

1) Core Notions & Glossary

- **Scenario:** A story arc that can span multiple sessions, i.e. from the beginning to the resolution of major plot events.
 - In sandbox games, can be delimited by moments where characters have a chance to rest in a safe place.
- **Character concept:** Identifies what a hero is and what they do. Made up of **1** archetype and **1** or more definitions.
 - **Archetype:** Role description, name, specialty and/or profession, e.g. warrior, mage, detective, etc.
 - **Definition:** Anything that gives flavor to your archetype, e.g. unlucky, dashing, courageous, etc.
- **Stats:** Define character aspects in quantifiable measurements, ranging from **-1** to **6** in value.
 - **Strength (Str):** Physical prowess and vigor. Bashing a door, lifting a rock, resisting poison, etc.
 - **Agility (Agi):** Nimbleness and basic defense. Avoiding traps, tightrope walking, sneaky moves, etc.
 - **Mind (Mnd):** Intellect, ingenuity and knowledge. Remembering information, persuading, noticing clues, etc.
- **Derived stats:** Secondary attributes derived from the primary stats and/or other factors.
 - **Attack (Att):** Offensive capability, based on current weapon and skills.
 - **Defense (Def):** Defensive capability, based on current armor.
 - **Endurance (End):** Represents vitality, health points. Starts at **(Str + Agi + 3)**. Defeated if it reaches **0**.
 - **Heroism (Her):** Temporary points which can be spent to alter the game in the character's favor.

2) Character Creation

- 1) Pick a name for your character. 2) Define a concept for your character: write **1** archetype and **1** definition.
- 3) Distribute **6** points to your **Str**, **Agi** and **Mnd** stats. They each have an initial value of **0**.
- 4) Choose **2** skills at **basic** level, or **1** skill at **advanced** level. 5) Set your starting gear as per **1** method below:
 - A) Start with **\$30**, some or all of which you can spend on gear. Keep the unspent money.
 - B) Start with **1** weapon, **1** armor and **2** items related to your skills or concept. You start with no money.
- 6) Calculate your derived stats (**Att**, **Def** and **End**) based on your primary stats and starting gear.

2.1) Optional Character Creation Rules

- **Point buy:** Characters begin with all stats at **0** and no skills, and **30 Exp** to spend on upgrades.
 - Can lower **1** or more stats from **0** to **-1** to earn an extra **+3 Exp** per stat lowered.
- **Coins for stats:** Can begin with **2x** starting coins by renouncing **1** stat point.
 - Alternately, can earn **1** extra stat point by reducing starting coins to **1/5th** of the normal initial amount.
 - If you are using the **point buy** optional rule:
 - You must spend **3 Exp** to get the **2x** starting coins benefit.
 - Gain **3** extra **Exp** if you reduce starting coins to **1/5th** of the normal initial amount.
- **Races:** Adventurers are humans by default. See suggested variants below:
 - **Dwarves:** Start with **5** stat points to distribute. **+1 End**. You gain Night Vision.
 - **Elves:** Start with **5** stat points to distribute. **+1** to **Power Mnd** rolls. **+2** to resist/defensive **Power Mnd** rolls.
 - **Small folk:** Start with **5** stat points to distribute. **Str** can range from **-2** to **5**. **+1 Her** at session start.

3) General Rules & Mechanics

3.1) Earning & Spending Heroism

- The GM should aim to award between **1 - 4 Her** to each player per session.
- The GM may award players with **1 - 2 Her** whenever they:
 - Overcome a very difficult obstacle.
 - Defeat a particularly strong opponent.
 - Role-play well, taking into account or being hindered by their character's definition(s).
- **Her** can be spent to invoke a benefit below after a roll. If desired, multiple **Her** can be spent to stack benefits.
 - A) Spend **1 Her** to add **+1** to roll result.
 - B) Spend **1 Her** to reroll current roll.

3.2) Experience & Character Advancement

- The GM may award players with **Exp** based on the following milestones:
 - At the end of each session: **1 Exp**.
 - At the end of each scenario: **1 - 2 Exp**.
 - When a major goal of any kind has been achieved: **1 Exp**.
- Players may spend **Exp** to upgrade their characters, as follows:
 - Spend **1 Exp**: Add **1** new character concept definition, up to a maximum of **3** in total.
 - Spend **2 Exp**: Permanently increase max. **End** or initial **Her** at session start by **1**.
 - Spend **3 Exp**: Learn **1** new **basic** skill.
 - Spend **4 Exp**: Upgrade **1 basic** skill to **advanced**.
 - Spend **4 Exp**: Add **1** to a stat that is currently valued at **2** or less.
 - Spend **6 Exp**: Add **1** to a stat that is currently valued at **3** or more, up to a maximum of **6**.

3.3) Sessions & Scenarios

- **At each session start:** Each player's **Her** resets to the session start balance. Default: **(Lowest stat + 1)**, min. **1**.
- **At each scenario start:** Refill each player's ranged weapons ammo to **20** units.
- Each player can change/replace **1** of their character's definition for free once per scenario.

3.4) Judging Death

- When a creature drops to **0 End**, the GM decides if they are actually dead, or knocked out instead.

3.5) Minions

- Minions are controlled by their owner and act during his/her turn with their own movement and action per round.
- Minions should have a defined background: name, age, personality, how and why they became the owner's minions.
- Minions earn **1 Exp** for every **2 Exp** earned by their owner, i.e. half. They can be improved by spending their **Exp**.

3.6) Game Customization Based On Setting

- The GM determines which **power spheres** are available based on the characters and game's setting.
- The GM determines what type of **gear** is available based on the game's setting.
- Costs are expressed as generic values (coins). The game's currency can be renamed by the GM based on the setting.

4) Skills

• Skills define areas of expertise, with 2 proficiency levels: **basic** or **advanced**.

• Skills with the **focus** characteristic can be taken multiple times, each instance covering a distinct group/type.

Ambidexterity	
Basic	When fighting with 2 weapons, you only suffer -2 to the Att roll of the secondary weapon.
Advanced	You can fight with 2 weapons without any two-weapon fighting penalty to their Att rolls.
Armorcraft	
Focus: Unarmored, light, medium, heavy or power armor.	
Basic	When wearing that type, you get +1 to your AR and reduce the Enc of the armor by 1.
Advanced	+1 Def with the chosen armor type. A successful AR absorbs 1 extra point of Dmg .
Athletics	
Basic	Advantage for rolls involving athletic activities, e.g. climbing, swimming, etc.
Advanced	+1 Def if not encumbered. Natural rolls of 11 - 12 for Def are now considered critical successes.
Charisma	
Basic	Advantage in social activities (persuasion, intimidation, etc.), including distractions using Mnd .
Advanced	Action: Roll Mnd-2 , encourage/scare all allies/foes. They get +1/-1 to their rolls for the scene.
Connections	
Basic	Action: Roll Mnd to obtain information, or obtain up to \$10 from contacts. Additional rolls of this type within the same session incur a cumulative -2 penalty each.
Advanced	Advantage in Mnd rolls for connections. Can now receive up to \$30 of resources with it. Can also ask for support: Follower with 6 stat points + 1 basic skill who stays for 1 session.
Crafting	
Basic	Advantage on rolls involving craftsmanship and repairing things.
Advanced	Create \$10 worth of items at each scenario start, and can also spend 2 Her to craft 1 minor relic. A minor relic is a permanent item bestowing +1 to a stat on rolls for a specific type of task.
Healing	
Basic	Advantage on healing Mnd rolls. Successful healing rolls now restore +1 extra End .
Advanced	Begin each scenario with 1 free potion. You can create extra potions with a Mnd-2 roll if: A) You spend 1 Her . or B) You pay half the potion's cost.
Learning	
Basic	Advantage on rolls involving knowledge, e.g. history, geography, ancient lore, curios, etc.
Advanced	Spend 1 Her to set a "fact" with GM's permission to solve a situation or grant +3 to a roll.

Luck	
Basic	When Her is spent to reroll, the new roll is made with advantage.
Advanced	Spending 1 Her adds +2 instead of +1. When spending Her , roll 1d6: If 6 then recover spent Her .
Minion/Relic	
Focus: Specific relic or minion.	
Basic	You acquire a loyal follower (minion with 4 stat points, 1 basic skill), or a relic of GM's choice.
Advanced	Improve follower with +12 Exp , or gain band of 2x Mnd minion hirelings with 2 stat points each, or current relic becomes more powerful as determined by the GM.
Mobility	
Focus: Aircrafts, ground vehicles, mounts, spaceships or watercrafts.	
Basic	Advantage on rolls to use that vehicle type (riding, driving, etc.), including maneuver rolls.
Advanced	+1 Att , +1 Def and +1 AR when fighting in/with vehicle of selected type, e.g. dog fights, etc.
Perception	
Basic	Advantage on rolls to notice hidden things, clues, details. +1 Agi for combat initiative rolls.
Advanced	Sense incoming danger with a Mnd-2 roll. +2 Agi for combat initiative rolls.
Power	
Focus: Combination of specific power sphere and no/1 limitation e.g. "only affects the undead".	
Basic	You have powers based on the selected power sphere . You can use power items . When casting powers with a limitation, your Mnd roll is made with advantage.
Advanced	+2 Mnd for powers of the selected power sphere . Strain now only triggers on critical failures.
Stealth	
Basic	Advantage on rolls involving stealthy actions, e.g. move silently, burglary, etc.
Advanced	+2 Att and 2x Dmg against unaware foes.
Survival	
Basic	Advantage on rolls involving outdoor activities, e.g. notice, tracking, riding, etc. In the wild, find a meal with a successful Mnd+2 roll.
Advanced	Advantage on Att and Def rolls vs. animals. If you have a beast minion, it gains 8 Exp .
Weaponcraft	
Focus: Unarmed, blades, bows/slings, clubs/axes, firearms, polearms, power weapons or shields.	
Basic	Each turn, choose to gain advantage on Att or Def (Deflect) rolls with weapons of that group.
Advanced	You gain advantage on both Att and Def (Deflect) rolls with weapons of that group. Natural rolls of 11 - 12 for Att are now considered critical successes.

5) Special Items

5.1) Potions

- Potions can be made by characters with the **advanced Healing** skill, who initially know 1 potion recipe per **Mnd** point.
- More recipes can be found during gameplay. Some have a difficulty modifier **X** for the **Healing Mnd** roll to craft.

Name, Craft Modifier	Cost & Description
Blade poison (-1)	Costs \$8 to buy. Spend your action to make 1 weapon deal +1 Dmg for the next 6 turns.
Sleeping draught (-2)	Costs \$6 to buy. Requires 5 minutes to make. Causes victim to sleep for 1d6 hours.
Explosive potion	Costs \$12 to buy. Throw with Agi+1 roll within range of 5 yards, area of effect of 3 yards. On hit, deal 2 Dmg to all creatures in that area, and impose the Fire (-1) hazard on each.

5.2) Relics

- Relics can be granted by the **Relic** skill or found as treasure/rewards during gameplay. Some can be cursed.
- Example relics and benefits:
 - **Ancient amulet**: +2 bonus **Her** at each scenario start.
 - **Knightly panoply**: Blessed warhorse, heavy armor, shield and spear.
 - **Small ship**: Manned by 6 sailors.
 - **Magical sword**: +1 **Att** and +1 **Dmg**. Critical failure on natural 2 - 3.
 - **Prayer beads**: A focus vs. **strain**.
 - **Shop in the city**: Generates 2x 3d6 coins at each scenario start.
 - **Power weapon, power armor or power shield**: Refer to gear list for details.

6) Action & Roll Resolution

- Unless specified by a particular mechanic, the GM determines the appropriate stat to use based on the action.
 - **Regular roll:** Success if $(2d6 + Stat \pm Modifier) \geq 7$ *i.e. success if the total result is 7 or higher.*
 - **Opposed roll:** Success if $(2d6 + Stat \pm Modifier) > (Target\ 2d6 + Stat \pm Modifier)$ *A tie is a failure.*
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- **Advantage:** Roll 3 dice, pick the 2 highest.
 - **Disadvantage:** Roll 3 dice, pick the 2 lowest.
 - **Critical success:** Rolling two 6s with the die, i.e. (6, 6).
 - **Critical failure:** Rolling two 1s with the die, i.e. (1, 1).
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- Players roll with advantage on knowledge rolls related to their character archetype.
 - The GM may use the following modifiers to adjust a particular task's difficulty:
 - **Easy:** +2
 - **Difficult:** -2
 - **Very Difficult:** -4

6.1) Team Rolls Helpers can spend their action to contribute to a particular leader's roll.

- Each helper makes a regular roll without any modifier applied, i.e. $(2d6 + Stat)$.
 - Each success (including critical success) adds +1 to the leader's roll.
 - Each critical failure deducts -2 from the leader's roll.

6.2) Long Tasks Tasks requiring multiple rolls/successes, such as chases.

- 1) The GM sets the number of success tokens necessary to win the long task, and a maximum number of rolls allowed.
 - Suggested thresholds: **Short actions** = 2 tokens. **Medium actions** = 4 tokens. **Long actions** = 6 tokens.
- 2) Player(s) make regular or opposed rolls as appropriate until success is achieved or the roll limit is reached.
 - Each successful roll grants 1 success token. Critical successes grant 2 success tokens instead.

7) Healing & Recovery

- **Sleep:** 8 hours of rest restores $(Str + 1)$ End.
- **Healing:** Mnd roll to restore 1 lost End on self or target creature. Critical success heals 2 lost End instead.
 - A character cannot receive more than $(Str + 1)$ healing attempts per day.

8) Scale

- Entities of different scale categories are treated like regular characters with their own stats, etc.

Scale Category	Example(s)
Character	Hero, horse, typical NPC.
Vehicle	Carriage, car, plane, small spaceship.
Large Vehicle	Warship, dreadnought, large spaceship.
Army	Legion, tank division, rebel band.
Organization	State, guild, cult, corporation, news network.

- By default, entities are assumed to be of character scale, and they cannot attack entities of a larger scale.
- Entities can attack smaller entities of 1 scale lower with -2 Att, dealing +2 Dmg and bypassing armor (no AR).
- Weapons with the Scale modifier allow attacking larger opponents up to the specified scale inclusively.

9) Vehicles

- Vehicles are like characters with stats, gear, and optional abilities. In some cases, Str is based on current crew size.
- Vehicles are piloted with Agi rolls, whichever is highest between vehicle's Agi or pilot's Agi.
- Some vehicles have weapons. Vehicle weapon ranges are in abstract units relative to the vehicle's scale.

HORSE						
STR	AGI	MND	ATT	DEF	END	HER
3	2	0	0/2	2	4	0
GEAR. Hooves (Agi, Warhorses only).						
SPECIAL ABILITIES. None.						
NOTES. A faithful mount. Warhorses are trained to fight and have +1 in Str and Agi. Cost: 10 Coins, 25 for a warhorse.						

SHIP, SMALL						
STR	AGI	MND	ATT	DEF	END	HER
0	2	1	0	2	5	1
GEAR. Crew (Str).						
SPECIAL ABILITIES. Scale (Vehicle).						
NOTES. A small merchant vessel, without any weapons. Its best defense is speed, to evade enemies. Crew: 3-10 mariners. Cost: 100 Coins.						

9.1) Condition & Repair

- A vehicle reduced to 0 End is considered wrecked and non-functional. However, it can still be repaired.
- Repairs can be made with a Crafting Mnd roll to fix 1 End. A critical success fixes 2 End instead.
 - Each repair roll requires a number of hours equal to the vehicle's maximum End.

9.2) Maneuvers

- As the pilot, you can spend your turn to roll Agi -2 to gain +2 Att or +2 Def until your next turn's pilot action.
 - On a natural 2 - 4, the vehicle suffers -2 Att and -2 Def until your next turn's pilot action instead.
 - The Mobility skill applies here and can be used to augment chances of success on the maneuver roll.

9.3) Pursuits & Dogfights

- Participants make opposed long tasks (usually 4 tokens) based on Agi rolls. The Mobility skill applies to these rolls.
- In-between long task rolls, participants may attack or perform other combat actions.
 - Whoever currently has the most tokens can roll with advantage for 1 roll they choose.

10) Mass Battles

- Mass combat is run like regular combat with characters, except 1 round is considered to span several hours.
- Armies can take regular character actions, including aim or distract, and they usually have the Group (X, Y) ability.
- The army's Mnd stat represents its leader's capabilities. Hero-led armies can use the hero's Mnd and Her instead.
 - For hero-led armies, the army and the hero may be separate entities in combat, each with their own turn.
- Heroes can augment their armies' capabilities with deeds, each providing a bonus to their army for 1 turn.
 - Deeds are resolved separately in their own scenes, considered to be happening while armies are fighting.

Category	Example	Effect on army for 1 round
Intelligence	Stealing enemy plans.	Advantage to Att roll and +2 to initiative.
Deed	Killing a champion.	+1 to +4 Att at GM's discretion.
Position	Fortification, higher ground.	+1 to +4 Def at GM's discretion.
Surprise	Night attack.	The army can make an extra attack.
Morale	Flying banner on the front lines.	+1 to +3 Her at GM's discretion.

- Armies recover like characters, except they cannot benefit from sleep or the Healing skill. Regular Mnd rolls only.

11) Powers

- By default, using powers require a **Mnd** roll to affect **1** target, and effects that have a duration last **1** scene.
- The caster's **Mnd** roll is made with advantage for powers that have a limitation.

11.1) Power Modifiers Players can modify a power's mechanics via the following modifiers.

Area effect	-2 to Power Mnd roll to affect all creatures within 5 yards of target, i.e. Burst (5) .
Intense	-2 to Power Mnd roll for +1 Dmg or to knock target back 5 yards.
Increased duration	-2 to Power Mnd roll for an increased duration of 1 day, or -4 for a duration of 1 week.
Permanent duration	-6 to Power Mnd roll and -1 Her permanent loss, i.e. -1 Her at the start of each session.

- **Note:** You cannot stack the same modifier twice on the same action, but multiple distinct modifiers can be applied.

11.2) Power Spheres The different categories of power effects.

Damage	Mnd vs. Def roll to make a power melee attack or ranged attack within (10x Mnd) yards. • If you are wielding a power weapon : +1 Mnd on the attack roll.
Empower	Buff : Mnd roll for +1 on one type of roll, e.g. Att or Def . Mnd-2 roll to add +2 instead. Debuff : Mnd vs. Mnd roll for -1 on one type of roll. Mnd-2 vs. Mnd roll to impose -2 instead. • Debuffs on objects involve a regular Mnd roll instead of an opposed roll. • Duration : Buffs/debuffs have a default duration of 1 scene, or more/less at GM's discretion.
Healing	Mnd roll to heal target for (Mnd) End , minimum of 1 . Mnd-2 roll when healing yourself.
Illusion	Mnd roll to create illusions/holograms visible to everyone. Can create false opponents this way. • False opponents work like the Summoning sphere, with their End = your Mnd/2 rounded up. • Illusions act like minions on their owner's turn. Targets of their attacks defend with Mnd-2 rolls. • Duration : Illusions have a default duration of 1 scene, or more/less at GM's discretion.
Investigation	Mnd roll to detect hidden or invisible things, and/or gather knowledge beyond normal means. • Duration : Detection senses have a default duration of 1 scene, or more/less at GM's discretion. • Passive benefit : Can choose to use Mnd instead of Agi for combat initiative rolls.
Mind Control	Mnd vs. Mnd roll to enslave another being's mind and choose their actions. • If a self-harm order is given, a new opposed Mnd vs Mnd roll is made prior to maintain control. • Duration : Mind control has a default duration of 1 scene, or more/less at GM's discretion.
Protection	Mnd roll to grant the ability to make Def rolls using Mnd with AR (4, 6) . • You can cast this protection on yourself or others. • If the target is wearing power armor while protection is active: +1 Def and +1 to AR . • Duration : Protection has a default duration of 1 scene, or more/less at GM's discretion.
Summoning	Mnd roll to call up creatures from somewhere to obey you, acting as minions on your turn. • Summon 1 normal creature (4 stat points + 1 skill or special ability) with a Mnd roll. • Summon 1 powerful creature (6 stat points + 2 skills/special abilities) with a Mnd-2 roll. • Summon 1 very powerful creature (9 stat points + 3 skills/special abilities) with a Mnd-4 roll. • Duration : Summons last a default duration of 1 scene, or more/less at GM's discretion.
Transmutation	Mnd roll to shapeshift/transform a target object, altering their nature. Mnd vs. Mnd roll to shapeshift/transform an enemy creature, altering their nature. • Shapeshifted creatures have between 50% and 100% of original stats, at GM's discretion. • Duration : Transformations last a default duration of 1 scene, or more/less at GM's discretion.

12) Combat

- **Initiative**: Characters act in descending order of **Agi**. Ties are resolved with opposed **Agi** rolls.
- **On their turn**, characters can move up to (**10 + Agi**) yards (or **1/2** of that if encumbered) and perform **1** action.
 - GM can grant a **+1** or **+2** bonus to **Att** or **Def** based on interesting/creative description of the action.

12.1) Actions

12.1.1) Attack Spend your turn to attack an opponent.

1) Opposed roll: Att vs. Def. Some common modifiers may apply, see below. On success: target is hit, go to step #2.

- **Higher ground: Att+2.**
- **Target visibility/cover:** -1 to -4 based on cover's effectiveness.
- **Beyond ranged weapon's range: Att-2.** Cannot aim further than **2x** range.
- **Multiple attackers: +1** per ally in melee range of target who have been hostile to target recently.
 - This excludes incapacitated allies, or those who have not been hostile to target yet.

- **On Att critical failure:** Attack misses, and attacker loses their next action/turn as well.
- **On Def critical failure:** Attacker gets to perform **1** additional free attack against the target.
- **On Def critical success vs. melee attack:** Defender can make an immediate free melee attack vs. attacker.

2) Calculate damage to apply: 1 + (1 extra Dmg per 2 Att roll points greater than target's Def roll).

- **On Att critical success:** Add **+1** extra Dmg to total.
- **If target was hit while wearing armor:** They may perform a **1d6** armor roll (**AR**) to reduce incoming Dmg.
- Final Dmg is deducted from target's **End**.

12.1.1.1) Attack: Two-Weapon Fighting

- **Fighting with 2 weapons:** You make **2** attacks (**1** for each weapon) with **-1** and **-3 Att** modifiers respectively.

12.1.2) Use Power Spend your turn to use 1 of your powers.

- Perform a **Mnd** roll with applicable modifiers. Powers that can be resisted by the target(s) require opposed rolls.
 - **Reminder:** The caster's **Mnd** roll is made with advantage for powers that have a limitation.
 - **If multiple targets are resisting:** A defensive roll is made for each target vs. the caster's single **Mnd** roll.
 - **Strain:** Regardless of roll success, rolling a natural **2** causes **2 Dmg** to caster. A natural **3 - 4** causes **1 Dmg**.
 - A focus item can be used to absorb some or all the **strain Dmg**.

12.1.3) Aim / Evaluate Spend your turn to boost a subsequent attack.

- Study enemy for **1** turn to earn **+1 Att** on your next turn's attack against it. Can do it for **2** turns for **+2 Att** instead.
 - **Note:** If you do not attack the target right after studying it (i.e. on the following turn), the **Att** bonus is lost.

12.1.4) Distract Spend your turn to impose a temporary handicap on an enemy.

- Perform an opposed **Mnd** vs. **Mnd** or **Agi** vs. **Agi** roll to inflict **-2** to **Att** or **Def** (you choose) until your next turn.

12.2) Tactics On your turn, you can choose to perform 1 or more tactics to augment your action.

- Reduce your own **Att** or **Def** by **2** (but not below **0**) to gain **1** benefit below. The effect lasts until your next turn.

- A) +1 Att B) +1 Def C) +1 Dmg D) Gain an extra attack**

13) Gear

13.1) Armor

Name/Type	Def	Cost	Notes & Modifiers
Unarmored	Agi	-	Armorcraft (Unarmored) grants AR (4)
Light armor	Agi	\$5	Enc (1) AR (5, 6)
Medium armor	4 or Agi-1	\$8	Enc (2) AR (4, 5)
Heavy armor	3 or Agi-2	\$20	Enc (3) AR (3, 4, 6)
Power armor	Mnd-1	\$15	Power item AR (4, 6)
Armor modifiers <i>Only 1 modifier at most may be applied to an armor.</i>			
Well-fitting	-	2x	-1 Enc
Resistant	-	3x	+1 to own AR

13.3) Miscellaneous Items

Name	Cost	Notes & Modifiers
Backpack	\$3	Carry extra items: Ignore 4 Enc of items packed within
Book of lore	\$8	+2 Mnd on knowledge rolls in 1 specific field
Focus: Weak, average or strong	\$3, \$6 or \$9	Absorbs 1, 2 or 3 strain Dmg and is then destroyed
Healing kit	\$7	+1 to Healing Mnd rolls
Craft kit: Base or advanced	\$8 or \$16	+1 or +2 to precise type of Craft rolls Advanced: Enc (2)
Lantern	\$5	Light in 6-yard radius Starts with enough oil for 4 hours
Lockpicks	\$6	+1 Agi when prying locks open
Meal	\$2	Eat to recover 1 End Maximum of 2 meals per day
Oil flask	\$2	Refills lantern Range (10) if thrown Can be set on fire
Rope	\$3	20 yards long Enc (1)
Antidote	\$8	Consume to cure a specific poison
Healing potion	\$10	Drink to recover 4 End
Str/Agi/Mnd potion	\$15	+2 Stat for 1 hour

13.4) Gear & Item Keywords/Modifiers

2H	Weapon requires 2 hands to be used. Cannot use a shield or off-hand weapon.
AR (X1, X2...Xn)	Grants an armor roll to reduce Dmg . Roll 1d6 : If $\geq X1$ then -1 Dmg . If $\geq X2$ then -2 Dmg instead, etc.
Burst (X)	Affects all creatures within X yards of target. For attacks, they all roll Def vs. the attacker's 1 roll.
Deflect	If your Def roll yields a pair, e.g. (2, 2): -1 incoming Dmg . A (6, 6) pair deflects entire Dmg . Multiple Deflect instances can stack. Can't apply if weapon was used to attack during last turn.
Enc (X)	Has an encumbrance value of X points.
Penetrating	If your Att roll yields a pair, e.g. (2, 2): +1 Att . A (6, 6) pair also adds +1 Dmg .
Power item	Special implement which requires the Power skill to be wielded/used.
Unwieldy (X)	-X to user's Def while equipped/used.
Range (X)	Weapon's range without incurring penalties, expressed as X yards.
Slow (X)	Requires X turns to recharge after use. Some can require your action(s) to be spent to recharge.
Scale (X)	Weapon can target/damage entities up to scale category X inclusively.
Balanced	If the 2 stats linked to the weapon are equal, e.g. Str=2 and Agi=2 , then +1 Att .

13.2) Weapons

Name	Att	Cost	Notes & Modifiers
Unarmed group			
Brawling	Agi-1 or Str-1	-	
Martial arts	Agi or Str	-	Requires Weaponcraft (Unarmed) Balanced
Blades group			
Dagger	Agi	\$3	Range (5) if thrown
Greatsword	Str	\$12	2H +1 Dmg -1 to target AR Enc (1)
Rapier/saber	Agi	\$7	Deflect (vs. melee only) Penetrating
Sword	Agi or Str	\$7	Balanced
Bows/slings group <i>Ranged weapons start with 20 ammo when acquired.</i>			
Bow	Agi	\$7	2H Range (20)
Crossbow	Agi+1	\$15	Range (30) Slow (1)
Sling	Agi	\$4	Range (15)
Clubs/axes group			
Axe/mace	Str	\$5	-1 to target AR
Greataxe	Str	\$8	2H +1 Dmg -1 to target AR Enc (1) Unwieldy (1)
Firearms group <i>Ranged weapons start with 20 ammo when acquired.</i>			
Black powder pistol	Agi	\$6	+1 Dmg -1 to target AR Slow (1) Range (15)
Blunderbuss	Agi+1	\$12	+2 Dmg -1 to target AR Slow (2) Range (30) 2H
Pistol	Agi+1	\$8	+1 Dmg -1 to target AR Range (20)
Rifle	Agi+1	\$15	+2 Dmg -2 to target AR Range (40) 2H
Machine gun	Agi	\$20	+1 Dmg -1 to target AR Range (30) Burst (5) 2H
Bomb	Agi+1	\$8	+2 Dmg -2 to target AR Range (15) Burst (10) Scale (Vehicle)
Polearms group			
Staff	Agi	\$2	2H Deflect (vs. melee only)
Spear	Agi	\$4	2H Deflect (vs. melee only) Penetrating Range (10)
Power weapon	Mnd	\$15	Power item Range (15) <i>Represents the power weapons group.</i>
Shields group <i>Shields are considered weapons because they can be used off-hand for push attacks.</i>			
Shield	Str-2	\$6	Enc (1) Deflect
Power shield	Str-2	\$12	Power item Deflect
Weapon modifiers <i>Only 1 modifier at most may be applied to a weapon.</i>			
Accurate	+1	2x	-
Sharp	-	3x	+1 Dmg Melee weapons only

13.5) Encumbrance

Encumbrance is handled in 2 optional ways. Choose 1 below.

A) Encumbrance Points: Encumbered if you carry more than **Str** of **Enc**. Cannot hold more than **Str+2** of **Enc**.

- When encumbered: **-1 Agi**, **-1 Str**, and movement distance is halved.

B) Equipment slots: Each character can hold any 3 weapons/shields, 1 armor, and up to 6 items.

- Coins and very small trinkets don't count toward limit.
- Backpacks allow carrying 10 items instead of 6.

14) NPCs

- NPCs are designed like characters with stats, gear, and optional special abilities.
- The GM determines how many **Her** points NPCs have, if any. Some NPC modifiers also set an initial **Her** balance.

MINOTAUR

STR	AGI	MND	ATT	DEF	END	HER
5	2	0	5/2	1	9	1

GEAR. Great Axe (Str, 2H, +1 Dmg, Enc, -1 AR, -1 Def), Horns (Agi).

SPECIAL ABILITIES. Charge. (+2 Att, +1 Dmg), Extra Attacks (1 Atk, 0). Attacks with axe and horns in the same round.

NOTES. A hulking humanoid with a bull's head and a bad temper. Minotaurs often roam in mazes and have a fondness for young virgins, as both mates and food.

OGRE

STR	AGI	MND	ATT	DEF	END	HER
5	1	-1	4	2	7	1

GEAR. Huge Club (Str-1, 2H, +1 Dmg), Thick Skin (AR 4).

SPECIAL ABILITIES. Extra Attacks (1 Atk, -2). Club sweep hitting multiple opponents.

NOTES. An enormous, brutish humanoid, ugly and stupid. Ogres are often man-eaters. They can do lot of damage with their enormous clubs.

14.1) NPC Modifiers

Champion	+2 End Her = (Mnd + 1)
Chief	+1 Str +1 Mnd Her = Mnd Advanced Charisma
Giant	+1 Str +2 End
Fanatic	+1 Att -2 Def 1 extra attack
Undead/Construct	+1 Str +2 End Resistance/weakness ability
Strong	+1 Str +1 Def +3 End
Veteran	+1 End 1 extra skill

15) Hazards Hazards with variables (e.g. X) are to be customized by the GM.

Cold/heat (X)	Extreme weather. Each hour, characters must succeed a Str±X roll or lose 1 End . Appropriate gear may grant +2 bonus to roll, at GM's discretion.
Darkness (X)	Characters suffer a penalty X to rolls requiring vision, with X between -1 and -4 inclusively.
Drowning	Characters can safely hold their breath for (Str + 2) rounds, minimum of 1 round. Afterwards, on each round, must succeed an Str-2 roll or suffer 1 Dmg .
Falling	Causes 1 Dmg per 3 yards of fall. A successful Agi roll reduces the Dmg in half. Athletics applies.
Fear (X)	Characters must succeed an Mnd±X roll or suffer -2 to all rolls until the source of fear is removed.
Fire (X)	Each round, characters exposed to fire must succeed a Def±X roll or take 1 Dmg . Rolling a natural 2 - 4 causes victim to catch on fire. Succeed an Agi-2 roll to put out the fire. Trying to put out the fire counts as 1 action. As such, the character can try each turn.
Hunger/thirst	Characters suffer from hunger after 2 days, thirst after 1 . Each day after, characters must succeed a Str roll or take 1 Dmg and lose 1 Str temporarily. Lost Str is progressively regained over 2d6 hours once character eats or drinks.
Illness (X)	Characters exposed to illness must roll Str±X to avoid infection. Illnesses can be cured with a Mnd roll from someone with the Healing skill. Some illnesses can require additional rolls to avoid consequences. See examples below: <ul style="list-style-type: none"> • Cerebral parasites (-1): -2 Mnd for 1 month. Roll Str-2 after 15 days vs. permanent madness. • Debilitating fever (+1): -2 Str for 2 weeks.
Poison (X)	Characters exposed roll Str±X to resist poison effect each time it is scheduled to apply. Poisons can be cured with a Mnd roll from someone with the Healing skill. See examples below: <ul style="list-style-type: none"> • Snake poison (-2): -1 End every 1 minute, for 1 hour or until death. • Spider venom (-1): -1 Agi every 10 minutes, for 1d6 hours. Paralyzed at -2 Agi, dead at -5.

14.2) NPC Special Abilities Abilities with variables (e.g. X) are to be customized by the GM.

Area attack (X, Y)	The NPC rolls Att±X once to attack all opponents within an area of effect of Y yards around primary target.
Charge (X)	If the NPC moved 10 or more yards before attacking, it rolls Att±X and its attack may have special effect(s).
Constrict (X)	Attack can constrict instead of dealing damage. Victim must roll Str±X each turn and suffers 1 Dmg on failure. Victim breaks free by spending their action to win an opposed Str roll, but the NPC has advantage on that roll.
Entangle (X)	Attack can immobilize instead of dealing damage. Victim suffers -3 to all physical actions, including Att and Def . Victim breaks free by spending their action to win an opposed roll using Str , Agi or Mnd at GM's discretion.
Extra attacks (X, Y)	The NPC makes X additional attacks. All attacks are rolled with Att±Y , including the 1st attack.
Fear (X)	The NPC imposes the Fear (X) hazard.
Group (X, Y)	The NPC represents a group. It makes X attacks per round. For each Y End lost, it suffers some penalty(ies).
Initiative (X)	The NPC is very fast/slow and has an X modifier applied to its combat initiative rolls, regardless of stat rolled.
Invulnerability	The NPC cannot be harmed by normal means. It usually has 1 Weakness (or more) which can be exploited.
Infection (X, Y)	If a creature is killed by this NPC, roll 2d6 . If $\geq X$: Victim comes back (e.g. undead) after a time delay of Y . If a critical success was rolled on the killing blow: Victim returns as a Champion (NPC modifier) of NPC's species.
Life drain	When the NPC inflicts Dmg , it gains +End points equal to the Dmg dealt. The maximum End can be exceeded this way.
Pack fighter	Grants +1 Att and +1 Def to allies hostile to the same target (stacked on top of the multiple attackers bonus).
Poison (X)	The NPC imposes the Poison (X) hazard.
Regeneration (X)	The NPC can make a Str±X roll each round to regenerate 1 End . This roll does not spend their turn.
Resistance/weakness (X, Y)	The NPC rolls Def±X against attacks of type Y .
Scale (X)	The NPC has the specified scale instead of the default creature scale.
Spread illness (X)	The NPC imposes the Illness (X) hazard.
Undead	
Weakness (-1)	vs. holy elements (water, symbols, places, etc.) The NPC doesn't need to eat, sleep or breathe.