

# A WEARY WORK TO DO

QUATTUOR OCCULTAT QUINTAM

## CHARACTER GENERATION

You have 5 STATS: Physique, Poetics, Repute, and Fortune. Roll 3d6, halving the result rounding up, for each of their respective maximums in order. Start with your STATS, 3 item slots of mundanities, one +2 skill, and a name that won't save you.

## ROLLING

1d20 + STAT, roll if failure isn't inevitable and is as interesting as success; otherwise, you fail and/or time passes.

Meet or beat; SAFE: 15 | STANDARD:- 20 | STRENUOUS:- 25

CRIT: 20 on the die, FUMBLE: 1 on the die

Contested: Both involved parties roll, higher result wins.

Advantage: Roll twice, take the higher result.

Disadvantage: Roll twice, take the lower result.

## DAMAGE AND REST

When something would harm you, take damage to a STAT.

Recover 1 from each STAT upon taking a half hour's breather and eating lunch; recover a d6 from each STAT after a comfortable night's sleep.

PHYS: Damage of the flesh. 0 is death.

POET: Damage of the mind. 0 is a coma.

REPT: Damage of standing. 0 is ostracization.

FORT: Close calls and near-catastrophes. 0 is jinxed. You can choose to take FORT damage instead of any other type at your discretion, but excess bleeds over.

## SLOTS AND SKILLS

You have PHYS item slots. Items take up a slot per hand they take to hold. If you have more items than slots you can't do anything until you drop something. FATIGUE occupies item slots, going away after festivities, and FUMBLES destroy items. You have POET skill slots. A skill is something anyone can do and improve upon. Roll SAFE POET after an adventure for +1 to one skill (max +5) or a new skill you used during the adventure.

## TRAVEL

Pick a route, landmark, or one of the five cardinal directions.

Take 2 WATCHES in a day; each additional WATCH or WATCH taken without supplies gives 1 FATIGUE. Use a WATCH to travel to an adjacent HEX, finding its Obvious Feature(s), or explore a HEX, finding its Hidden Feature(s). When entering a HEX or resting for the night, make an encounter roll.

## DUNGEON CRAWLING

Each dungeon round is about 10 minutes. In that time, each party member takes one significant action. Then, if combat has not occurred and the party is still in a dangerous or unknown space, test the light usage die and make an encounter roll.

## ENCOUNTER ROLLS

d12, -1 in darkness, -1 in dangerous wilds or unexplored halls.

1: Hostile encounter | 2: Lair | 3: Neutral encounter | 4: Tracks |

5: Strange phenomena | 6: Natural phenomena | 7-8: Trace |

9-11: Nothing | 12: Friendly encounter

## COMBAT

When you wish to systematically resolve a dispute through violence, enter combat. Start with the first hostile party, then go around the table clockwise. If the cicerone runs combatants, roll a d6 and tick it down by 1 each player's turn. The cicerone acts on their turn *and* when the die ticks out, which is then rerolled.

Each combat round is about 10 seconds, and on your turn within a round, each character you control can make a Movement, an Offensive, and a Maneuver, or two of the same. To attack something with a conventional weapon, roll the relevant contested STAT(s), winner deals damage to the loser (if feasible); on a tie, both deal damage. CRITS cause scars.

## FLYTING

When you wish to systematically resolve a dispute without violence, enter a ritualistic improvisatori debate known as flyting. Each involved party rolls contested REPT; winner decides who makes the first Call, determining the metrical structure. Rotate clockwise, each subsequent rhetorician saying a rhyming Response and presenting the next Call. Breaking meter, saying a non-sequitur, or failing to come up with a suitable rhyme results in elimination. Last standing wins, their view prevailing (usually including REPT damage to the losers). SAFE: 30 seconds between Call and Response | STANDARD: 10 seconds | STRENUOUS: immediate reply

## COINAGE AND TRADE

The most standard value is the *drop*, a coagulated thimbleful of Angel's blood (pure gold, or sanguiniphim). However, it's rarely traded in that form, instead being used in alloys to make tools or trinkets like weapons, jewelry, or ceremonial devices. In addition, given the prevalence of cultural coinages, the most effective method of commerce the world over is barter. To aid in estimations, values listed are given in drops.

## WEAPONS AND ARMOR

Weapons deal d6 damage per slot they occupy. Melee use PHYS, ranged use POET; elaborate weapons use either, have a special ability, and take an extra slot.

Armor can reduce damage taken by a certain fixed amount.

Each time it reduces damage in this way, roll its usage die.

Usage dice reduce in size on every 1 rolled, the item being destroyed below a d4. Armor costs (10 x usage die x slots)d.

Light: DR 1, 1 slot | Medium: DR 3, 2 slots | Heavy: DR 5, 3 slots | Shield/Chapeau: Sunder to ignore one hit, 1 slot

## STEEDS

Horses were long ago deemed too high-maintenance for any use beyond noble sport. Here are some more populist steeds.

*Beetle*: +1 WATCH | +2 item slots | joust-pincers, 100d

*Mosquito*: +1 WATCH | +1 item slot | flight, 150d

*Spider*: +2 WATCHES | +3 item slots | climbing, 250d

## LEVELS AND CLASSES

CLASSES grant an ability at LEVELS 1, 3 and 5. At LEVELS 2 and 4, gain a +1 to one STAT of your choice. Gain your first LEVEL after your first adventure based off of your highest stat. After that, get a LEVEL in a new CLASS through training with a mentor. Each CLASS has a criteria to gain a LEVEL past its first. The cicerone won't track your criteria for you.

Bogatyr (PHYS): +1 Offensive/LEVEL. Can't FUMBLE attacks. At 3, learn one of the lost techniques of the First Guard. LEVEL by slaying a great foe or showing them kindness at your detriment.

Fabulist (POET): +1 to skills/LEVEL. You have an encyclopedic knowledge of yarns and ballads. At 3, finish your Great Work. LEVEL by learning an important secret or making IRL artwork.

Lord (REPT): +1 thane/LEVEL. Everyone knows your name. At 3, gain stewardship over an estate, order, or artifact. LEVEL by wasting exorbitant sums or marrying for non-romantic reasons.

Picaro (FORT): +1 slot/LEVEL. Observers don't notice you without reason to. At 3, come into a ludicrous fortune. LEVEL by starting a rivalry with someone powerful or cheating death.

Thaumaturge:: +1 Spell/LEVEL. As long as you don't reveal your gifts, layfolk show you kindness. At 3, learn how to make theriaca, alkahest, iocane, or an angelicall stone. LEVEL by fulfilling a beot or taking apprentices.