

Use ingame /random and count the last digit. This gives us a number between 1 and 10 (with 0 in this case counting as a 10) which acts as your roll within the ED10 system. Rolling a 10 is a critical hit, while rolling a 1 is a critical failure. Adjust results accordingly - it's the GM's job to decide what a given crit does in narrative terms, but letting players deal/take extra damage or something is always a safe bet.

DIFFICULTIES:

3 - easy

5 - standard

7 - hard

9 - heroic

A jump from one difficulty to another is defined as a difficulty level, or *threshold*. There's one threshold between 3 and 5, two thresholds between 5 and 7. Thresholds will be mentioned a lot.

GM sets base difficulty, this is then modified by a player's own actions/stats. Outside initiative, only the players should be rolling. Damage is determined in wounds, which are an abstract representation of how many serious injuries a given character can sustain before reaching unconsciousness. It is generally assumed that every time damage is successfully dealt it will inflict a wound - later we'll see how skillsets can modify this.

Let's go through an example of encounter setup:

- Monster introduced, here is where we state its distance in Moves as part of the opening description. In this case, the monster is two moves away. This means that a total of two movements must be made to engage it in melee.
- Roll initiative. Scoring two or more thresholds above the enemy's initiative grants a player an extra action in their first turn. This may be used personally or given out to anyone else in the party, declared in their opening emote. No party member may have more than one of this bonus at a time. A critical guarantees this bonus, unless the enemy initiative is also a critical.
- FIGHT until monsters defeated or players are all fucked. All wounds are refreshed between combats, but anyone downed who does not receive healing immediately afterward will have their total wounds reduced by one for the whole event. If this happens a second time, reduce total wounds by two.

FORTITUDES:

There are three fortitudes - Weak, Fit, Tough.

Weak has 3 wounds and 2 modifiers to spend. These guys are frail and usually spellcasters.

Fit has 5 wounds and 1 modifier to spend. These guys are athletic.

Tough has 7 wounds and no modifiers to spend. These guys are exceptionally resilient.

Everyone has either Armoured or Warded for free. This cannot stack with bought instances of the same modifier.

Fortitude Modifiers:

Armoured - Reduce Physical defence difficulties by one threshold.

Warded - Reduce Magical defence difficulties by one threshold.

Quick - You gain one free move when combat begins, and each time you slay an enemy.

Tactics - You may reroll your initiative, keeping the better result.

Cunning - Three times per combat, you may use a fellow party member's last defence roll in place of your own. In the first round, you may use your initiative.

Mirage - Once per combat, you may apply your first roll for every defence required in any case where you would be required to roll more than once in a single turn.

COMBAT IN DETAIL:

Distance and Movement: All distances are stated in Moves. This refers to the number of movements required to reach that point. A fair starting distance for most encounters is 2 moves, while beginning an encounter more than 5 moves away is inadvisable.

Engagement: In order to fight in melee, a given individual must be engaged with their target. This happens when there is a distance of zero moves between them. Escaping engagement safely requires a move to be performed, with no other actions accompanying it. Otherwise, the attacker is allowed a free Normal attack. If this attack hits, they remain engaged. Ranged attacks performed when engaged are made at a difficulty increase, while spells cast incur a free attack if they fail.

Area Attacks: For Normal and Major actions, an area attack may be declared, increasing the difficulty by a single threshold. This means the attack will hit everything within a certain radius - One move for Normal, two moves for Major. Martial area attacks may only be performed around yourself, and follow different rules: A Normal area attack hits everyone in engagement range, while a Major area attack hits outside engagement up to one move away.

Range Penalties: Difficulties for ranged attacks increase by one threshold when beyond 3 moves away, and by two thresholds when beyond 5 moves away.

SKILLSETS:

Outside moving, there are three kinds of actions a player character can take:

MAJOR: -1 Difficulty level. Once used, it cannot be used next turn. Cannot be used twice in the same turn, with the exception of magical channeling. Cannot be performed when moving.

NORMAL: Base Difficulty. Magic cannot be performed when moving.

MINOR: +1 Difficulty level. This can be done at a range for martial, when engaged for marksman and when moving for magic.

Additionally, these actions are all separated into five styles:

MAGIC (DESTRUCTION): Capable of dealing magical damage. An extra wound may be inflicted if a roll is at least two difficulties above the threshold. A Normal action may be spent channeling, effectively skipping it but allowing next turn's Magic (Destruction) action to be cast twice. Failing a defence in the same round the channeling started interrupts the process, forfeiting the bonus.

MAGIC (HEALING): Capable of healing wounds inflicted upon players or producing a barrier which can take a total of one wound. An extra wound may be healed (or barrier erected) if a roll is at least two difficulties above the threshold. In order to resurrect a downed character mid-combat, a minimum of two turns with two consecutive successes must be taken, using either Normal or Major magic. The second success will determine the target's wound level upon being revived. May also inflict magical damage.

MARTIAL (OFFENCE): Capable of dealing melee physical damage. Failing a roll within one difficulty threshold inflicts a glancing hit, which deals half a wound of damage. This is the only way to inflict half-wounds, which a GM should keep count of as "glances" - two glances makes a wound. Rolling at least two difficulties above the threshold is counted as a pierce - this means it does a glance on top of the normal damage.

MARTIAL (DEFENCE): Capable of protecting allies, reducing difficulties of incoming defence rolls by one level for the target. Target must be no more than one move away, and may be yourself. May also inflict melee physical damage. Attacks made while protecting are done at a difficulty increase, as if they were Minor. Beating the roll by at least two difficulties allows protection of an additional target or negates this difficulty increase. Additionally, you may choose to interpose yourself between an ally and an opponent - anyone who moves to engage them must instead engage you, and any ranged physical attacks targeting them must instead target you.

MARKSMAN: Capable of dealing ranged physical damage. If an attack roll fails, the next attack roll is made at one lower threshold than usual. Rolling at least two difficulties above the threshold grants an extra shot next turn or a free reroll on your next shot. This bonus may only occur once per round.

A single character can have access to all three actions for one style, or they can sacrifice their Major action to have the Minor and Normal actions for two different styles. Additionally, every character has one skillset modifier, chosen from the following list:

Jack Of All Trades: Choose the Minor and Normal actions from an additional style.

Road Less Travelled: Choose the Major action from a different style. This replaces what you would normally have. Additionally, if you chose a magic style you may change your physical attacks to count as magical ones on a whim.

Powerhouse: You may use your Major action every turn. This cannot be applied to magic.

Never Alone: You control a summoned creature or pet, which acts on your turn. Choose a single style as your pet's specialty. It has access to the Normal action. Your pet has two wounds, after which it is either downed or banished, and chooses either the Armoured or Warded modifier. To prevent your pet from disappearing, you may choose to take a wound in its place. This modifier also allows use of Magic (Destruction) to resurrect the fallen, as if using healing magic to do so. Resurrection rules could be used to resummon your pet, giving it a different style + modifier. Your pet may never show more than two different styles over the course of an event.

Trickery: As your Major action, you may choose to declare a party-wide difficulty shift for either physical or magical attacks, cause everyone else's hits that round to count as piercing (this stacks with existing pierces but not with itself), grant everyone a free move or allow a fellow party member to reroll, keeping the better result. None of these bonuses apply if you fail your roll.

Fury: You may leap into engagement as part of your Major Martial action, choosing to remain there or return to your previous position at the end of your turn. If you fail your roll, you cannot return to your previous position and must remain engaged. All engaged targets also get a free attack or disengage after your botched landing. Range penalties apply.

Come To Daddy: You may pull a single target of no greater than Roegadyn size into engagement as part of your Major Martial action. Attempting this on something larger will instead pull you toward it. This has no effect if you fail your roll. Range penalties apply.

Sharpshooter: Your marksman attacks ignore the first range penalty and negate a single threshold of the second range penalty.

Two For One: You may choose an additional target within range to hit as part of your Major action. This can only affect single targets, and does not apply to magic.

Unrelenting: You may use Major Martial actions when moving, and your Martial action may be used to regenerate wounds as if using Minor Magic (Healing). This cannot be applied to others.

Ancient Secrets: The bonus from either Destruction or Healing magic (choose one) applies at one difficulty above the threshold instead of two. You may also voluntarily take a wound to make the first roll in either a channeled spell or resurrection count for both of them.

Freedom Of Thought: You may use all magic actions when moving.

Lucky Bastard: Every combat, you have three chances to reroll anything you want - even someone else's roll - taking the better result. You may also cheat death - if only for a moment. When reduced to zero wounds, you may perform one final turn before being downed. You replenish one of these rerolls each time you slay a significant enemy.

Here are some examples of finished ED10 characters, so you can get an idea of how it all fits together:

GWANNES OSKWELL

Fit (5/5)

Martial (Offence)

Armoured - Reduce Physical defence difficulties by one level.

Quick - You gain one free move when combat begins, and each time you slay an enemy.

Powerhouse - You may use your major action every turn.

EDDA VINCENTS

Weak (3/3)

Magic (Destruction)

Warded - Reduce Magical defence difficulties by one level.

Tactics - You may reroll your initiative, keeping the better result.

Cunning (3/3) - Three times per combat, you may use a fellow party member's last defence roll in place of your own. In the first round, you may use your initiative.

Ancient Secrets (Destruction) - The bonus from Destruction magic applies at one difficulty above the threshold instead of two. You may also voluntarily take a wound to make the first roll in either a channeled spell or resurrection count for both of them.