not a whit for Guard, armor, dodge or other physical measures. If terror Breaks you, you flee in fear, go catatonic, or perform other random actions. Terror is **horrid** and every infliction of it applies a -1 to **everything, including** attempts to Power Through it.

Someone disabled by Terror **cannot** use Phase 2 and **must** be aided by friends.

Pain

Damage type, condition, and a kind of experience. Pain resolves against both Grit and Health, inflicting both Stagger and Wounds **simultaneously**.

Pain can Wound through someone's Guard.

Consequences from Pain tends to disable or slow down the use of limbs or actions in general.

Pain can **very** rapidly drain someone of the will to fight.

Weary

What life does to you, sometimes, but mostly massive exertion and other effort.

Weary is a status effect. Each point permanently penalises Power Through and Phase 2 by 1.

Wounds

What life does to you, and also, what happens when you get punched. Each multiple of your health resistance is 1 wound, and if you take wounds = your health, you're ... dead (10-12, for most humans) ! For every wound you have, take -1 to all checks. You can **Power Through** this with a Focus roll and this roll **does not** take the Penalty, converting the margin Wounds to Bruises instead.

Advancement

To push yourself to grand new heights of refinement and knowledge, you need something more than mere industry and courage. It's simple enough to train six hours a day for eight months and get a skill increase that way, but around here, we deal in something else, we deal in memories, dreams, hopes and **Inspiration**.

Roughly, one Inspiration is +1 "point" of a given thing, but it sometimes varies and there are certain caps to maintain game-coherency. Please see the list below.

When experiencing grand stress, vast trauma, true heights and the Other in all it's glory, you generally get **Inspired** (and consequently, gain points of Inspiration). You fashion these into new Memories, and this is where we tell you that Memories is all you really *are*, softsoul. Style-12 is simply the **memories** of having skills and secrets of kicking at that level. This is relevant, because in this wonderful city of ours, the Other is close and the Icons listen, and Animists can sometimes twist and bend Memories. If you find the right seller and perform the right acts, it's generally possible to treat your Memories as a currency, all the bits that you **are**.

Or if you want it without the flowery poetics, you can sometimes change things you know for other things if you can work a deal with a memory middle-man.

Core Refinement

If **Guard** is less than 15, you can bump it by 1 as you've learned how to stay on your feet and stay alive!

Action and Reaction are core parts of human experience, and so can't be increased with mere Inspiration. There are ways to accomplish this, but... well. Maybe you'll find out.

Array Refinement

An inspiration allows you to nudge up an Array stat by +1.

Health, Psyche and Grit cap at 14

Reaction and Focus cap at 16

Style Refinement

An Inspiration gets you +1 Style skill **or** a pick from one of the advanced Style techniques. You are limited to advancing Style **skill** once per Masquerade Ball, though - getting good is going to take *practice*. So even if you had 2 Inspiration, you couldn't gain +2 to a Style all at once unless something special was going on. Though you could rank the style up *and* learn an advance technique.

Brawling

!Brick Joke: Perform a ranged attack with a small nearby object. Payable with any combination of AP and Cunning.

anyone can pick something up and then throw it, for 4 AP (pick up 1 + throw 3) , but this allows you to do it on the go, for 3 AP, and pay some of the cost with Cunning

!Urban Explorer: Creative Use Encourage also cancels the penalty from **improvised weapons**. Spend 3 AP/Cunning to find some useful nearby improvised tool.
otherwise you can already do this by using Sense, you know?

!Natural Weapons: Spend 1 Aggression, attack gains +1 Bleed. In a grapple, spend 1 aggression to **bite**, which deals ½ damage.
Bleed hits for its value every action someone takes.
Bleed above 2 is usually bad for someones health.

!KnuckleBallet: *Aggression* deals that much damage on a Parry, ticks down by 1
Cunning is absorbed as DR on a failed dodge.

Pytherii Naval

!Fingerlock: You can grapple with 1 hand *and* grapple up to 2 targets at once (one either hand, see)

!Leglock: You can grapple with your *legs*, which have +1d6 to final strength (and leaves your hands free!)

!Handcatch: **Handcatch** reaction - roll Style to **grab** an incoming limb, then proceed into a **Block**

!Claws that Catch: 1AP. Increase grapple strength by +1.

Remembering that the penalty someone suffers is bonus to your throw, you can boost your throw a little before you perform a significant finisher. Or just put the hurt on.

Shatterhands

!Stormspin: Roll Style, as a Skill, adds margin **to next kick**. Each successive Spin is -2.

!Squall: -2, kick hits line 3 (roll once)

!Supercyclonic: **Hard Counter** Reaction. When you Parry, it's really an attack. If it beats the force that came at you, you hit them for the remainder.

you get attacked (3 damage. you parry, margin 3. you roll 1d6+3. you get 2. so your hard-counter strikes your attacker for 2 damage (it first blew through their attack which was 3))

!Breeze: 3Agility: Roll to move, ignoring all terrain penalties and moving up 3 or margin. Adds movement to your next kick.

This also counts for walls, tight-ropes, heads, branches.

Legionlock

!Man The Wall: **Interception** Reaction. When someone enters or exits your reach, attack.

!State Monopoly: When you Fullbody Tackle or Shove, you can hit **all** your frontal tiles.

!A Field of Ash: +1 APcost on a Style *action*, damage type becomes **Pain**. This has... *interactions* if you also opt to be Impolite.

Which inflicts against Grit, applies penalties, and floors people

!Passive Aggression: -1 AP discount on being **Impolite**

Taking Arts

!Mug The Future: Steal AP from your future self and spend it now. You start next turn with that much Stun.

!Interest Rates: Roll Style to *add to* or *subtract from* a condition the target is already afflicted with (effect equal = margin / 3, minimum +1)

!Five Finger Discount: Roll at -2 to inflict **control**, which forces target to spend AP to do something

(eg, you use their arm to punch an ally, or force them to step into a place)

!Landgrab: When you Dash, you can perform 1 Trick as well, somewhere in passing.

!Deep Pocket Vulpes: Pull about 1d3 worth of tiny effect from your Pocket with 1 AP, as an item you can then use. Spend 1 Bit and it's 1d6.

Vanadian Boxing

!Just Stand There. [Stance]

AP restores Guard 2 **but** movement is disabled this turn

if you move at any point, this effect is canceled. No moving then standing there.

Stand there.

!Born to Block. When you use Sheer Bloody Determination, you can **opt** to treat your current Guard as a Block

note that Guard still depletes at minimum of 1 per attack, so be a little mindful here.

!The Clincher: You can now Grapple with Boxing, it only takes 1 hand (leaving one free to punch) *and* your WindUp against grappled targets becomes an Uppercut (+1dmg/+1crit).

Grapple strength is halved though, because you're only holding on with 1 hand.

!Hardest Style: Spend 6 Guard to pay for 1 Attack Action. Wind Up now adds to +Crit.

Skill-Secret Refinement

An Inspiration gets you +1 Skill, out of Move, Understand, Influence and Sense.

You can instead learn a Secret, which function a little bit like mask-carving except that they're tied to you and your knowledge. A secret is a set of esoteric knowledge and insight that you have, and you can tap it in and apply its rating towards accomplishing something that the Secret would cover. Importantly, **your other skills** are treated as the base from which your Secret derives its value. If no skill applies, you generally use base 10.

Tactics 2 would allow one to Understand Tactics (Understand X + Tactics 2), to sense ambushes and plots (Sense X + Tactics), to influence others in small unit tactics (Influence + Tactics), to plot the movement of larger formations (Move+Tactics), so on. The Secret insights of tactics ride along the core skills you have.

There is, somewhat naturally, no list of Secrets, on account of how they're secrets. The Red Market is known as the Whispermarket, principally because they trade in these secrets and

the insights worth sharing. It's important to understand the meaningful difference. Everyone in Pyther can try a bog standard Understand roll, but only those with the Secret of Tactics can try get the extra effect, margin and insight that would come from *knowing* about small unit tactics.

Sometimes, a **secret** also unlocks, allows, or grants an affordance. Knives, for instance, is the secrets of proper knifework, the right stroke at the right time at the right target. Without it, you can probably stab someone. Just using something doesn't really call for secret knowledge. With it, you can rely on a true understanding of the cutting edge.

Intangibles

Some rewards are less material and specific than coin and skill.

Reputation

When making a reaction roll, your Reputation applies. This is relevant for contacts, who see how much can do for you before they try to do it. But it's also relevant for people, roving patrols of Watchers, and those who see your Mask and know in their heart of hearts whether you're worth respect or not. A 3d6 vs 10 is the base reaction roll. Your reputation modifies a host of outcomes by the modifying the margin, positive or negative.

A positive reputation makes social influence rolls easier, modifies how likely your opponents are to break or give up or surrender or comply, and in a grander sense also how nice the world is. Very, very often, reputation is rolled as a consequence of Mask actions, or when situations arise.

A negative reputation makes social influence harder because people know not to trust you **but** does make you more **frightening**, because you must have earned that rep for a reason. The world itself becomes more cruel, strangers turn from you, you lose the warm cloak of common convention and kindness. But you can make armor of fear and contempt and worry, so in turn, you are inured against a lot of consequences because people come to expect it from you.

Iconic Carvings

A Maskmyth, Bits and time lets you add a Carving to a mask. On some outcomes, the Carvings are more advanced

Advanced Modules: HEXCOM INTERCEPTOR

Interception takes place on a scaled out District map.

The rules stay unchanged, generally. It's just that distances get a little larger and some environmental concerns matter more. You roll 3d6 vs relevant targets, skills cost 1 AP, direct attacks cost 3, you can spend Focus, and you can spend AP to boost actions by +1, so far so similar.

Movement and Agility

Because of the **scale**, your Agility is locked while on the Interception map. Movement here is less about how agile you are, and more about direction, navigating and the right shortcuts. You can't really roll to sprint, because you're assumed to be doing it all the time. Instead, your available Agility serves as the resistance threshold for movement related complications, of which you'll find a lot.

To move on the Interception map, spend AP equal to the Tile Difficulty to shift from one tile to another. **The standard urban landscape has a difficulty of 2.** Otherwise, each Tile notes it.

Alternatively, Plot A Route as a Move-Skill-Roll, and navigate swiftly across the urban landscape. You can substitute relevant Secrets or Skills for this move roll, if they would help you navigate better in a specific environment. For every tile you move, you treat the Difficulty as a penalty to the roll. There's a chance you get turned around, caught up in the landscape, or blunder into an ambush if you plot intricate, enormously complicated routes. **You interact with all things inside a tile you pass through.**

An alternative movement is to roll to **Bypass**, moving **across** a tile without encountering anyone inside it. This has to be done with AP and requires a Move roll, resisted by any interceptors in the tile.

Actions can be taken **along** a route.

An Entity can follow a plotted Route **once** a turn. However, multiple people can work together and simply leave **directions** to someone else - "tag along" is a 0 AP action if you trust your friend to navigate these mean streets.

Once a Route has been established, it may persist and allow more rapid transit from A to B, letting you follow it as a 3 AP major action.

Interception Fighting and Risk

Total raw skill and Style counts the most in larger fights. Specific unarmed modifiers don't apply as much to the Interception layer, because it is assumed and implied that you are already doing it as part of the engagement. So instead, you roll vs your Style and attempts to do something extra is measured via **Risk**. Take a penalty to your roll, like improvising, and describe what Risky action you're attempting. If you succeed, you get a bonus. If you fail, well, you took the risks.

When attempting to intercept hostiles or when intercepted in turn, entities take damage as normal. So you roll to hit, we use your dmg. Equipment modifiers rarely apply, because specific unarmed techniques are subsumed under the abstraction.

Damage depletes guard as normal

However: **Guard** on the Interception map cannot be restored with Agility, as Agility is locked.

Damage taken is representationally “larger”, as larger groups clash with each other.

Interception Damage reduces the Guard **stat** itself. If you deploy in from the Interception Map to the Active Area, your maximum Guard is thus lowered.

Interception Conditions

If you ambush a pack of Slicerat Patrollers, deliver 3 damage, and inflict Guard Loss on them, you deplete their Guard, which really represents their unit strength. This is some combination of individual fights, loss of cohesion, terror and other issues. You can also inflict Conditions, as normal, though at this scale a “wound” is generally a disabled fighter, a lost sub-unit, a leader you took out. This penalty cannot be Powered Through, and lets you disable patrols if you inflict enough. Though most fights are won via Cohesion loss, as enemy formations break apart.

Interception Reactions

You can’t really “parry” interception attacks, really, so your standard reactions are disabled. However, on the Interception Map, you instead have 2 typical reactions:

Intercept: If anyone moves into any surrounding Tile, you can choose to ambush them first. If someone attacks you directly, you counter-attack. This can be considered “active”.

Avoid: If targeted, you roll vs Reaction to evade them, mitigating some of their attack. This can be considered “passive”

Interception Influence

Influence (and secrets) have a lot of use on the Interception Layer. Because of the larger scale, you can dedicate more time to accomplish things. Modifying a Tile adds environmental conditions to it for all occupants.

Major Changelog

Postpostpostpostpost Quiet Tenacity

- organised Masks better
- Clarified self control
- Clarified giving up self control
- Added Maskmyths

Postpostpsot Quiet Tenacity

- Added contacts to main doc
- Added clarification on equipment (first pass)
- Added Kalcmiri Glassfist as style (didn't make it a headline, to mess with you)
- Added contact use clarification
- Added damage type overview

Postpost Quiet Tenacity

- Fixed Stormspin (it's a skill, -2 per repeat use)

Post Quiet Tenacity

- Adjusted Wrack boons to be +1 instead of variable. Roll vs Focus to turn it into a short turn effect
- Implemented **Hard Guard** on all Masks. If Guard is up, damage results in **Pain and shock (grit track)**, not **Wounds (health track)**. Was wondering why people kept falling over, turns out they were being hit for 4 damage, down to 2 damage with guard up, which is still 1 wound, and thus, getting floored despite their defenses. Might work for the vulnerable, not so interesting for the brave.
- Adjusted some Slicerat stats (slicerats now 10% slicier)
- Added a Red Market Function, and some prices for wine collections.

IGNORE THIS PART, I NEED IT FOR REFERENCE FOR OTHER THINGS.

Loose Notes

Dmg vs Health

Take dmg.

Each multiple of health = 1 wound

When wounds = 2x Health = death

When wounds = health = casualty

Each wound = -1 to AP and skills ("pain"), until bandaged.

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A armor:

DR. Shatters when taking a wound (eg, penetrated).

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Loose Notes

build up vs Health / Psyche / Grit. Apply X every multiple.

eg:

Poison: every [health], -1 AP/MP/Skill. Rolls itself to deal margin dmg.

Grapple: Every [Grit], -1 AP/MP/Skill, skill bonus to opponent.

Terror: Every [Psyche], -1AP/MP/Skill, roll self to cause target to take [margin]

ap actions.

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IGNORE THIS PART, I NEED IT FOR REFERENCE FOR OTHER THINGS.

Loose Notes

Logic of fright checks, functionally.

Take effect (hit by 8 horror)

Deal direct influence (4 terror, if psyche 2, since 1 terror per 2)

secondary outcome, roll Focus-influence to resist (12-4, 3d6 vs 8)

Get margin.

On failure, roll 3d6+margin. Higher is worse.

(Roll 12, fail by 4, roll 3d6+4)