

TREPALLIUM



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Trepallium

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What is Trepallium?

Trepallium is a table-top role-playing game system, set in a fantasy world loosely based on the medieval period with the addition of magic and monsters. Trepallium has no classes, no hit points, and no character levels.

Trepallium is inspired by the game Traveller, a sci-fi setting RPG from the late 1970s.

What came over from Traveller?

The 2d6 skill resolution system, lifepath character creation, damage going directly to attributes, and that characters didn't have to chase artificial 'Experience Points' for progression.

I kept all of these, and improved on them. On that base, I've added a robust magic system, flipped the setting to fantasy, built out lifepath character creation to something more free-form, and made everything into a skill check; whenever you roll dice, it'll be a 2d6 skill check.

A lot of world detail is left to the Game Master ('GM'), the administrator of the game. The rulebook is intended to be rarely needed during gameplay, with the character sheet providing most of the necessary information.

What Are the Features of Trepallium?

- Character Creation is complex; gameplay is simple and fast.
- Magic is free-form, allowing characters to use magic building-blocks to affect the world around them.
- All actions are a skill use, using the same mechanic for resolution.
- Combat is dangerous and impactful.

What is the ‘Central Mechanic’?

In Trepallium, you’ll move through the world and its challenges using ‘Skills’. All of your attacks in combat, spells you cast, and general attempts to do tricky things, are going to use Skills.

Skill Tests are resolved by rolling 2d6. You add some modifiers, and if the modified total is an 8 or above, that’s a success. On a natural 2 (‘snake-eyes’), it’s always a failure, and on a natural 12 (‘box-cars’), it’s always a success.

Skill Tests are modified by an applicable Skill’s rank, an Attribute (generally chosen by the player and confirmed by the GM as being applicable), and sometimes by a difficulty modifier (chosen by the GM).

Why should you care about this? Swinginess. With a lovely bell curve peaking around 7.5, getting an 8 or better happens less than average, but if it’s something you’re good at, you’re going to have positive modifiers, and succeed more often than not.

I’ve never liked the artificial-ness of criticals, be they positive or negative. So instead, you get a 1-in-36 chance to succeed no matter what, and a 1-in-36 to fail no matter what.

It’s a// Skills?

Yes. Everything you do that requires rolling dice, is a Skill test. There are three types of Skills:

- Area, Sub-Area, and Specific Skills: your character acquires skills based on time spent in various locations
- Combat Skills: used in combat, built from components acquired during character creation
- Magic Skills: built free-form from components acquired during character creation

Is there Progression?

Yes! Your characters don't have 'levels'. Your character can gain 'points' during gameplay, and with enough points, you can increase a skill, or learn a new skill, or increase an attribute. This isn't the focus of the game, however; your character should be able to do everything they need to as they get out of character creation.

Character progression is limited to reinforce that a character's actions should be based in the world they are experiencing: slay the dragon because doing so saves the village, not because it gives you a slightly bigger number on your character sheet.

Character creation starts players with a capable character; progression on the character sheet isn't needed to progress the story of their lives.

Damage Goes to Attributes?

The Attributes which define your Character's physical and mental capabilities do double duty: damage goes directly to Attributes – and as those go down, so does the amount they help you when using a Skill.

Basically, the more you're hurt, the worse you get at doing things. It's often called a 'death spiral'. Better to not get hurt when possible; regular healing is impossible during combat.

When it's possible within the limits of fun gameplay to be realistic, Trepallium tries to do so.

How Does Character Creation Work?

Characters in Trepallium have a rich history of where they've been, and events they've taken part in and people they've met; this history is made during Character Creation.

Character Creation rules are found near the end of the book, after the underlying system is explained.

You'll start by selecting a Land - where the character grows up, essentially - followed by using a pool of points to assign your attributes.

Once that's done, you start your character through their Lifepath.

Lifepath has an element of randomness, but on average produces a capable character as you build your character year by year.

At the end of character creation, you'll have a list of Skills; these can include general Skills, weapon Skills, and magic Skills. Some of the Skills are going to be a bit complicated to create; that's okay: they'll be easy to use during gameplay.

By front-loading the complexity into character creation, I hope that players connect more with their characters.

By virtue of the combination of attributes, area skills, combat and weapon skills, and magic skills (all explained in the "Creating a Character" section), I believe players can get a good 'view' of who their characters are.

How Does Magic Work?

Magic is free-form, without a set list of spells to choose from. Players construct their own Magic Skills within a framework.

During character creation, players define their 'Learned Magic Skills'; these are the Magic Skills they are most effectively able to use. They can still create new Magic Skills and use them during gameplay.

Magic Skills are a type of Skill, and are resolved in the same way; the Skill level, with an added attribute modifier, is added to a 2d6 roll - potentially with a difficulty modifier from the GM. Success or failure is resolved in the same way as for skills.

Magic Skill use differs from other Skill uses in one important respect: it carries personal risk. Failing the Success roll could damage the caster.

Trepallium uses the metric system for all measurements. It makes the math easier.

How About Safety?

There are many methods available to make your table a safe space to play; having an X card (a card players can tap to indicate the current subject matter isn't acceptable), Lines and Veils (an agreement that some subjects won't come up (Lines), or that some happen off-screen (Veils), among others.

Personally, I leverage my table's method of indicating 'out of character speech' (via held up crossed fingers); if anything which my players are having problems with comes up, they can just hold up crossed fingers and say "Nope to that". Then we switch scenes, or come to another solution to avoid that content.

Gameplay

Rolling Dice

All dice rolls in the game use 2 six-sided dice, known as 2d6.

All rolls are Success Rolls, to test if a Skill use succeeds.

Success Rolls are done by rolling 2d6, and then adding any modifiers. If the total is equal to or more than 8, the action is successful; if it is below 8, the action fails.

The number rolled on the dice is called the 'natural' roll. If you roll a natural 12, the action succeeds no matter any other numbers. If you roll a natural 2, the action fails, no matter any other numbers.

Other numbers involved in a roll are 'modifiers' which are added to the natural roll, resulting in the 'total' for that roll. The Success roll result is *always* modified by:

- The level of the Skill being used for the roll
 - If you do not have an applicable Skill, subtract 4 from the roll total
- An Attribute Modifier (determined by the Attribute's value); the attribute is chosen by the player with GM approval unless otherwise specified
- Other factors determined by the GM as needed, such as a Difficulty Modifier

Attribute Modifiers are numbers derived from Attributes; an 'average' Attribute, will be +0, and Modifiers range from +4 for a spectacularly high Attribute down to -6 for a terribly low Attribute.

Difficulty Modifiers are chosen by the GM based on the situation, and range from +1 down to -2 (or more).

For example, if you rolled 2d6 and got a 3 on one, and a 5 on the other, the natural roll is 8. If you have a skill that gives the roll a +2 modifier, the roll total becomes 10.

For another example, say you rolled 2d6 and both dice landed on 6. You don't even have to look at your modifiers, because rolling a natural 12 is automatically a success— even if you had something like a -7 modifier.

Low Die, High Die, and Effect Amount

Sometimes you'll be asked for the 'LD' or 'HD' - this refers to the lowest die or highest die of the two d6 you roll.

Some Skill-based tasks need to calculate an Effect amount. The Effect amount is the degree to which the action is done, such as how potent a spell casts, or how much damage a weapon strike deals. This is calculated differently for various actions, but is usually the Low Die (LD) of the roll.

Open vs Hidden Rolls

The default behavior is to roll dice openly; however, there may be times when the GM needs to conceal the results of a roll. This should only be done when the players would unavoidably learn something about the situation which the characters wouldn't, if the roll was kept open.

Difficulty Modifiers

At the GM's discretion, difficulty modifiers may be added to the roll, or the roll may be eliminated completely. This is based on the difficulty of the task at hand. As the success roll is based on a bell curve, even a single point of modification to the roll can have a large effect. The common modifiers are:

- Trivial: automatic pass (no roll needed)
- Easier: +1 to the roll
- Normal: No Modifier
- Harder: -1 to the roll
- Punishing: -2 (or more) to the roll

Longer and Larger Tasks

Often, attempting to complete a task can be resolved with a single Success roll, where a success means the task is completed, regardless of the Effect amount. Sometimes, more than one Success roll may be required, whether to represent characters working together, or repeated actions making progress on an incremental task.

An *incremental* task is one where a certain total Effect amount is required to successfully finish that task. This can be accomplished by a single character performing a Skill multiple times, or multiple characters working in tandem. Each successful Success roll contributes its Effect amount to the total, until the required amount is met.

For example, a heavy stone blocks a door. A single roll using a 'mining' skill might damage the rock, but not enough; multiple uses of the Skill are required. The GM declares 20 points of Effect are required to remove the rock. Each successful roll produces an Effect amount, which accumulates until the rock is destroyed.

Incremental tasks can either be *resetting* or *progressive*. A *resetting* task is one where, should a Success roll fail during the attempt, all (or some) progress towards completing the task is lost, and the attempt can be made again. For example, picking complex locks might be a resetting task.

A *progressive* task is one where, should a Success roll fail during the attempt, any prior progress remains. An example would be building a house; the brickwork doesn't crumble due to the painting roll failing.

Most complex crafting (where the crafter has limited time to craft a necessary thing, or the supply of raw materials is limited, etc; situations where a failure in a crafting has consequences) would be considered an incremental task.

In any of these cases, if time allows repeated attempts until a successful resolution, the rolls may be ignored and the process reduced to declaring success.

The terms 'incremental', 'progressive', and 'resetting' don't ever need to come out at the table. You can say "You have to hit an amount of 9" for an incremental, and whether they're resetting or progressive can be something the GM keeps to themselves. The terms are only used here to describe how long tasks could be handled.

Teamwork

When a task is complicated, and requires several characters to do pieces of the task, but all working towards different parts, it is easier to consider those all smaller tasks, and resolve them in the order of what needs to happen first for the outcome of one action to affect the outcome of another action.

For example, the intended task of 'sneak past the guard' could be complicated by one character throwing a rock to distract the guard while the other sneaks past; now, two Success rolls are called for.

If the rock throw succeeds, the difficulty to sneak past is reduced, so resolve the rock throw first, and then the sneak, even though they happen at the same time.

If the rock throw fails, it's up to the GM for how the guard responds; perhaps the guard sees it arc through the air and tries to find the source of the throw, or perhaps not; the guard might use a Skill, such as 'detection' or 'guarding,' with the result dictating the consequence of the failed rock throw.

Some tasks can only be pursued by one character, but can be bolstered by the other characters. When the GM allows, choose one character to champion the effort with their Skill; each other character helping with a Skill that could realistically help with the task, adds +1 to the roll total.

For example, a door in a narrow corridor needs to be demolished. The character in front of the door might use a combat skill to attempt to destroy the door; a character behind them with 'building' skill could help by suggesting attacking the hinges, adding +1 to the success roll of the character in front of the door.

Pushing Yourself to Pass

To pass a Success roll that has been failed, the player can choose to take a point of damage to the Attribute used in that roll in order to pass the Success roll.

This does not affect the LD or HD totals.

Attributes

Attributes are the primary traits that define a character's physical and mental capabilities.

On every Success roll, you'll be adding a modifier from your Attributes. You have six Attributes.

Physical Attributes:

- **Force** (FOR)
used to mitigate physical damage
- **Balance** (BAL)
used to respond to actions
- **Endurance** (END)
used to mitigate exhaustion

Mental Attributes:

- **Intuition** (INT)
used for perception-based Skill Checks
Used for languages
- **Expression** (EXP)
used in social Skill Checks
used for languages
- **Wyrd** (WYR)
used to mitigate mental damage

Attributes provide Modifiers when used with a skill:

Attribute Value													
3	4	5	6	7	8	9	10	11	12	13	14	15	16
Modifier													
-4	-3	-2	-1	+0	+1	+1	+2	+2	+2	+3	+3	+3	+4

Any attribute at a value of 2 or below causes unconsciousness.
Any attribute at a value of 0 results in a dead character.

An attribute of value 7 is considered average; anything higher is exceptional.

What is 'Wyrd'?

Wyrd is a measure of a character's connection to magic and the unnatural.

Skills

Skills cover any actions your character knows how to do at least somewhat competently. If your character is trying to do an action that has a chance to fail, that's going to require a Skill.

Skills are also used to respond to actions done to the Character, for things they have to avoid or resist.

For example, if your Character is blasted by freezing cold, you might have to use an appropriate Skill to resist that cold, lest you take its damage or status effects.

Skills are always used in conjunction with an Attribute Modifier, chosen by the player with the GM's approval.

When your Character doesn't have a Skill directly applicable to the action (or reaction) they are trying to take, they get a -4 penalty to their Success roll.

If the target of the Skill use chooses to counter it, such as with a Response in combat, or deception versus someone with a Skill (or without a Skill, getting a -4 modifier) to detect deception, both sides make Success rolls using their Skills:

- If both sides succeed or both sides fail, take the difference between the Effect amount of the two rolls. The side with the higher Effect amount succeeds (to the degree of the difference between Effect amounts).
- If both the Skill rolls and Effect amounts tie, there is no effect.
- If only one side succeeds, they add +1 to their Effect amount for that action.

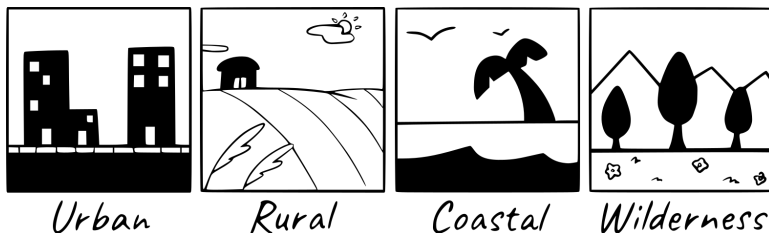
If the target could have Responded but does not, the Success Roll gains an additional +1 Modifier.

Skills are initially acquired during Character Creation, and to a limited degree via progression during gameplay.

Skills can be used to abstract a set of actions. Rather than go into melee action on a hex map to hunt for a deer for dinner, a single 'hunting skill' roll could be used; or if your players would enjoy the melee, 'hunting' could be used to track a deer in melee combat.

It's up to communication between the GM and the Players as to what should be abstracted to a single die roll, and what should be played out. Some groups prefer detailed roleplay, others would like to roll an 'Interrogation' skill use to extract information. Work with your group to see what works best for them!

Areas



The first thing a Skill needs is an Area: Urban, Rural, Coastal, or Wilderness.

You do not need to be in the physical area to use an Area skill; the skill just needs to apply to the situation. For example, if you needed to tie a complicated knot while in the forest, you could justify using the Coastal Area skill, as you might have learned knots in a coastal town.

When you make a Success roll without any applicable specific Skill, the roll gets a -4 penalty. However, The level of any applicable Area can reduce that penalty, by the level you have in that Area.

Areas by default are 'unlearned' and can be learned from level 0 to 3 through spending Skill Points, or on a Character's lifepath.

Sub-areas

Sub-areas are just like Areas, just more specific. Each Area has six Sub-areas associated with it. In order to learn any levels in a Sub-area, you must have at least level 0 in the Area with which that Sub-area is associated.

Urban	Rural	Coastal	Wilderness
Court	Pasture	High Seas	Mountain
University	Fields	River / Lake	Forest
Church	Market	Coast	Plains
Bazaar	Village	Harbor	Swamp
Barracks	Lodge	Islands	Desert
Underworld	Mines	Marsh	Scrub

When you make a Success roll without any applicable specific Skill, in addition to your Area level to the roll, you can also add your Sub-area level to the roll.

For example, if a Character had an Area at level 3, and a Sub-area at level 3, though they have the -4 penalty from not having a specific Skill, their roll gets +3 and +3, changing the penalty from -4 to +2.

Sub-areas are also learned during character creation, and begin at 'unlearned', then going to levels 0 through 3.

You do not need to be physically in a Sub-area to use it as a Skill. For example, when researching the history of a town in a coastal village; you could justify using the University Sub-area even though you aren't physically in a University.

Specific Skills

Each Sub-area your Character has allows you to create up to 2 specific Skills within that Sub-area. Once you have created 2 specific Skills within a Sub-area, you may not create any more within the Sub-area.

The specific Skills are created at time of use: at any time, a player may declare that they are attempting to use a new specific Skill for the first time. The Skill's Success roll is modified by an Attribute chosen by the GM, and the level of the Area and Sub-area still reduce the default -4 penalty to that roll, though no bonuses for having a Skill are applied to this roll, since the character doesn't have the Skill at that moment.

The Skills should be fairly specific; 'stealth' is broad, 'walking silently' is specific. 'Sleight-of-hand' is broad, 'pickpocketing' is specific. The proposed specific Skill should be discussed briefly with the GM to ensure that it's neither over-broad nor overly specific.

If the roll succeeds, the Character gains that Skill, at the level of the Sub-area. When used, the success roll is at the skill's level, from 0: at level 3, the success roll is at +3.



If the roll fails, the character does not gain that Skill.

Further attempts to gain the specific Skill must be done in a different situation. It cannot be gained through repeated attempts in the same situation.

Examples for Area and Sub-area Skills

Area	Sub-area	Usage Examples (Not Exhaustive)
Urban	Court	<i>Negotiation, deception, insight, manners</i>
	University	<i>Research, languages, history, insight</i>
	Church	<i>Religion, community building, persuasion</i>
	Bazaar	<i>Negotiation, barter, languages, deception</i>
	Barracks	<i>Esprit d'corps, deception, intuition, tactics</i>
	Underworld	<i>Deception, smuggling, blending, busking</i>
Rural	Pasture	<i>Animal handling, cooking / butchery</i>
	Fields	<i>Farming, plant use, bargaining, cooking</i>
	Market	<i>Crafting, bartering, community building</i>
	Village	<i>Community building, administration</i>
	Lodge	<i>Hunting, tracking, butchery, forestry</i>
	Mines	<i>Mining, geology, ore refining, metalwork</i>
Coastal	High Seas	<i>Fishing, boating, swimming, (anti) piracy</i>
	River/Lake	<i>Fishing, nets, rafting, river survival</i>
	Coast	<i>Fishing, commerce, smuggling, scavenging</i>
	Harbor	<i>Commerce, bartering, cooking</i>
	Islands	<i>Farming, water purification, foraging</i>
	Marsh	<i>Hunting, fishing, marsh survival</i>
Wilderness	Mountain	<i>Climbing, caving, cold weather survival</i>
	Forest	<i>Hunting, tracking, camouflage, forest survival</i>
	Plains	<i>Running, tracking, blending, plains survival</i>
	Swamp	<i>Swimming, medicine, swamp survival</i>
	Desert	<i>Walking, waterfinding, hot weather survival</i>
	Scrub	<i>Scavenging, tracking, scrub survival</i>

Reducing Area / Sub-area / Specific Skills

During the course of gameplay, the GM may decide that the Characters have spent sufficient time (generally on the order of months) within an environment that the characters can learn either the Area Skill or a Sub-area Skill for that environment.

Doing so comes at the cost of losing a level in an existing Area or Sub-area, as you fall out of practice. This is optional; the GM does not need to offer the option, and when offered, a player does not need to accept.

The Area or Sub-area to be reduced is chosen by the player.

Specific skills cannot have a level higher than their associated Sub-area. If a Sub-area is reduced, so are any Specific Skills associated with it that would otherwise be a higher level than the Sub-area.

Summary of Areas, Sub-Areas, Specific Skills

Without any Skill to apply to a situation, your Success Roll modifier is -4, before applying an Attribute modifier.

If you only have an Area skill to apply, the best your Success Roll modifier can be is -1, before applying an Attribute modifier.

If you only have a Sub-area and an Area to apply, the best your Success Roll modifier can be is +2, before applying an Attribute modifier.

If you have a Specific Skill or Theme you can apply, the best your Success Roll modifier can be is +3, before applying an Attribute modifier.

Other Mechanics

Status Effects

Status effects generally confer a penalty or limitation. If a Status effect modifies a roll, it shouldn't do so more than plus or minus 4. Otherwise, simply declare the action either trivial or impossibly difficult. Most should be resolvable via common sense and general knowledge, but some common examples follow:

Prone:

requires an action to stand. Cannot use responses or combat actions while prone.

Webbed, roped, restrained:

cannot move. Depending on the nature of the restraint, combat actions and responses may not be available. Removal of the effect depends on the restraint. See: Grapple and Snaring

Poisoned, illness:

confers a negative modifier to all skill checks. May cause continuing physical damage. Removed via time or healing.

Sleep deprivation:

confers a negative modifier to all checks, removed via sleep.

Other status effects are at the GM's discretion.

Attribute Sacrifices

Attribute values can be deliberately temporarily lowered (as damage) to accomplish various things (see: *Combat > Dying and Death > Healing* for how to remove damage). Damage mitigation from sources like armor or spells do not mitigate any damage from Attribute Sacrifices.

Some concepts in this list (such as Exhaustion, and how Magic Skills work) are covered later in this book.

- **To pass a skill roll that has been failed**, you can choose to take a point of damage to the used Attribute in order to instead pass the skill roll. The dice remain as they are - the low die is still the low die that was rolled, for example.
- **To mitigate incoming Physical damage** (other than Force-specific), while your Force attribute is greater than 2, you can mitigate incoming physical damage by losing one point of Force, and take no other physical damage from that instance of damage.
- **To mitigate incoming Mental damage** (other than Wyrd-specific), while your Wyrd attribute is greater than 2, you can mitigate incoming mental damage by losing one point of Wyrd, and take no other mental damage from that instance of damage.
- **To mitigate incoming Force-specific damage**, while your Wyrd attribute is greater than 2, you can mitigate incoming Force-specific damage by losing one point of Wyrd.
- **To mitigate incoming Wyrd-specific damage**, while your Force attribute is greater than 2, you can mitigate incoming Wyrd-specific damage by losing one point of Force.
- **Exhaustion can be mitigated** at the cost of one point of Endurance.
- **Magic Skills can have their efficacy increased** (the Degree, Reach, Duration, or Area of Effect / Volume) at casting time by taking a point of damage to the Attribute used for casting. The point is lost whether or not the casting succeeds.

Encumbrance

Unless it becomes important during gameplay, encumbrance shouldn't need tracking; it should be fairly obvious that you won't carry a literal kitchen sink through a dungeon, for example.

If, however, it becomes useful to learn how much a character can carry, there's some general rules for encumbrance. Use 'em if it'll be fun for some reason.

By weight, Characters can carry 30 kilograms, plus their FOR modifier times 5. Exceeding this amount makes all movement halved, and total weight carried cannot exceed the modified amount times two.

By volume, Characters can carry a third of a cubic meter (roughly the volume of an adult human). Exceeding this amount makes all movement halved, and volume carried cannot exceed two-thirds of a cubic meter.

Determining weight and volume is left as an exercise for the GM; it may be helpful to imagine carrying the load in question yourself and render a judgment, rather than track individual weights and volumes.

Progression

After each session or adventure milestone, characters are given one Skill Point. It can be used immediately, or banked for later use.

If five Skill Points are accumulated and unused, they can be traded in for an Attribute increase (keeping in mind that only one Attribute can be at a value of 16, and the maximum for the others is 15).

Skill points can be used during gameplay to obtain a Rank in a Skill or a component (a Verb or Noun, used in Combat and Magic Skills).

Combat

This section describes rules for violent physical conflict. Slow healing makes combat a dangerous endeavour. Many conflicts can be decided by a single exchange of blows or a simple opposed check. Stealth and a successful attack can slit a throat without calculating damage.

Are the opposing forces close enough in ability / power that the fight could go either way? If so, enter formal Combat using initiative and damage. If not, figure out a sensible check or immediate outcome.

Combat is conducted on a 1 meter per hex grid.



Turn Order

Players take their Turns as a block (order decided among themselves), and non-players take their Turns as a block (order decided by the GM). Whichever side decides to attack first, goes first, starting a Round.

A Turn describes a 3-second period in which one side acts (takes Actions), and the other side responds (uses Responses).

A Round describes a 6-second (for the common situation of two factions; players and NPC's/monsters) period in which each side has a Turn.

One Round:

A's turn: Actions			B's turn: Actions		
1	2	3	4	5	6
B's Responses			A's Responses		

During a round, first one side takes their turn acting (while the other side responds, if they can), then the other side takes their turn acting (while the first side responds, if they can).

The actions taken by characters during a Turn are pseudo-simultaneous; a Spell cast with a 6-second duration at the start of one Turn, still has three seconds of duration left at the start of the next Turn. If the target of the Spell acts last during that next Turn, they still are under the effects of the Spell for their three seconds of action.

It is possible for there to be more than two factions; a Side A (players), Side B (one NPC faction), and Side C (another NPC faction), leading to 9-second Rounds, or potentially more if there are more factions. A Turn always remains as a 3-second block in which all other factions have responses.

Example:

Side A surprises Side B, starting Turn-based combat, and Side A begins their Turn. They have three seconds in which to take actions, during which Side B can respond to those actions with responses.

Once all of Side A has taken their actions, the start of Side B's Turn begins (in which they have three seconds in which to take actions).

As Side A started the encounter, the Round (a Turn for each side) begins on the start of their Turn.

Actions in Combat

During a turn, a character can take up to 3 Actions. Available Actions are:

- Moving - up to 2 meters
- Attacking with a Combat Skill, or using another Skill (such as an Area, Sub-area, Specific, or Magic Skill)
- Talking briefly - three seconds of speech or less
- Interacting - with an object (such as opening a door, grabbing a weapon from the floor) or character (such as giving them an item, waking them up, taking an item from them)
- Saving an Action as a Response - banking an action for later use out-of-turn

Actions take 1 second; a character's turn is 3 seconds long, whether or not all Actions were used. Note that some Skills or Spells may take longer than 1 second to perform or cast.

The three Actions can be done in any order. You can do a specific Action more than once during a Turn. Only one talking Action can be taken in a Turn, as it is considered to be talking throughout the Turn.

For example, a player can use all three Actions to move 6 meters, or to perform 3 Skill checks, or any mixture thereof.

Note that wearing armor can reduce the amount of move Actions you can take in a turn. See *Combat: Damage: Armor*.

The three Actions cannot be interspersed with another character's Actions, but unused Actions can be used for Responses; see *Combat: Responses*.

Movement

Movement distance is measured in meters. The default movement speed for a human is 2 meters per second on regular terrain.

On difficult terrain, or while swimming, climbing, or crawling, etc., only 1 movement Action can be taken per turn.

Swimming is impossible in Level 2 (medium) or Level 3 (heavy) armor.

Jump distance is equal to default movement; 2m for a human. This is doubled if two movement Actions were used in a line immediately before the jump action.

You can spend up to your END modifier quantity of available Responses as extra movement during the action phase of your turn, using each for 2m of additional movement (or 1m for difficult terrain). This is used to represent sprinting or running.

Movement through allies is free; a character cannot move through hexes with an enemy present in them. Movement is halted when you attempt to enter an enemy's hex. The player characters fully occupy a 1m hex, so cannot share a hex with an enemy, even if the enemy only partially occupies a hex (for example, rats).

Using a Skill

A skill use which requires only a second to complete can be done during combat on a character's turn or as a response (see 'Responses'). An attack is a skill use.

Longer duration skill uses (see: *Longer and Larger Tasks*) can be started during combat, but are interrupted if the character is attacked successfully.

Talking Briefly

Although this is an action, it is considered to be spread over the entire three-action time period of 3 seconds.

During combat (or similar time-constrained activities), you wouldn't be able to describe at length why an opponent should quit the fight, but you'd be able to say or shout something quickly.

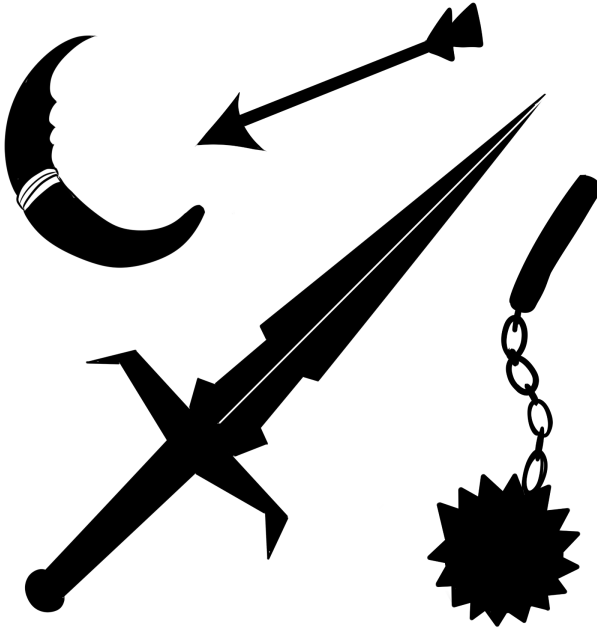
Interacting

This action represents time taken to interact with an object; picking up a weapon, opening a door, etcetera.

Saving an Action as a Response

Any unused actions during a turn are banked as responses, in addition to the quantity of responses the character would have normally.

Using Combat Skills



A Combat Skill is comprised of a Verb and a Noun, along with Combat related Clauses. An Adverb is added at time of use.

- Verbs determine if the Combat Skill is ranged or used at close quarters
- Nouns determine the amount of Effect (damage) and general type (such as Point or Edge)
- Adverbs determine which Attribute is used for the Success Roll as well as providing additional benefits
- Clauses determine the Skill's Degree, Reach, and Handedness.

For example:

- Having a Combat Skill for 'Swing Edge' would allow using a knife, dagger, sword, etc.
- Having a Combat Skill for 'Swing Blunt' would allow using a club, warhammer, etc.
- Having a Combat Skill for 'Hurl Point' would allow using a spear, bow, or similar weapon.

Attacks can be made through hexes which contain an ally (however, suspend this rule if situationally it does not make sense).

Combat Skill Properties

Verbs

There are two Verbs:

- Swing is to use a weapon on a target, retaining your hold on it, at short Reaches
- Hurl is to use a weapon, releasing it or its ammunition at a target at longer Reaches

The Hurl Verb reduces Effect amount (damage dealt) by 2.

Verbs are obtained during Character Creation.

Nouns

There are five placeholders for Nouns: Point, Edge, Mass, Snare, and Strike. The first four refer to a weapon's basic type; the fifth, Strike, refers to the use of unarmed combat.

The Noun determines the amount of damage (or Effect):

Point	LD -2
Edge	LD -2
Mass	LD -2
Snare	LD -4
Strike	LD -4 + FOR

Nouns are obtained during Character Creation.

Adverbs

There are six adverbs, each associated with an Attribute. The Adverb in a Combat Skill determines which Attribute is used for the Success Roll, and provides an additional benefit.

Force	Powerfully - add one to the Effect amount
Balance	Quickly - responses against take -1 to the Success Roll
Endurance	Unyieldingly - unaffected by Exhaustion
Intuition	Thoughtfully - add one to the Success Roll
Expression	Warily - reduce risk by two
Wyrd	Fluidly - Reach range increased by 1

Adverbs are obtained during Character Creation.

Clauses

Weapon Skills are affected by clauses specifying the Skill's Degree, Reach, and Handedness.

Each Clause is at Rank 0 by default, but can be raised up to the Rank of the lowest Rank of the Skill's Verb and Noun (this is the Combat Skill's Level, described further below). Each rank above 0 increases the Risk of a combat skill by its rank.

Degree

The default Degree is 0; at Degree 0, damage is as specified by the Noun.

At higher ranks of Degree, up to a maximum of 3, damage is increased by the Degree's rank.

At Degree rank 3, a Swing Edge weapon would deal LD+1 damage, up from LD-2.

If it was also used with the 'Powerfully' Adverb, it would deal LD+2 damage.

Reach, with Swing

The default Reach is 0; at Reach 0, the target must be adjacent to the attacker: the attacker does not have to 'Reach' across a hex to reach the target.

At higher ranks of Reach, up to a maximum of 3, the attacker may Reach across the rank's value of hexes. At rank 3, the attacker and target can be separated by 3 hexes.

A Swing Snare at Reach 0 or 1 is a Grapple. Snares at further Reaches always use a separate weapon.

A Strike can only be used at Reach 1 or closer, so always uses the verb 'Swing'.

An attack can be made up to two hexes away from the optimal Reach, at the cost of -1 to the Success Roll for targets one hex from optimal, and -2 for two hexes from optimal.

If the attack is made with the 'Fluidly' Adverb, it has two optimal Reaches; the base Reach, and one further.

*A Swing Sharp Fluidly attack with the Reach 3 Clause would have an optimal reach of both 3 **and** 4.*

Attacking at Reach 2 or Reach 5 with this weapon would be possible at -1 to the Success Roll, and at Reach 1 or 6 at -2 to the Success Roll.

Reach, with Hurl

The default Reach is 0, and can go up to a maximum of 3.

The thrown Reaches are as follows:

Rank	Distance to target
0	2-6
1	2-13
2	2-30
3	2-60

An attack can be made up to two hexes further away from the optimal Reaches, at the cost of -1 to the Success Roll for targets one hex from optimal, and -2 for two hexes from optimal.

The 'Fluidly' Adverb adds 1 extra Reach to both the minimum optimal Reach and the maximum.

Hurled Snares cannot have a reach above rank 1 (2-13 meters).

Note that Hurlled weapons take an additional -2 to damage caused.

A Hurl Edge Fluidly attack with the Reach 2-13 Clause (rank 1) would have an optimal reach between 1 and 14.

Attacking at Reach 0 or Reach 15 with this weapon would be possible at -1 to the Success Roll, and at Reach 16 at -2 to the Success Roll.

Handedness

Handedness is binary - one-handed or two-handed. Handedness has no rank, and does not contribute to Risk.

If a weapon must be wielded two-handed, it gains +1 to its effect amount. Ranged weapons do not get this benefit, but are always considered two-handed, and cannot be wielded with a shield.

Two one-handed weapons can be wielded at once, allowing the use of either without having to unequip / equip; only one can be used at a time, however.

A one-handed weapon can be used in conjunction with a shield in the same way; either can be used in an Action or Response, but only one can be used at a time.

Player and Critter Size

Players occupy 1 hex. Critters may occupy anywhere from less than a single hex through multiple hexes.

When targeting a Critter larger than a single hex, any hex which the Critter occupies can be targeted with equal efficacy. See also *Critters and NPCs: Abstracted Critters: Critter Size*.

Height and Elevation

For Swing weapons, being 1 meter or more above a target confers a +1 to the success roll, and being 1 meter or more below a target confers a -1 to the success roll.

Each meter of height difference between opponents adds 1 to the needed reach for Swing weapons; for example, if a target is 2m above you and 2m away from you, the effective reach is 4m.

Thrown weapons do not benefit from being above a target, and are not penalized for being below a target.

Combat Skill Level

The lowest rank of the Verb and Noun used in a Combat Skill is the Skill's level. This is applied as a positive modifier to the Success Roll.

Combat Skill Risk

A Combat Skill's Risk is equal to the summed ranks of its Clauses.

Risk triggers during attacks, and does not trigger during responses.

When an attack's Success Roll fails, the Risk is deducted from the Success Roll's raw value. If the total is negative, the target of the attack is able to counterattack without expending a response, and does so with the negative amount applied as a positive modifier to their Success Roll.

Combat Skill Success Roll Modifiers

The Success Roll for a Combat Skill is modified by:

- The Combat Skill's Level applied positively
- The Adverb's Attribute Modifier applied positively
- The rank of Reach applied negatively

Using Weapons without a Combat Skill

When using a weapon, if the character does not have a specific Combat Skill which applies to that weapon, the following changes occur:

- The Success roll is modified by the Rank of the lowest of the Verb and Noun for the weapon, with the Rank 'unlearned' being considered -4
 - If the weapon's Clauses aren't clear, it's up to the GM to determine those for that weapon
 - If the weapon is Hurlled, and the Noun which would apply is 'unlearned', -2 is also applied to the damage roll
- -2 is added to the Risk
- No Adverb can be applied to the attack
- The Attribute Modifier for the Success roll is the lowest of the character's Physical Attribute Modifiers (FOR / BAL / END)
- If the weapon is improvised, and additional -1 is applied to damage

Less-than-Lethal Combat Skills

Snare and Strike can be used in a less-than-lethal way.

Grappling

Grappling is a Combat Skill of type Swing Snare which causes minor damage, prevents movement, and confers a penalty to Combat Skill use to a Grappled target. At Reach 0 or 1 it does not require the use of a separate weapon; at higher Reaches, it does, with some different rules; see Snaring below.

If the damage from a Grapple could kill the target and the grappler does not wish to kill, they can use INT as the modifier (instead of whichever Attribute modifier they would've used otherwise) to the Success Roll. If successful, the damage is reduced to prevent the killing.

- Grappling can only be done at Reach 0 or Reach 1. The Reach cannot be extended beyond 1 with a penalty, unlike other attacks.
- Grapples against a larger target than the Grappler are done at a penalty of -2 per hex of size larger than the Grappler
- Attempting to Grapple a target who is Attacking or Responding with a Weapon is at a penalty of -2 against a Reach 0 or 1 Combat Skill, or -1 against a Reach 2 Combat Skill.
- Damage is low die -4 (physical), before additions from the Degree Clause.
- A successful grapple prevents any movement from the target
- The grappled target has -2 for their Weapon Skill Success rolls
- If the grappled target's Action or Response against the Grappler is not met with another successful Grapple, the Grapple ends
- The Grappler can freely choose to end the Grapple at any time

Striking

Striking is done without a weapon, using limbs such as hands (fists) or feet. It is always used in conjunction with the Swing Verb, and can only be used at Reach Clauses of 0 or 1.

If the striker does not wish to kill, they can use INT as the modifier to the success roll (instead of the modifier they would've used normally). If the Success Roll succeeds and the damage dealt would otherwise kill the target, the damage is limited to causing unconsciousness instead by reducing the target's affected Attribute to 2.

- The Reach for Striking is Reach 0 or 1
- Striking cannot be done at a Reach of 2 or 3
- Damage is low die -4 (physical), plus FOR Modifier, before additions from the Degree Clause
- Striking a target who is Attacking or Responding with a Weapon is at a penalty of -2

Snaring

Snaring is accomplished using a tool, and has a similar effect to Grapple.

- The damage of a Snare is LD-4 by default, before additions from the Degree Clause
- An ensnared target cannot use movement
- An ensnared target has a -2 penalty to Weapon Skill use
- Escaping a Snare requires free hands and a successful skill roll for the Action or Response:
 - 'Escape Snare' (-4 by default) + highest of FOR/BAL/END as a Modifier, with the Skill Level of the Snare applied negatively

As long as the Snare attack hits, the target is ensnared. If the ensnare is opposed with an attack, the two attacks are resolved normally regarding damage, but the target of the ensnare is still ensnared on success, after the completion of the damage resolution.

Responses

When a Character is attacked, they can respond; a Response can be using a Skill (such as attacking with a Combat Skill, or casting a Magic Skill), interacting, or talking briefly. Note that this is the same set of options for an action except for movement (which cannot be used as a Response).

Response Quantity

Unused Actions on a player's turn can be banked until your next turn to be used as Responses.

Players (and other characters) start out with Responses equal to their BAL Modifier, with a floor of 0 (IE, the lowest possible value is zero). Unused Actions from a player's turn are added to this. Thus, a player with a Balance of 13 or higher (Modifier: +3) who banks all Actions in a Turn has 6 Responses available. A player with a Balance of 6 (modifier -1, but floor 0 for Responses) who takes all three Actions in a turn has no Responses available.

Using Responses

- If the target could have Responded but does not, or if the target cannot respond, the Success Roll has an additional +1 Modifier.
- If an attack is met with an attack,
 - If both sides succeed or both sides fail, the difference between the effect amount is taken, and the side with the higher amount succeeds (to the degree of the effect amount difference).
 - In a tie of effect, there is no effect.
- If an attack is met with an attack, if only one side succeeds, they succeed with the final effect amount increased by 1.
- If an attack is met with a defense,
 - If both sides succeed, the incoming damage is reduced by the Effect amount of the defense.
 - If only the attacker succeeds, they do normal damage.
 - If only the defender succeeds, the Attack fails. If the defender's next Response or Action is an attack (and not a defense) towards that same Character, they gain +2 to the Success Roll.
 - If neither side succeeds, there is no effect.
- Shields can be used to Respond against Hurled attacks, but do not confer the +2 to a subsequent attack against the attacker on success.

You cannot respond to a Hurled weapon attack with a Swung weapon or vice versa, unless the ranges coincide.

Swung or Hurled attacks can be used to Respond to a Magic Skill, if they are within Reach. The Magic Skill resolves first, before the Response. These are not an opposed roll.

Magic Skills with a casting time of longer than one second cannot be used as Responses. A Magic Skill used as a Response resolves after the attack (or whichever Action is being Responded to).

Damage

Damage Types

Damage is grossly divided into Physical and Mental. Each division is further divided by specific Attribute.

'Physical' incoming damage can be deducted from the Physical Attributes as a Player sees fit; incoming damage to a specific Attribute must be deducted from that Attribute.

The same applies to incoming Mental damage.

Magic Nouns can target specific Attributes. Examples:

Noun	Attribute Affected	Noun	Attribute Affected	Noun	Attribute Affected
Fire / Cold	END	Light	EXP	Mind	MENT
Water / Acid	BAL	Dark	WYR	Body	PHYS
Air / Sound	FOR	Force	PHYS	Animal	END
Earth / Poison	INT	Noumena	MENT	Plant	EXP

Armor

Armor acts as a damage soak, and absorbs a certain amount of incoming damage, each time applicable damage is dealt. Each of the common types of damage can be resisted by an appropriate type of armor or its equivalent.



Level 0: Very Light Armor

Provides a physical damage soak of 1 against one chosen type of physical damage only.

Does not restrict movement.



Level 1: Light Armor

Provides a physical damage soak of 2.

Limit of 3 movement actions per turn.



Level 2: Medium Armor

Provides a physical damage soak of 3.

Limit of 2 movement actions per turn.

Responses per turn reduced by 1.

Can't swim.



Level 3: Heavy Armor

Provides a physical damage soak of 4.

Limit of 1 movement action per turn.

Responses per turn reduced by 2.

Can't swim.

Wearing armor creates a damage soak for incoming physical attacks. Note that this does not include damage from Magic Skills. Other objects or effects may provide protection from various damage sources, including those not affected by armor. Some creatures may also have natural protection that works similarly.

Armor Skill is required to use Armor effectively. Without any level of the Armor Skill, wearing any armor provides a damage soak of the armor type worn minus one, and confers a -1 penalty to all Combat Skill Success Rolls, plus the normal penalty for wearing the type of armor.

Heavier Armors than one's Skill allows can be worn, but provide a benefit of the highest known Armor minus 1. Lighter Armors than one's Skill allows can be worn, but only provide the benefit of the Armor weight.

Shields

Shields can be used to respond to physical attacks. Shields use the lowest of FOR / BAL / END as Modifier plus the Shield skill level. On a success, subtract the high die from the incoming physical damage.



- Without the Shield skill, the roll is modified by -4.
- Level 0: roll is modified by +0
- Level 1: roll is modified by +1
- Level 2: roll is modified by +2
- Level 3: roll is modified by +3

Attribute Sacrifice in Combat

While your Force attribute is greater than 2, you can mitigate any amount of incoming physical damage from a single source other than Force-specific damage by losing one point of Force, and take no other physical damage from that instance of damage.

While your Wyrd attribute is greater than 2, you can mitigate any amount of incoming mental damage from a single source other than Wyrd-specific damage by losing one point of Wyrd, and take no other mental damage from that instance of damage.

Incoming Wyrd-specific damage can be mitigated by losing one point of Force. Incoming Force-specific damage can be mitigated by losing one point of Wyrd.

Exhaustion

Whenever a natural 2 is rolled on a combat Skill roll, spellcasting, or movement which requires a roll, not only does the Skill attempt fail, but the character is exhausted: all remaining Actions and Responses are lost until the start of the next Turn. This can be ignored at the cost of one point of damage to the Character's Endurance, retaining all remaining Actions and Responses in exchange.

The quantity of lost Responses and remaining Actions is mitigated by the END Modifier, on a one-for-one basis; if the Character has a +3 END modifier, they retain 3 Actions (or Responses, depending on how many Actions were already taken).

For example, if your character rolls a natural 2 on their first action in a turn, they'd lose all remaining actions and responses for that turn - except for 1, since they have a +1 modifier for END. So they'd have one action left, which they could bank for a response. Or, they could sacrifice a point of Endurance, removing the exhaustion and have all of their actions and responses available.

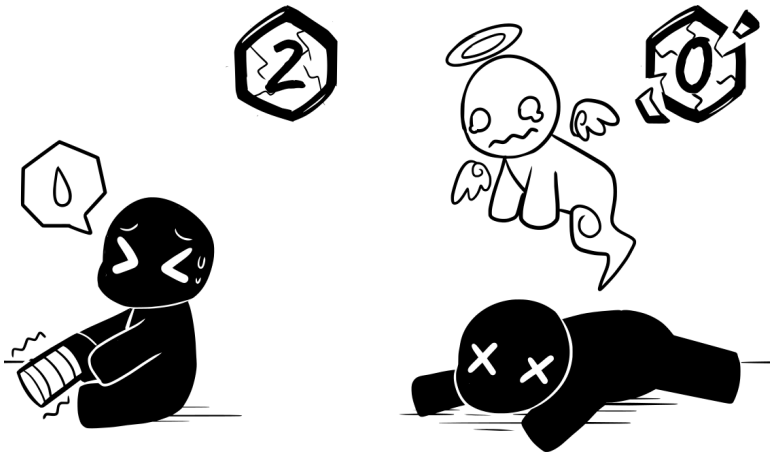


Dying and Death

When any attribute is lowered to 2, the player Character becomes Unconscious. Unconsciousness lasts until the attribute is returned to a value of 3 or higher (such as by healing). No actions can be taken; the character is fully incapacitated.

When any attribute is lowered to 0, the player Character dies.

Critter and non-player character death is handled differently; when the last block of either Physical or Mental is reduced to 0, the critter has died. See: *Critters and NPCs*.



Healing

Damage can be healed magically or with time.

It takes two days to heal one point of Physical or Mental Damage while continuing with normal activities (such as fighting, general adventuring, etc.).

It takes one day to heal one point of Physical or Mental Damage if the day is fully spent resting.

Points are healed one at a time; a day fully spent resting heals a single point to a single attribute (chosen by the player).

Save points!

What to do when a carefully built character dies?

I suggest that you treat the start of each session as a 'save point'; if the group agrees at the end of a session, that the session be re-played from the beginning in the following session, with the GM randomizing some aspects of the session, allowing for a somewhat fore-knowledged tactical approach to the session's content, thus with a higher chance for success.

Magic

Magic exists both as intrinsic natures of certain critters, as preternatural abilities available to some NPCs and characters, and as castable spells (or, Magic Skills).

Example: a critter may be able to breathe ice as an attack; this is an intrinsic ability of the critter. It may also have the ability to cast 'create ice', a Magic Skill.

Example: an NPC might have the ability to shift into the form of a wolf without using a Magic Skill; a different NPC might be able to take the form of a wolf by successfully using a Magic Skill.

The most common forms of magic have associated risks to the caster. As a result, when magic practitioners sell their services, the costs are frequently extremely high.

A talented farmer might find it worth the risk to use a weather-affecting Magic Skill during a drought, for example, but the vast majority of people - and farmers - know no magic.

Most known magic requires an active caster. Permanent effects, such as enchanted items, are only possible with very high level magic, with a commensurate high Risk for the caster.

Spells (Magic Skills)

Spells are a type of Magic Skill which can be cast on demand. They can be risky or safe to cast, powerful or weak, and can affect a wide variety of things.

Spells can exist in the world as information– this can be physical, like a spell which is written down, or nonphysical, like the instructions of a spell in someone’s memory, or spoken.

Reading or hearing a spell doesn’t automatically mean the Character has learned that Magic Skill.

Magic Skills can either be ‘Learned’ or ‘Unlearned’.

- **Learned** Magic Skills are quick to cast, are easier to cast than Unlearned, and carry less risk than an equivalent Unlearned Magic Skill. They also gain benefits to the casting from the use of an Adverb (see ‘Adverbs’ later in this section).
- **Unlearned** Magic Skills take far longer to cast, are riskier, more difficult to cast successfully, and can’t benefit from Adverbs. However, they are more ‘free’ in how they can be used.

Magic Skills (Spells) are combinations of components:

- A **Verb** - the active mode of the Spell
- A **Noun** - the object of the action
- An **Adverb** if the Magic Skill is Learned - provides the Attribute Modifier used for the Success Roll, and provides an addition benefit to the casting
- Four **Clauses**:
 - **Degree** - how strong is the Effect
 - **Reach** - at what distance it can be used
 - **Duration** - how long it lasts
 - **Area of Effect** - how large of an area it affects
- A **Risk** - the danger posed to the caster in case of failure

Magic Skill Interpretation

An example Magic Skill:

Destroy Fire, with Degree 2, Reach 1, Duration 1, and AoE 2
Success: -2
Risk: 6
Effect: LD+0 Reach: 1m Duration: 2s AoE: 4h

How a Magic Skill is created is covered later; now we'll cover how to interpret a Magic Skill during gameplay.

The example Skill above could be used to extinguish a fire up to two hexes in size, at the rate of LD+2 (why is this more than the normal effect amount? Destroy, when it's destroying its noun directly, gains 2 degrees of effect) per second over two seconds (if Effect amount would be a useful measure).

It could also be used to attempt to destroy a thing *with* fire, at the rate of LD+0 per second over two seconds.

It's up to the player to decide how to use a Magic Skill in the moment; but be aware that the GM can veto an interpretation of the Magic Skill as they see fit.

Casting

A Magic Skill's positive Modifiers to the Success Roll are:

- The Method's Attribute modifier
- The Magic Skill's Level (the lowest rank of its Verb and Noun)

The Magic Skill's negative Modifier to the Success Roll is:

- The number of Clauses improved above 0

Additional difficulty modifiers are applied as the GM decides.

If the roll results in a failure, the Magic Skill does not activate. The Risk (an intrinsic value of a Magic Skill, ranging from 0 to 12) is subtracted from the unmodified Success Roll; if the new total is below 0, the caster takes Mental damage equal to the difference (1 for -1, 2 for -2, 3 for -3, etc).

If the casting succeeds, the Risk is ignored, and the Magic Skill's effects are calculated and applied.

Magic Skills which cause damage or provide a short-term benefit dissipate if the caster takes damage during the Duration.

Continuing effects of a Magic Skill end when the caster takes damage unless the GM decides that it makes more sense in the circumstance that the effects should continue.

Magic Skills can be *undercast* - deliberately reducing Degree, or Area of Effect, etc. Doing so does not reduce the base Risk or change the modifier to the Success Roll.

Should the caster find themselves in a situation where casting might be more difficult - tied up, underwater, etcetera - remember that the GM always has the option of adding a difficulty modifier to a Success Roll.



Casting Unlearned Magic Skills

Unlearned Magic Skills can be cast at an additional Risk of 2, and take an additional minute to cast. These are Magic Skills for which the caster knows an applicable Verb and Noun, but has not learned the Skill. They use the lowest of INT/EXP/WYR as the success attribute modifier. The level of an Unlearned Magic Skill is equal to the lowest Level of the known Verb and Noun.

Adverbs are not applied to Unlearned Magic Skills. They provide a benefit to Learned Skills only.

Overcharging a Magic Skill at Cast Time

A Spell may have its Degree, Reach, Duration, and/or Area of Effect Clauses overcharged, if the Clauses are at Rank 3.

Overcharging increases a Rank of a Clause (the reach, degree, duration, or area of effect of a spell). Overcharging a Spell does not change its Success Roll.

Overcharging Clauses beyond Rank 3 can be done via:

- Increasing Risk at the rate of two-for-one; two points of Risk for one Rank.
- Increasing cast time - up to four Ranks of increase can be done by increasing the cast time; see the table below.
- Co-casting with another caster who possesses a Magic Skill using the same Verb / Noun combination at same or higher Levels; each caster casts at 2/3rds of the normal Risk, and adds +1 to the Success Roll. Each caster must be within the valid Reach for the Magic Skill.
- Taking Physical or Mental damage; the damage is taken after the casting, and occurs regardless of the success or failure of the casting. This conversion is one-to-one, one point of damage to one Rank of increase to a Clause.
- Increasing the noticeability of the casting (up to two; one for increased audibility, one for increased visibility)
- possibly by other means, at the GM's discretion

This can be done in conjunction with reducing Risk; if two increments of casting time are taken, it could be split as one increment for an Improvement, and one for a Risk reduction, for example.

Reducing Risk

Taking Physical or Mental damage to an Attribute can be used to decrease Risk at one-to-three, one point of damage to three points of Risk reduction.

Using increased cast time can reduce a Magic Skill's Risk by a maximum of 4.

Increasing Cast Time for Risk Reduction or Overcharging

Risk Reduction	Cast Time
None	Base (1 Second)
1	30 Seconds
2	5 minutes
3	30 minutes
4	2 hours

If the Magic Skill is at least somewhat Audible or Visible, its specific nature can be determined by an observer if they have equal or greater knowledge of the Verb and Noun used; if they only have partial knowledge (only one of the two at equal or greater, or lesser knowledge of both), they know which Verb or Noun (depending) is being used, but no more.

Noticeable Casting for Risk Reduction (and Less Noticeable at a Risk Increase)

Risk Change	Casting Noticeability
-2	Very Loud and Very Visible
-1	Very Loud or Very Visible
0	Audible and Visible
+1	Silent or Not Visible
+2	Silent and Not Visible

Magic Skill Components

When casting, the Level of the Magic Skill - the lowest rank of the components used (Verb, Noun, and Adverb) - is *added* to the Success Roll. The quantity of Clauses improved above Rank 0 is *subtracted* from the Success Roll.

Adverbs

All characters able to use magic at the time of Character Creation (ie, they have an Attribute at a value of 10 or higher) gain at least one Adverb; for each Attribute with a value of 10 or more, you gain that Attribute's Adverb.

Adverbs are used with Learned Magic Skills, and are chosen at time of casting. They determine which Attribute Modifier is used for the Success Roll. They also provide a benefit to the casting of the Spell.

Force	Powerfully - add one to the Effect amount
Balance	Quickly - responses against take -1 to the Success Roll
Endurance	Unyieldingly - unaffected by Exhaustion
Intuition	Thoughtfully - add one to the Success Roll
Expression	Warily - reduce risk by two
Wyrd	Fluidly - Reach range increased by 1

Verbs

Magic Verbs are either unknown or known at levels 0-3. They are obtained during Character Creation.

The eight Verbs are:

☐ Destroy	☐ Observe	☐ Change	☐ Chaos
☐ Create	☐ Conceal	☐ Restore	☐ Control

See the 'Magic Verb Specifics' section for further information on each Verb.

Nouns

Magic Nouns are either unknown or known at levels 0-3. They are obtained during Character Creation. There are six categories of Nouns:

Category	Examples (Non-Exhaustive)
Anatomy	<i>Ears, Guts, Legs</i>
Beast	<i>Bear, Rabbit, Fish, Eagle</i>
Landscape	<i>Mountain, Lake, Plains</i>
Relation	<i>Hero, Villain, Teacher</i>
Emotion	<i>Anger, Joy, Sadness, Fear</i>
Weather	<i>Rain, Lightning, Calm, Wind</i>

The categories are used during Character Creation to select a Noun, chosen by the player. The Noun can then be used to create a Magic Skill, or during gameplay to cast an Unlearned Magic Skill.

Clauses

Degree, Reach, Duration, and Area of Effect (AoE) are Clauses attached to a Magic Skill, and define the limits of the Skill.

Each Clause is at Rank 0 by default, but can be raised up to the Rank of the lowest Rank of the Skill's Verb and Noun (this is the Magic Skill's Level, described further below). Clauses raised to rank 3 are Perfected.

When casting a Magic Skill with a Perfected Clause, that Clause can be raised further (called Overcharging) by various means:

- Increasing cast time
- Increasing Risk
- Co-casting with another caster who possesses a Skill using the same Verb / Noun combination at same or higher ranks
- Losing physical or mental health
- Increasing the noticeability of the casting
- Other means as allowed by the GM

This can be done in conjunction with reducing the Skill's Risk; for example, if two increments of casting time are taken, it could be split as one increment for an Improvement, and one for a Risk reduction. See *Magic:Casting:Overcharging a Magic Skill*.

Degree

The measure of damage or effect, or the fineness of control over a casting.

The Degree amount is the result of the specified die of the Success Roll. For example, at Rank 1, if the Skill succeeds and the low die of the Success Roll is a '4', the Degree amount would be '4'.

Rank 0	Rank 1	Rank 2	Rank 3	Rank 4 and above
LD-2	LD -1	LD +0	LD +1	LD +2, etc.

- If the Skill causes damage, or produces an amount of effect, use the Degree amount directly.
- If the Skill relies on amount of detail or realism, complexity, or focus, take the Degree amount as a scale:
 - 0-1: Poor copy, crude, blurred
 - 2-3: Passable at a great distance, very simple mechanical devices.
 - 4-5: Good depictive sculpture, obvious copies of things
 - 6-7: Passable at a slight distance, complex large machinery
 - 8-9: Small-scale machinery (pin tumbler locks), very convincing illusions
 - 10-11: Fine clockwork, artwork that can pass fine inspection
 - 12+: Unerring perfection

Reach

The maximum distance at which the Magic Skill can be cast, or at which the Skill can have an effect.

Rank 0	Rank 1	Rank 2	Rank 3	Rank 4 and above
0m	1m	2m	3m	4m, etc.

- For Skills with a Reach of 20m or less, the target must be visible and partially within the Reach to be targeted.
- For Skills with a Reach over 20m, the target must be within the Reach. The Skill fails if no target of the specified type is within the Reach.
- When used with the 'Fluidly' Adverb, the Reach is simply increased by 1.
- If the Skill simply doesn't make sense using the Reach at the Ranks above (farseeing or other locating uses, for example), provided the GM agrees, use the Rank as a power of 10:
 - Rank 0: 1 meter distance
 - Rank 1: 10 meters distance
 - Rank 2: 100 meters distance
 - Rank 3: 1,000 meters distance
 - Rank 4+: by powers of 10 (10,000m, 100,000m, etc)

Duration

How long the Magic Skill lasts.

Rank 0	Rank 1	Rank 2	Rank 3	Rank 4 and above
Instant	1 second	2 seconds	3 seconds	4 seconds, etc.

- Casting on a target still under the Duration of the Skill has no additional effect.
- 'Instant' (Rank 0) cannot cause damage or restore health. Rank 1 or higher is required.
- Except for the Restore Verb, Effect from the success roll for the Skill is applied each second of the duration without a re-roll. See the Restore Verb for how this Verb is handled.
- If the target moves out of the Skill's Reach while the Duration is still active, they cease being affected. The effects do not resume if they re-enter the Skill's Reach later.
- Skills which cause damage or provide a short-term benefit dissipate if the caster takes damage during the Duration.
- If the Skill simply doesn't make sense using the Duration at the Ranks above, use the Rank as a power of 10:
 - Rank 0: 1 second
 - Rank 1: 10 seconds
 - Rank 2: 100 seconds (1m 40s)
 - Rank 3: 1,000 seconds (16m 40s)
 - Rank 4+: by powers of 10 (10,000s (2h 46m), 100,000s (27h), 1,000,000s (11.5d), etc)

Area of Effect

The maximum number of 1m hexes which the Magic Skill can affect, or the size of a sphere's diameter within which the Skill's effects are contained. When the Area of Effect is measured in hexes, they are arranged in the smallest possible area; IE, 7 hexes would describe a circular area. At the cost of adding 2 Risk, the Area can be made into a more complex (but connected) shape.

Rank 0	Rank 1	Rank 2	Rank 3	Rank 4 and above
1 hex	2 hexes	3 hexes	4 hexes	5 hexes, etc.

- If the Skill affects objects, parts of objects, or if the casting simply makes more sense to cast within a volume, use the Rank as a measure of volume:
 - Rank 0: .1m diameter sphere
 - Rank 1: .2m diameter sphere
 - Rank 2: .4m diameter sphere
 - Rank 3: .7m diameter sphere
 - Rank 4+: follows the number of hexes as tenths of a meter diameter

Magic Skill Level

The lowest rank of the Verb and Noun used in a Magic Skill is the Skill's level. This is applied as a positive modifier to the Success Roll.

Magic Skill Risk

When a Magic Skill is attempted and fails, the Risk of the Skill is deducted from the raw Success Roll; if the result is negative, the negative amount is taken as damage to the Mental Attributes, spread as desired.

The Risk of a Magic Skill is equal to the sum of the Ranks of its Clauses.

Risk can be reduced at the time of casting by various means: increasing cast time, increasing the noticeability of the casting, preemptively losing Physical or Mental health, etc; see *Magic: Casting: Magic Skills: Reducing Risk of Casting*

When a Save is Used for a Magic Skill

If a Magic Skill's effect affects a target's ability to perform actions in any meaningful way, they are provided an opportunity to avoid the effects; a Save. Attempting a save does not expend a response.

This is a Skill roll on the part of the target. The Magic Skill description should include which Skill is optimal for avoiding the effect, as well as which Attribute is used as a Modifier. The Magic Skill's Level is used as a negative modifier on this roll.

The World

Lands

Lands represent where the character has lived during their formative years.

Each Land comprises the four Areas, with each Area having a subset of the sub-areas available to it. While the total number of sub-areas is twenty-four, only half of these are present in a given Land.

This represents the geographic, cultural, and economic limits on any individual nation / city-state / kingdom; not every location has access to harbors, for example.

The lack of an available sub-area during character creation doesn't mean the Land completely lacks those facilities; it just means that, for whatever reason, they aren't available to the character at that time.

Language

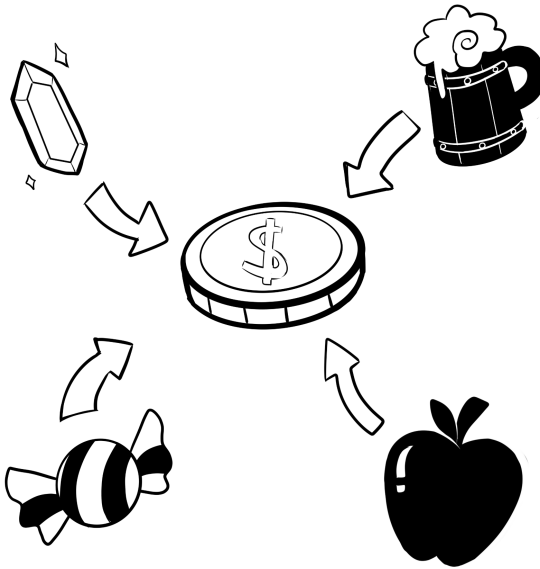
Your starting INT and EXP modifiers summed (with a minimum total of 1) dictates the number of languages and writing systems you know.

At a total of 1, you know the most common spoken language of the Land.

For higher values, additional languages or writing systems cost 1 each. To both know the spoken language and be literate, would require a minimum total of 2. You can know a written language without knowing the spoken form and vice versa. The next available language after the language of the current Land would be that of the second available Land (or another at the GM's discretion).

Communicating via written language only is a Harder than normal task at best. Communicating with no common language starts at -4 for simple concepts and gets worse from there.

Economy



Start from the price of a cheap, known item, such as an ale or a dinner; make this the value of your lowest denomination coinage. Using real-world examples, you can extrapolate other prices.

The lowest pay rates for labor would be subsistence; one 'Bord' (see below) per day..

Sample currency:

Bir ("a beer"), smallest denomination. Price of an ale.

Mil ("a meal"), price of a meal; three Birs.

Dei ("a day"), three meals: a day's worth of food; nine Birs.

Rume ("a room"), price of a room for a night; six Mils.

Bord ("room and board"), price of a room and a day's food; nine Mils.

Veek ("a week"), price of a room for a week. Seven Deis.

Rynt ("a month at an Inn"), thirty Rumes or twenty Bords.

For items which are not currently commonly sold in the real world, extrapolate via equivalent; a long sword might be considered as the equivalent of a high-end firearm, a warhorse the equivalent of a good new car, a cheap horse the equivalent of a good used car.

Pay rates for work can be determined in a similar manner. Basic wages would be sufficient to cover housing and meals. Difficult or dangerous jobs would demand higher pay commensurate with the risk or skill required.

Magic in the World

Due to the inherent risk of personal harm in casting, magic is rarely used for common commercial purposes. Most people don't have magic to begin with, and those with it, generally avoid its use unless the reward significantly outweighs the risk.

What about religion, politics, and so forth?

If you're reading this, you probably have some type of default fantasy world in mind; use that!

Creating a Character

During Character Creation, you:

- Select a Land
 - The choice of a Land determines which Areas and Sub-Areas are available to a character to grow and learn within
- Assign Attributes
 - Attribute values are chosen prior to entering the year-by-year learning period of Lifepath
 - Each year spent in Lifepath, test the character in a Sub-Area, using their facility with a specific determined Attribute.
- Obtain Skills year-by-year
 - Each year spent in Lifepath, your character gains ranks in Skills; Area, Sub-Area, and components of Combat and Magic Skills
- Create Combat and/or Magic Skills
 - After the year-by-year learning period of lifepath is complete, Combat and Magic Skills are created

Lands

The land of a Character is where they are from: where they grew up, or where they discovered themselves and became who they are now.

GMs can either use the Appendix rules for creating Lands, or choose a couple from the pre-made Lands.

The land your Character is from determines what Areas, Sub-areas, Verbs, and Nouns you can use to create Combat and Magic Skills for that character.

Destroy, Create, Observe, Conceal, Change, Restore, Chaos, and Control are the Magic Verbs available from Areas.

Swing represents close melee verbs, and Hurl represents ranged verbs. Edge, Point, Mass, Snare, and Strike represent Combat Nouns. They are both replaced later with specific verbs and nouns when making Combat Skills.

Example Land: Duhy

Area: Urban: Control/Destroy/Hurl

Sub-Area: Bazaar: Mass/Snare

Sub-Area: Church: Mass

Sub-Area: Underworlds: Edge/Strike

Area: Rural: Create/Chaos/Swing

Sub-Area: Pasture: Edge

Sub-Area: Market: Strike

Sub-Area: Mines: Mass

Area: Coastal: Restore/Conceal/Hurl

Sub-Area: Marsh: Point/Snare

Sub-Area: Islands: Mass

Sub-Area: Harbor: Point/Snare

Sub-Area: Seas: Edge/Point

Area: Wilds: Observe/Change/Swing

Sub-Area: Scrub: Point/Strike

Sub-Area: Mountain: Mass

Attributes

Attributes are the primary traits that define a character's physical and mental capabilities.

On every Success roll, you'll be adding a modifier from your Attributes. You have six Attributes:

Physical Attributes:

- **Force** (FOR)
used to mitigate physical damage
- **Balance** (BAL)
used to respond to actions
- **Endurance** (END)
used to mitigate exhaustion

Mental Attributes:

- **Intuition** (INT)
used for perception-based Skill Checks
Used for languages
- **Expression** (EXP)
used in social Skill Checks
used for languages
- **Wyrd** (WYR)
used to mitigate mental damage

Attributes provide Modifiers when used with a skill:

Attribute Value														
3	4	5	6	7	8	9	10	11	12	13	14	15	16	
Modifier														
-4	-3	-2	-1	+0	+1	+1	+2	+2	+2	+3	+3	+3	+4	

Any attribute at a value of 2 or below causes unconsciousness.
Any attribute at a value of 0 results in a dead character.

An attribute of value 7 is considered average; anything higher is exceptional.

You'll determine these values initially via point-buy. They may be further modified during character creation.

What is 'Wyrd'?

Wyrd is a measure of a character's innate ability to work with magic and the unnatural, as well as partially measuring sanity (in conjunction with the other Mental Attributes).

Lifepath

Initial Steps

Select an initial Area and a Sub-area within it from the chosen Land to test in your first year.

The character immediately receives the Area skill (this is the name of the Area, such as 'Rural') at Rank 1 and the Sub-Area skill (this is the name of the Sub-Area, such as 'Market') at Rank 1. Obtain a Verb from the Area at Rank 1. Obtain a Combat Noun from the Sub-area at Rank 1.

Mark these down on your character sheet. If you picked the Area 'Rural', the Sub-Area 'Market', the Verb 'Swing', and the Combat Noun 'Strike', the Skills portion of your character sheet would look like this:

	0	1	2	3
Rural	☐	☒	☐	☐
Market	☐	☒	☐	☐
Swing	☐	☒	☐	☐
Strike	☐	☒	☐	☐
	☐	☐	☐	☐
	☐	☐	☐	☐

Note that ranks range from 0 to 3; these initial skills are obtained one rank higher than the base of 0! From this point onward, skills are initially obtained at rank 0.

When making characters as a group, have all of the characters progress through the same year simultaneously.

Prepare the 12 upcoming years in advance, by determining which Attribute is used for each. Roll a d6 for each of the 12 years, and fill in the indicated Attribute for each year.

1	2	3	4	5	6
Force	Balance	Endurance	Intuition	Expression	Wyrd

Why figure out which Attributes get used per year first? It gives you a degree of 'fair warning' as to what's coming up, and lets you adjust your build accordingly.

1	Attribute
Area / Sub-area	

Your first year's Attribute, and the Area and Sub-Area you chose, goes here on your Character Sheet. Further rolled Attributes are written in continuing down the page, per year.

When complete, it should look something like this, all the way to year 12:

Year

1	Endurance
Rural/Market	
2	Balance
Area / Sub-area	
3	Expression
Area / Sub-area	
4	Force
Area / Sub-area	
5	Force
Area / Sub-area	

Note that years 2-12 should *not* have the Areas and Sub-Areas filled in yet! Those are filled in year-by-year.

Assign Attributes

Purchase 52 points worth of attributes (none may be below 3, and only one may be at 16, with all others having a maximum of 15). At least one must be at 10 or higher.

During Lifepath's Year-by-Year, your Attributes may increase; this can only happen when you fail an Attribute test, explained further on.

Fill these values and their associated modifiers on your character sheet.

When you are done, the Attributes section of the character sheet should look something like this:

Attrib	Value	Current	Modifier
FOR	6		-1
BAL	12		+2
END	9		+1
INT	6		-1
EXP	12		+2
WYR	7		+0

3	4	5	6	7	8-9	10-12	13-15	16
-4	-3	-2	-1	+0	+1	+2	+3	+4

Modifiers

Year-by-Year

Over the course of twelve years, per year, choose an Area and one of its Sub-Areas; note that your choices may be restricted. Test the chosen Sub-Area with that year's Attribute.

Your first year's test is in the initially chosen Sub-Area.

Each year, roll 2d6; apply the modifier from that year's Attribute, add the ranks of the Area and Sub-Area (0 if not known), and a base modifier of -4 to the roll.

A natural 12 is a success. A natural 2 is a failure. Otherwise, a modified roll of 8 or higher is a success, and 7 or below a failure.

- On Success:
 - Gain 1 rank of the Sub-area if possible
 - Gain 1 rank of a Noun from the Sub-area if possible
 - Use the low die of the roll on the Fortunes table
 - Resolve any Events which occur *
 - Can change to another Area in the Land next year
- On Failure:
 - Gain 1 rank of the Area if possible
 - Gain 1 Rank of a Verb from the Area if possible
 - Use the high die of the roll on the Mishaps table
 - Resolve any Events which occur *
 - Perform a test on the year's attribute **
 - Must remain in this Area next year

* See 'Events' below

** See 'Attribute Tests' below

On the character sheet, write the happenings and results of each year: whether you succeeded or failed, which skills you gained, what events occurred and their resolution.

Example: in the first year, you test Rural/Market with Endurance, and roll a 2 and a 5.

2+5 (success roll)
 -4 (base modifier)
 +1 (Endurance modifier)
 +1 (Rural rank)
+1 (Market rank)
 6 - Failure!

One rank of the Area (Rural) is gained, bringing Rural to rank 2. One rank of a Verb associated with the Area is chosen, bringing Create to rank 0.

The high die of the roll is used on the Mishaps table; an Event has been triggered. Looking at the low die on the Event table for Rural shows the Event to be 'Bandits', offering a choice of the Sub-Areas Village or Pasture.

Wanting to protect the Village from the Bandits, Rural/Village (the new current Sub-Area) is tested with Endurance; with a roll of 2 and 2, the attempt is a failure. A rank is gained in Rural (now at rank 3), and can't be in the Village next year.

The Endurance Attribute gets tested, but with a roll of 4 and 1, it's a failure. Endurance goes up 1 to 10, and the Landscape Noun 'Plains' is gained at rank 2, the same as Endurance's Modifier.

On the Character Sheet, this would be the result:

Year		Result
1	Endurance	Roll: 2 & 5; Fail. Rural +1. Create +1. Mishap: Event: Bandits. Tried to protect Village. Fail. Rural +1. Must stay in Rural. can't stay in Village. Tested Endurance: Fail. Endurance +1. Gained Noun 'Plains' at rank 2. Moving to Pasture.
	Rural/Market	
2	Balance	
	Rural/Pasture	

Aside from creating a character's current abilities, you're also generating a backstory.

Why did the character choose to spend a year in the Church? Why, during a plague event, did they have to test their Barracks-earned knowledge? How did they meet a nomad in their third year?

Mishaps and Fortunes

	Mishaps (High Die)	Fortunes (Low Die)
1	Banned from this Sub-Area; next year is spent in this Area, if an unbanned Sub-Area is available	Forced to remain in this Sub-Area next year and gain a Noun for the Attribute used this year **
2	Event *	Test the current Attribute
3	Forced to change Sub-Area next year	Gain a Noun for the Attribute used this year **
4	Forced to change Sub-Area next year	Gain an extra rank in the tested Sub-Area if possible
5	Event *	Event *
6	Gain a rank in a different Sub-Area within the current Area, and switch to that Sub-Area next year	Gain a rank in a Sub-Area in a different Area, and switch to that Area and Sub-Area next year

* See 'Events' below

** Select a Noun from the category related to the Attribute used in the test, at the rank of the Attribute's Modifier, with a minimum rank of 0 and a maximum rank of 3. The categories are in the table under 'Attribute Tests'.

Attribute Tests

Roll 2d6, apply a modifier of +1, and apply the specified Attribute's Modifier.

A natural 2 is an automatic failure; a natural 12 is an automatic success. Otherwise, a modified total of 8 or above is a success, and 7 or below is a failure.

On success

- Gain a rank in the current Sub-Area if possible; otherwise, gain a rank in a Combat Noun from the sub-area if possible

On failure

- Gain a point in the tested Attribute (no Attribute can exceed 16, and only one Attribute can be at 16)

In either case, select a Noun from the category related to the tested Attribute, at the rank of the tested Attribute's Modifier (if the Modifier is raised as a result of the test, use the value after the test is completed), with a minimum rank of 0 and a maximum rank of 3.

The Nouns you obtain here are used in Magic Skill creation.

Attribute	Category	Examples (Non-Exhaustive)
Force	Anatomy	<i>Ears, Guts, Legs</i>
Balance	Beast	<i>Bear, Rabbit, Fish, Eagle</i>
Endurance	Landscape	<i>Mountain, Lake, Plains</i>
Intuition	Relation	<i>Hero, Villain, Teacher</i>
Expression	Emotion	<i>Anger, Joy, Sadness, Fear</i>
Wyrd	Weather	<i>Rain, Lightning, Calm, Wind</i>

Events

When an Event occurs, the character is presented with a choice of Sub-area Skill to use to attempt to affect the Event.

The Event takes place in the current area.

If the Event is the result of a mishap, the Low Die determines the event; if the result of a fortune, the High Die determines the Event.

They can choose either Sub-Area option, and using the current Attribute, test that Sub-Area. Roll 2d6, modify it with the modifier from your Attribute, the ranks you have in the Area and Sub-Area, and subtract 4. A natural 2 is an automatic failure; a natural 12 is an automatic success. Otherwise, a modified total of 8 or above is a success, and 7 or below is a failure.

On success

- gain a rank in the tested sub-area
- remain in the Event Sub-area next year

On failure

- gain a rank in the Area, or a rank in the Sub-Area's Combat Noun if the Area is already at rank 3
 - If the Sub-Area is not part of the Land, you have a choice of any of the Combat Nouns
- change Sub-area next year (can change area if allowed)

In either case, the Event Sub-Area is treated as the current Sub-Area for the remainder of this year.

In either case, they should record why, in character, they made the choice that they did. Failure could indicate learning a valuable lesson; success could indicate skill mastery under adverse conditions.

Die	Area	Event	Choice
1	Urban	Civil Unrest	Court or Underworld
2		Plague	University or Barracks
3		Religious Zeal	Church or Bazaar
4		Invasion	Barracks or Underworld
5		Change of Regent	Court or Bazaar
6		Doctrinal Schism	University or Church
1	Rural	Drought	Fields or Pasture
2		Bandits	Village or Pasture
3		Plague	Lodge or Village
4		Battlefield	Fields or Mines
5		Economic Boom	Lodge or Market
6		Depression	Mines or Market
1	Coastal	Red Algae Bloom	Coast or Harbor
2		Pirates	Seas or Marsh
3		Plague	Marsh or Lakes
4		Depression	Harbor or Islands
5		Harsh Winter	Lakes or Seas
6		Hurricane	Islands or Coast
1	Wilds	Locust Plague	Plains or Scrub
2		Mass Migration	Forest or Swamp
3		New Predator	Plains or Mountain
4		Drought	Mountain or Desert
5		Flooding	Desert or Swamp
6		Firestorm	Forest or Scrub

Event Simultaneity

Events occur for all characters, but only directly affect the characters that are within the event's Area, and the character who triggered the event. All affected characters test one of the two specified sub-areas.

You can only participate in one event in a single year; if you generate an event, that's the event you take part in. If you have a choice of more than one event not generated by you, and you have not generated an event, you can choose between available events.

Meeting NPCs

Each year spent in an Event, an NPC from the selected event's sub-area is met. All characters who selected the same sub-area meet the same NPC. Note the NPC and the circumstance under which they were met on the character sheet.

See the NPC Tables for Sub-Areas in the Appendix.

Finalizing a Character

Obtain Adverbs

Adverbs are shared between Combat and Magic Skills; you can use any given Adverb for either or both.

For each Attribute with a value of 10 or more, you gain that Attribute's Adverb.

Force	Powerfully - add one to the Effect amount
Balance	Quickly - responses against take -1 to the Success Roll
Endurance	Unyieldingly - unaffected by Exhaustion
Intuition	Thoughtfully - add one to the Success Roll
Expression	Warily - reduce risk by two
Wyrd	Fluidly - Reach range increased by 1

Making Skills for Combat and Magic

A Combat or Magic Skill is comprised of a Verb and a Noun, along with various Clauses.

The sum of all of your Attribute modifiers is how many Combat and Magic Skills you can make.

For example: Pojit has: FOR -1, BAL +1, END -1, INT +4, EXP +1, and WYR +0. The sum of all Modifiers is +4; times two, Pojit can create 8 Combat and/or Magic Skills.

Generate Combat Skills

A Combat Skill is comprised of a Verb and a Noun, along with Combat related Clauses.

To create a Combat Skill:

- Combine a Combat Verb and a Noun, assigning names to them in a way which makes sense; 'Hurl Edge' might become 'Throw Knife', 'Swing Point' might become 'Thrust Rapier'
 - The Combat Skill's Level is the lowest Rank of these two components
- Assign its Clauses
 - Degree and Reach can be raised to the Combat Skill's Level at maximum
 - Handedness is a binary value, one-handed or two-handed, and is not limited by the Skill's Level. Strike is always one-handed, and Hurl skills are always two-handed.
- Determine the Skill's Risk
 - The Risk is equal to the sum of the Degree and Reach Clause ranks
- Determine the Skill's Success Roll Modifier
 - This is the Skill's Level applied positively, and the Rank of the Reach Clause applied negatively

Shields and Armor

Otherwise unused Combat Nouns can be traded for Armor or Shield Skills at the same Rank of the Combat Noun used. The Noun is used for this purpose and then lost; it is not retained.

Record the Combat Skills and their components on your character sheet.

Combat Skill Example

A Combat Skill built from:

- Verb 'Swing', at rank 3
- Noun 'Edge', at rank 2
- With Clauses:
 - Degree 2
 - Reach 1
 - Handedness: one-handed

'Swing Edge' becomes 'Swing Sword' (or 'Slash Sword', etc).

This example would have a Combat Skill Level of 2 (the lowest rank of its Verb and Noun). The highest allowed rank of its Clauses is 2, the Combat Skill's Level. The Skill's Risk is 3, the sum of its Clause's ranks.

The Success Roll Modifiers are +2 (the Level applied positively), -1 (the Reach rank applied negatively), and the used Adverb's Attribute's Modifier (chosen at time of use) applied positively.

The default Effect for an Edge Combat Skill is LD-2; with Degree 2, 2 is added to this, resulting in LD+0.

This is the result:

Swing Sword, with Degree 2, Reach 1, One-handed
 Success: +1
 Reach: 1
 Risk: 3
 Effect: LD+0

The example could be further abbreviated:

Swing Sword, r1 1h S+1 LD+0 R3

Generate Magic Skills

A Magic Skill is comprised of a Verb and a Noun, along with Magic related Clauses.

Most Verb-Noun combinations are open to interpretation; the interpretation used is picked at each cast time, and is not set in stone. 'Restore Fire' could be used to cause an extinguished campfire to re-ignite on one casting, and used to heal fire-caused burns on the next cast.

To create a Magic Skill:

- Combine a Magic Verb and a Noun
 - The Magic Skill's Level is the lowest Rank of these two components
- Assign its Clauses (Degree, Reach, Duration, Area of Effect)
 - Each Clause can be raised to the Magic Skill's Level at maximum
 - A Clause raised to rank 3 is *perfected*
- Determine the Skill's Risk
 - The Risk is equal to the sum of the Clause ranks
- Determine the Skill's Success Roll Modifier
 - This is the Skill's Level applied positively, and the number of Clauses improved above Rank 0 applied negatively

Record the Magic Skills and their components on your character sheet.

Magic Skill Example

A Magic Skill built from:

- Verb 'Create', at rank 3
- Noun 'Fire', at rank 2
- With Clauses:
 - Degree 2
 - Reach 1
 - Duration 1
 - Area of Effect 2

This example would have a Magic Skill Level of 2 (the lowest rank of its Verb and Noun). The highest allowed rank of its Clauses is 2, the Magic Skill's Level. The Skill's Risk is 6, the sum of its Clause's ranks.

The Success Roll Modifiers are +2 (the Level applied positively), -4 (the number of Clauses improved above 0 applied negatively), and the Adverb's Attribute's Modifier applied positively (the Adverb is chosen at time of casting).

- The Effect for Degree 2 is LD+0.
- The distance for Reach 1 is 1 meter.
- The Duration of the skill at Duration 1 is 2 seconds
- The Area of Effect at rank 2 is 4 hexes.

This is the result:

Create Fire, with Degree 2, Reach 1, Duration 1, and AoE 2
 Success: -2
 Risk: 6
 Effect: LD+0 Reach: 1m Duration: 2s AoE: 4h

The last lines of the example could be further abbreviated:

Create Fire, r1m d1s a4h S-2 LD+0 R6

The abbreviation:

- The Verb and Noun
- The Reach, Duration, and AoE Clauses
 - Degree is not included, as it is folded into the Effect amount
 - Reach (r) in meters
 - Duration (d)
 - Area of Effect (a) in hexes (or meters)
- The Success Roll (S)
- The Effect amount
- The Risk (R)

Add Derived Values

Fill in on your Character Sheet:

- Languages: Your INT and EXP Modifiers summed, with a minimum of 1, dictates the number of languages and writing systems known.
 - Spoken languages and written languages are learned separately; to know how to both speak and write the common language of a Land, you would need a summed total of 2 or more.
 - The first known language is always the spoken form of language for the current Land.
- Responses: Your available Responses is equal to your BAL Modifier, with a minimum of 0.
- Carrying Capacity: You can carry 30kg, plus your FOR Modifier multiplied by 5. Note that this can be a negative number, reducing your Carrying Capacity below 30kg.

Character Sheet

Space is provided for abbreviated Combat and Magic Skills. If more space is needed, there's extra space at the end of the Year-by-Year Lifepath page.

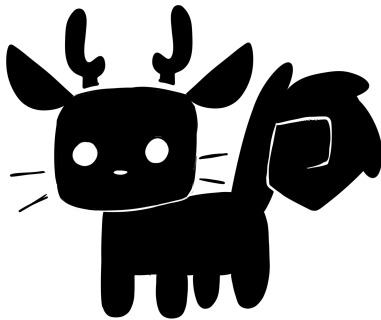
Year	Area / Sub-area	Result
1	Attribute	
Area / Sub-area		
2	Attribute	
Area / Sub-area		
3	Attribute	
Area / Sub-area		
4	Attribute	
Area / Sub-area		
5	Attribute	
Area / Sub-area		
6	Attribute	
Area / Sub-area		
7	Attribute	
Area / Sub-area		
8	Attribute	
Area / Sub-area		
9	Attribute	
Area / Sub-area		
10	Attribute	
Area / Sub-area		
11	Attribute	
Area / Sub-area		
12	Attribute	
Area / Sub-area		
Unlearned - No Adverb can be used, 2 added to Risk, level = lowest of Verb / Noun Combat Skill: use lowest of physical attribs, -1 Effect if improvised Magic Skill: +1 min to cast, use lowest of mental attribs Opposed Rolls Both sides succeed/fail: effect amount difference applied to one side Only one side succeeds: +1 to damage Defender only succeeds: +2 to attack SR against attacker One side chooses not to respond: +1 to SR		

Critters and NPCs

Critters and NPC's are divided into two groups: full and abstracted.

Most of the Critters and NPC's players meet are abstracted; their abilities are represented in an abridged form, without generating a 'full' character sheet. Physical and mental attributes are reduced down to a single modifier each and a block set of values (see Critter Physical and Mental Attributes below). This is done for Critters and NPC's who could be considered to not be 'main characters' in the narrative.

Full Critters and NPC's are limited to those with whom the Player's Characters have important, decisive interactions, where having the full set of Attributes and Skills is useful and important.



It is possible to have an adventure or campaign with no Full Critters or NPC's. If a previously created abstracted Critter or NPC would be more useful with a full attribute block, one can be generated quickly by taking the Physical and Mental modifiers and taking the common values which would produce those modifiers and applying them to the Attributes.

Abstracted Critters

Critter Points

Critters have a point value, a rough indicator of 'overall power'.

They are calculated based on several traits of a critter:

- **Size:** creatures larger than one hex count for the quantity of hexes squared. Creatures of one hex count for 1. Small creatures count for 0 points.
- **Speed:** creatures which are faster than the base 2m speed count for 1 point per additional meter of speed. Any non-standard speeds (flying) count for their full amount.
- **Responses:** each response counts for 1 point.
- **Physical and Mental health:** each block (see Critter Physical and Mental Attributes below) with a value of 4 or more counts for 1 point, plus the sum of their modifiers.
- **Physical and Mental modifiers:** if there is an attack or spell which uses the modifier, it counts as its value once per attack or spell that uses it.
- **Combat and Magic Skills:** The maximum damage potential or degree multiplied by its AoE; for Combat and Magic Skills which use LD, the max value of an LD is taken as 3. Examples: HD+4=10, LD+2=5. HD should be taken as a value of 6.
- **Summons:** If a Magic Skill summons another critter, it is worth 1/5th of the point value of the summoned critter if summoned in LD quantities, or 1/3rd if summoned in HD quantities.

Critter Size

Size is expressed as a number indicating the quantity of 1m hexes that a critter occupies. A human occupies 1 1m hex, so would be of size 1; a brown bear occupies 3 hexes, so would have a size of 3. Creatures smaller than 1 hex are listed as the quantity of creatures that can fit in a single hex.

A critter of size larger than 1 has an additional damage soak equal to its size minus 1.

Area of Effect attacks which have an Area of Effect larger than 1, cause damage multiplied by the number of hexes of the critter covered by the Area of Effect. Each instance of the damage (IE, per hex) is reduced by the damage soak individually.

Example: a 3-hex critter is hit by a melee attack for 4 points; this gets reduced to 2, due to the additional damage soak of 2.

Example: a 3-hex critter is hit by an AoE attack across two of its hexes for 4 points; this is counted against each hex, but is also reduced by 2 for each hex, for a total of 4.

Critters of 1-hex size or less which operate in groups which take up more than a single hex, do not gain the damage soak.

Critter Speed

Speed is expressed as the distance in meters that the NPC or critter can traverse on regular terrain in one second. Humans move on regular terrain at 2m per second by default.

Critter Response Quantity

Due to the NPC's and critters having their attributes handled differently, default quantity of responses is provided as a separate value.

This quantity can still be added by banking actions. (Note that critter may have a different quantity of actions per turn than the default value for humans of 3; this is noted in the description of the critter if it applies.)

Critter Physical and Mental Attributes

Physical and mental attributes are each represented as a single modifier used for all of their respective attributes, followed by a block of one or more numbers, separated by dashes.

Each number in the block represents a quantity that must be removed for the modifier to reduce by 1. When all blocks (either physical or mental) have been removed, the critter is dead or incapacitated.

Example: A bear has physical and mental attributes:

- Physical: +3 4-5-3
- Mental: +0 5-1

The bear defaults to using +3 for tasks requiring a physical attribute; to reduce this to +2, the bear would have to receive 4 or more points of physical damage. It would further have its modifier reduced to +1 after 9 points of physical damage, and after 12 points, it would die or be incapacitated.

For tasks requiring a mental attribute, the bear uses +0 as a modifier. After 5 points of mental damage, the modifier would be reduced to -1, and one more point of mental damage would kill or incapacitate the bear.

As each modifier gets reduced, it carries this reduction to the NPC or critter's attacks and skills. Note that the reduction is by the reduction quantity; if the bear has a physical modifier of +3 reduced to a +2 via damage, its bite with a default modifier of +4 would be reduced to a +3, not a +2.

Block Behavior

The quantity of numbers in a block, and their values, affects a creature's behavior. For the examples below, each critter has 12 points each in physical and mental.

Fight-Till-The-End: 12

Brave, But Gets Worse as it Gets Injured: 4-3-3-1

Starts Brave, Gets Fearful with Injury: 9-1-1-1

Hard to Kill and Runs Quickly: 1-1-10

Fearful: 2-2-2-2-2-2

Critter Skills

All skills are initially described by their name and level. The modifier to the success roll is determined based on the combination of the skill level plus an attribute (physical or mental). If the attribute is predetermined (as per an attack), a suffixed P or M shows that it uses either physical or mental attributes.

For attacks, the damage, reach, damage type, and notes are shown. Note that some attacks can be spell-like, but differ from a spell in that there is no associated spell school.

For spells, the school, degree/damage, reach, duration, area of effect, cost, and description of effect are shown.

Examples of simple Skill entries:Coastal:2Stealth:0**Examples of Combat Skill entries:**Claws:3 P LD SM SharpBite:1 P LD+2 CM PiercingRoar:0 M LD-1 MM Mental (AoE 7h)**Examples of Magic Skill entries:**Swarm:3 Chaos-Animal LD-3 SM 1s 1h 4c Summons LD-3 rat swarms; can be cast once / roundCreate Rat Food:3 Create-Animal LD SM 1m 2h 5c Creates 4kg of grubs. Being covered in grubs imparts a -2 penalty to BAL-based rolls.Pests:3 Create-Animal LD SM 1m 3h 6c Creates biting fleas. Fleas cause 1 physical damage per recipient's action until two actions are spent wiping them off. Can be cast once / round**Critter Attacks**

Attacks can originate from any hex that a critter occupies.

Attacks may have a specific damage type other than physical, and still not be spell based.

Critter Behavior Description

A brief description of the NPC or critter, as well as any notes as to special effects / mechanics applicable: for example, 'never flees'.

NPC / Critter Morale and Fleeing



Whenever a block of physical or mental damage is removed (see *NPC and Critter Traits:Physical and Mental Attributes*), a morale roll is made using their mental modifier, with an additional modifier of +1 per physical or mental block remaining, depending on which was recently damaged. If this roll is failed, the NPC or critter is demoralized, and if a plausible route to escaping exists, takes that course of action.

The check fails automatically if two or more blocks have been removed in a single attack.

Appendices

Example Weapons

Degree directly adds to base damage caused, and can be considered to be indicative of a level of proficiency with a given skill, as opposed to an intrinsic property of a weapon.

The primary difference between skills utilizing the same verb-noun combination is in the Reach; a simple knife would have a reach of 0, a short sword might have a reach of 1, a longsword a reach of 2, and a halberd a reach of 3, despite all being a 'Swing Sharp' skill.

The list below is comprised of examples, and is non-exhaustive:

Swing Piercing

- Reach 0: Dagger
- Reach 1: Rapier
- Reach 2: Spear
- Reach 3: Pike

Swing Sharp

- Reach 0: Knife, Sickle
- Reach 1: Shortsword
- Reach 2: Longsword
- Reach 3: Halberd

Swing Blunt

- Reach 0: Cudgel
- Reach 1: Mace
- Reach 2: Warhammer
- Reach 3: Polehammer

Swing Snare

- Reach 0-1: Grapple
- Reach 2: Mancatcher
- Reach 3: Bullwhip

Swing Strike

- Reach 0-1: Martial Arts

Hurl Piercing

- Reach 1-6: Darts
- Reach 1-13: Shortbow
- Reach 1-30: Hunting Bow
- Reach 1-60: Longbow

Hurl Sharp

- Reach 1-6: Chakram
- Reach 1-13: Kassel
- Reach 1-30: Shardthrower
- Reach 1-60: Slicerang

Hurl Blunt

- Reach 1-6: Thrown Rock
- Reach 1-13: Sling
- Reach 1-30: Whipper
- Reach 1-60: Thodder

Hurl Snare

- Reach 1-6: Net
- Reach 1-13: Bola

Sample Lands

Land: Duhy

Area: Urban: Control/Destroy/Hurl

Bazaar: Mass/Snare

Church: Mass

Underworlds: Edge/Strike

Area: Rural: Create/Chaos/Swing

Pasture: Mass

Market: Strike

Mines: Mass

Area: Coastal: Restore/Conceal/Hurl

Marsh: Point/Snare

Islands: Mass

Harbor: Point/Snare

Seas: Edge/Point

Area: Wilds: Observe/Change/Swing

Scrub: Point/Strike

Mountain: Mass

Land: Vuhezo

Area: Urban: Restore/Chaos/Hurl

Bazaar: Mass

Barracks: Point/Snare

Underworlds: Edge/Strike

Area: Rural: Create/Destroy/Hurl

Lodge: Point/Mass

Pasture: Snare

Village: Edge/Strike

Area: Coastal: Control/Conceal/Swing

Seas: Edge

Rivers: Mass/Snare

Area: Wilds: Observe/Change/Swing

Scrub: Point/Strike

Plains: Edge

Forest: Edge/Snare

Desert: Mass

Land: Mumegope**Area: Urban:** Control/Chaos/Swing**Court:** Edge**University:** Point/Mass**Church:** Strike**Area: Rural:** Restore/Conceal/Hurl**Village:** Edge/Snare**Mines:** Point**Lodge:** Mass**Market:** Edge**Area: Coastal:** Observe/Change/Hurl**Seas:** Point/Snare**Harbor:** Edge**Area: Wilds:** Create/Destroy/Swing**Scrub:** Edge/Strike**Forest:** Point/Snare**Mountain:** Mass/Strike**Land: Likehovo****Area: Urban:** Observe/Change/Swing**Bazaar:** Edge/Mass**Underworlds:** Mass/Strike**Area: Rural:** Control/Destroy/Hurl**Lodge:** Snare**Pasture:** Point/Strike**Fields:** Edge**Area: Coastal:** Restore/Chaos/Swing**Rivers:** Edge/Snare**Islands:** Strike**Seas:** Mass/Point**Marsh:** Point**Area: Wilds:** Create/Conceal/Hurl**Scrub:** Mass/Strike**Swamp:** Point**Mountain:** Edge/Snare

Land: Goda**Area: Urban:** Control/Change/Hurl**Church:** Edge/Mass**Court:** Strike**University:** Point**Bazaar:** Mass**Area: Rural:** Restore/Destroy/Swing**Mines:** Point**Fields:** Snare**Pasture:** Edge/Snare**Area: Coastal:** Create/Conceal/Swing**Coast:** Mass/Snare**Islands:** Point/Mass**Harbor:** Strike**Area: Wilds:** Observe/Chaos/Hurl**Mountain:** Point/Snare**Swamp:** Edge**Land: Zoqosuqu****Area: Urban:** Restore/Chaos/Hurl**Bazaar:** Mass/Strike**Court:** Point**Underworlds:** Strike**Area: Rural:** Observe/Change/Swing**Mines:** Edge/Snare**Lodge:** Strike**Area: Coastal:** Create/Conceal/Hurl**Marsh:** Mass/Strike**Seas:** Snare**Rivers:** Point/Mass**Coast:** Edge**Area: Wilds:** Control/Destroy/Swing**Plains:** Mass**Mountain:** Snare**Swamp:** Mass/Strike

Building a Land

Lands are used in lifepath character creation.

Assign Aspects to Areas

Roll 2d6.

Use the first die to pick a column, and assign the Aspects as shown.

	1	2	3	4	5	6
Urban	Chaos	Change	Destroy	Conceal	Chaos	Change
Coast	Conceal	Chaos	Change	Destroy	Destroy	Chaos
Rural	Destroy	Conceal	Chaos	Change	Conceal	Destroy
Wilds	Change	Destroy	Conceal	Chaos	Change	Conceal

Use the second die to pick a column, and assign the remainder of the Aspects as shown.

	1	2	3	4	5	6
Urban	Control	Restore	Create	Observe	Control	Restore
Coast	Observe	Control	Restore	Create	Create	Control
Rural	Create	Observe	Control	Restore	Observe	Create
Wilds	Restore	Create	Observe	Control	Restore	Observe

Assign 'Hurl' to two of the Areas, and 'Swing' to the other two.

Trim the Sub-Areas

Choose an Area at random. Choosing randomly, select two Sub-Areas to be removed.

Repeat for another Area, removing three.

Repeat for another Area, removing three again.

For the last Area, remove four Sub-Areas.

At the end of the process, one Area should have four Sub-Areas, two Areas should have three Sub-Areas apiece, and the last should have two Sub-Areas.

Per Sub-area, roll 2d6 to determine the Sub-area Skills:

Low Die	High Die	Sub-area Skills
1	1	Point
	2	Edge
	3	Mass
	4	Snare
	5	Strike
	6	Point
2	2	Edge
	3	Mass
	4	Point
	5	Edge
	6	Mass

Low Die	High Die	Sub-area Skills
3	3	Edge/Strike
	4	Edge/Snare
	5	Point/Strike
	6	Point/Snare
4	4	Mass/Strike
	5	Mass/Snare
	6	Edge/Point
5	5	Mass/Edge
	6	Point/Mass
6	6	Strike/Snare

NPC Tables for Sub-Areas

Urban						
2d6	Court	University	Church	Bazaar	Barracks	Underworld
2	Spy	Tutor	Exorcist	SpiceSeller	Scout	Assassin
3	Assassin	Linguist	Abbot	Jeweler	Cavalry	Kidnapper
4	Herald	Poet	Singer	Blacksmith	Qmaster	Fence
5	Diplomat	Historian	Deacon	Tailor	Armorer	Informant
6	Noble	Professor	Priest	Merchant	Soldier	Thief
7	Minister	Student	Monk	Trader	Guard	Smuggler
8	Advisor	Librarian	Nun	Peddler	Sentry	Gang Mbr
9	Scribe	Alchemist	Confessor	Herbalist	Archer	Pickpocket
10	Judge	Polymath	Bishop	Baker	Captain	Spy
11	Treasurer	Archivist	Chaplain	Weaver	Medic	Burglar
12	Envoy	Author	Acolyte	Cobbler	Blacksmith	Con Artist

Rural						
2d6	Pasture	Fields	Market	Village	Lodge	Mines
2	Rustler	Ratcatcher	Bookseller	Hunter	Furrier	Smelter
3	Grazier	Agronomist	Toymaker	Weaver	Outfitter	Surveyor
4	Farrier	Fertilizer	Artisan	Carpenter	Guide	Oreman
5	Shearer	Ploughman	Florist	Miller	Scout	Digger
6	Shepherd	Farmer	Vendor	Blacksmith	Hunter	Miner
7	Herdsmen	Harvester	Butcher	Baker	Tracker	Foreman
8	Rancher	Planter	Fishseller	Innkeeper	Fisherman	Geologist
9	Drover	Irrigator	Grocer	Farmer	Trapper	Blacksmith
10	Farmer	Fieldhand	Cobbler	Potter	Woodsmen	Prospector
11	Farmhand	Seed Mcht	Tailor	Fisherman	Warden	GemCutter
12	Blacksmith	Miller	SpiceSeller	Mayor	Lodgekeeper	Sapper

Coastal						
2d6	Seas	River/Lake	Coast	Harbor	Islands	Marsh
2	Cabin Boy	Diver	Smuggler	Fishseller	Craftsman	Canoeist
3	Pirate	Boatseller	Stevedore	Deckhand	Guard	Weaver
4	Lookout	Fishfarmer	Boatwright	Customs	Herbalist	Scout
5	Cook	Carrier	Ropemakr	Merchant	Islander	Trapper
6	Navigator	Oarsman	Fisherman	HarborMstr	Boatwright	Fisherman
7	Sailor	Fisherman	Sailor	Stevedore	Fisherman	Tracker
8	Boatswain	Raftsmen	Harvester	Shipwright	Diver	Herbalist
9	Qmaster	Stevedore	Netmaker	Sailor	Trader	Hunter
10	Fisherman	Warden	Pirate	Fisherman	Farmer	Guide
11	Shipwright	Boatwright	BchCombr	Navigator	Storyteller	Shaman
12	Captain	Ferryman	Pirate	Barkeeper	Missionary	Farmer

Wilds						
2d6	Mountain	Forest	Plains	Swamp	Desert	Scrub
2	Lumberjck	Warden	Grazier	Canoeist	Storyteller	Botanist
3	Ranger	Hermit	Mapper	Scout	Merchant	Nomad
4	Blacksmith	Carver	Tracker	Weaver	Diviner	Trapper
5	Herbalist	Trapper	Scout	Trapper	Tracker	Guide
6	Climber	Forester	Farmer	Fisherman	Caravan	Gatherer
7	Shepherd	Herbalist	Shepherd	Tracker	Nomad	Farmer
8	Miner	Lumberjck	Hunter	Hunter	Guide	Shepherd
9	Guide	Hunter	Rancher	Guide	Hunter	Herbalist
10	Tracker	Scout	Herbalist	Herbalist	Scout	Scout
11	Hunter	Guide	Horseman	Hermit	Herder	Hunter
12	Monk	Ranger	Nomad	Shaman	Bandit	Tracker

Example Critters and NPC's

Mundane Creatures

Brown Bear (44)	
Size: 3 hexes	
<i>A large carnivore focused on food, protecting their territory, and protecting their family.</i>	
Physical: +3 8-5-12	Mental: +0 8-1-4
Move: 4m	Responses: 3
<u>Skills:</u>	<i>A armor: 2 (Blunt)</i>
<i>Claws:3 (Physical +6 SM HD Sharp)</i>	
<i>Bite:1 (Physical +4 CM HD+2 Piercing)</i>	
<i>Roar:0 (Mental +2 MM (AoE 7h) LD-3 Mental)</i>	
<i>Scent:3 Climb:2</i>	

Wild Boar (31)	
Size: 2 hexes	
<i>A strong and aggressive large animal, often found in forests.</i>	
Physical: +3 8-5-3	Mental: +0 3-2
Move: 3m	Responses: 2
<u>Skills:</u>	<i>A armor: 2 (Blunt)</i>
<i>Tusks:2 (Physical +4 SM HD Piercing)</i>	
<i>Charge:2 (Physical +5 LM HD Blunt)</i>	
<i>Scent:2 Charge:2</i>	

Wolf (15)	
Size: 1 hex	
<i>A pack predator known for its strength and coordination.</i>	
<i>A successful use of Pack Tactics allows another wolf within MM range to join in the attack or response for free.</i>	
Physical: +2 5-3-2	Mental: +1 2-2
Move: 3m	Responses: 3
<u>Skills:</u>	
<i>Bite:2 (Physical +4 CM LD+1 Piercing)</i>	
<i>Scent:3 Pack Tactics:2</i>	

Wolf, Dire (25)

Size: 1 hex

A large, muscular pack predator known for its strength and coordination.

A successful use of Pack Tactics allows another wolf within MM range to join in the attack or response for free.

Physical: +3 10-3-2

Mental: +1 4-2

Move: 3m

Responses: 3

Skills:

Bite:2 (Physical +5 CM LD+2 Piercing)

Claw Swipe:2 (Physical +4 MM LD Sharp)

Scent:3 Pack Tactics:3

Wolverine (25)

Size: 2 in a hex

A small frenetic bundle of furious anger.

Physical: +2 9-1

Mental: +0 6-1

Move: 2m

Responses: 9

Skills:

Armor: 1 (Blunt)

Claws:3 (Physical +5 SM LD Sharp)

Bite:1 (Physical +4 CM LD+2 Piercing)

Scent:3 Resist Calm:3

People

Bandit (13)	Size: 1 hex
<i>A brigand who wants what you have.</i>	
Physical: +1 4-12-4	Mental: -1 2-10-2
Move: 2m	Responses: 2
<u>Skills:</u>	<i>Armor: 1 (Physical)</i>
<i>Knife: 2 (Physical +3 CM LD Piercing)</i>	
<i>Shortbow: 1 (Physical +2 SR LD-2 Piercing)</i>	

City Guard (39)	Size: 1 hex
<i>A trained member of the constabulary. Won't put up with back-talk.</i>	
Physical: +3 12-8-4	Mental: +1 10-12-2
Move: 2	Responses: 4
<u>Skills:</u>	<i>Armor: 2 (Physical)</i>
<i>Sword: 3 (Physical +6 SM HD Sharp)</i>	
<i>Truncheon: 3 (Physical +6 CM HD Blunt)</i>	
<i>Whistle: 3 (Mental +4 R14-30 LD-3) (summons LD-3 Guards)</i>	
<i>Observant: 3</i>	

Sailor (25)	Size: 1 hex
<i>Sailors are hardy and experienced crew members, used to the hardships of life at sea. They wear simple, practical clothing and carry basic tools and weapons.</i>	
Physical: +2 7-6-5	Mental: +0 5-4-4
Move: 2m	Responses: 3
<u>Skills:</u> <i>(Sailors either know Knife or Club + Grapple)</i>	
<i>Knife: 2 (Physical +4 CM LD+1 Piercing)</i>	
<i>Club: 1 (Physical +3 SM LD Blunt)</i>	
<i>Grapple: 1 (Physical +3 CM LD-3)</i>	
<i>Sail: 2 Swim: 2 Resist Fear: 0</i>	
<u>Inventory:</u>	
<i>Knife: (even if unknown) a sturdy, well-used knife.</i>	
<i>Basic Tools: Small tools for maintenance of the ship.</i>	

Sailor Group Size: 2-7 hexes (qty of sailors)

Hardy and experienced crew members, used to the hardships of life at sea.

Each time a Gang takes 5 physical damage or 3 mental damage, the quantity of Sailors in the gang goes down by 1.

When reduced to one Sailor, use the Average Sailor block.

Physical: +2 (Qty * 5)+6-5

Mental: +0 (Qty * 3)-4-4

Move: 2m

Responses: 3

Skills:

Knife:2 (Physical +4 CM LD+1+(qty of sailors) Piercing)

Club:1 (Physical +3 SM LD+(qty of sailors) Blunt)

Sail:2 Swim:2 Resist Fear:0

Inventory:

See: Average Sailor

Monsters

Frost Wyrm (119)	Size: 3 hexes
<i>An icy dragon that breathes freezing cold and casts spells of frost.</i>	
Physical: +4 12-8-6	Mental: +3 8-4
Move: 2m, 3m (Flying)	Responses: 3
<u>Skills:</u>	A armor: 4 (Physical)
<i>Bite:</i> 3 (Physical +7 SM HD+1 Piercing)	
<i>Claw:</i> 3 (Physical +6 CM HD+2 Sharp)	
<i>Lash:</i> 2 (Physical +5 SM LD Blunt (and knocks over, Save: maintain footing + BAL))	
<i>Frost Breath:</i> 3 (Create-Cold, HD, SR, Instant, 4h, 6c, Cold damage in a tapered cone (Physical))	
<i>Ice Shard:</i> 3 (Destroy-Cold LD, MM, Instant, 7h, 6c, Rain of icicles)	
<i>Blizzard:</i> 3 (Control-Cold LD -2, SR, 6s, 7h, 8c, Produces difficult terrain and freezes. Maintain Footing + BAL +2 or fall)	
<i>Stealth:</i> 2 <i>Resist Charm:</i> 3	

Gargoyle (30)	Size: 1 hex
<i>Stone creatures with wings and sharp claws, perched high on the tower, watching for intruders.</i>	
Physical: +3 14-8-6	Mental: +1 10-5
Move: 4m	Responses: 4
<u>Skills:</u>	A armor: 3 (Physical)
<i>Claw Swipe:</i> 3 (Physical +6 SM HD Sharp)	
<i>Stone Bite:</i> 2 (Physical +5 CM LD Piercing)	
<i>Stealth</i> 2 <i>Perception</i> 3	

Giant Spider (24)	Size: 1 hex
<i>Large, hairy spiders with sharp mandibles and glistening eyes.</i>	
Physical: +2 12-6-4	Mental: -1 8-4
Move: 3m	Responses: 3
<u>Skills:</u>	A armor: 2 (Blunt) 1 (Sharp)
<i>Bite:</i> 3 (Physical +5 SM HD Piercing)	
<i>Web:</i> 2 (Physical +4 LM LD Restrained)	
<i>Stealth:</i> 3 <i>Climb:</i> 2	

Rat (5)	Size: 6 in a hex
<i>A single rat. They rarely run alone, and there are always more nearby. When seven rats exist in a single hex, they form a Rat Swarm.</i>	
Physical: +1 1-1-1	Mental: +0 1-1
Move: 3m	Responses: 1
<u>Skills:</u>	
<i>Bite:3 (Physical +4 CM LD-5 Piercing)</i>	
<i>Scent:3 Hide-in-Shadows:3</i>	
<i>Swarm:1 (Chaos-Animal, CM, 1h, Instant, Summons LD-2 nearby rats; can only be cast once / round)</i>	

Rat Swarm (18)	Size: 1 hex
<i>A group of seven rats, working in tandem.</i>	
<i>If seven rat swarms exist in a circle of hexes, they form a Rat King.</i>	
Physical: +2 7-4-1	Mental: +1 2-2-1
Move: 3m	Responses: 3
<u>Skills:</u>	
<i>Bite:3 (Physical +5 CM LD+1 Piercing)</i>	
<i>Scent:3 Hide-in-Shadows:2</i>	
<i>Swarm:2 (Chaos-Animal, CM, 1h, Instant, Summons LD+2 nearby rats; can only be cast once / round)</i>	

Rat King (31)	Size: 1 hex
<i>A group of seven rat swarms formed into a humanoid shape with seven heads. They can talk (somewhat) and cast primitive spells.</i>	
<i>If they fail a morale roll, they collapse into 4 Rat Swarms.</i>	
<i>When seven Rat Kings join together, they form a Rat Emperor.</i>	
Physical: +3 12-7-7	Mental: +2 7-1-3
Move: 2m	Responses: 5
<u>Skills:</u>	
<i>Bite:3 (Physical +6 CM HD+1 Piercing)</i>	
<i>Scent:3 Hide-in-Shadows:1</i>	
<i>Swarm:3 (Chaos-Animal, SM, 1h, Instant, Summons HD+2 nearby rats; can be cast twice / round)</i>	
<i>Create Rat Food:2 (Create-Animal, CM, 1h, Instant, Creates 2kg of grubs. Being covered in grubs imparts a -2 penalty to BAL-based rolls.)</i>	

Rat Emperor (64)

Size: 3 hexes

A group of seven rat kings formed into a monstrous humanoid shape with seven heads of seven heads. They can talk and cast spells. If they fail a morale roll, they collapse into 4 Rat Kings.

Physical: +5 21-12-12

Mental: +4 21-7-7

Move: 2m

Responses: 7

Skills:*Bite*:3 (Physical +8 SM HD+3 Piercing)*Scent*:3*Hide-in-Shadows*:0*See-Hidden*:2

Swarm:3 (Chaos-Animal, SM, 1h, Instant, Summons LD-3 rat swarms; can be cast once / round)

Create Rat Food:3 (Create-Animal, SM, 2h, Instant, Creates 4kg of grubs. Being covered in grubs imparts a -2 penalty to BAL-based rolls.)

Pests:3 (Create-Animal, SM, 3h, Instant, Creates biting fleas. Fleas cause 1 physical damage per recipient's action until two actions are spent wiping them off. Can be cast once / round)

Shadow Beast (47)

Size: 1 hex

A creature made of shadow and darkness, its form constantly shifting and flickering. It moves silently, blending into the shadows.

Physical: +3 14-8-6

Mental: +2 12-8

Move: 3m

Responses: 4

Skills:*Armor*: 2 (Physical)*Shadow Claw*:3 (Physical +6 SM HD Sharp)*Dark Bite*:2 (Physical +5 CM LD Piercing)

Shadow Meld:3 (Conceal-Dark HD CM 6s 1h 5c Becomes invisible in shadows)

Night Terror:3 (Destroy-Mind HD CM 3s 7h 8c Induces fear in targets (save: Resist Fear + INT))

Stealth:3 *Perception*:2**Skeleton Warrior (11)** Size: 1 hex

The animated skeleton of a berserker, wearing rusted armor and armed with a rusty sword. Almost mindless.

Physical: +3 16-1

Mental: -2 32-1

Move: 2m (can't run)

Responses: 2

Skills:*Armor*: 3 (Piercing) 2 (Sharp)*Sword*:2 (Physical +5 SM LD-1 Sharp)

Skeleton Mage (39) Size: 1 hex

The animated skeleton of a powerful sorcerer, wearing the moldy tatters of his robes of office.

Physical: +0 24-1 Mental: +3 24-1

Move: 2m (can't run) Responses: 2

Skills: Armor: 2 (*Piercing*) 1 (*Sharp*)

Gale Strike:2 (Destroy-Air, HD, SM, Instant, 2h, 5c, Flings detritus at targets (piercing) and knocks over (save: maintain-footing+BAL))

Quake Stomp:2 (Destroy-Earth, HD, SM, Instant, 4h, 6c, Ground trembles violently; makes difficult terrain and knocks over (save: maintain-footing+BAL (+2, +4 for 4-footed critters))

Shadow Slice:3 (Destroy-Dark, LD-2, CM, Instant, 1h, 0c, Cuts targets (sharp) with a blade of darkness)

Flame Whip:2 (Create-Fire, HD, SM, Instant, 2h, 4c, Lashes targets with fire (END))

Water Sprite (36) Size: 3 in a hex

Small, mischievous beings that shimmer like water.

Physical: +1 10-6-4 Mental: +2 12-8

Move: 3m (Fly) Responses: 4

Skills: Armor: 2 (*Physical*)

Water Jet:3 (Physical +4 SR LD-1 Blunt)

Drench:2 (Create-Water HD SR Instant 4h 4c Drenches targets in freezing cold water)

Wave:3 (Create-Water HD MM Instant 7h 7c Knocks targets back HD meters. Save: Sure-Footed + BAL)

Stealth:2 *Observe*:3 *Swim*:5

Wraith (51) Size: 1 hex

Ghostly figures that float just above the ground, their forms shifting and flickering as if made of shadow and mist.

Physical: +2 10-6-4 Mental: +4 14-8

Move: 3m Responses: 4

Skills: Armor: 2 (*Mental*)

Shadow Touch:3 (Physical +5 CM LD END)

Ethereal Strike 2 (Physical +4 SM LD Sharp)

Shadow Cloak:3 (Conceal-Dark HD+2 CM 6s 1h 2c Invisible in shadow)

Drain Life:3 (Destroy-Life HD+2 MM Instant 2h 8c Physical/Mental)

Stealth:3 *Resist Charm*:3

Magic Verb Specifics

Magic Verbs are inclusive and not exclusive; there is significant overlap, and what can be done with one Magic Verb can often be accomplished using a different one. **All of the examples below are just that, examples; other uses for each combination certainly exist.** Learning the limits of a Magic Skill is generally a collaborative effort between the player creating the Magic Skill and the GM, to adjudicate its abilities.



Destroy

Element	Attribute Affected	Element	Attribute Affected	Element	Attribute Affected
Fire	END	Light	EXP	Mind	MENT
Water	BAL	Dark	WYR	Body	PHYS
Air	FOR	Force	PHYS	Animal	END
Earth	INT	Noumena	MENT	Plant	EXP

When used as a directly damaging Magic Skill, the 'Attribute Affected' column is used, and the damage (determined by Degree) is created via the Noun chosen (example: Destroy + Fire produces fire damage (see also The World:Damage Types) to END). However, secondary effects of a Noun are not created; despite the damage type being Fire (for example), nothing is set alight.

When used otherwise, by default and unless otherwise noted, the Magic Skill does the damage given as Degree, plus an additional 2 points to the chosen Noun; for example, Destroy + Fire could damage a fire, or a fire-based target in general, and if the normal Degree would be LD -2, the damage would be LD (LD -2 +2).



Create

Follow-on effects to exposure to created things - such as being set on fire, ingesting a poison, burned by acids, satiation from eating created food - extend beyond the Magic Skill's Duration. The originating thing does not. (This means things wetted by created water, become dry when the Duration ends; however, a fire doused by created water remains doused, if the dousing caused the temperature of the fuel source to drop below self-ignition temperatures.)

Common Values for Created Elements

- Fire: 300°C, increased by 100°C per Rank of Degree used for this purpose. At 300°C for 3 seconds, sets easily flammable materials alight (kindling, paper).
- Water: Clean fresh water at 30°C, raised by 40°C or lowered by 20°C per Rank of Degree, to maximums of 110°C high or -10°C low.
- Air: wind traveling (LD-2 * 20) kmph, or underwater it would create air filling the Volume.
- Earth: at Degree Rank 0, creates 1kg of loose dirt in a .1m diameter sphere (Rank 0 Area of Effect). At Degree Rank 1 the created material can be weak stone, strong stone at Degree Rank 2, or base common metals at Degree Rank 3 (still at the mass of 1kg).
- Light: intense white light within the Area of Effect (treated as volume), which cannot be seen through. Illuminates a 5m radius area brightly at base Rank 0.
- Dark: a ball of darkness within the Area of Effect (treated as volume), which cannot be seen through. Darkens a 5m radius to starlit night level at base Rank 0.
- Force: an amount of disembodied animated physical force emanating outward from the target point. Can push 10kg, +10kg per Rank of Degree above 0 used.
- Noumena: an amount of disembodied spiritual energy.

- Mind: temporarily provide sentience to the non-sentient, or remove confusion.
- Body: an amount of flesh; Degree Ranks increase the complications (eyes, etc)
- Animal: creates an animal which fits within the Area of Effect (treated as volume); non-threatening animals by default, with threat increased via Ranks of Degree; 0-20 point creature at Rank 0, 21-40 at Rank 1, and so on.
- Plant: creates a plant or plants which fit within the Area of Effect (treated as volume). Innocuous plants by default, thorny / poisonous / food-bearing potential increased via Ranks of Degree, as per animals above.



Observe

Allows determining the location of things by Noun. At Reaches over 20m, the resolution of location is dependent on the Degree amount.

Locating Magic Skills report the target as found if an example of the target exists within the Reach, and is not otherwise hidden.

- Fire: finding fire; at Degrees higher than 0, detects heat.
- Water: dowsing, or at Degrees higher than 0, detecting poison within range, or other liquids.
- Air: see the wind, weather, or locate gasses.
- Earth: see tunnels below the earth; find metals.
- Light: see through illusion, improve distance vision
- Dark: see in pitch black, or find things of darkness at a distance.
- Force: see physical stress in objects. At Melee Reaches, gauge strength in creatures
- Noumena: see ley lines, spirits. At Melee Reaches, gauge mental strength in creatures.
- Mind: find someone whose thoughts are known, or by societal position or demeanor. At Melee Reaches, determine mental state (read surface thoughts).
- Body: find someone whose appearance is known. At Melee Reaches, diagnose / discover disease or injury.
- Animal: find a specific animal or animal product
- Plant: find a specific plant or plant product

**Conceal**

Hides the target Noun from perception. A thing using magic to Conceal is resistant to Observe based magic.

The amount of concealment is determined by Degree amount. This can vary between a failure to conceal (despite successfully using the Magic Skill) at a Degree amount of 0, through full invisibility / undetectability at a Degree amount of 12.

The clothing and carried items of a target are affected as well as the target themselves; items placed on a Concealed target are also affected (IE, throwing a blanket over an invisible creature causes the blanket to become invisible, or if blurred, creates a new blurred profile).

Targeting a Concealed target with a Skill (be it 'regular' Skill, a Combat Skill, or a Magic Skill) is at -1 per Degree of Concealment. Attacks which require seeing the target (most attack Magic Skills) are not able to target a truly invisible target.



Change

Changes an essential nature of a Noun.

- Fire: can have its burn rate increased or decreased, turned into smoke, made to burn invisibly, made to burn more brightly
- Water: can be changed to water vapor, ice, steam, milk, beer, levels of acid or poison via levels of Degree
- Air: can be changed into fog, other gasses, winds can be stilled or increased, direction changed
- Earth: can be changed to mud or stone, base metals at higher Degree amounts, gems at very high Degree amounts
- Light: can change brightness, color, directionality
- Dark: can darken or brighten, change color of shadows
- Force: can increase or decrease existing force, change its direction
- Noumena: can make spirits or leylines visible, and change the nature of magics at high Degree amounts
- Mind: can alter emotions, at higher Degree amounts can implant thoughts, change decisions
- Body: can change appearance, height, color of a creature's physical form
- Animal: can change an animal to another animal (or the same animal with different traits) within the given Area of Effect (treated as volume), with danger potential determined by Degree amount times five
- Plant: can change a plant to another, or to the same type of plant but with different traits; the plant's situational usefulness determined by Degree amount

Change + Noumena can be used on an existing Magic Skill that is still in effect to raise or lower its Degree by 1 per amount of Degree produced by the Change+Noumena Magic Skill. The caster of the Change+Noumena Magic Skill must have at least Level 0 in both the Aspect and Element of the affected Magic Skill.



Restore

Restores an essential nature of a Noun.

- Fire: Re-ignites fires, kindles volcanoes, re-heats things affected by cold
- Water: re-hydrates dehydrated things. Fills dried ponds. Makes dirty water clean.
- Air: removes miasma. Removes the effects of exhaustion.
- Earth: Repairs stone walls, earthworks, golems
- Light: Makes a formerly lit area, lit once again. Removes darkness.
- Dark: Makes a formerly dark area, dark again. Removes light.
- Force: Repairs weaknesses. Restores impetus to stopped targets, at 10kg per Degree amount.
- Noumena: Can increase the duration of a waning Spell.
- Mind: See below
- Body: See below
- Animal: See below
- Plant: See below

Restore + Mind / Body / Animal / Plant: the Magic Skill can heal a specific chosen Physical (in the case of Body) or Mental (in the case of Mind) Attribute (or in the case of Animals or Plants, either the broad Physical or Mental Attribute), up to the amount of the Skill's Degree amount, at the rate of 1 per second, for the Duration.



Chaos

Scrambles an essential nature of a Noun.

- Fire: make an explosion from a torch.
- Water: put still water into motion. Turn water into a mix of steam and ice.
- Air: start a storm brewing
- Earth: turn stone to mud, or mineral to sand.
- Light: shifts light around a target, providing an obscuring effect.
- Dark: perform hidden actions
- Force: randomizes force exerted by a target; redirect a target
- Noumena: can alter the nature of a target's spell unpredictably.
- Mind: can scramble a target's mind, inflicting penalties to mental based skill uses
- Body: inflicts penalties to physical based skill uses
- Animal: drop either the base physical or mental modifier of an animal
- Plant: drop either the base physical or mental modifier of an animal



Control

Enables precise manipulation of a Noun.

- Fire: have a fire flare, or move to a new location, or form specific shapes
- Water: have water rise out of a well, a stream reverse direction
- Air: direct the wind.
- Earth: have the ground reach up and grab a target, collapse a wall.
- Light: create moving illumination, or move light to a new location.
- Dark: create moving shadows, or move darkness to a new location.
- Force: fine control over physical force; picking a lock at a distance.
- Noumena: increasing the AoE of another Spell or magical effect.
- Mind: convince a target to act in a specific manner.
- Body: puppet a living target's body.
- Animal: bend a creature's will to your command, subject to the limits of the point value of the creature.
- Plant: make existing vines wind around a target, a tree to drop its fruit

Example Spells

Flash - Observe:1 Light:3 Fluid (Reach +2)

The shadows melt away, revealing that which hides within.

Provides a flash of light (to the level of Degree, where 0 = barely perceptible light, 3 = torchlight, 6 = blazing sunlight) in a small sphere, lasting 1 second.

- Lowest component rank: 1, Spell Level: 0
- Degree: 0 (LD-2)
- Reach:0 (+2) (2 meters)
- Duration: 0 (1 second)
- AoE: 0 (.1m diameter sphere)
- Risk: 0, Success Modifier: +1 (+WYR)

Pain Touch - Destroy:0 Body:2 Potent (Degree +1)

Your foes regret approaching you.

Causes physical harm to a target touched by the caster, causing HD physical damage per second over a period of 3 seconds.

- Lowest component rank: 0, Spell Level: 2
- Degree: 1 (+1) HD+0
- Reach:0 (0 meters)
- Duration: 2 (3 seconds)
- AoE: 0 (1 hex)
- Risk: 3, Success Modifier: -2 (+WYR)

Move Plants - Control:1 Plant:1 Thoughtful (Success +1)

The plants, at your behest, bend to your will.

Allows direct control of plants that the caster can touch. The level of control is crude.

- Lowest component rank: 1, Spell Level: 0
- Degree: 0 (LD-2)
- Reach:0 (0 meters)
- Duration: 0 (1 second)
- AoE: 0 (1 hex)
- Risk: 0, Success Modifier: (+1) +2 (+INT)

Darkest Terror - Destroy:2 Dark:3 Potent (Degree +1)

The weak of heart shall see what you know and shrink away.

The target's thoughts are consumed by fear and doubt. Does HD +4 damage to WYR.

- Lowest component rank: 2. Spell level: 1.
- Degree: 3 (+1) (HD+4).
- Reach: 3 (3 meters).
- Duration: 0 (1 second).
- AoE: 0 (1 hex)
- Risk: 6. Success modifier: +1 (+WYR)

Vortex - Destroy:1 Air:2 Wary (Risk -2)

The very breath in their lungs is yours, if for a time.

All air in the targeted area disappears. It's quickly replaced in an unsealed area, but in the meantime it puts out small fires, creates a draft that blows light objects around, and anyone in the targeted area takes LD -2 damage to FOR.

- Lowest component rank: 1. Spell level: 1.
- Degree: 0 (LD -2).
- Reach: 3 (3 meters).
- Duration: 0 (1 second).
- AoE: 3 (7 hexes)
- Risk: (-2) 4. Success modifier: +0 (+EXP)

Witherburst - Destroy:3 Plant:3 Fluid (Reach +2)

The bounty of the world flees before you.

All plants in the affected area shrivel and die. Nothing can grow there for HD +2 months.

- Lowest component rank: 3. Spell level: 2
- Degree: 2 (HD).
- Reach: 2 (+2) (5 meters).
- Duration: 0 (1 second).
- AoE: 3 (7 hexes)
- Risk: 7. Success modifier: +1 (+WYR)

Spiritstill - Destroy:3 Noumena:2 Thoughtful (Success +1)

You spring a leak in the firmament, and for a moment the spirit world leaks out.

For 6 seconds, all magic cast into or from the area has a penalty equal to LD to cast.

- Lowest component rank: 2. Spell level: 2
- Degree: 1 (LD).
- Reach: 3 (3 meters).
- Duration: 3 (6 seconds).
- AoE: 2 (4 hexes)
- Risk: 9. Success modifier: (+1) +1 (+INT)

Infravision - Observe:2 Fire:2 Fluid (Reach +2)

That which cannot be seen but burns within is revealed.

For the duration, your standard vision is replaced with heat signatures of standard-person temperature and up around you that are within 10 meters. At Degree 4, you can distinguish between different magnitudes of heat (so distinguishing torches from people is possible).

- Lowest component rank: 2. Spell level: 2.
- Degree: 2 (HD)
- Reach: 3 (+2) (10 meters)
- Duration: 2 (1m 40s)
- AoE: 0 (1 hex)
- Risk: 7. Success modifier: +0 (+WYR)

Autopsy/Biopsy - Observe:3 Body:2 Wary (Risk -2)

The secrets of the flesh are yours to reveal.

You may ask HD questions about the physical state of a touched body, living or dead.

- Lowest component rank: 1. Spell level: 1.
- Degree: 2 (HD)
- Reach: 0 (0m)
- Duration: 3 (16m 40s)
- AoE: 0 (1 hex)
- Risk: (-2) 3. Success modifier: +0 (+EXP)

Justiciar's Boon - Observe:1 Mind:2 Potent (Degree +1)*Lies and mistruths are cast from darkness into day.*

After touching the target, you can tell when they are blatantly lying. At Degree 4, you can also tell when they're telling a half-truth. At Degree 6, you can tell when they're intentionally omitting something.

- Lowest component rank: 2. Spell level: 1.
- Degree: 2 (+1) (HD+2)
- Reach: 0 (0m)
- Duration: 2 (1m 40s)
- AoE: 0 (1 hex)
- Risk: 4. Success modifier: +1 (+WYR)

Seascry - Observe:3 Water:2 Thoughtful (Success +1)*Murky waters divulge their secrets.*

You can see up to 100 meters through most water as if it were fully translucent. At Degree 4, this can cut through any kind of water or fluid, no matter how polluted or viscous. At Degree 6, you know everything that's in that body of water within range.

- Lowest component rank: 1. Spell level: 1.
- Degree: 2 (HD)
- Reach: 2 (100 meters)
- Duration: 2 (1m 40s)
- AoE: 0 (1 hex)
- Risk: 6. Success modifier: (+1) +1 (+INT)

Bestiamorph - Change:2 Animal:3 Potent (Degree +1)*The beasts of the earth shall shrink before your gaze.*

An animal of Degree x 5 points or lower changes into any other animal of their value or less for the duration.

- Lowest component rank: 2. Spell level: 2.
- Degree: 3 (+1) (HD +4)
- Reach: 2 (2 meters).
- Duration: 2 (1m 40s).
- AoE: 0 (1 hex)
- Risk: 7. Success modifier: +0 (+WYR)

Crystallize - Change:1 Earth:2 Wary (Risk -2)*The earth hardens to stone at your touch.*

All sand or soil in the area turns to solid stone for the duration. At higher Degrees, it turns to harder stone or crystal.

- Lowest component rank: 1. Spell level: 2.
- Degree: 0 (LD -2).
- Reach: 3 (3 meters).
- Duration: 2 (1m 40s).
- AoE: 3 (7 hexes)
- Risk: (-2) 6. Success modifier: -1 (+EXP)

Leytrace - Change:1 Noumena:1 Fluid (Reach +2)*The currents of magic are revealed to you.*

All leylines or heavily magically active areas in range are briefly visible to you. At higher degrees, this can show more subtly magically active areas or objects in range.

- Lowest component rank: 1. Spell level: 0.
- Degree: 0 (LD -2).
- Reach: 3 (+2) (10 meters).
- Duration: 0 (1 second).
- AoE: 0 (1 hex)
- Risk: 3. Success modifier: +1 (+WYR)

Herbalism - Change:1 Plant:1 Thoughtful (Success +1)*The fruits of nature twist to your desires.*

A touched plant changes to another plant of your choice of about the same size and usefulness for the duration. At higher degrees, this can change the plant to a larger or more useful one.

- Lowest component rank: 1. Spell level: 1.
- Degree: 1 (LD).
- Reach: 0 (0m).
- Duration: 3 (16 minutes 40 seconds).
- AoE: 0 (1 hex)
- Risk: 4. Success modifier: (+1) +1 (+INT)

Erode - Chaos:1 Earth:2 Potent (Degree +1)*The flesh and bones of the world crumble at your touch.*

Causes packed soil or earth to crumble to loose sand. This can affect raw stone at degree 2, worked stone at degree 4, or metal at degree 6.

- Lowest component rank: 1. Spell level: 0.
- Degree: 1 (+1) (HD)
- Reach: 0 (0 meters).
- Duration: 0 (1 second).
- AoE: 2 (.4m diameter sphere)
- Risk: 3. Success modifier: +1 (+WYR)

Refractive Aura - Chaos:1 Light:1 Wary (Risk -2)*The eyes of the world shy away from your presence*

Light bends around the location unpredictably, adding a penalty to anything that requires targeting anything there by sight equal to degree.

- Lowest component rank: 1. Spell level: 1.
- Degree: 2 (HD)
- Reach: 0 (0 meters).
- Duration: 2 (3 seconds).
- AoE: 0 (1 hex)
- Risk: (-2) 2. Success modifier: +0 (+EXP)

Flamestoke - Chaos:2 Fire:1 Fluid (Reach +2)*Embers erupt into a conflagration.*

An open flame in range erupts, causing HD damage to anyone in the area and catching anything that's very flammable (hay, kindling, paper) ablaze.

- Lowest component rank: 1. Spell level: 0.
- Degree: 2 (HD)
- Reach: 0 (+2) (2 meters).
- Duration: 0 (1 second).
- AoE: 1 (2 hexes).
- Risk: 3. Success modifier: +1 (+WYR)

Scramblehex - Chaos:2 Noumena:2 Thoughtful (Success +1)*Magic bends and breaks in your presence.*

A spell active in your hex goes haywire if its Degree is less than or equal to this spell's Degree.

- Lowest component rank: 2. Spell level: 0.
- Degree: 3 (HD +2)
- Reach: 0 (0 meters).
- Duration: 0 (1 second).
- AoE: 0 (1 hex).
- Risk: 3. Success modifier: (+1) +3 (+INT)

Concussion - Create:2 Force:2 Potent (Degree +1)*Your might sweeps those before you from their feet.*

Pushes anything in the targeted area away from the origin. This creates a "shove" that's strong enough to push unattached objects of 10kg/Degree or lower to its periphery (or flings them bodily, if less than half of that value) and trips people or topples objects with a high center of gravity if they're less than double that number in weight.

- Lowest component rank: 2. Spell level: 2.
- Degree: 3 (+1) (HD +4)
- Reach: 2 (2 meters).
- Duration: 0 (1 second).
- AoE: 3 (.7m diameter sphere)
- Risk: 8. Success modifier: +0 (+WYR)

Illuminate - Create:1 Light:1 Thoughtful (Success +1)*You provide clarity to those around you.*

Create a tiny ball of light at a static location you touch. It illuminates the surroundings out to 10m per Degree.

- Lowest component rank: 1. Spell level: 0.
- Degree: 1 (LD).
- Reach: 0 (0 meters).
- Duration: 2 (1 minute, 40 seconds).
- AoE: 0 (.1m diameter sphere).
- Risk: 3. Success modifier: (+1) +2 (+INT)

Douse - Create:2 Water:1 Fluid (Reach +2)*All flame is stilled before you.*

Create 10 liters of water per second spread across the area for 3 seconds. This gets everything in the vicinity wet, and also puts out fires up to campfire-sized. At higher degrees, it puts out larger fires.

- Lowest component rank: 1. Spell level: 2.
- Degree: 0 (LD -2).
- Reach: 3 (+2) (10 meters).
- Duration: 2 (3 seconds).
- AoE: 3 (.7m diameter sphere).
- Risk: 8. Success modifier: -1 (+WYR)

Awaken - Create:2 Mind:2 Wary (Risk -2)*Create/Mind/Wary*

An animal you touch can understand your speech and communication for the duration. At Degree 4, they can communicate back as well. At Degree 6, you can communicate with plants as well.

- Lowest component rank: 1. Spell level: 1.
- Degree: 3 (HD +2).
- Reach: 0 (0 meters).
- Duration: 3 (16 minutes, 40 seconds).
- AoE: 0 (1 hex).
- Risk: (-2) 4. Success modifier: +0 (+EXP)

Fade - Conceal:2 Body:3 Potent (Degree +1)*People become invisible at your touch.*

A touched person becomes hard to discern from afar. Rolls to perceive them have a penalty equal to HD +4 for 100 seconds or until they're within a few meters.

- Lowest component rank: 2. Spell level: 1.
- Degree: 3 (+1) (HD +4).
- Reach: 0 (0 meters).
- Duration: 2 (1m 40s).
- AoE: 0 (1 hex).
- Risk: 5. Success modifier: +1 (+WYR)

Dampen Presence - Conceal:1 Force:1 Thoughtful (Success +1)*Your foes can only underestimate you.*

You and everyone around you are perceived as less threatening than they actually are for 1000 seconds.

- Lowest component rank: 1. Spell level: 1.
- Degree: 0 (LD -2)
- Reach: 0 (0 meters)
- Duration: 3 (16m 40s)
- AoE: 3 (.7m diameter sphere)
- Risk: 6. Success modifier: (+1) +2 (+INT)

Bladestow - Conceal:2 Earth:1 Fluid (Range +2)*Your armaments are hidden until far too late.*

Hides a tiny stone or metal-based tool or weapon from view for 100 seconds. At Degree 2, this can hide a one-handed weapon or tool, and a Degree 4, this can hide a two-handed weapon or tool. The spell ends if the weapon is used during the duration.

- Lowest component rank: 1. Spell level: 1.
- Degree: 2 (HD)
- Reach: 0 (+2) (2 meters)
- Duration: 2 (1m 40s)
- AoE: 0 (1 hex)
- Risk: 4. Success modifier: +0 (+WYR)

Obscuring Mist - Conceal:2 Water:2 Wary (Risk -2)*A fine haze shades all from sight.*

A cloud of fine mist envelops an area, adding a penalty of Degree to any rolls that involve targeting or distinguishing details by sight to anyone in that area or anyone targeting someone in that area.

- Lowest component rank: 1. Spell level: 2.
- Degree: 1 (LD)
- Reach: 2 (2 meters)
- Duration: 3 (6s)
- AoE: 3 (0.7m diameter sphere)
- Risk: (-2) 7. Success modifier: -1 (+EXP)

Take Heart - Restore:2 Mind:1 Wary (Risk -2)

Your words strike courage into the hearts of those who hear them.

Everyone in your immediate vicinity heals up to LD, 1 damage per second up to 3 seconds, to a mental attribute.

- Lowest component rank: 1. Spell level: 1.
- Degree: 1 (LD)
- Reach: 0 (0 meters)
- Duration: 2 (3 seconds)
- AoE: 2 (.4m diameter sphere)
- Risk (-2) 3. Success modifier: +0 (+EXP)

Regenerate - Restore:2 Body:3 Potent (Degree +1)

Your touch brings the nearly-dead back to life.

A target you touch heals up to HD +4 damage to physical attributes, 1 damage per second, over the course of 6 seconds.

- Lowest component rank: 2. Spell level: 1.
- Degree: 3 (+1) (HD +4)
- Reach: 0 (0 meters)
- Duration: 3 (6 seconds)
- AoE: 0 (1 hex)
- Risk 6. Success modifier: +1 (+WYR)

Burgeon - Restore:1 Plant:1 Thoughtful (Success +1)

At your call, life springs from the ground.

All plants in the area grow as if HD +2 months had passed in a second.

- Lowest component rank: 1. Spell level: 1.
- Degree: 3 (HD +2)
- Reach: 0 (0 meters)
- Duration: 0 (1 seconds)
- AoE: 3 (.7m diameter sphere)
- Risk: 6. Success modifier: (+1) +1 (+INT)

Mend - Restore:3 Force:2 Fluid (Range +2)

What fell apart once again becomes whole.

A structure or object in range is fully repaired. At degree 2, this can repair simple objects or crude structures; at degree 4, this can repair larger structures or more complicated objects; at degree 6, this can repair complex objects.

- Lowest component rank: 2. Spell level: 1.
- Degree: 2 (HD)
- Reach: 3 (3 meters)
- Duration: 0 (1 seconds)
- AoE: 1 (2 hexes)
- Risk: 6. Success modifier: +1 (+WYR)

Beastmaster - Control:1 Animal:2 Potent (Degree +1)

You are a friend to all the creatures of the wilds, if only for a time.

For the duration, you can issue commands to critters of Degree x 5 Points or less who can hear you.

- Lowest component rank: 1. Spell level 1.
- Degree: 2 (+1) (HD +2)
- Reach: 0 (0 meters)
- Duration: 2 (1m 40s)
- AoE: 0 (1 hex)
- Risk: 4. Success modifier: +0 (+WYR)

Gale - Control:2 Air:3 Wary (Risk -2)

At your command, a storm brews.

The air in the affected area blows in a direction of your choice, up to a speed of Degree x 10 kmph. At Degree 4 this prevents movement against it for creatures of about human size. At Degree 6 this moves those creatures and prevents movement against it for large creatures.

- Lowest component rank: 2. Spell level: 3.
- Degree: 2 (HD)
- Reach: 3 (3 meters)
- Duration: 3 (6 seconds)
- AoE: 3 (7 hexes)
- Risk: (-2) 9. Success modifier: -1 (+EXP)

Beacon - Control:2 Light:1 Fluid (Reach +2)*Your presence is known through the night.*

Release a bright light into the sky that's briefly visible at night or on a very cloudy day up to 10km away. It gives everyone who can see it a bonus equal to LD to any rolls to find your location.

- Lowest component rank: 1. Spell level: 0.
- Degree: 1 (LD)
- Reach: 2 (+2) (10 km)
- Duration: 0 (1 second)
- AoE: 0 (1 hex)
- Risk: 3. Success modifier: +1 (+WYR)

Shadowcast - Control:1 Dark:1 Thoughtful (Success +1)*The void cast by light bends to your will.*

A cast shadow bends to whatever shape you prefer for a brief flash, maintaining its general cast surface area. At Degree 4, it can grow or shrink in size as well.

- Lowest component rank: 1. Spell level: 0.
- Degree: 0 (LD -2)
- Reach: 3 (3 meters)
- Duration: 0 (1 second)
- AoE: 0 (1 hex)
- Risk: 3. Success modifier: (+1) +2 (+INT)

Example Magic Items

Swift Samovar

A large, somewhat heavy (10kg) ornate samovar. A sip of tea from the samovar (which must be lit, the tea must be hot and fresh) enables the sipper to move three times faster than normal (movement speed; the number of actions per second is not affected).

While the samovar is carried openly, the carrier gains +1 to rolls relating to sales and purchases.

A small amount of kindling and 2 minutes spent in a calm situation are required to light the samovar. It stays lit for 10 minutes per bundle of kindling.

The samovar is of very fine quality. If non-magical, it would cost 3 Rynt.

Magpie Brooch

A silver brooch, with a realistic depiction of a magpie. While worn, the wearer can understand the speech of songbirds (but cannot speak it). It would be worth 1 Veek if it were non-magical.

With a successful Ornithology roll, the wearer can summon a songbird, which attempts a single task requested by the wearer, if it is within the power of the songbird to do so. Failure in the roll prevents its use in this fashion for an hour.

Remembering Stone

A small grey pebble, the size of the ball of the thumb. It has a perfect memory for all it has seen.

If the stone is addressed and asked out loud, in a normal voice, about an event it has seen, it slowly (at half the pace of normal speech) whispers what it has seen into the ear of the person holding the stone. The whisper is very quiet, and is inaudible in a crowd or otherwise noisy situation.

Baker's Mortar

A large mortar (with pestle), terra-cotta. It always contains a half-cup of flour, and grinding with the pestle adds more flour.

Example Characters

Pelk

Attrib	Val	Mod	
FOR	13	+3	Carry: 45kg
BAL	10	+2	Responses: 2
END	10	+2	Languages: 1
INT	8	+1	Armor:0 - Soak:1 (END)
EXP	7	+0	
WYR	4	-3	
Urban:0 University:0 Underworld:1 Rural:2 Village:0 Mines:1 Coastal:3 Coast:1 Marsh:0 Wilds:1 Forest:0 Blunt:3 Strike:1 Blunt (Ranged):0 Reach:2 Reach:3 Reach:7-13			
			Strike: Powerful Strike, Reach:2 (+1) (FOR) (LD+3) Warclub: Powerful Blunt, Reach:3 (+3) (FOR) (LD+3) Sling: Fast Blunt, Reach:7-13 (+0) (BAL) (LD-2) Fast Ranged: Trade 1 available response for an attack action

Merb

Attrib	Val	Mod	
FOR	13	+3	Carry: 45kg
BAL	10	+2	Responses: 2
END	12	+2	Languages: 1
INT	6	-1	Armor:0 - Soak:1 (FOR)
EXP	8	+1	Shield:0 (+2)
WYR	3	-4	
Rural:0 Market:3 Coastal:2 Coast:3 Islands:2 Wilds:1 Plains:0 Strike:3 Grapple:1 Blunt:0 Reach:0 Reach:1 Reach:3			
Strike: Powerful Strike, Reach 2 (+3) (FOR) (LD+3) Grapple: Powerful Grapple, Reach 1 (+1) (FOR) (LD-3) Mace: Powerful Blunt, Reach:3 (+0) (FOR) (LD+3)			

Pojit

Attrib	Val	Mod	
FOR	6	-1	Carry: 25kg
BAL	8	+1	Responses: 1
END	6	-1	Languages: 5
INT	16	+4	Armor:1 - Soak:2, 3 movement / turn
EXP	9	+1	Shield:0 (-1)
WYR	7	+0	
Urban:1			Restore:1 Plant:1
Court:3			Conceal:1 Force:1
Bazaar:0			Create:1 Light:1
Rural:2			Change:1 Earth:2
Market:0			
Coastal:0			
River/Lake:0			
Wilds:3			
Swamp:1			
Scrub:2			
Piercing:2			
Reach:2			
Rapier: Fast Piercing, Reach:2 (+2) (BAL) (LD-1) Fast: 1 additional attack response if still wielded			
Burgeon: 1 - Plants in AoE grow as if HD+2 months had passed Thoughtful Restore Plant HD+2 R0m D1s AoE7h Risk:6 (+1) (+INT) Dampen Presence: 1 - People in AoE are seen as LD-2 less threatening Thoughtful Conceal Force LD-2 R0m D1000s AoE7h Risk:6 (+2) (+INT) Illuminate: 0 - Lights surroundings out to 10m * LD for 100 seconds Thoughtful Create Light LD R0m D100s AoE.1m Risk:3 (+2) (+INT) Crystallize: 2 - Sand or soil in area turns to degree hard stone for the duration Wary Change Earth LD-2 R3m D100s AoE7h Risk:6 (-1) (+EXP)			

Ligami

Attrib	Val	Mod	
FOR	3	-4	Carry: 15kg
BAL	5	-2	Responses: 0
END	12	+2	Languages: 3
INT	11	+2	Armor:0 - Soak:1 (BAL)
EXP	9	+1	
WYR	12	+2	
Urban:2			Destroy:2 Body:2
Barracks:0			Observe:2 Light:3
Bazaar:2			Dark:3
Underworld:1			Fire:2
Rural:1			Noumena:0
Pasture:1			
Coastal:0			
Harbor:0			
Wilds:3			
Mountain:3			
Piercing:1			
Reach:1			
Dagger: Unyielding Piercing, Reach:1 (+1) (END) (LD-2) Unyielding: Immune to exhaustion caused by attack action			
Pain Touch: 2 - Cause HD phys dmg to a target per second over 3 seconds Potent Destroy Body HD R0m D3s AoE1h Risk:3 (-2) (+WYR) Flash: 0 - Flash of LD-2 intensity light (1 = candle, 3 = torch) for 1 second Fluid Observe Light LD-2 R2m D1s AoE.1m Risk:0 (+1) (+WYR) Dark Terror: 1 - Cause fear and doubt, HD+4 WYR damage (save) Potent Destroy Dark HD+4 R3m D1s AoE1h Risk:6 (+1) (+WYR) Infra-vision: 2 - See heat with degree amount of focus Fluid Observe Fire HD R10m D100s AoE1h Risk:7 (+0) (+WYR) Leytrace: 0 - See leylines with degree amount of focus Fluid Observe Noumena LD-2 R10m D1s AoE1h Risk:3 (+1) (+WYR)			

Scoss

Attrib	Val	Mod	
FOR	9	+1	Carry: 40kg
BAL	6	-1	Responses: 0
END	9	+1	Languages: 2
INT	8	+1	Armor: 1 - Soak: 2, 3 movement / turn
EXP	9	+1	Shield: 1 (+0)
WYR	11	+2	
Urban: 1 Barracks: 0 Rural: 0 Village: 0 Coastal: 2 Harbor: 0 Islands: 2 Wilds: 3 Mountain: 0 Blunt: 2 Grapple: 0 Reach: 4 Reach: 1			Chaos: 2 Earth: 2 Light: 1 Fire: 1 Noumena: 2
Polehammer: Unyielding Blunt, Reach: 4 (+2) (END) (LD+1) Grapple: Unyielding Grapple, Reach 1 (+0) (END) (LD-3) Unyielding: Immune to exhaustion caused by attack action			
Erode: 1 - Packed soil or earth (harder at higher degree) becomes loose sand Potent Chaos Earth HD R0m D1000s AoE4h Risk: 6 (+1) (+WYR) Refraction: 1 - Light bends around you; targeting by sight reduced by degree Wary Chaos Light HD R0m D3s AoE1h Risk: 2 (+0) (+EXP) Flamestoke: 0 - Magnifies an open flame, causing HD damage to all in area Fluid Chaos Fire HD R2m D1s AoE2h Risk: 3 (+1) (+WYR) Scramblehex: 1 - An active spell in range goes wrong if degree < this spell Thoughtful Chaos Noumena HD+2 R0m D6s AoE1h Risk: 6 +3 (+INT)			

Nichi

Attrib	Val	Mod	
FOR	7	+0	Carry: 30kg
BAL	9	+1	Responses: 1
END	10	+2	Languages: 1
INT	9	+1	Armor:2 - Soak:3, 2 movement / turn,
EXP	7	+0	Responses -1, Can't swim
WYR	10	+2	
Urban:1 Church:0 Underworld:0 Barracks:1 Coastal:3 River/Lake:3 Harbor:0 Islands:1 Piercing:2 Sharp:0 Reach:1 Reach:2			Create:2 Water:1 Conceal:2 Body:3 Restore:0
Rapier: Unyielding Piercing, Reach:2 (+2) (END) (LD+1) Dagger: Unyielding Sharp, Reach:1 (+0) (END) (LD+1) Unyielding: Immune to exhaustion caused by attack action			
Douse: 2 - Create 10l of water / second for 3 seconds Fluid Create Water LD-2 R10m D3d AoE.7m Risk:8 (-1) (+WYR) Fade: 1 - Target is hard to perceive; penalty HD+4 for 100s. Potent Conceal Body HD+4 R0m D100s AoE1h Risk:5 (+1) (+WYR) Heal: 0 - Heal LD Physical damage Potent Restore Body LD R0m D1s AoE1h Risk:3 (+0) (+WYR)			

Adventure - The Wreck of the Grebe

Yupe and Gray Reef

Yupe is a small coastal village with a population of around 400. Around half are waterfolk of some kind. It is located on a major travel road. The rocky harbor is sheltered but too small for most ocean-going vessels, which has kept it from becoming a major port, but smugglers are known to drop anchor nearby.

Gray Reef is a stone reef about 6 kilometers from town. It is a mess of jagged rocks just below the water. On clear days it's a good spot for catching fish and crabs. At night and in bad weather, it becomes a menace to any vessel larger than a rowboat. Even small boats trying to maneuver through the reefs need to row slowly and be on the lookout, lest unseen rocks tear their hull to pieces.

Fog Falls

Our protagonists have been hired by Viscount Pelaven to serve as his agents, guards, advisors, or other assistants at the upcoming Silver Falls Assembly. The Assembly is a grand meeting of monarchs and nobles to sort out issues of unclear inheritance that threaten to plunge several nations into war. The Viscount is traveling to Silver Falls by ship. His ship, the Grebe, will stop near the small fishing village of Yupe to rendezvous with the PCs.

The morning after our heroes arrive in Yupe, a thick fog rolls in from the sea. The day's fishing is canceled and every boat is tied up. Many villagers congregate in the boatwright's hall, a longhouse near the water where they can sit the fog out working on new craft, salvaging boats too worn for use, sharing ale, and swapping tales.

Jenevie runs into town yelling that a ship has just wrecked itself on Gray Reef, a dangerous reef about 6 km from the harbor. From her tower on the hill, Jenevie could see the tops of the ship's masts above the fog, and she describes the pennant she saw the ship flying. The PCs immediately recognize it as the Viscount Pelaven's personal seal. Older waterfolk spit on the ground and look mournful. "If you've got friends out there, they might need your help," old Sven will comment. "There's strange things that only come out in a thick fog like this, things it weren't safe to cross paths with."

Getting to *The Grebe*

Around the Harbor

If the PCs look around town for help and information, they can encounter any of these useful folk. All of them will openly share that going out in the fog is dangerous, and boats and ships lost in the fog are often discovered drifting empty once it lifts.

Jenevie, a keen-eyed lookout, lives in a tall wooden tower on a hill next to the town, where she can spot weather or pirates coming from a distance and signal the boats with flags and bells. She can point out the direction of the Grebe from the harbor, but the fog is too thick to see more than a few feet, and Jenevie knows it's nearly impossible to travel in a straight line without a point of reference.

Samael is handsome, strong, practical, rational, and cautious. He tries to provide rational explanations for the disappearances, but they are obviously guesses. He will let PCs borrow his rowboat in exchange for something worth a Rume, and collateral worth 3 Rynts in case they don't return. As with all exchanges, this doesn't have to mean currency, but could include trade goods, valuable information, or services he finds useful. He will not go out on the water while the fog lasts, but will happily explain the wind compass.

Pyr is optimistic, always smiling, cowardly, and drives hard bargains. He will often mention that there are “loads of dangers” out in the fog but blather rather than elaborate. He will let PCs borrow his rowboat in exchange for something worth a bord, and collateral worth 2 Rynnts in case they don’t return. He will explain the wind compass for a Bir. He will not go out on the water while the fog lasts.

Sven is experienced, weathered, tattooed, shrewd, superstitious, and cryptic. He will warn the PCs not to trust everything they see and hear if they go out on the water - there are things out there that seek to do no good to honest folk. He will let PCs borrow his rowboat in exchange for something worth a Rume, and collateral worth 2 Rynnts in case they don’t return. He also owns a Sunstone, a carved crystal that can be used to see the sun through fog and clouds. Sven will show the PCs how to use the Sunstone and lend it to them in exchange for anything worth a Mil. He won't require collateral, mumbling something about how it'll return to him one way or the other if it wants to. He will not go out on the water while the fog lasts.

Spider Nick is gangly, heavily accented, reckless, quick, and recently heartbroken. He will let PCs borrow his rowboat in exchange for something worth a Rume, and collateral worth 2 Rynnts in case they don’t return. He will explain the wind compass to anyone who asks nicely. He can be convinced to accompany the PCs on a boat into the fog and lend his considerable skills. This is a Persuasion+EXP check. As with all skill checks, players may try to justify any area or sub-area to use for Persuasion. Harbor would be an obvious choice. Forest probably shouldn’t work. If the PCs offer payment worth at least a Bord, this check is made at Easier than Normal difficulty (+1).

Galen, a traveling merchant, has a regular route between Yupe and the nearest city. He is in Yupe once again to purchase

smoked fish by the bushel. He sells all sorts of handy equipment and goods from useful lands, but he doesn't have any compasses, and he's pretty sure he's never sold one in Yupe.

Flamel is a soft-spoken ropemaker who often gazes off into the distance. He studied the ways of the seabirds when he was younger (Wary Control Animal). He has a spell he can use to speak with birds. He hasn't cast it in years for fear of injury, but could be talked into using it with a Persuasion+EXP check at Punishing difficulty (-2). If he is convinced, he will play on a flute for several minutes until a petrel flies out of the fog and sits on his shoulder. He can then ask it to guide the PCs to the Grebe. The petrel is not a supernatural creature, nor will it be under the spell's effects after it leaves the spell's radius. However, it is intelligent enough to understand the concept of guiding the PCs to their destination, and having been persuaded by Flamel, it will try to do so unless scared off by physical danger.

Wind Compass

Most waterfolk know how to navigate by "wind compass" - memorized knowledge of what direction the wind tends to blow from in any particular season, weather, and time of day. It doesn't take long to explain enough to make it to Gray Reef on this day - when there's fog at this time of year, the wind usually blows to the southwest, and when there's not fog you can always see Jenevie's tower from Gray Reef.

Other Possibilities

A PC could assemble a crude raft from waste material with a successful Raft Building + INT roll.

The PCs would have an easy time stealing a boat. Because of the fog, this has a difficulty of trivial. Any skill check will automatically pass. Stealing a boat will earn the thief a savage

beating from the entire village if the boat is returned, and a hanging if the boat is lost.

A good swimmer could make it to the Reef on a clear day, but would rapidly become lost in the fog. Few swimmers could survive a trip of that length while carrying equipment of any meaningful weight.

The PCs may have magic that lets them travel to the Grebe or navigate by boat. Reward creative spell use.

The Drowning Man

PCs headed to the Grebe by boat will have an easy time at first. Rowing in a straight line on calm water doesn't feel that difficult, especially to those with limited experience. When they're about halfway to the reef, the PCs will hear a voice moaning out in pain, "Help, I am hurt." If they row towards it they'll see a one-armed man clinging desperately to a floating board.

If the PCs have Flamel's petrel along, it will screech at the Drowning Man and stay at least 5 meters away from it all times, but will not abandon the PCs as long as they don't endanger it. When the PCs are at short range, those looking at the Drowning Man can make a Notice+INT roll to notice that something is very wrong about him. Otherwise, if they reach down from the boat to help him onboard, he'll take their hand. His grip keeps tightening until it's way too firm, his head splits to reveal a toothy maw, and he attacks. The PC who tried to help him counts as Grappled and at close range to the Drowning Man. He'll continue to repeat "Help, I am hurt," the whole time.

If anyone falls into the water, it's a Swimming+BAL to climb back into the rowboat during combat. The sea is rough and a swimmer can use only close melee range and short melee range weapons without drowning.

Drowning is slow. It normally takes no roll to float for a couple minutes, but someone wearing armor or trying to fight in the water will need to make a Swimming+STR roll each round. Anyone held underwater or failing to swim makes a Breath Holding+END skill check each round, and takes 1 point of END damage on failure. Most player characters will not have an area or subarea that covers this skill, and so will roll at a -4 for being untrained in the skill.

The Drowning Man is an ambush predator and will always flee on hitting its final break point. Its lower parts never emerge from the dark water.

Staying On Course

After encountering the Drowning Man, the PCs will have made it far enough from the harbor that they need to make a Navigate+INT roll to stay on course to Gray Reef. If they have Spider Nick along, and the PCs ask him to help with navigation, he can make this roll for the PCs. The roll has the following difficulties:

- No Point of Reference: The roll is impossible to succeed at. Don't bother rolling for it. Pick any three Mishaps from the Mishap table. After playing out those encounters, move ahead to the consequences for 3 Mishaps.
- Wind Compass Only: The Navigate roll is made at a Punishing difficulty (-2).
- Sunstone Only: The Navigate roll is made at a Harder Than Normal difficulty (-1).
- Sunstone and Wind Compass: The roll is made with a Normal (+0) difficulty.
- Flamel's Petrel: The bird has an excellent sense of direction and can fly above the fog to take peeks. It guides the PCs

unerringly to the Grebe. There is no chance of failure, so don't bother rolling for it.

- Magic or other clever ideas should be rewarded with easier navigation rolls.

For every failed Navigate roll, compare the high die to the Mishap table. That mishap befalls the PCs.

Die Roll	Mishap	Description
1	Entangled	The harbor is full of fish traps tied to floating buoys. The boat strikes several and is fouled in the buoy lines. PCs can untangle them or cut themselves free.
2	Struck A Reef	With a horrible grinding sound, the boat strikes a reef. PCs can roll Repair+INT to patch the hole. If the hole isn't patched, a character can keep bailing out the boat for as many Mishaps as their Stamina modifier.
3	Beached	The boat runs aground on a sandy islet. Roll Athletics+STR to push it back into the water.
4	Wailing Gulls	The boat gets too close to a rock used for nesting by dozens of Wailing Gulls. The gulls attack aggressively. A rower must make a Rowing+STR to backpaddle in time, or every PC must roll Defend+BAL to avoid taking 2 points of damage to any stat.
5	Something	The PCs think they can see

	Vast	something through the fog, far larger than any ship and moving at an alarming speed. Roll Courage+WYR or take 1 point of mental damage.
6	Drowning Man	The PCs see another Drowning Man approaching through the fog. It looks and sounds just like the first one. Hopefully the PCs know by now to keep their distance.

If the PCs have not made it to the Grebe after 3 Mishaps, whether from bad rolls or lack of a plan, they will hear the sounds of loud melee combat nearby. They can easily follow the sound to the Grebe.

The Grebe

The Grebe is an ornate but sturdy oaken cog - a common type of ship with a flat bottom, high sides, and a single mast and sail. It is about 20 meters long, 8 meters wide, and has a single interior deck. It is stuck on a large and sharp rock in the middle of Gray Reef.

PCs reaching the wrecked ship will find themselves amidst a tense conflict. The Grebe was recently boarded by pirates. The pirates killed four crew members, including the ship's captain, and kidnapped Viscount Pelaven. The surviving crew split into two factions, one led by First Mate Wilhelmina and one led by Reverend Shard. Vocal disagreements between the two factions lead to duties being shirked. They lost track of the ship's position on their charts, were blinded by the fog, and ran into the reef. The Grebe is now grounded on the reef and would take a couple days of skilled repairs to get sailing again. The crew do not know where they are and do not have a smaller boat to explore with. Reverend Shard is the personal cleric to the Viscount. When the ship was boarded, she overheard two pirates looking forwards to a stop at the Free City of Esh. Shard believes they need to

pursue the pirates to Esh and rescue the Viscount before he can be sold to an enemy power. She was a cutpurse before repenting and taking holy orders. She plans to use her skill at moving stealthily to sneak the Viscount away rather than having to best the pirates in a fight. She has declared this a holy mission to avoid a war, and half the crew has vowed to accept the mission.

Wilhelmina was the seventh child of a minor noble before joining the royal navy. She says that it would be a waste of time to search for the pirates, and that the strategic thing to do would be to return to the Viscount's nearest ally and get a fleet to come search for him. She is reluctant to admit it, but she cares deeply for the sailors under her command and seeks this course of action because it will not put them at risk of being killed by pirates who have already bested them once. As the second in command of the vessel, she claims that she has the right to command the crew and set the course.

12 sailors survive as well. Six side with Shard, and six with Wilhelmina.

If the PCs found the Grebe with 0-2 Mishaps, the two factions are having a heated argument on deck when they arrive. Reverend Shard wants to use the ship's limited supply of lumber and nails to repair it in hopes of going after the pirates, while Acting Captain Wilhelmina wants to build a raft and try to reach shore. News that a safe port is nearby will calm tempers somewhat, but the PCs will need some clever roleplay or good social skill rolls to end the heated conflict and get both factions working together. Promising to help Shard go after the Viscount while Wilhemina takes some of the crew home might give the best outcome for everyone. Alternately, either Wilhelmina or Shard could be taunted into solo combat with a Taunt+EXP roll.

Both Wilhelmina and Shard carry enough coins to pay for repairs to the Grebe by the waterfolk of Yupe. Once their disagreements are resolved, everyone can wait out the fog together, or they can

build that raft and follow the PCs back through the fog to Yupe.

If the PCs had 3 Mishaps before finding the ship, they find both factions brawling on the deck. Roll initiative and treat this as a combat, even though the PCs might be trying to end the combat through social skills instead of joining in. This is an example of a three-faction combat, where turns are still 3 seconds, but the whole round is now 9 seconds instead of 6 since each side gets to take their turn. For combat purposes only, use the “gang of sailors” stats to represent the sailors on each side, instead of treating them as individual NPCs. Wilhelmina and one gang of sailors loyal to her fights Shard and one gang of sailors loyal to her. If one side runs out of sailors first, their leader surrenders. If only Shard and Wilhelmina are left standing, they duel furiously until Shard kills Wilhelmina with a wicked slice to the jugular, then does her best to treat the injuries of the sailors from both factions.

Optional - Drowned Man Attack

If the PCs resolve things too easily and the players seem disappointed they didn’t get to fight anything tonight, they suddenly hear cries of “Help me, I’m hurt,” coming from every side of the ship. Six Drowning Men crawl onto the Grebe and attack, their horrible lower halves visible. They are angered that the ship has crashed into their home, and will fight to the death. The fog lifts after they are slain.

The adventure continues in...the Free City of Esh!

Stats

Before Yupe:

Galen (Traveling Merchant) Size: 1 hex

Galen is a middle-aged man with a friendly demeanor and a neatly trimmed beard. He dresses in practical yet slightly worn

clothes, with a sturdy leather satchel slung over his shoulder. He visits Yupe regularly to trade goods and always seems to know what the villagers need.

Physical: +1 6-6-5

Mental: +2 10-8-6

Move: 2m

Responses: 1

Skills:

Armor: 1 (Physical)

Bargain:3 Appraise:2 Travel Lore:2 Stealth:1 Resist

Charm:1

Inventory:

Trading Goods: Various goods including spices, fabrics, tools, and trinkets from distant lands.

Ledger: A detailed account book of transactions and owed debts.

Yupe:

Jenevie (Lookout)

Size: 1 hex

Jenevie is a sharp-eyed woman with a weathered face and long hair tied back in a practical braid. She dresses plainly in garments of undyed cloth, kept meticulously clean. Her eyes miss nothing, and she takes her duty to protect the village very seriously.

Physical: +2 8-5-1

Mental: +1 10-2-5

Move: 2m

Responses: 3

Skills:

Spot:3 Signal:3 Climb:2 Resist Fear:1

Inventory:

Spyglass: A brass spyglass

Signaling Flags: A set of flags for signaling boats

Bell: A small, loud bell used to alert the village

Spider Nick (Waterfolk)

Size: 1 hex

Everyone gives a different story about why he's called Spider Nick. He's reckless but quick enough to get away from most of his misadventures unscathed. After a recent heartbreak, he's particularly ready to take wild risks. His face and clothing are dirty and unkempt, and he never stops moving, even when talking or sitting down to eat.

Physical: +3 12-5-4

Mental: +0 7-6-5

Move: 2m (2m Swimming)

Responses: 3

Skills:

A armor: 0 (Piercing)

Stab: 1 (Physical +4 CM LD Piercing)

Swim: 3 Navigate: 2 Resist Fear: 2

Inventory:

Gaff Hook: A practical tool for waterfolk, but also dangerous as a weapon

Small Boat: A sturdy rowboat that can carry about as many people as there are PCs, plus two more

Flamel (Ropemaker)

Size: 1 hex

Flamel is a ropemaker who has spent much time studying the ways of seabirds. He is a lean middle-aged man with a kindly face, a soft voice, and calloused hands. He is reluctant to use his magic, in case he is injured in an accident. There are many who would miss him.

Physical: +1 6-5-4

Mental: +3 10-8-6

Move: 2m (1m swimming)

Responses: 2

Skills:

Wave Shaping (Control-Water HD LM 60s 4h 5c, Moves a watercraft through the waves at LD knots)

Ropecraft: 3 Sail: 2 Swim: 2

Inventory:

Rope: 20m of high-quality rope

Flute: A pale flute carved from the bone of some sea-creature

Workshop: A workshop with all of the hooks, frames, and other tools used to turn raw hemp into rope

Average Waterfolk

Size: 1 hex

The people of Yupe sustain themselves by trapping, netting, hooking, spearing, and gathering the many denizens of the ocean they live alongside. Those who don't go out on the water mostly make useful things for those who do. They wear heavy wool garments, with as many pockets and tool-loops as they can sew on. The average townspeople is not trained in combat.

Physical: +1 7-5-4

Mental: +2 9-7-6

Move: 2m

Responses: 2

Skills:

Sail:2 Bargain:1 Lore:0 Swim:1 Fish:3

Inventory:

Tools of the Trade: Whatever tools they require for their professions.

In The Water:**Drowned Man**

Size: 1 hex

The Drowned Man appears as a one-armed, gaunt figure clinging desperately to a piece of floating debris. His skin is pallid and waterlogged, with a sickly gray hue. His eyes are hollow and lifeless, and his voice moans with an eerie, repetitive plea for help ("Help, I am hurt."), which he continues to repeat even as he attacks. Upon close inspection or when he attacks, his head splits open to reveal a horrifying, toothy maw. The lower half of his body remains hidden beneath the dark, churning water, and he exudes an aura of malevolent hunger.

Ambush Predator: *The Drowned Man waits until his victim is within reach before attacking.*

Grapple and Drown: *He uses his Grip to hold onto a target and then attempts to drag them underwater, leveraging his*

Drowning ability to weaken and disorient them. He switches to Bite only if the victim escapes his grapple.

Retreat: *If significantly injured or outnumbered, the Drowned Man flees back into the depths.*

Physical: +3 14-1-1-1-8 Mental: -1 8-1-1-1-5

Move: 3m (swimming) Responses: 4

Skills: Armor: 2 (Blunt) 3 (Magical)

Grip:3 (Physical +6 CM LD Grapples target)

Bite:2 (Physical +5 SM HD+1 Piercing)

Drowning:3 (Control-Water HD+2 CM 6s 1h 5c Causes drowning)

Stealth:2 Resist Charm:3

The Grebe:

Acting Captain Wilhelmina Size: 1 hex

Wilhelmina is a former first mate, now acting captain of the Grebe. She is thoughtful and cautious, but can persuade crews to follow her through courtesy and calculated shows of personal courage and ability. She is tall, with an aristocratic face. She wears a uniform and carries a cutlass with an ornate hilt.

Physical: +3 18-10-7

Mental: +3 12-9-8

Move: 2m

Responses: 4

Skills:

Armor: 1 (Physical)

Ornate Cutlass:3 (Physical +6 SM LD+2 Sharp)

Dagger:1 (Physical +4 CM LD+2 Piercing)

Strike:2 (Physical +5 CM LD Blunt)

Grapple:0 (Physical +3 CM LD-3 Grapple)

Command:3 Sail:3 Navigate:3 Resist Fear:3 First Aid:2

Inventory:

Naval Saber: A finely crafted sword.

Navigation Tools: A magnetic compass, an astrolabe, and assorted maps and charts.

Coin Purse: A small purse with coins for expenses.

Reverend Shard

Size: 1 hex

Reverend Shard is a cleric and former cutpurse, now sworn to the Holy Order of Hune. Her words can thunder with divine wrath or soothe with deep compassion. She has a broken nose, piercing eyes, and commanding stage presence. She wears deep blue robes and carries holy symbols and texts.

Physical: +3 14-7-6

Mental: +3 14-9-7

Move: 2m

Responses: 3

Skills:

Dagger:3 (Physical +6 CM LD+2 Slashing)

Simple Healing:1 (Restore-Body LD+2 CM 1s 1h 3c Heals Physical)

Hune's Shield:2 (Create-Light LD MM 6s 2h 5c Provides Armor:1 (Physical) to up to two targets)

Hune's Wrath:3 (Destroy-Body HD+2 SM 1s 1h 4c Channels holy energies through her dagger)

Preach:3 First Aid:3 Lore:1 Stealth:3 Resist Charm:2

Inventory:

Holy Symbol: An ornate symbol of her faith.

Healing Herbs: A collection of herbs for treating wounds and illnesses.

Athame: A blade with ritual uses, but still quite dangerous.

Coin Purse: A small purse with coins for expenses.

Average Sailor

Size: 1 hex

Most sailors on the Grebe grew up in port cities and have spent their lives working aboard ships. They wear thick jackets and baggy trousers. They carry all sorts of tools that can become crude weapons at a moment's notice.

Physical: +2 7-6-5

Mental: +0 5-4-4

Move: 2m

Responses: 3

Skills: *(Sailors either know Knife, or they know Club + Grapple)*

Knife:2 (Physical +4 CM LD+1Piercing)

Club:1 (Physical +3 SM LD Blunt)

Grapple:1 (Physical +3 CM LD-3)

Sail:2 Swim:2 Resist Fear:0

Inventory:

Rigging Knives: Sturdy blades that can be trusted to cut rope in an emergency.

Basic Tools: Small tools for maintenance of the ship.

Ship's Biscuits: A stash of hardtack, as good at breaking teeth as they are at sating hunger.

Gang of Sailors

Size: 2-7 hexes

The gang is an abstraction of a group of sailors, working and fighting together for a common cause.

Each time a Gang takes 5 physical damage or 3 mental damage, the quantity of Sailors in the gang (and the amount of hexes occupied) goes down by 1. This usually represents a sailor becoming injured enough to quit the fight - they prefer not to fight to their own death. When reduced to a single Sailor, use the Average Sailor stat block.

Physical: +2 (Qty * 5)+6-5

Mental: +0 (Qty * 3)-4-4

Move: 2m

Responses: 3

Skills:

*Knife:2 (Physical +4 CM LD+(Qty * 1) Piercing)*

*Club:1 (Physical +3 SM LD+(Qty * 1) Blunt)*

Sail:2 Swim:2 Resist Fear:0

Inventory:

Rigging Knives: Sturdy blades that can be trusted to cut rope in an emergency.

Improvised Weapons: Pump handles, gaff hooks, hammers, frying pans, and anything else that can be used as a bludgeon or spear.

Basic Tools: Small tools for maintenance of the ship.

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