

## 1) Core Notions &amp; Glossary

- **Action Roll:** The core roll procedure which determines the outcome of all non-trivial character actions.
  - **Favorable/Unfavorable Circumstance:** Aspect which affects the success probability of the **Action Roll**.
  - **Story Advantage:** An **Action Roll** result which furthers the character's agenda/objective beyond success.
    - **Example:** The character is hacking into a system. They succeed and also get a key for another system.
  - **Complication:** An **Action Roll** result which yields a hindrance to the character's agenda/objective.
    - **Example:** The character is punching a foe. They hit but their hand becomes impaired (**Condition**).
- **Strain:** Measurement of physical and mental harm. Measured in slots instead of traditional HP points.
- **Scar:** Permanent mark incurred when a character sustains excessive **Strain** without dying.
- **Condition:** Character status which yields a **Favorable/Unfavorable Circumstance** and affects the narrative.
  - **Examples:** Broken, impaired, burning, sleeping, disarmed, etc.
- **Power Level & Extraordinary Powers:** Based on setting/**Concept**, some characters can have supernatural powers.
  - The character's **Power Level** dictates the magnitude of **Extraordinary Powers** they can use.
- **Talent:** Natural affinity or aptitude for a specific task, regardless of profession/training/experience.
- **Skillset:** Broad set of proficiencies under a common theme based on a primary profession/hobby/experience.
- **Conviction:** Short sentence representing a strong belief/value held the character, guiding their actions.
- **Flaw:** Short sentence representing an aspect of the character's life which often complicates things for them.
- **Relationship:** Short sentence describing the relationship with another player character. Not necessarily mutual.

## 1.2) Axiom Points

- **Axiom Points** are special points granted to players allowing them to affect the story, e.g. by letting them re-roll.
- Players earn **Axiom Points** when:
  - A) They act based on their **Conviction/Flaw/Relationship** in a way that adds complications/drives the story.
  - B) They act based on their **Relationship** in a way that further develops the relationship.
  - C) Roll a pair of 6s and choose not to earn a **Story Advantage** in order to earn **1 Axiom Point** instead.
- Players can spend **1 Axiom Point** to incur **1** of the benefits below:
  - A) Re-roll the dice for the current action.
  - B) Introduce a minor detail to the story (at GM's discretion).
  - C) Impact the game in any other way approved by the GM (or required to pay **1 Axiom Point** by the GM).

## 2) Character Creation

- 1) Write down the **Concept**. Suggested structure: [Adjective] + [Background] + [Noun linked to **Skillset**].
  - **Examples:** Curious Elven wizard who rains fire from the skies. Exiled prince of Grimwood seeking redemption.
- 2) Distribute the following modifiers across the **4 Attributes**: **+2, +1, 0, -1**
- 3) Set the character's initial **Power Level**. By default, ordinary characters have a **Power Level of 0**.
  - If the setting, character **Concept** and GM allow for **Extraordinary Powers**, you can set a **Power Level** of **1**.
  - Depending on setting, the GM could also determine a higher initial **Power Level**, up to **3** at most.
- 4) Write down **2 Talents**, e.g. Negotiation, singing, observation, ranged shooting, tinkering, fashion sense, etc.
- 5) Write down **1 Skillset**, e.g. Hunter, merchant, lawyer, pilot, etc.
- 6) Pick/carry any number of items of **Average** quality based on **Concept/Skillset**/common sense.
- 7) Assign a **Wealth Level** between **0** and **3** inclusively based on **Concept**/common sense.
- 8) Write your **Conviction**, e.g. Evil must be punished without pity. The Royal Family should serve the people.
- 9) Write your **Flaw**, e.g. Always draw steel at the slightest insult. Can't stay away from shiny things.
- 10) Write your **Relationship**, e.g. Johann is a true friend to whom I am loyal. SB-12E is shady and untrustworthy.
- **Quick character creation:** Skip steps **8-10 (Conviction/Flaw/Relationship)** and establish them during play.

## 3) Equipment

- **Items** are categorized into **3 Quality** categories which dictate their price and how they affect **Action Rolls**.
- **Items** which consume ammo or are consumable themselves are referred to as **Consumable Resources**.
  - Whenever the item is used, player rolls **1d6**. **Item** must be replenished if roll is within the **Depletion Range**.
  - Replenishing may require between **1** action or an entire adventure based on the **Item**, at GM's discretion.
  - **Example:** Archer fires arrow then rolls **1d6**. **Depleted?** → Must spend **1** action after to recover arrows.

Quality	Roll Modifier	Depletion Range	Price Range
Masterwork	+2	1	Expensive
Fine	+1	1-2	Moderate
Average	0	1-3	Inexpensive

## 3.1) Wealth &amp; Purchasing

- **Wealth** is abstracted similarly to **Consumable Resources**. Whenever money is spent or a purchase is made:
  - A) Outside **Depletion Range** → Character can make the purchase normally.
  - B) Within **Depletion Range** → Character still makes the purchase, but **Wealth Level** decreases by **1**.

Wealth Level	Roll Modifier	Depletion Range	Purchasing Power (Max.)
4	+3	1-5	Expensive Items or services.
3	+2	1-3	Moderate Items or services
2	+1	1	Inexpensive Items or services.
1	+1	N/A	Unable to make any purchase.

- **Note:** **Priceless Items** cannot be purchased. They are acquired by other means at GM's discretion.

## 4) Roll Procedures

## 4.1) Action Roll

- The GM determines which **Attribute** is most relevant to the action, and if a **Difficulty** modifier applies:
  - **Easy:** +1.      • **Normal:** 0.      • **Hard:** -2.      • **Very Hard:** -4.
  - In conflicts, opponent's **Attribute** and **Item** modifiers are added together to set the **Difficulty** modifier.
- The GM determines the number of 6-sided dice to roll based on **Favorable/Unfavorable Circumstances**.
  - **2d6** are set to be rolled initially.
  - Each **Favorable Circumstance** grants an extra die, up to **2** extra dice at most in total. Specifically:
    - Each of the character's applicable **Talent**, **Skillset** or positive **Condition** yields an extra die.
    - Each of the opponent's applicable negative **Condition** yields an extra die.
  - Each **Unfavorable Circumstance** grants an extra die, up to **2** extra dice at most in total. Specifically:
    - Each of the character's applicable **negative Condition** yields an extra die.
    - Each of the opponent's applicable **Talent**, **Skillset** or positive **Condition** yields an extra die.
  - **Favorable** and **Unfavorable Circumstances** cancel each other out, i.e. their extra dice are subtracted.
    - **Example:** **Favorable 1d6** + **Unfavorable 2d6** → Remaining balance of **Unfavorable 1d6**.
- The player rolls the prescribed number of 6-sided dice, i.e. **2d6** + [**0**..2 extra **Favorable/Unfavorable**]d6.
  - If **3d6** or **4d6** were rolled due to **Favorable Circumstances**, the **2** highest dice are selected.
  - If **3d6** or **4d6** were rolled due to **Unfavorable Circumstances**, the **2** lowest dice are selected.
- The selected dice's total is calculated and modifiers are applied to yield the final result, interpreted as follows:
  - Result = Roll total + [related **Attribute** modifier] + [**Item** modifier(s)] + [**Difficulty** modifier].

Result	Description	Result
(6, 6)	Pair of 6s on selected dice.	Success + <b>Story Advantage</b> or <b>Axiom Point</b> (player chooses).
10+	Result is 10 or greater.	Success.
7-9	Result between 7 and 9.	Success + <b>Story Complication</b> .
6-	Result is 6 or below.	Failure.
(1, 1)	Pair of 1s on selected dice.	Failure + <b>Story Complication</b> .

## 4.2) Extraordinary Power Roll

- Player with a character **Power Level** of 1 or above describes the use of **Extraordinary Power** and intended effect.
- Optionally, the GM determines if certain elements are required for the intended effect, e.g. casting time, item, etc.
- The GM determines the action's **Magnitude Level** based on the player's description and chart below:
  - **Important:** Characters may only attempt to achieve a **Magnitude Level** equal or below their **Power Level**.

Level	Description
1	Impacts the current encounter or situation only. <b>Examples:</b> Cast a burst of fire. Heal wounds. Run at super speeds.
2	May influence the story/narrative beyond the current scene. <b>Examples:</b> Set a field ablaze. Lift a warship telekinetically. Conjure/summon a vehicle.
3	Cataclysmic, setting-transforming with long-lasting impact. <b>Examples:</b> Teleport to a different continent. Destroy a mountain. Demotivate an entire army.

- The GM determines the base cost in **Strain** to attempt the action.
  - The GM is encouraged to add to the base cost as liberally as it makes sense for the setting and effect.
  - The GM chooses whether or not the inflicted **Strain** will be recovered/refunded if the action is successful.
- The player pays the base cost in **Strain**, then the **Action Roll** procedure is applied from there. However:
  - Difference between **Magnitude Level** and character's **Power Level** becomes a **Favorable Circumstance**.
    - **Example:** A **Power Level 3** character casts a **Magnitude Level 1** spell → Extra **Favorable 2d6**.
  - Even if the character would be incapacitated by paying the **Strain** base cost, they can still attempt the action.
    - Afterwards, they would immediately become incapacitated if the outcome doesn't allow a refund.

## 5) Damage &amp; Recovery

- Player characters have **4** fixed **Strain** slots. They mark slots as they get injured/harmed.
  - When all slots are marked and the character is injured/harmed again, i.e. a 5th slot would be marked:
    - The character becomes incapacitated.
    - The character incurs a permanent **Scar** (see process below).
    - The character cannot act until at least **1 Strain** slot has been healed.
- Whenever the character incurs a **Scar**, they mark **1 Scar** slot. Then, the player rolls **2d6**, selecting the highest die.
  - If the die's number is below or equal the number of marked **Scar** slots, the character is removed from play.
  - **Note:** **Axiom Points** cannot be used to attempt a re-roll to avoid death.
- Player characters recover **1 Strain** slot per period of downtime.
  - Applicable **Talents** or **Skillsets** increase recovery to **2 Strain** slots in total instead.
  - Characters with healing **Talents** or **Skillsets** can also attempt healing rolls outside of downtime.

**6) Game Progression****6.1) Adventure Start**

- At the start of each adventure, each player begins with **3 Axiom Points**. Unused points carry over to next sessions.

**6.2) During Play**

- The characters' **Wealth Level** could increase based on story events, e.g. treasure, getting paid, etc.
- Strains** or **Conditions** could be incurred/assigned at GM's discretion based on current game events.
- The GM makes rulings regarding to how long **Conditions** last and how they are removed.

**7) Conflict****7.1) Initiative & Turn Order**

- GM calls for an initiative roll and determines which **Attribute** is most applicable to the current situation.
- An **Action Roll** is performed for each character, including NPCs. Whoever gets the highest total acts first.
- After each character's turn, their player chooses who acts after them (any ally/foe that hasn't acted yet).

**7.2) Attacking**

- The player decides if they wish to inflict **1 Strain**, or **1 Condition** which is declared before the roll is made.
- An **Action roll** is performed. Upon success, inflict **1 Strain** or the **Condition** defined as per the initial choice.
  - Upon critical success (pair of 6s), inflict **1 additional Strain** on top of the initial **Strain/Condition**.

**7.3) Range and Movement**

- Combat runs in theater of the mind. Position/range/movement are highly abstracted via description/common sense.
- If necessary, a simple sketch could be drawn. GM and players agree on what's fair regarding actions that fit in **1 turn**.

**7.3.1) Optional Rule: Detailed Positioning**

- Separate range into **3** categories: **Immediate** (within 3m). **Short** (3-15m). **Far** (greater than 15m).
- During a character's turn, they can either:
  - Move within an **Immediate** distance and perform **1 action**.
  - Move a **Short** distance with no other action.
  - Move a **Far** distance on a successful **Action Roll** to cover that distance.
- Weapons and other **Items** that depend on range incur **Favorable/Unfavorable Circumstances** based on distance.

**6.3) Character Advancement**

- The GM declares when a key moment has been reached. At that point, the following occurs:
  - Players may take the opportunity to revise their characters' **Convictions, Flaws** and/or **Friendships**.
  - Players and GM may agree on **1** upgrade to be earned by each player character:
    - Player characters earn **1 new Talent**.
    - Player characters earn **1 new Skillset**.
    - Player characters' **Power Level** is raised to the next numerical rank (up to **3** at most).
  - Note: Power Levels** have a significant impact and their growth should be limited to key moments.

**7.4) Types of Opposition**

- Foes and other NPCs created by the GM will generally be designed as per the following **3** types:

Type	Description
<b>Shadow NPC</b>	Mooks/henchmen. Often seen in groups of <b>3</b> or more. <b>1 Strain</b> slot. No remarkable features.
<b>Supporting NPC</b>	Lieutenants/supporters of <b>Antagonist NPCs</b> . They bring structure to <b>Shadow NPCs</b> . <b>2-3 Strain</b> slots. <b>+1</b> or <b>+2</b> in <b>1 Attribute</b> . <b>1 Talent</b> . <b>1-2 Fine</b> quality <b>Items</b> . Optional: <b>1 Special Trait</b> .
<b>Antagonist NPC</b>	Main characters that usually oppose the heroes, directly or indirectly. <b>5-6 Strain</b> slots. Full <b>Attributes</b> like player characters. <b>2-4 Talents</b> . <b>1-3 Skillsets</b> . <b>2-3 Fine</b> or <b>Masterwork</b> quality <b>Items</b> . Optional: <b>1-2 Special Traits</b> .

**7.4.1) Special Traits**

- Granted by the GM to enhance the complexity or difficulty of a particular challenge/NPC.
- Most of these **Special Traits** would be fairly evident to the player characters based on NPC's actions/reactions.
- They can also be concealed, requiring players to succeed an observation/analysis **Action Roll** to notice.
- Players could possibly circumvent or eliminate **Special Traits** from NPCs, negating their effects.
- Offensive Special Traits** may affect **Strain/Conditions** applied by the NPC, or allow multiple actions per turn.
  - Examples:** Serrated Fangs, deal **3 Strain** on hit instead of **1**. Blinding Speed, **2** actions per turn instead of **1**.
- Defensive Special Traits** may alter the way **Strain** and **Conditions** affect the NPC, diminishing/negating tem.
  - Example:** Impenetrable Scales, prevent any **Strain** from being inflicted until the skin has been weakened.
  - Example:** Energy Force Field, requires the PCs to disable it with an EMP before attacking.

**7.4.2) Scene-Based Opposition**

- Besides NPCs, environment/hazards could act against the characters by hindering their progress or harming them.
- In such cases, the GM establishes a risk of **Strain/Condition**, followed by an **Action Roll** to prevent/overcome them.