

Classes

Artisan

<i>Trapping</i>	[DEX+INT], TN: Monster Level x2	
<i>Crafting</i>	[STR+DEX], TN: Table; Cost - 1 day/size, 1/2 gold cost	Create item
<i>Repair</i>	[STR+DEX], TN: Table; Cost - 1 day/size, 10% cost	Repair item

Farmer

<i>Robust</i>	Condition Checks +1; +3 Carrying Capacity	
<i>Animal Owner</i>	Keep 3 animals	
<i>Side-Job</i>	Choose and use 1 skill from another class with a -1 penalty	

Healer

<i>Healing</i>	[INT+SPI], [INT] in combat; any herb	Target gains check result in HP
<i>First-Aid</i>	[INT+SPI], TN: Status effect strength	Removes effect for 1 hour, reduces strength of effect by Healer level. If 0, effect is cured. 1/day
<i>Herb Gathering</i>	[STR+INT], TN: Topo	Gain 1 herb; Crit: 3 herbs; Fumble: (Poison:6)

Hunter

<i>Animal Tracking</i>	[STR+INT], TN: Topo	Locate monster, +1 damage against it
<i>Trapping</i>	[DEX+INT], TN: Monster Level x2	Harvest item
<i>Hunting</i>	[DEX+INT], TN: Topo	Result - TN = rations gained; Crit: Food is delicious; Fumble: (Injury:6)

Merchant

<i>Well-Spoken</i>	Negotiation [INT+SPI] always has +1	
<i>Animal Owner</i>	Keep 3 animals	
<i>Trader</i>	Buying/selling >=4 items, [INT+SPI]	6-7: 10%; 8-9: 20%; 10-13: 40%; 14-17: 60%; 18+: 80%

Minstrel

<i>Well-Traveled</i>	+1 to Travel/Direction/Camping Checks	
<i>Knowledge of Trad.</i>	[INT+INT], TN: GM	Gain information
<i>Music</i>	[DEX+SPI], TN: Topo, -1 HP	+1 to next roll; +3 for crit; Fumble: Cond. =<6 (Muddle:6)

Navigator

<i>Navigation</i>	[STR+DEX], TN: Topo	Find Direction; In addition, Navigator also gains +2 to Direction Checks
<i>Grog Drinker</i>	Tip-Top shape starts at 9 Condition; Do not need water if grog is available	
<i>Repair</i>	[STR+DEX], TN: Table; Cost - 1 day/size, 10% cost	Repair item

Noble

<i>Etiquette</i>	[DEX+INT], TN: Contested	Impress high ranking people
<i>Refined Education</i>	[INT+INT], TN: GM	Gain detailed information on a subject
<i>Weapon Grace</i>	Choose Blade/Polearm/Bow as additional Mastered Weapon	

Types

Attack		Technical		Magic	
<i>Toughness</i>	Max HP +4	<i>Accurate</i>	Addtl +1 from Concentration	<i>Will</i>	Max MP +4
<i>Power</i>	+1 damage during combat	<i>Quick</i>	+1 bonus to initiative	<i>Spellbook</i>	2 Incantational Spells/level
<i>Weapons Focus</i>	1 extra Mastered Weapon	<i>Pocket</i>	Carrying Capacity +3	<i>Seasonal Sorcerer</i>	Acquire Seasonal Magic

XP

1. Highest Topography TN During Session -

Target Number	XP	Target Number	XP
5-7	100	11-13	300
8-10	200	14~	500

2. 50 XP for each time a Ryuujin uses a Benediction

3. XP equal to 10x the highest level monster defeated

Items

An item's durability is equal to its size.

When using an item, rolling a fumble reduces durability 1 point. It is broken and unusable at 0 until repaired.

Items may be sold at half listed price. Broken items may not be sold.

Facilities

Food

Flavor	Price	Effect
<i>Disgusting</i>	1	-1 to next day's Condition check
<i>Normal</i>	3	-
<i>Delicious</i>	30	+1 to next day's Condition check
<i>Feast</i>	1500 (only in Large Cities)	+3 to next day's Condition check

Lodging

Room	Price	Effect
<i>Squalor</i>	5	Roll twice, take worst of next day's Condition Check
<i>Basic Room</i>	20	-
<i>Suite</i>	100	+1 bonus to next day's Condition Check
<i>Royal Suite</i>	1200	Roll twice, take best of next day's Condition Check

Services

Service	Price	Where	Effect
<i>Public Bath</i>	2	Town or larger	You don't smell like poo
<i>Cleaners</i>	2	Town or larger	Price is per item cleaned
<i>Post Office</i>	20	-	Send a sheet of paper to another city
<i>Shipping</i>	80	-	Send up to 5 size worth of items to another city
<i>Wound Healing</i>	100	-	Recover 2D8 HP
<i>First Aid</i>	250	Town or larger	Nullify an effect's penalty for 12 hours
<i>Healing</i>	300	Town or larger	Reduce a status effect's target number to 3
<i>Item Repair</i>	Cost x 0.2	-	Repair an item to max durability
<i>Library</i>	20	Large City	Look up historical information, including ancient history
<i>Information</i>	10	Town or larger	Get information about current events or recent past
<i>Weather Prediction</i>	10	-	Predict weather 3 days in advance. 70% accurate
<i>Fortune Teller</i>	10	City or larger	Hear a prediction about the future

Specialty Goods (May be sold at full price in another town)

Type	Price	Size	Effect
<i>Small Goods</i>	100	1	Jewelry, accessories, spices, etc.
<i>Medium Goods</i>	500	3	Fruits, vegetables, crafts, etc.
<i>Large Goods</i>	1000	5	Furniture, woodworking, etc.

Weapons & Armor

Weapon	Price	Size	Equip	Accuracy	Damage
<i>Light Blade</i>	400	1	1 hand	[DEX+INT] +1	INT-1
<i>Blade</i>	700	3	1 hand	[DEX+STR]	STR
<i>Polearm</i>	350	3	2 hands	[DEX+STR]	STR+1
<i>Axe</i>	500	3	2 hands	[STR+STR] -1	STR
<i>Bow</i>	750	3	2 hands	[INT+DEX] -2	DEX

Armor	Price	Size	Equip	Defense Pts	Penalty (Initiative/Travel Checks)	Examples
<i>Clothes</i>	50	3	Chest	-	-	Travelling clothes
<i>Light Armor</i>	900	3	Chest	1	-	Leather, hide
<i>Medium Armor</i>	2000	5	Chest	2	-1	Chain, half-plate
<i>Heavy Armor</i>	10000	5	Chest	3	-3	Full plate

Shield	Price	Size	Equip	Defense Pts	Penalty	Shield Dodge Value
<i>Light</i>	400	3	1 hand	1	-	7
<i>Heavy</i>	1200	3	1 hand	2	-1	9

Use Shield Dodge Value or Initiative in combat, whichever is higher, when attacked

Healing Herbs

Physical Type	Lv	Terrain	Part
Sunset Hime Apple	1	Grassland	Fruit
Use:	+2 HP		
Crowned Morning Glory	1	Wasteland	Flower
Use:	Helps sleep. Next day's condition set at 6.		
Giant's Palm	2	Rocky	Leaf
Use:	Eases foot pain. Recover all damage from travel checks.		
Demon Lacquer	2	Woods	Sap
Use:	Poison for arrows. +2 damage for one bow attack.		
Daybreak Crimsonflower	3	Swamp	Stalk
Use:	Use after Condition Check to remove physical status ailment. Reroll with +1.		
Mental Type	Lv	Terrain	Part
Churchbell Dayflower	2	Hill	Flower
Use:	Next check using [SPI] gains +1 bonus.		
Moonlight Snowgrass	3	Forest	Leaf
Use:	1 less MP spent for 1 day (to minimum of 1).		
W. Night Crysanthemum	3	Mountain	Leaf
Use:	Use after Condition Check to remove mental status ailment. Reroll with +1.		
Enhance Type	Lv	Terrain	Part
Firefly Darkpouch	3	3rd level terrain; night only	Pollen
Use:	HP damage or healing spells receive a bonus equal to caster's level.		
Kingmilk Salve	4	Jungle	Hive
Use:	Duration of next spell cast is doubled; No effect on 'instant' spells.		
Windcrying Tulip	4	Jungle, during strong winds	Flower
Use:	May select an additional target when casting a single target spell.		
Black Temple Melon	4	Desert	Fruit
Use:	May cast '1 area' or 'all area' spells without harming allies in area of effect.		
Barrierwood Stalk	5	Alpine	Branch
Use:	May use 'normal' incantation spell as 'ritual' spell. Target becomes 'all nearby companions' and duration becomes 12 hours. No effect on instant spells.		

Market Price for Herbs by Level

1	2	3	4	5
100	300	800	Not for sale	Not for sale

Magic

1. Must be able to freely move around (though you can be holding items in your hands)
2. Must be able to speak
3. Must have line-of-sight to target, unless it is a 'touch' or 'caster' spell
4. Roll Magic Check - If the roll is a Fumble, the spell fails.

Casting a Spell on an Enemy

- Magic Check [INT+SPI]. If the Magic Check is equal to or higher than the target's Condition, it succeeds.
- Effects do not stack from the same spells, but multiple spells can give the same bonus.

Ritual Magic

- Takes one hour to cast.
- If the casting is interrupted, the caster loses no MP, but must start over.

Dice Checks

Fumbles - Any time all dice show a value of 1. Results in an item used for the check having its durability reduced by 1. If multiple items used, pick at random or GM's discretion. All party members obtain a Fumble Point. A failure.

Fumble Point - A player may spend a Fumble point to activate Concentration for a +1 bonus to their next roll. Stacks with Concentration activated by halving MP.

Critical Success - If the dice come up all sixes or if all dice show their maximum values it is a Critical Success. For instance, if 2D8 are rolled, a value of 6+6 or 8+8 would be a critical success. A value of 6+8 would not.

Target Numbers and Variable Results

TN	Difficulty		Result	Evaluation
4	Easy		<i>1-Fumble</i>	Total failure
7	A little difficult		4	Even a kid could do better
9	Difficult		7	Pretty good
12	Very difficult		9	As good as a pro
16	Impossible for normal people		12	You're probably famous in your town
20	Requires a miracle		16	The best in the land
			20	Legendary
			<i>Critical</i>	The best possible outcome

General Check Examples

<i>Hard exercise</i>	[STR+DEX]	Climbing or swimming
<i>Drinking</i>	[STR+SPI]	Binge drinking; drinking competitions
<i>Stealth</i>	[DEX+DEX]	Hiding, moving silently
<i>Perception</i>	[DEX+INT]	See hidden things
<i>Dodge</i>	[DEX+INT]	Dodge arrows or falling objects
<i>Delicate Work</i>	[DEX+SPI]	Making items, setting traps
<i>Negotiation</i>	[INT+SPI]	Get information from enemies, discussing business deals

Concentration

- Pay half of a player's current MP (rounded up) and/or one Fumble Point
- Paying one gives +1 to a dice check. Paying both costs provides +2. A Technical type character can gain a maximum of +3 from this. No character can receive +4 or higher.
- If a character uses Concentrate with 1 MP, half of 1 rounded up is 1, so the character ends up with 0. If MP is reduced to 0, a character faints. While concentrating, the character will end up fainting *after* the outcome of the action.

Condition

- Determined at start of day with [STR+SPI] roll.
- If character does not sleep, the next day their Condition is half the previous day's Condition.
- If a Condition is dropped to 2 from not sleeping, they Faint.
- If a Condition is 0, the character is dead.
- If a Condition is 10+ they may choose one stat to increase one die rank for the day. May not go above 12.
- A Condition of 2 is Out of Shape. Must choose [Injury: 4], [Poison: 4], [Exhaustion: 4] or [Muddled: 4]

Status Effects

- Number next to status is its strength. Condition equal to or less than the strength will suffer its effects. Carries on between days.
- Multiple instances of status effects ([Poison:4] & [Poison: 6], for example) only apply the strongest effect.

Body-based Status Effects		Mind-based Status Effects	
<i>Injury</i>	[DEX] - 1	<i>Exhaustion</i>	[SPI] - 1
<i>Poison</i>	[STR] - 1	<i>Muddled</i>	[INT] - 1
<i>Sickness</i>	All four stats reduced by 1	<i>Shock</i>	All four stats reduced by 1

Journey Check

Roughly	Movement Distance
1 day's movement (~8 hours on foot)/1 square on map	~30 km
2 hours on foot	~7.5km
Terrain	Difficulty
Level 1: grasslands, wasteland	6
Level 2: woods, highlands, rocky terrain	8
Level 3: deep forest, swamp, mountain	10
Level 4: desert, jungle	12
Level 5: alpine	14
Weather	Modifier
Clear skies/cloudy	None
Hot/cold/rain/strong wind/fog	+1
Hard rain/snow/night/deep fog	+3
Hurricane/blizzard	+5
Traveling through Level 3/4/5 terrain	Move at 1/2, 1/3 or 1/4 speed, respectively

Travel Flow

Condition Check - [STR+SPI]

- Made by everyone. No support possible.
- Result of roll determines character's condition for the day.

Travel Check - [STR+DEX], TN: Topography + Weather

- Made by everyone.
- Success: No effect; Fail: Current HP halved; Crit: +1 to daily Condition; Fumble: HP reduced to 1/4

Direction Check - [INT+INT], TN: Topography & Weather

- Made by Mapper, with one support character possible.
- Success: Party finds their way; Fail: Movement halved, +1 bonus to next day's Direction Check if following the same terrain; Crit: Party finds their way no matter the terrain; Fumble: The party makes no progress.

Camping Check - [DEX+INT], TN: Topography & Weather

- Made by one character, with one support character.
- 1 food and 1 water are used per party member at this time.
- Lack of either a tent or sleeping equipment incurs a -1 penalty.
- Success: Current HP doubled by morning. All MP refilled; Fail: Characters recover only 2 HP and MP; Crit: All HP restored, +1 to Condition; Fumble: No HP/MP recovery, Condition -1.

Supporting Characters

- May support another character with a task (*not* Condition Checks).
- Supporting character makes same check with a TN of 5. Success: +1 bonus to the supported check.

Return Route

- If travelling the same Level 2 or less area within a week, the party must only perform Camp Checks.

Penalties for lack of food and water

- If a character has run out of food or water, every check they perform will receive a -1 penalty. If both food and water have run out, the penalty is -2. Each day that this condition continues, the penalties stack.

Food and water supply

- Food can be restocked by shopping in town or by gathering materials from fallen monsters. Water is refilled automatically when entering a town.

Searching for food/water

- Choose 1 character to perform a supportable [STR + INT] check. TN: topo + weather. A number of food and water rations are found equal to the difference between the target number and the number rolled on the dice. Movement for that day is halved.

Combat

Initiative - [DEX+INT]

- Higher Condition scores break ties

Objects

- Group comes up with 5 before a battle. If a player uses an object in the description of their attack, they gain a +1 to their Accuracy Check

Actions

Move

- Switch from front to back or back to front

Magic

- May use spells with casting time of "normal"

Assess the Situation

- Reroll Initiative, keep higher values only

Defend

- Spend turn focused on defense. Damage received is reduced by 1, may choose to take a hit for a teammate. If so, attack automatically hits defender instead

Attack (Weapon Accuracy vs target's initiative)

- If Crit, number of dice rolled for damage is doubled (i.e. 2d6 instead of 1d6)

Special Actions

Feint

- Character may make an accuracy check with their equipped weapon vs. a target's Condition score to inflict -1 to its initiative. Does not deal damage, but can be inflicted multiple times to further reduce a target's initiative

Search

- May spend a round to add a new object to the battlefield

Nonlethal Damage

- Penalty of -2 to Accuracy Checks. Damage may not reduce target below -2 HP.

Defense

Defense Points from Armor

- Subtract defense points from incoming damage

Shields

- If Shield Dodge Value (SDV) is higher than wielder's initiative, then the SDV acts as their to-hit number