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# Introduction

## Basic Overview

It is assumed you have a familiarity with TTRPGs, likely D&D. As a player the first thing you should do is think about what player character (PC) you want to play... everyone is human, though some have hidden animalistic characteristics (Wesen). Magic is a known and superstitious thing, though only of moderate power (Tolkien has lets say low magic whereas D&D has high magic), and the depths of magic are hidden (think Merlin where magic was more fear than fact). Psionics also exist but are more rumors of people who can read your mind or share thoughts, and of course mesmers who can steal your will, but are very rare and mostly hidden, more penny dreadful than anything else.

There are no predefined classes, templates, backgrounds, etc. You define you. The primary definition of your character are short statements you make about them:

**High Concept** (ie. failed thief trying to learn magic)

**Trouble** (ie. thieves guild and victim are both seeking me)

**Background** (ie. grew up in a sea salvaging family then moved to the city)

**Hindrance** (ie. trying to get Volo to take you on as a metalmancer apprentice)

**Stories** (two past shared experiences with other player characters)

**Demeanour** (ie. prone to brooding and slow to respond to questions, slightly stooped stance)

**Description** (dressed in worn but fine clothes, a fine black hat, a dark cape over pouches).

**Traits** (usually wears blue, hates sea food, wishes they could dance with abandon)

**Instincts** (turns quickly if an unexpected noise behind them, pauses before speaking, eyes darting about))

These descriptions should guide your choices in the system, basically helping you select:

**Attributes** (there are six attributes: Agility, Brawn, Insight, Presence, Will and Wits)

**Skills** (there are 19 skills you can learn)

**Talents** (talents can be taken for each skill)

**Advantages/Disadvantages** (ways in which you are better or worse at something that your average person)

**Abilities** (you may choose one of the three abilities: **Magic**, **Psionics** or **Wesen**)

## System

### Dice Pools

This system has the player roll a number (pool) of 20 sided dice (d20) to determine the outcome for their character's action. The outcome is success or failure and you can have a complication to deal with or

depending on the roll, to give to someone else. If you get more successes than you need they are captured as fortune points that are available for any player to use to gain an additional d20 (to a maximum of 5 d20). Optionally you can choose to give your gamemaster a point of doom that they can use to make your characters' lives more interesting (dangerous and difficult).

## What the Numbers Mean

This system uses d20s for skill tests. By default you roll two d20s though through various ways you may roll more up to a maximum of 5. The d20 results are compared to the value of your level in the relevant **Skill** (typically 0-4) plus the most relevant **Attribute** (typically 6-11). Your number of successes rolled are d20 results equal to or less than your check (skill plus attribute). Further, if your d20 result is equal or less than any expertise in that skill (typically 0-4), then you get a benefit or extra success. If you roll a 20 (or if untrained a 19 or 20) you get a complication. See the summary table below.

| d20 Roll                 | Success | Complication                                                                                                                           |
|--------------------------|---------|----------------------------------------------------------------------------------------------------------------------------------------|
| 20                       | 0       | Get a complication, or if not imposed immediately by the gamemaster then they gain a <b>Doom</b> .                                     |
| 19                       | 0       | If untrained (skill = 0) a complication as above.                                                                                      |
| >skill + attribute       | 0       | No success.                                                                                                                            |
| < or = skill + attribute | 1       | Success. If you get more successes than you need for a test then you can use them for a benefit or save them as <b>Fortune</b> points. |
| < or = expertise         | 0       | Critical success. You get a benefit or extra success if needed, or if not you add a <b>Fortune</b> .                                   |

## Fortune and Doom

Two of the system mechanics to gain extra d20 for a skill test are using a **Fortune** point (if available) or giving the GM a **Doom**. **Fortune** points are gained during a scene (contiguous flow of action, such as a combat or searching a house) when a player character (PC) rolls more success than they need. If you really need to succeed or succeed exceptionally well you can choose to give the GM a point of **Doom** to gain an additional d20 for the test. If you use **Doom** for a test you cannot earn **Fortune** from the result.

**Fortune** points exist in a pool that any PC can draw from during the scene. Thus one PC's extra successes can help a fellow PC succeed later. The pool is emptied after the scene is done.

**Doom** points are used by the GM to make an NPC avoid a complication, give them a benefit, or otherwise complicate the PCs' endeavours. Doom points remain until spent by the GM.

## Target Numbers

The Target Number (**TN**) is the number of successes you require to succeed at a skill check. **Easy** things (TN 0 so successes needed) are not usually rolled for if trained, and if so primarily to see if there is a complication and to record your use of the skills to count towards your **Progress** to improve that skill. Generally most checks are **Average** which is a **TN of 1**. If you were trying to do something more challenging the TN would be higher, up to **Legendary TN of 6**. The table below shows the **Normal** range of TNs. The difficulty of the task at hand may also be affected by the circumstance of the attempt, either making it easier or more difficult. Most employment checks would be considered **Controlled**. If the PC is prepared they may get a **Controlled** circumstance for a check, at the discretion of the GM, likewise trying something risky in a combat or as an unexpected change of plans, may result in a **Risky** check. Note some checks are **Opposed** by an NPCs, thus comparing the PCs successes to the NPCs with the defending party winning on a tie.

| Situation Circumstance | Easy (Routine) | Average (Common) | Challenge | Hard     | Severe   | Extreme  | Legendary |
|------------------------|----------------|------------------|-----------|----------|----------|----------|-----------|
| Ideal                  | 0              | 0                | 0         | 1        | 2        | 3        | 4         |
| Controlled             | 0              | 0                | 1         | 2        | 3        | 4        | 5         |
| <b>Normal</b>          | <b>0</b>       | <b>1</b>         | <b>2</b>  | <b>3</b> | <b>4</b> | <b>5</b> | <b>6</b>  |
| Risky                  | 1              | 2                | 3         | 4        | 5        | 6        | 7         |
| Desperate              | 2              | 3                | 4         | 5        | 6        | 7        | 8         |

## Complications and Benefits

Your first call on any successes is to meet whatever **TN** your check requires. Extra successes can be taken as **Benefits**, say imposing a complication or helping. If not used immediately as a **Benefit** get added as fortune points for later use. Other players and the GM can help suggest complications or benefits. Note complications or benefits could apply to another player or help an NPC if that makes sense.

## Helping

You can help another player succeed by making your own skill test and giving them an extra d20 for each of your successes. The helped player then makes the skill test. This helps get a larger number of successes for a single test.

## Creating Your Character Concept

Start with a concept for your character, perhaps based on a character from a novel or a movie, or some specific concept such as a rising Mage, or an ex-assassin seeking redemption but haunted by ghosts, the reincarnation of an ancestor, a fallen angel or demon, or perhaps a more mundane blacksmith who hates violence and loves an adventurous yet troublesome rogue. Player characters (PCs) should be exceptional but not truly heroic (yet) and interesting. They could very easily find success in less exciting situations so they

must have a reason or motivation to engage in risky endeavours with other PCs. You must figure out why your character is going to keep getting involved in dangerous things. If you don't, the GM is under no obligation to go out of their way to make the game work for you—they'll be too busy with other players who made characters that have a reason to participate.

Next write down your character concept's three key aspects as short statements as a **High Concept** that briefly defines your key features, then something about your **Background** or development as a person, and lastly a central **Trouble** that continues to interfere with your ambitions or desires.

## High Concept

This is a defining statement about who your character is and should guide your choices in skills, abilities and advantages.

A **High Concept** example could be...

- Anthra is a rare but potent elemental mage who seeks to expand and refine their control over elements.
- Paula is an orphan who seeks fame and fortune as a dancer and entertainer.
- Jordan has seen so much death and defeat that his devotion to the sword is what keeps him going.

## Trouble

While a trouble may be part of your high concept, this is a specific statement of how you have been struggling against X, to escape Y, to overcome Z. This should influence your character's choices and may help to provide motivation to join the party.

A **trouble example could be...**

Anthra's fear of losing control to powerful elemental spirits makes them want to balance their use of the elementals.

Paula will do almost anything if she thinks it will enhance her reputation or pay well.

Not all those Jordan has defeated were nameless or forgotten... he keeps a low profile to avoid those bent on revenge.

## Background

This describes training, early life experience, ancestry or anything to help flesh out your character. It may be reflected in the skills and advantages you choose.

A **Background** example could be...

- Anthra's travels while training under Urtha Mina exposed them to many places dedicated to the study of magic.
- Paula spent her early years with a group of entertainers who traveled seeking employment and renown.
- Jordan was raised by his aunt and uncle who taught him how to hunt and survive in the hostile Golan waste.

Next comes three lesser aspects that describe what has happened to you recently. You briefly describe two **Stories**, each where your character met one or more of the other player characters and had a shared experience. Lastly a **Hindrance** that will impede you but may well be overcome and replaced with something else as you play.

## Stories

Work with other players to develop two short stories (a few sentences should suffice) about two shared experiences, events, or adventures.

**Story** examples could be...

- Anthra met Jordan in Cairthen when he helped Anthra escape two trackers sent to retrieve a stolen tome.
- Paula saw that Jordan and Anthra were trying to leave town quickly so helped them join an entertainers caravan hoping that they could help with performances of magic and swordplay.

## Hindrance

This is a current challenge or situation that may change over time.

A **Hindrance** example could be...

- Anthra took a book of elemental secrets from the Library of Flame and Ice and needs to fully understand it before they are forced to return it.
- Paula is desperate to wow crowds and spread rumors about her rival Mandal to counteract the cruel lies Mandal spreads about her.
- In an unfortunate coincidence in Cairthien, Jordan now has a bounty on his head.

Lastly write down a **Description** of your character (what others see when they look at you), and statements as to their **Demeanour** (what others will notice about your behaviour), and any **Traits** (specific quirky aspects of your character) or **Instincts** (how your character will react by default in a given circumstance). All of these statements may be changed as your character grows and changes.

## Attributes

An Attribute describes with a number how able your character is in one aspect. A value of 6-7 is poor, 8-9 is average, and 10-11 is good. There are six attributes. You choose which value each has, one each from 6, 7, 8, 9, 10, 11. You will thus be poor at 2, average at 2, and good at 2. The maximum value is normally 12. When you test a Skill you compare the results of a d20 to the sum of your Attribute + Skill. The six Attributes are:

**Agility** is your physical finesse... from stealthy creeping to lock picking.

**Brawn** is your strength and fitness, from athletic feats, to swinging a sword, how hard you hit (extra damage dice), and your overall vigour (hit points).

**Insight** is your awareness beyond simple logic and knowledge, such as perceiving things, including recognizing the supernatural or discerning lies.

**Presence** is your force of personality which can help you in social interaction such as persuasion or deception.

**Will** is your mental discipline. It allows you to withstand mental stress and resist attempts to force you to do things. It also determines your Will (mental hit points) value.

**Wits** is a measure of your mental agility that helps with understanding and application of logic. It is also how quickly you tend to react.

The table below provides the thresholds for physical (vigour) and mental (stress) injury. There are three levels of injury: minor, serious, and deadly. The threshold for a minor injury is  $\frac{1}{3}$  of your Attribute (round .33 down, .67 up),  $\frac{2}{3}$  for Serious and the full Attribute value for Deadly. More about Injury levels and Healing in that later section. More about Damage in the Combat and Weapons sections later.

### Vigour, Stress and Damage Bonus

| Value | Vigour or Stress Thresholds | Damage |
|-------|-----------------------------|--------|
| 6     | 2/4/6                       | -2d    |
| 7     | 2/5/7                       | -1d    |
| 8     | 3/6/8                       |        |
| 9     | 3/6/9                       |        |
| 10    | 3/7/10                      | +1d    |
| 11    | 4/8/11                      | +2d    |
| 12    | 4/8/12                      | +3d    |

## Improving Attributes

Your Attributes improve as your character grows. For each improvement in a skill level (not expertise) you mark a Progress for the relevant Attribute. When you have a number of attribute progresses equal to the new value you spend those progresses to increase that attribute by 1. You may use these Attribute Progresses to purchase a Talent in a relevant skill instead. See the later Talent section for that process. You can spend points to increase an attribute equal to the new value.

## Skills

The type of things you can learn to do, by using skills, are divided up into 19 categories which you can choose to learn to various **Levels** of competence. Untrained is level 0 and you can be trained up to level 4 (higher levels exist as your character grows). Each level in a skill adds to the relevant attribute to get the number for your skill test (also called a check). For example, if you have an insight of 9 and a Notice of 3, you would be making your check against a 12, so a d20 result of 12 or less is a success. Each skill has a level rating and an **Expertise** rating. Starting skills have the same value for each as they improve you will either increase the level



or expertise one at a time. Expertise is the number for getting a **Critical Success**, when a d20 is equal or less to it on a test of that skill.

#### Skill Levels can be described as:

|           |                                                                                                        |
|-----------|--------------------------------------------------------------------------------------------------------|
| <b>0</b>  | Untrained. Relying on raw ability (relevant attribute) and more likely to have a complication (19-20). |
| <b>1</b>  | Newly trained, inexperienced but still only a complication on a 20.                                    |
| <b>2</b>  | Fair for a regular skill user.                                                                         |
| <b>3</b>  | Good. Typical for an employment skill.                                                                 |
| <b>4+</b> | Expert. You often get Critical Successes.                                                              |

## Skill Pyramid

Depending on your level of experience you will start with (determined by the GM) you will have a different number of skills to choose at each level. For example an inexperienced character has three skills at level 1, two at level 2 and one at level 3. If after adventuring you want to improve a skill you must ensure you have at least as many skills at the level below as you have in the next level. In general you will start with 4 at level 1, 3 at level 2, 2 at level 3 and 1 at level 4. This is the 'pyramid'. So in this case you would have to learn a new level 1 skill before you can improve an existing level 1 to level 2.

4  
3 3  
2 2 2  
1 1 1 1

## Specifying Skill Focuses

Some skills are very broad so you must specify an area for each level you have in them: Drive, Knowledge, Performance, and Survival. You are assumed to have general knowledge and experience so any attempt with something not specified is made at an effective skill of 2 less (ie at level 3 you have a general knowledge of 2).

**Drive** has four means of conveyance: horse, train, sail, flight.

**Knowledge** has any number of foci, such as science, history, medicine, occult, geography. These foci should be broad and may overlap... history would include key scientific improvements such as guns etc.

**Performance** is anything artistic... actor, music, playwright, painter, sculptor, etc.

**Survival** is for knowing general hazards and food sources in a terrain... there are a number including underground and urban.

## Special Skills

There are 4 skills that have specific mechanics: Contacts, Languages, Profession and Use Ability.

### Contacts

Contacts are your skill at getting information and perhaps favors from people you have intentionally groomed. Each contact is specified. The number and level of contacts follow the skill pyramid. Below is an example of level 3 in contacts.

Level 3: Byron, who is known in the sale of used items, including auctions and perhaps some knowledge into stolen goods. At level 3 his knowledge is on a national level and his help may be reached, with effort, anywhere in England.

Level 2: Alice is an expert in antiques, working out of Cambridge and Oxford.

Level 2: Bryce works for the broadsheet the London Telegraph, mostly covering crime and punishment.

Level 1: Candace owns a London bookstore, mostly used, and keeps an ear out with other booksellers.

Level 1: Charlie the Clown, has been actor and acrobat, now plays at crossroads and parks for spare coin.

Level 1: Constable McMaster, works the river police, and likes free pints.

Note a rapport that is successful by TN+2 or made three times for an individual can become a basic (level 1) contact if the player has that skill at lvl 2 or higher (thus growing beyond the pyramid). Likewise a failure (no successes) with consequence on a contact (for example on persuasion or deception when seeking a favour or information), weakens its level by 1. At creations Contacts follow the same pattern as the Skill Pyramid in that you have only one at your top level, and 2 at the next level, and so one at lower levels.

### Languages

In Europe there were many languages that people would know at various levels depending on their position and job. Languages are not a skill in the list of 19, nor are language checks often called for. You are free to choose whatever languages your character's background would logically include. Please also state a level of competence with each language. You do not track Progress in a language, nor is there Expertise in a language. The attribute used for a check would be determined by the context of its use. The skill levels are as follows.

|          |                                                                                 |
|----------|---------------------------------------------------------------------------------|
| <b>1</b> | Recognise the language and some common words or phrases. Can't really speak it. |
| <b>2</b> | Can understand and speak basic ideas such as for a manual labourer or shopping. |
| <b>3</b> | Native speaker with basic reading ability.                                      |
| <b>4</b> | Excellent grammar, reading and writing.                                         |

## Profession

You choose a *single* profession, such as Lawyer, Doctor, Mason, Locksmith, etc. If you wish to learn a second profession then use the blank skill track below the Use Ability skill.

## Use Ability

This skill is how well you use an ability (**Magic**, **Psionics** or **Wesen**) if you have one. More about its use is provided under each **Ability**.

## Skill Cost

The cost to learn an additional skill at character creation is points equal to its level (a new skill at level 1 costs 1 point, and one at level 4 costs 4 points). You must still honour the pyramid so you cannot have more at a higher level than at the level beneath it. Skills purchased at creation give both the skill level and expertise.

Skills are improved during the game by earned **Progress**, or by spending earned points. You must purchase new skills at the cost of 1 point which gives you level 1 and expertise 1. You may improve a skill's level and expertise for the points for the new level (to go from level and expertise 1 to level and expertise 2 costs 2 points).

## Progress and Improving Skills

Whenever you succeed in a skill during game play you put a mark next to it. At the end of the session you test each of these skills with a single d20. If you fail you get a **Progress** to use towards improving the skill level or expertise. It takes as many Progress to increase either the level or expertise as its new number. For example it would take 3 Progress in a skill to increase its level or expertise from 2 to 3. When you next earn 3 Progress in that skill you can either increase the expertise from 2 to 3 or wait for an 4th Progress to increase the level from 3 to 4. Once you start improving skill using Progress you are no longer required to maintain the **Skill Pyramid**. However, should you choose to spend points to improve a skill you must respect the Skill Pyramid. You improve what you use but you buy what honours the pyramid.

## Opposed Skill Checks

Some skills are used to defend against other skills, thus the **TN** is determined by the defender's number of successes. The defender wins on a tie. Below is a list of defending skills.

| Skill being used | Defending skill                  |
|------------------|----------------------------------|
| Crime            | Generally Notice...              |
| Deceive          | Empathy                          |
| Empathy          | Deceive                          |
| Fight            | Fight to parry or Evade to dodge |

|         |         |
|---------|---------|
| Notice  | Stealth |
| Provoke | Empathy |
| Rapport | Empathy |
| Shoot   | Evade   |
| Stealth | Notice  |

## Combat Example

In combat you are trying to defend against an opponent's sword attack. Note this is a reaction on your opponent's turn and typically costs a **Doom** to do. In this case you have two options:

- Evade allows you to dodge the attack (it misses if your Evade successes are equal to or greater than the Fight attack success). This requires room and likely backing away.
- Fight allows you to parry (this might unbalance your weapon depending what it is) or shield block (whether you block or not your shield will reduce some of the damage) if your successes are equal or greater than your attackers.

In the case of defending against a ranged attack using Shoot, you can only defend with Evade.

## Social Example

Lets say you are trying to get in the good books of a guard by using Rapport. The guard resists with Empathy as they may or may not realize what you are trying to do. The guard has likely heard it all before but who know.

There is a process for counting **Social Interest** which measures how much of an interaction a NPC can withstand before ending an interaction. NPCs start with a social interest rating of 1-4 based on their general personality type. They are done when it reaches 0 and that may be a penalty next time.

1. Introvert who doesn't like to interact
2. Average folk who is busy or focussed on their own stuff
3. Average folk who is not otherwise focussed, or a friendly folk who is
4. Extrovert who loves to chat and may be easily distracted from other things

When you make a social skill check the following is noted in addition to any success or failure of the skill:

- A Fail reduces Social Interest by 1
- A Success has no effect on Social Interest, however each subsequent check requires an additional success or reduces Social Interest by 1.
- Critical success restores 1 Social Interest.

## Modifiers

+2 to first skill check roll if you are a potential customer

+2 to first check if it is an interest of theirs

-2 for each rudeness or unreasonable request

+/- based on reputation, status or other relevant factor

+/- based on the last memorable interaction with them (how did the last interaction end?)

## Abilities

There are three special abilities: **Magic**, **Psionics** and **Wesen**; you cannot have more than one, and do not need to have any if you want to focus on improving how you use your skills and other advantages. You take these abilities as advantages at level 0 (**Magic0**, **Psionic0**, or **Wesen0**). Higher levels in these abilities act as any advantage by adding a d20 the Use Ability tests.

**Player Characters start with 6 points and a maximum of 6 points in Disadvantages.** You need points to buy Abilities or Advantages, to start with a Talent or additional or better skills including magic Ways and Means and psionic Forms.

## Ability Cost

| Ability | Points         | Effect                                                                                                                                                                                                                         |
|---------|----------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Magic0  | 4              | You can use magic and purchase Ways and Means as skill levels                                                                                                                                                                  |
| Magic1  | 8              | Add 1d20                                                                                                                                                                                                                       |
| Magic2  | 16             | Add 2d20                                                                                                                                                                                                                       |
| Magic3  | 32             | Add 3d20                                                                                                                                                                                                                       |
| Power0  | 4              | For each Psionic Power: <ul style="list-style-type: none"><li>• Clairvoyance</li><li>• Mentalism</li><li>• Psychometry</li><li>• Spiritualism</li><li>• Telekenisis</li></ul> Purchase forms under each power as skill levels. |
| Power1  | 8              | Add 1d20                                                                                                                                                                                                                       |
| Power2  | 16             | Add 2d20                                                                                                                                                                                                                       |
| Power3  | 32             | Add 3d20                                                                                                                                                                                                                       |
| Wesen0  | Varies<br>4-10 | Benefits of basic Wesen form                                                                                                                                                                                                   |
| Wesen1  | Varies<br>8-20 | Limited transformation                                                                                                                                                                                                         |

|        |                 |                         |
|--------|-----------------|-------------------------|
| Wesen2 | Varies<br>16-40 | Advanced transformation |
| Wesen3 | Varies<br>32-80 | Complete transformation |

## Magic

The reality of the world has an inertia, it wants to keep on being what it is, that magic can overcome at great effort. This inertia makes any change elastic, any distortion of the way reality should be is always under pressure to return to its normal state. The elastic nature of reality means that any supernatural change is temporary... be it seconds, days or years it will return, as best it can, to its true form. The greater the shift the harder it is to achieve and the harder it is to maintain.

Thus the mundane seeks to eliminate, suppress, conceal the supernatural as it is inconsistent with natural reality. The supernatural creates a reality paradox, its existence and influence is by definition unnatural, yet also somehow possible, for a time. The lesser the change the easier and longer lasting. Theoretically anything can be done with magic or other supernatural forces, and this belief fuels countless efforts, failures, and deaths. Magic is dangerous.

For example, changing limestone to granite is easier than changing it to gold or diamond. While possible this is not known to have been done. Lead is the most difficult material to affect by magic, hence the old joke of turning lead to gold. While gold is much easier, silver is the best material for working or holding magic. Gold is wealth whereas silver is both money and magic. Water into wine...not too hard, for a time at least.

Magic is the ability to interact with the fundamental unseen forces of the world. There are two ways to do magic:

**Innate Magic** allows instinctual use of magic, typical of religious belief or the common elemental mancers.

**Sigil Magic** requires the application of Will to write sigils of Ways and Means to change reality. Sigils represent the weaves of reality. They are old and their manipulation may be done using any occult language (latin, summerian, egyptian) or using other bridging sigils (acts as another occult language). You may trace the sigils and language with your fingers, write them out, or simply form them in your mind. All material except lead can hold a sigil though silver is the best and all else are more temporary.

All magic skill checks use the **Use Ability** skill. When you choose to learn magic you must buy each **Ways** and **Means** as separate skills. The least of any Ways and Means used in attempting to create a magic effect is added to your **Use Ability** skill when making tests. Thus you need to be good at each component to benefit from the addition for the casting test.

To attempt a magic effect you use string together at least one **Way** and typically one **Means** to cast a spell. If you only use **Sensus** as a way then you can attempt to sense magic. You cannot have a higher skill level in a Way or Means than its prerequisite. There are no expertise or talents for Ways and Means as these flow from the Use Ability skill. You do not track progress for Ways or Means: this is captured by the use of Use Ability.

## Sigils of Ways and Means

| Way              | Effect                                                                                                                                                                                                                                                                                                                                                      | Prerequisite                |
|------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------|
| <b>Sensus</b>    | Sense magic or a specific means.                                                                                                                                                                                                                                                                                                                            | Magic0                      |
| <b>Imperium</b>  | Control, shape and means.                                                                                                                                                                                                                                                                                                                                   | Sensus                      |
| <b>Creo</b>      | Create or destroy a means.                                                                                                                                                                                                                                                                                                                                  | Imperium                    |
| <b>Muto</b>      | Transform a means from one form to another, or using multiple means, from one means to another.                                                                                                                                                                                                                                                             | Creo                        |
| <b>Confacto</b>  | Warp or break a magic effect.                                                                                                                                                                                                                                                                                                                               | Confacto                    |
| <b>Ligaro</b>    | Bind or limit a magic effect. This is how magical items are made.                                                                                                                                                                                                                                                                                           | Ligaro                      |
| Means            | Effect                                                                                                                                                                                                                                                                                                                                                      | Prerequisite                |
| <b>Elements</b>  | Target that element with a way. Your skill to form something is limited by your skill in the relevant craft.<br><b>Air</b> <i>Auram</i><br><b>Animal</b> <i>Animus</i><br><b>Earth</b> <i>Terram</i><br><b>Fire</b> <i>Ignem</i><br><b>Force</b><br><b>Light</b><br><b>Metal</b><br><b>Plant</b> <i>Herbam</i><br><b>Sound</b><br><b>Water</b> <i>Aquam</i> | Magic0                      |
| <b>Body</b>      | Note healing is limited to your knowledge in anatomy or profession in medicine.                                                                                                                                                                                                                                                                             | Animal                      |
| <b>Mind</b>      | Your effective skill in this Means cannot exceed your empathy skill (read the mind or memories), deceive (change awareness or understanding), rapport (charm) or persuade (control).                                                                                                                                                                        | Body                        |
| <b>Soul</b>      |                                                                                                                                                                                                                                                                                                                                                             | Mind                        |
| <b>Celestial</b> | Each celestial name is a means                                                                                                                                                                                                                                                                                                                              | Soul                        |
| <b>Infernal</b>  | Each infernal name is a means                                                                                                                                                                                                                                                                                                                               | Soul                        |
| <b>Beyond</b>    | Each name of the Beyond is a means                                                                                                                                                                                                                                                                                                                          | Both Celestial and Infernal |

# Effects of Magic

## Example for shaping stone

You would test your Use Ability adding the lowest of your skill in Imperium or Earth. The base difficulty is Average requiring one success to affect 50 lbs of stone. If you succeed you can shape that amount of a single stone. If you had used *creo* you could choose to destroy or create 50 lbs of stone. If you used *Muto* you could change one type of stone into another. More complex forms, such as gem stones, would be more difficult.

## Example for using Body

Note that for body the default range is touch (adjacent). Also that the duration is usually concentration for alterations away from the true form, which can be sustained by concentration. Effects that are non injurious and temporary, such as sleep, are at TN 2 (fall asleep, be blinded, etc). Injury or healing is a base of 2d for an average use, increasing by 2d for each additional. You would choose an existing injury to heal in this way requiring the threshold value for the injury. Likewise causing an injury is simply counted as any other damage though it bypasses any armour.

## Target Number (TN) and Generic Effect

| TN       | Rating         | Effect                  | Injury    | Weight       | Area         | Time         |
|----------|----------------|-------------------------|-----------|--------------|--------------|--------------|
| 0        | Easy           | light a candle          | 0         | 10lbs        | 1'x1'        | 6 sec        |
| <b>1</b> | <b>Average</b> | <b>light a campfire</b> | <b>2d</b> | <b>50lbs</b> | <b>3'x3'</b> | <b>1 min</b> |
| 2        | Challenging    | light a bonfire         | 4d        | 200lbs       | 6'x6'        | 10 min       |
| 3        | Hard           | light a building        | 6d        | 1,000lbs     | 12'x12'      | 1 hr         |
| 4        | Severe         | light two buildings     | 8d        | 5,000lbs     | 24'x24'      | 1 day        |
| 5        | Extreme        | light a block           | 10d       | 5 tons       | 50'x50'      | 1 month      |
| 6        | Legendary      | light a village         | 12d       | 20 tons      | 100'x100'    | 1 year       |

## TN Modifiers

The table below is intended to help adjust the TN where you either take steps to cast the spell more firmly or under situations that you need to be subtle or fast. While exaggerated options will counter increases in this table, if you cannot reduce a TN by using multiple exaggerations.

| Intent | TN | Somatic | Time | Verbal | Concentration |
|--------|----|---------|------|--------|---------------|
|--------|----|---------|------|--------|---------------|



|            |    |              |          |              |               |
|------------|----|--------------|----------|--------------|---------------|
| Exaggerate | -1 | sweeping     | 24 s     | loud         | complete      |
| Average    | 0  | obvious, arm | 12 s     | conversation | focused       |
| Subtle     | +1 | fingers      | 6 s      | whisper      | aware         |
| None       | +2 | none         | Reaction | none         | absent minded |

## Skill Enhancements and Limitations

Some uses of magic require or are improved by or require non-magical skills. Mancers **Require** the appropriate crafting (profession) skill to be able to manipulate a material as a craft but not to assist a craftsman. Healers are **Limited** in their ability to heal by using the lower of their Use Ability or physician (profession) skill. Mind effects are **Enhanced** by one's persuasion skill (use the better of it or Use Ability).

| Domain  | Type      | Effect                                                           |
|---------|-----------|------------------------------------------------------------------|
| *mancer | Limiting  | Carpenter, weaver, smith, mason, using this for quality of form. |
| Body    | Limiting  | Physician, anatomy.                                              |
| Mind    | Enhancing | Suggestion, charm, hypnotize.                                    |

## Consequences of Magic Failure

Magic is a great effort to sense and alter or control the elements that are present in the material world. Errors doing anything other than an easy task can cause mental or physical necrosis resulting in a lasting injury. Each use above **Easy** where you fail causes a level of injury. You suffer a stress or vigour injury, your choice, at increasing effect and TN to heal per the table below.

| Failure by | Spell Effect                    | Consequence    | TN to Heal |
|------------|---------------------------------|----------------|------------|
| 1          | Spell works                     | Minor injury   | 1          |
| 2          | Spell partially works           | Minor injury   | 2          |
| 3          | Spell works in an unwanted way  | Serious injury | 3          |
| 4          | Spell simply fails              | Serious injury | 4          |
| 5          | Flash, boom and 1d force to 10' | Deadly injury  | 5          |
| 6          | Explosion and 2d force to 20'   | Deadly injury  | 6          |

# Psionics

When you buy the advantage psionic0 you can purchase psionic powers and learn their forms as shown in the table below. You attempt psionics using your Use Ability skill, and this is the skill that Progresses and has Expertise. You add the level of the form you are using to your Use Ability check and the TN is the defending number of successes for your targets Will and Empathy check for Mentalism and Spiritualism, or for other power follow the Target Number (TN) and Generic Effect for magic, and the TN Modifiers.

## Psionic Powers

| Power              | Description                                                                         |                              |
|--------------------|-------------------------------------------------------------------------------------|------------------------------|
| Clairvoyance       | Remote viewing or listening, or suppressing awareness of an area to sound or sight. |                              |
| Clairvoyance Forms |                                                                                     |                              |
|                    | Locate                                                                              | Prerequisite is Psionics     |
|                    | Listen                                                                              | Prerequisite is Locate       |
|                    | Project Sound                                                                       | Prerequisite is Listen       |
|                    | Hush                                                                                | Prerequisite is Listen       |
|                    | Silence                                                                             | Prerequisite is Hush         |
|                    | View                                                                                | Prerequisite is Locate       |
|                    | Project View                                                                        | Prerequisite is View         |
|                    | Obscure                                                                             | Prerequisite is View         |
|                    | Veil                                                                                | Prerequisite is Obscure      |
|                    | Shield                                                                              | Prerequisite is Locate       |
|                    | Trace                                                                               | Prerequisite is Locate       |
| Mentalism          | Read or alter thoughts, control mind, view or alter memories. Resisted by Will.     |                              |
| Mentalism Forms    |                                                                                     |                              |
|                    | Read Memory                                                                         | Prerequisite is Psionics     |
|                    | Share Memory                                                                        | Prerequisite is Read Memory  |
|                    | Shape Memory                                                                        | Prerequisite is Share Memory |

|                    |                                                                 |                                |
|--------------------|-----------------------------------------------------------------|--------------------------------|
|                    | Read Thoughts                                                   | Prerequisite is Psionics       |
|                    | Share Thoughts                                                  | Prerequisite is Read Thoughts  |
|                    | Control Thoughts                                                | Prerequisite is Share Thoughts |
| Psychometry        | Reading an object's past or tracking it.                        |                                |
| Psychometry Forms  |                                                                 |                                |
|                    | Link                                                            | Prerequisite is Psionics       |
|                    | History                                                         | Prerequisite is Link           |
|                    | Beacon                                                          | Prerequisite is Link           |
| Spiritualism       | Speak, influence and control spirits.                           |                                |
| Spiritualism Forms |                                                                 |                                |
|                    | Sense Spirits                                                   | Prerequisite is Psionics       |
|                    | Communicate                                                     | Prerequisite is Sense SPirits  |
|                    | Control                                                         | Prerequisite is Communicate    |
| Telekinesis        | Moving matter, allows defense and attack with force or objects. |                                |
| Telekinesis Forms  |                                                                 |                                |
| Lift               | Prerequisite is Psionics                                        |                                |
| Manipulate         | Prerequisite is Lift                                            |                                |
| Shoot              | Prerequisite is Manipulate                                      |                                |
| Deflect            | Prerequisite is Manipulate                                      |                                |
| Bind               | Prerequisite is Manipulate                                      |                                |
| Shield             | Prerequisite is Manipulate                                      |                                |
| Fly                | Prerequisite is Manipulate                                      |                                |

## Consequences of Psionic Failures

It takes great mental effort and concentration to use psionics. If you fail a Use Ability when using psionics you suffer mental stress as below.

| Failure by | Psionic Effect | Consequence | TN to Heal |
|------------|----------------|-------------|------------|
|------------|----------------|-------------|------------|

|   |                                         |                       |   |
|---|-----------------------------------------|-----------------------|---|
| 1 | Partially works                         | Minor stress injury   | 2 |
| 2 | Power fails psychic feedback<br>1d 20'  | Serious stress injury | 4 |
| 3 | Power fails psychic feedback<br>2d 100' | Deadly stress injury  | 6 |

## Wesen

Wesen are people who have strong supernatural characteristics of another creature. These effects are both physical and subtly magical. The supernatural essence also makes non Wesen disbelieve what they are sensing. This is a characteristic of the supernatural, that normal creatures sense it differently.

You can buy only one Wesen form. Cost is based on its power (specific collection of advantages and disadvantages, such as a werewolf with strength ,toughness, keen smell and hearing, vulnerability to silver, limited control during full moons, Wesen Council authority, Wesen hierarchy, hunted, and later healing and running) and rarity of the form (this is a common Wesen form though of course Wesen themselves are rare overall). Some theorize the rarity of a Wesen form enhances its power. Note there is typically a complex tribal nature to each form that includes similar forms, ie crows would include other avians such as gulls and pigeons and a hierarchy amongst them. Wesen are resistant (lvl 1 or higher) to magic that affects their being... such as any life group magic. They can be detected by essence magic but it is also resisted.

### Wesen Advantages

| Advantage | Cost* | Power                                                                                                                                                                                                                  |
|-----------|-------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Wesen0    | 4-10  | Basic body aspects (senses, traits), resistant to body, mind and spirit magic,, Council Authority, Species Hierarchy, Wesen enemies, species enemies, vulnerability, resistance. Minor transformation (aspected human) |
| Wesen1    | 8-20  | Minor transformation (man wolf), small claws and teeth, furry, strong, minor healing.                                                                                                                                  |
| Wesen2    | 16-40 | Major transformation (wolf man), strong, tough, claws and teeth, healing.                                                                                                                                              |
| Wesen3    | 32-80 | Full transformation (wolf), run, major healing.                                                                                                                                                                        |
| Weapon    | 1     | d6 per lvl.                                                                                                                                                                                                            |
| Sense     | 3     | Advantage lvl.                                                                                                                                                                                                         |
| Strong    | 3     | D6 extra damage per lvl.                                                                                                                                                                                               |
| Fast      | 2     | Extra yard per lvl                                                                                                                                                                                                     |

|              |        |                                                            |
|--------------|--------|------------------------------------------------------------|
| Run          | 3      | 2x, 3x, 4x move.                                           |
| Swim         | 3      | $\frac{1}{3}$ , $\frac{2}{3}$ , 1x swim speed.             |
| Climb        | 3      | $\frac{1}{3}$ , $\frac{2}{3}$ , 1x climb speed.            |
| Burrow       | 3/6/10 | $\frac{1}{6}$ , $\frac{1}{3}$ , $\frac{1}{2}$ burrow speed |
| Fly          | 10     | 1x, 2, 4x fly speed.                                       |
| Poison       | 3      | D6 or TN per lvl                                           |
| Tough/Armour | 4      | Damage Resistance                                          |
| Hold breath  | 2      | Min, 10 min, 1 hr.                                         |
| Grapple      | 3      | TN of grapple                                              |
| Size         | 4      | +/- 50% per level.                                         |
|              |        |                                                            |

Cost listed for level 1, 2x for level 2, and 4x for level 3 unless specified otherwise.

## Talents, Advantages, Disadvantages

Generally **Advantages** add extra d20, **Disadvantages** increase the TN of a skill test, and **Talents** are associated with a skill and allow you to reroll a d20.

### Talents

Talents are available for each skill and allow you to reroll a d20 per lvl of Talent after you have rolled the skill test. So if you roll 2d20 and get a 5 and a 20 you may reroll the 20 and must keep the new result. You can buy a Talent for half of the (skill lvl + relevant attribute) in points or Attribute progresses. Prerequisites for the three levels of Talent are summarized in the table below. For example, to get an Athletics Talent for your level 3 Athletics skill with a Brawn of 8 would cost 6 (half of 8+3 rounded up) points or Brawn attribute Progresses. You gain an Attribute Progress when you increase the level of a skill that uses that Attribute. You may instead spend those Attribute Progress to gain a talent.

| Talent | Cost              | Prerequisite                                    |
|--------|-------------------|-------------------------------------------------|
| 1      | (Att+skill lvl)/2 | Skill Level 3 Expertise 3                       |
| 2      | Att+skill lvl     | Skill Level 5 Expertise 5 Raise Attribute once  |
| 3      | 2*(Att+skill lvl) | Skill Level 7 Expertise 7 Raise Attribute twice |

## Advantages

An advantage is anything beneficial that is not common. It could be physical (strong, fast, double jointed, beautiful, quiet movement, great night vision, or tough), mental (smart, good with languages, great memory, or strong willed), supernatural (sense the supernatural, be resistant to magic or psionics), or social (organizational rank, wealthy, charismatic, or some other status).

Normally for each level you get to roll an extra d20 when making a relevant test. Beyond one level in an advantage is generally inhuman, and three levels is superhuman. You may only get an Advantage by spending points.

## Disadvantages

These are basically the same as advantages except that they make success for affected skill test harder by increasing the TN by 1. At character creation you can choose up to 6 points in disadvantages. During play you may gain disadvantages through injury (broken hand) or actions (enemies) and you buy off disadvantages using points.

## List of Advantages and Disadvantages

| Advantage      | Cost* | A/D | Description                                                                                                              | Type              |
|----------------|-------|-----|--------------------------------------------------------------------------------------------------------------------------|-------------------|
| Awareness      | 4     | a/d | All your senses are unusually acute/poor.                                                                                | Senses            |
| Improved sense | 2     | a/d | One sense is unusually acute/poor.                                                                                       | Senses            |
| Ally/Enemy     | 4     | a/d | You have someone that helps/opposes you in some direct way. Levels indicate their loyalty/tenacity, power and influence. | Social            |
| Null           | 2     | a   | Your mind is hard to affect by either magic or psionics.                                                                 | Magic or Psionics |
| Attractive     | 3     | a/d | You are beautiful/handsome/plain/ugly that affects relevant interactions.                                                | Social            |
| Charisma       | 3     | a/d | You have presence/shyness that affects many social interactions.                                                         | Social            |
|                | 2     | a/d | You exude an air of knowledge and capability/incompetence. +1S to relevant social interaction.                           | Social            |
| Nightvision    | 2     | a/d | You can see well/poorly in low light.                                                                                    | Senses            |
| Criminal       | 3     | d   | You have a criminal record, did some time, and have several dubious contacts.                                            | Social            |
| Coordinated    | 5     | a/d | Your movements are smooth and controlled/erratic.                                                                        | Physical          |

|             |        |     |                                                                                                                                                                                                                                                                                                                                       |          |
|-------------|--------|-----|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|
| Quick       | 3      | a/d | You react quickly/slowly so typically act first/last.                                                                                                                                                                                                                                                                                 | Physical |
| Strong      | 3      | a/d | You are unusually strong. Extra damage die.                                                                                                                                                                                                                                                                                           | Physical |
| Tough       | 3      | a/d | You add a point to your Brawn or Will to determine mental or physical injury threshold. May be taken twice for each.                                                                                                                                                                                                                  | Physical |
| Quiet       | 2      | a/d | Your movement is unusually quiet.                                                                                                                                                                                                                                                                                                     | Physical |
| Intuitive   | 3      | a/d | You are good/poor at figuring things out beyond their overt meaning.                                                                                                                                                                                                                                                                  | Mental   |
| Memory      | 3      | a/d | You have an excellent/poor memory that helps at knowledge and profession tasks.                                                                                                                                                                                                                                                       | Mental   |
|             |        |     |                                                                                                                                                                                                                                                                                                                                       |          |
| Innocent    | 3      | a/d | You have an honest/guilty face that gives you an edge to persuade or deceive.                                                                                                                                                                                                                                                         | Social   |
| Legal       | 3      | a   | You have legal enforcement powers and associated status. 1: constable, 2: investigator, 3: judge.                                                                                                                                                                                                                                     | Social   |
| Status      | varies | a/d | You have standing in society which influences those above and below you.<br>-4 slave or untouchable<br>-2 poor<br>3 journeyman<br>6 Successful tradesman<br>12 business owner/successful professional<br>24 minor noble or celebrity<br>48 noble or minor royalty<br>This also affects your resources and your rights and privileges. | Social   |
| Rank        | 3      | a   | Your rank in an organization such as religious/military/academic affects how others view and respond to you and your power in that organization.                                                                                                                                                                                      | Social   |
| Patron      | Varies | a   | You are supported/opposed by a power person/organization in terms of status or money.                                                                                                                                                                                                                                                 | Social   |
| Phobia      | Varies | d   | You are so afraid of something and avoid it.                                                                                                                                                                                                                                                                                          | Mental   |
| Secret      | 3      | d   | You actively hide something that others would react badly to if they knew.                                                                                                                                                                                                                                                            | Social   |
| Strong Will | 3      | a/d | You are hard/easy to influence.                                                                                                                                                                                                                                                                                                       | Mental   |
| Trained     | 4      | a   | You have special training in a specific use of a skill, typically using an alternate Attribute.                                                                                                                                                                                                                                       | Skill    |

|           |        |     |                                                                                                                                          |          |
|-----------|--------|-----|------------------------------------------------------------------------------------------------------------------------------------------|----------|
| Vow       | varies | d   | You undertake to do/not do something significant. Value depends on impact.                                                               | Social   |
| Addiction | varies | d   | You must/must not do something or suffer consequences. Value depends on cost, legality, impact.                                          | Varies   |
| Focused   | 6      | a/d | You work hard/lazy to complete tasks quickly or well but tend to ignore what's going on around you.                                      | Mental   |
| Truthful  | 3      | a/d | You find it hard to lie/be honest. The difficulty impacts the cost.                                                                      | Mental   |
| Habit     | 3      | d   | You have a habit that impresses/is odious to others who interact with you. Well groomed, happy, gracious, thoughtful, careful, generous. | Social   |
| Sensitive | 3      | a/d | You are acutely aware/oblivious as to how people react to you. Effects empathy and insight.                                              | Sense    |
| Insanity  | varies | d   | You behave in an irrational manner which both impacts how you act and if known how others react to you.                                  | Mental   |
| Deformity | varies | d   | You are missing/broken/deformed body part. Level is based on impact. One eye/hand/leg, maimed.                                           | Physical |

Cost is listed for level 1, 2x for level 2, and 4x for level 3

## Advantages for Magic and Psionics

| Advantage | Cost | Description                                |
|-----------|------|--------------------------------------------|
| Subtle    | 4    | Your casting focus is mental not physical. |
| Quick     | 10   | Your casting time is reduced.              |
| Distant   | 4    | Doubles your range                         |
| Strong    | 4    | Doubles the size of your effects           |

## Advantages for Combat

| Advantage | Cost | Description                                    | Type  |
|-----------|------|------------------------------------------------|-------|
| Brawler   | 2    | You do 1d more for a punch or kick.            | Fight |
| Defensive | 5    | Add 1 d20 to defensive fight or evade actions. | Fight |



|          |       |                                                    |                 |
|----------|-------|----------------------------------------------------|-----------------|
| Sniper   | 3     | Double effective range if braced or aimed.         | Shoot           |
| Footwork | 2     | Easily change distance between close and adjacent. | Fight           |
| Target   | 2/4/8 | Add or subtract 1 after rolling the hit location   | Shoot and Fight |

## Summary of System Effects

| Element      | Effect                              |
|--------------|-------------------------------------|
| Talent       | Reroll a d20                        |
| Advantage    | Extra d20                           |
| Disadvantage | Extra success required              |
| Fortune      | Use a fortune to roll an extra d20  |
| Doom         | Give GM a doom to roll an extra d20 |

## Combat, Injury and Healing

After describing the mechanics of **Combat**, **Weapons** and **Armour**, you will want to understand **Injury Tracks** and **Healing**.

Other aspects important in combat are **Movement**, **Initiative**, and **Action Economy**.

### Combat

Combat is contested, attacker and defender, defender wins on a tie but typically has to spend a doom to react on someone else's turn. The player tests their attacking skills (**Fight** for melee attacks, **Shoot** for ranged attacks, or **Use Ability** for magic, psionics, or specific Wesen attacks) - and the target tests a defending skill (such as **Evade** to avoid being hit, or **Fight** to parry or shield block melee attacks, or whatever might be appropriate for non combat magic or psionics that inflict damage, such as mind or body).

If you hit the target you roll damage (number of d6 resulting in 0-2 damage and possibly an **Effect**). Extra successes can activate an Effect, increase damage (d6 per success), give some other benefit (pick hit location), or save as a fortune point. Roll a d20 to determine hit location. Damage is reduced by any armor for that location or shield. Abilities often bypass armour. The result is compared to you Vigour thresholds:

Damage < the Moderate threshold is a minor cosmetic wound but not an injury.

Damage = Moderate threshold < Serious threshold results in a Moderate wound.

Damage = Serious wound < Deadly results in a Serious Wound.

Damage => Deadly threshold results in a Deadly wound.

## Combat Example of Attack, Defense, Armour and Injury

Konan the strong (Strong advantage adds 1d damage on to physical damage, Brawn 11 for another +2d damage) attacks with his great axe (two handed weapon with a base damage is 5d) and is wearing a leather coat. Asterix the Quick is wearing hardened leather body armour (protection of 2) under his cloak but everything else is unarmoured as he wants to move quickly.

Konan uses his Brawn 12 and Fight 4 (Expertise 4 and Talent 1) and rolls 2 dice vs a 16 getting an 18 and 2. He uses his talent to reroll the 18 and gets a 4. That's two critical successes (2 and 4 are <= Expertise). Yikes this is looking bad for Asterix with 4 successes.

Asterix has the Defensive advantage, Agility 11 and Evade of 3 (Expertise 3), but does not have an Evade talent so is very worried and spends 2 fortune or doom or one of each for two extra d20 for his Evade check. He rolls 5 dice (2 base, 1 for advantage, 2 for fortune/doom) against a 14 and gets 3, 10, 12, 15, 20. Phew, he got 4 successes (2 for the 3 being < or = to expertise and one each for the 10 and 12), and a complication from the 20. Defender wins on a tie but the complication is he jumped back and is in an awkward position giving him a 1 success penalty until he can use ½ move to correct his stance.

Now lets say Asterix only got 3 successes so Konan hit him. This is going to hurt. Konan rolls a 12 for hit location, the torso where Asterix has an armour of 2. He rolls 8 d6 for damage getting 1,1,2,3,4,4,5,6 for 6 damage (1 for each 1, 2 for each 2, 0 for each 3 or 4, and 1 plus an effect for each 5 or 6) and two effects (knock down 2). The net damage is 6-2=4 (armour for Torso which is now reduced to 1 on the torso until repaired) which is > Asterix's Minor Injury threshold of 2 but below his Serious Injury threshold of 5. That's what a Brawn of 8 gets Asterix. So he has a minor injury on the torso. He has to roll two successes he knocked down. This is an Athletics Brawn check which is 8+2=10 for him. He is sweating bullets so burns two fortune/doom to get 2 extra d20, rolling 4, 7, 12, 17. Phew, two successes, defender wins on a tie, so he keeps his feet though is in a complicated

Konan's 4 successes beat Asterix's 3 (defender wins on a tie) so Konan just hits him (no extra successes). Konan does 8 dice damage (5 for the great axe, 2 extra for Brawn 12, and 1 extra for strong) and rolls 1, 1, 2, 3, 4,4, 5 and 6. Damage is 1 each for the 1, 5 and 6, 2 for the 2, and none for the 3 and 4. That's 6 damage and 2 effects (one each for the 5 and 6).

Konan rolls a 6 for location so hits Asterix in the right arm where only the cloak covers him. The cloak protects for 1 damage and is destroyed. The GM uses the tattered cloak as Asterix's complication from his 20. So net is 5 damage.

Asterix has a brawn of 8 so has a threshold of 3 for a Moderate wound and 5 for a Serious wound. Asterix takes a Serious wound to the right arm. He is at +1 to general TNs for skill checks and can't meaningfully use

that arm which is dangling almost uselessly, and he is trying not to trip over his tattered cloak. Things are looking really bad for Asterix whose turn is next. Best advice is run away.

## Weapons

Melee weapons use the Fight skill to attack or defend. Defending is a reaction on another person's turn so requires a doom to undertake. If a weapon has an effect of parry1 this cost is reduced by 1. Repeated defensive attempts require 2, then 3 etc doom, reduced by any parry lvl. The damage done with a weapon is listed in the table below. A damage of 2dv means roll 2d6 and take the worst result, thus increasing the likelihood of no damage. 2d6^ means roll 2d6 and take the better result. Light weapons, like a fist or small knife, don't meaningfully damage armor. Two handed weapons do not allow using a shield. An unbalanced weapon cannot parry (use fight skill to defend). It takes time to reload a ranged weapon, ranging from 2 to 10 rounds.

### List of Weapons

| Melee          | Dam  | Brawn      | Range | Effect           | Reload | Cost |
|----------------|------|------------|-------|------------------|--------|------|
| Punch          | 2d v |            | A     | No armour damage |        |      |
| Brass knuckles | 2d ^ |            | A     |                  |        |      |
| Kick           | 1d   |            | A     |                  |        |      |
| Baton          | 2d   |            | A/M   |                  |        |      |
| Staff          | 1d   |            | M/C   | NAD, Stun        |        |      |
| Knife          | 2d   |            | A     |                  |        |      |
| Dagger         | 2d   |            | A     | Parry            |        |      |
| Small sword    | 3d   | 6          | M     | Parry1           |        |      |
| Cavalry        | 3d   | 8          | M     | Parry            |        |      |
| Rapier         | 3d   | 8          | M/C   | Parry2           |        |      |
| Broadsword     | 4d   | 10 or 8 TH | M     | Parry, KB        |        |      |
| Spear          | 4d   | 10 or 7TH  | M/C   | Skewer           |        |      |
| Pike           | 5d   | 12 of 10TH | C     | Skewer, SB       |        |      |
| Mace           | 4d   | 9          | M     | Stun             |        |      |
| Maul           | 5d   | 11         | M     | Stun, KB, KD     |        |      |
| Axe light      | 3d   | 6          | A/M   | Stun             |        |      |
| Axe heavy      | 4d   | 9 or 7TH   | M     | Stun, KD         |        |      |
| Thrown         | Dam  | Brawn      | Range | Effect           | Reload |      |
| Knife          | 2d   |            | M/N   |                  |        |      |
| Dagger         | 2d   |            | M/C   |                  |        |      |

| <b>Ranged</b>   | <b>Dam</b> | <b>Brawn</b> | <b>Range</b> | <b>Effect</b> | <b>Reload</b> |  |
|-----------------|------------|--------------|--------------|---------------|---------------|--|
| Hunting bow     | 3d         | 8            | C/VF         | Aim1          | 1             |  |
| Longbow         | 5d         | 10           | M/D          | Aim1          | 1             |  |
| Crossbow Light  | 4d         | 8            | C/VF         | Aim2          | 2             |  |
| Crossbow heavy  | 5d         | 10           | C/D          | Aim2          | 4             |  |
| <b>Powder</b>   | <b>Dam</b> | <b>Brawn</b> | <b>Range</b> | <b>Effect</b> | <b>Reload</b> |  |
| Pistol, holdout |            |              | A/N          |               | 4             |  |
| Pistol          |            | 6            | A/F          | Aim1          | 5             |  |
| Pistol, long    |            | 8            | C/VF         | Aim2          | 6             |  |
| Musket          |            | 9 TH         | M/D          | Aim3          | 6             |  |
| Powder & shotr  |            |              |              |               |               |  |
| prepared load   |            |              |              |               | -1            |  |

## Weapon Notes

| <b>Note</b> | <b>Meaning</b>                  |
|-------------|---------------------------------|
| 2dv         | Roll 2d6 take the worst result  |
| 2d^         | Roll 2d6 take the best result   |
| Brawn       | Minimum Brawn to use one handed |
| TH          | Minimum Brawn to use two handed |
| NAD         | No armour damage                |
| Aim         | Reduce TN per round of aiming   |
| KB          | Knock back a yard               |
| KD          | Knock down to knees then prone  |
| Stun        | Stunned for next round          |
| Reload      | Rounds to reload                |

## D6 Damage Dice

| <b>Roll</b> | <b>Result</b> |
|-------------|---------------|
|-------------|---------------|

|        |                      |
|--------|----------------------|
| 1      | 1 damage             |
| 2      | 2 damage             |
| 3 or 4 | 0 damage             |
| 5 or 6 | 1 damage plus effect |

## Distance

| Yards | Range    | Effective | Aim TN |
|-------|----------|-----------|--------|
| 0     | Adjacent | Touch     |        |
| 1     | Melee    | Sword     |        |
| 2     | Close    | Spear     |        |
| 5     | Near     | Thrown    | +1     |
| 10    | Far      | Shoot     | +2     |
| 30    | Very Far | Aim       | +3     |
| 100   | Distant  | Aim       | +4     |

## Armor

When you are wearing armor or a shield it is assumed to reduce the damage from any successful attack. It will therefore take several attacks to wear down your shield or damage your armor to be able to get through to hurt you, or a sufficiently powerful attack (one benefit from using an unbalanced weapon) to bash past the shield and get through your armor, or a sufficiently skilled attack to do additional damage. Armor and shields have a damage track so each time they protect you in a location their protection value is reduced by 1. Repairing armour takes protection successes to repair. The better the armor, the more involved the repair.

## List of Armor

| Type           | Protection | Effects              |
|----------------|------------|----------------------|
| Metal helm     | 3          | +1 TN Notice         |
| Heavy Clothing | 1          | -1 yrd move          |
| Leather        | 1          |                      |
| Cured leather  | 2          | -1 yrd move for legs |
| Buckler        | 2          | Parry                |

|               |   |                    |
|---------------|---|--------------------|
| Shield        | 3 | Parry, -1 yrd move |
| Shield, large | 4 | Parry, -2 yrd move |

## Shields

Unlike armour, shields give passive protection by making you harder to hurt, effectively increasing your armour protection. The larger the shield the more additional successes you need to get to bypass it. If an attack bypasses a shield it damages both the armour and the shield. Optionally you can just try to power through it in which case it adds to the protective value and takes damage before any armour is damaged.

## Injury

Injury may be either physical (combat, falling or tripping) or mental (psionics, taunting) and each has its own injury track. There are three injury boxes per level of Injury track (moderate, serious, incapacitated). When all the boxes in a level of the Injury track are filled you take the consequence (moderate drops a dice for actions, serious two die, and when all tracks in incapacitated are filled you die). Advantages (tough, strong will) add one extra box to the relevant Injury track while Disadvantages reduce the relevant track.

A person has three boxes, one for each injury level (moderate, serious, incapacitated). After your moderate injury track is full you have suffered a moderate injury; likewise a full serious track means you have a serious injury, and a full incapacitated track means you are unconscious or otherwise incapacitated. When you are incapacitated any additional injury means you are dying and will die in 3 rounds unless something is done.

## List of Injury Tracks

| <b>Injury Level</b> | <b>Consequence when full</b>                                                                                                    | <b>Heal TN</b> | <b>Frequency</b> |
|---------------------|---------------------------------------------------------------------------------------------------------------------------------|----------------|------------------|
| Moderate            | +1 TN to skill tests as relevant                                                                                                | 2              | 2 days           |
| Serious             | +1 TN generally and +2 as relevant                                                                                              | 3              | 5 days           |
| Deadly              | +2 TN generally and +3 as relevant<br>Brawn check each rnd to stay conscious then Brawn check each minute until bandaged or die | 4              | 10 days          |

## Healing

You must heal your least significant injuries first, ie you must clear your Minor track before you can start healing your Serious track. Healing restores one injury level so a Minor injury to none, a Serious injury to Minor, and a Deadly to Serious. A healing check is a special Brawn check (no skill) where a 1-2 counts as two successes and no successes with a 20 increases your injury Level. The time between healing checks and the

TN are given in the table below. You heal faster if you are being **attended** by someone practicing first aid with suitable equipment and skill. The TN for repeated **magical** healing increases by 1 for each additional use within 24 hours.

## List of Healing Times

| Healing  | Moderate                                             | Serious                                              | Deadly                                               |
|----------|------------------------------------------------------|------------------------------------------------------|------------------------------------------------------|
| Activity | Moderate                                             | Limited                                              | Bedrest                                              |
| Natural  | TN 2 per 2 days                                      | TN 3 per 5 days                                      | TN 4 per 10 days                                     |
| Attended | TN 2 per day<br>Skill 2, bandages and wound cleaning | TN 2 per 4 days<br>Skill 3, proper medical equipment | TN 3 per 7 days<br>Skill 4, hospital like facilities |
| Magic    | Challenging TN 2                                     | Difficult TN 3                                       | Hard TN 4                                            |

## Initiative

Initiative is used to determine who acts first where the order is important. A player with a quickness advantage would act first, otherwise the highest Wits goes first. Ties go to PCs and between PCs they decide.

## Movement

A combat round is 6 seconds so you can move your Brawn yards, and if you make an athletics test you may add your level in Athletics in yards. This assumes you are unencumbered, on fair terrain, and that moving your focus for those 6 seconds. See Time and Actions below for movement choices.

## Time

|        |        |        |        |          |
|--------|--------|--------|--------|----------|
| Urgent | Fast   | Normal | Casual | Research |
| 6 sec  | 20 sec | 1 min  | 10 min | 1 hr     |

## Actions

You have the types of actions: Action, Minor Action, Quick Action as detailed in the table below. You may take one of each in your turn. To react on someone else's turn (usually only in Urgent situations) you must spend a Fortune of Doom point for your first reaction, and incrementally more for each subsequent.

|        |                                                                          |
|--------|--------------------------------------------------------------------------|
| Action | Full movement or something requiring a Skill check or extended dialogue. |
|--------|--------------------------------------------------------------------------|

|              |                                                                           |
|--------------|---------------------------------------------------------------------------|
| Minor Action | Half movement, Notice check, or several sentences.                        |
| Quick Action | Saying a sentence, drop or pick up something handy, open or close a door. |
| Reaction     | A Skill test on someone else's turn.                                      |

## Wealth

Starting wealth is essentially your economic and social status: it can be better (up to level 4) or worse (as low as -2) if you take it as an Advantage or Disadvantage. You must buy off this disadvantage if you improve your economic situation (many characters start poor and improve their situation). A rough grouping of these class structures would be below 0 are lower class day workers, 0 is some form of minor skilled labour, 2-3 are middle class craftsmen, merchants or professionals, and 4 and above are aristocracy. In the table above money is how much you have in possessions, including tools and furnishings. The well off and rich have twice this amount as they have an equal amount in debts. You buy anything specific or special you want, like weapons, books, fancy clothes or special tools.

### Wealth Levels

| Status Lvl               | Cost | Money | Description                                                                                                                                                    |
|--------------------------|------|-------|----------------------------------------------------------------------------------------------------------------------------------------------------------------|
| -2 Homeless              | -4   | 10p   | You have only the worn clothes on your back and whatever you carry. You earn piecework or what you beg.                                                        |
| -1 Poor                  | -2   | 4s    | You have a set of clothes, work as a laborer or in a factory, and sleep on a mat in shared lodging. Earn 1p a day.                                             |
| 0 Average                | 0    | 10s   | You have two sets of clothes, a few basic tools, and live in shared accommodation. You have some skill and up to a month's wages in savings and earn 3p a day. |
| 1 Established Journeyman | 3    | 25s   | You have several sets of clothes, rent a housekeeping room, and have up to two months in savings, and earn 5p a day.                                           |
| 2 Successful Craftsman   | 6    | 150s  | You have a good set of clothes, rent an apartment and the adjacent business. You have up to three months of savings and earn 1s a day.                         |



|                                     |    |             |                                                                                                                                                                                  |
|-------------------------------------|----|-------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 3 Well Off Merchant or Professional | 12 | 200l +debts | You are a well known professional, own a large apartment or house with a servant and place of business. You have five months 25l of savings and investments and earn 5l monthly. |
| 4 Rich Minor Noble                  | 24 | 500l +debts | You have a mansion, minor holdings, and staff. You have 250l in credit and earn 20l monthly.                                                                                     |

## Preparedness and Equipment

General equipment is not tracked or purchased but rather is an expression of your wealth level and assumed per you level of readiness. Wealth is an advantage or disadvantage if above or below the common level. You must buy a change to this if your character changes circumstances in the game... this only applies to income and property, not a one time purse of coin, using either points or twice the starting money of the new level. You can sell a level of wealth half the money listed. Thus you can go up in wealth by simply earning or having more money.

Generic equipment is tracked by a level of **preparedness** that takes into consideration a few elements: wealth, time or information to prepare, and how much stuff you want to carry. If you think you will need a ball of string you can just say I have some, or buy some, before the situation arises where you intend to use it. If not otherwise specified, when a situation arises you can roll to see if you have what you need.

## Preparation Modifiers

| Mod | Information                     | Time to Prepare           |
|-----|---------------------------------|---------------------------|
| -2  | Either faulty or no information | Panicked rush             |
| -1  | Missing basic information       | In a hurry                |
| 0   | Basic sense of what may occur   | Time to grab a few things |
| +1  | Useful information              | Time to prepare           |
| +2  | Good information                | Time to plan              |

Your **Level of Preparation** is your wealth level plus your information/time modifier up to how much you want to carry. This is the number of dice you add or what you subtract from the result to have items that will help.

## List of Preparation Levels

| Level | Description |
|-------|-------------|
|-------|-------------|

|                |                                                                                                                                              |
|----------------|----------------------------------------------------------------------------------------------------------------------------------------------|
| -2 Hopeless    | You carry almost nothing so you are unprepared for almost everything                                                                         |
| -1 Unprepared  | You have a pouch or small sac that has most of your meager belongings                                                                        |
| 0 Average      | You own a few items that you guess might be helpful. A shoulder bag should suffice                                                           |
| 1 Hopeful      | You have added a few just in case items. Fortunately you have pockets and a few large pouches                                                |
| 2 Considered   | You have access to generally relevant items. Your pockets, cloak and pouches bulge noticeably                                                |
| 3 Detailed     | You spent time anticipating what might be needed for various situations. Your move is -1 yard as you are visibly burdened                    |
| 4 Overprepared | You are carrying so much you surely have something for any situation. Your move is -2 yards. People look at you wondering what you are doing |

## Preparedness Example

Bill is of average wealth, knows they are going to break into a warehouse that is likely to be guarded, and will need to find a hidden door to the basement (+2 information). Thus Bill could choose to be up to level 2 preparedness: considered. If having bulging pouches and pockets was an issue Bill could instead be hopeful so as to not be so packed (though not so much as to give a move penalty). Bill gets in and wants something to see if there is airflow. He rolls against his preparedness and insight to see if he anticipated correctly. He rolls against a 11 (Insight 9 plus preparedness 2) and gets a 6 and 13 so one success. This is enough for a common or likely item. Had he wanted a piece of bendable metal that would be more unlikely so would require two successes. Bill is suitably prepared for likely needs.

## Basic Action Choices

| <b>Combat</b>                  | <b>General</b> | <b>Town</b>     |
|--------------------------------|----------------|-----------------|
| Action - skill test            | Investigate    | Ask contacts    |
| Minor Action - move or notice  | Discuss        | Shop or sell    |
| Quick Action - speak or open   | Move about     | Prepare or plan |
| Reaction - test on others turn |                | Research        |
|                                |                | Work            |

# Character Levels

| Level            | Skills  | Points | Disadvantages* |
|------------------|---------|--------|----------------|
| Average NPC      | 3/2/1   | 2      | 4              |
| Moderate NPC     | 4/3/1   | 4      | 6              |
| Professional NPC | 4/3/2/1 | 8      | 8              |
| Seasoned NPC     | 4/3/2/1 | 12     | 8              |
| Veteran NPC      | 4/3/2/2 | 16     | 10             |

\*Maximum.