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ROLLING DICE

Skill Checks

Roll d20 + Relevant Attribute, + Skill Bonus (If Trait or Expertises is applicable). If this beats difficulty rating, it's a success.

Easy (DR 11), **Tricky** (DR 16), **Hard** (DR 21), **Challenging** (DR 26)

Roll Adjustments

Advance - Roll a D6, add it to the result.

Setback - Roll a D6, subtract it from the result. These cancel each other out.

These can be stacked, up to three times on a roll.

Rounding

If a number is ever halved, round up.

THE TURN

Initiative

Each entity involved rolls a d20 + Reacting. Take turns in descending order.

Can do each of the following on your turn:

2 Actions - Attack (once per weapon per turn), Use Ability, Use Item, Equip Weapon, Exchange Item, Disengage from foes, Grapple, Shove, Disarm, Help an Ally, Dash (3 Spaces, once per round), Search, Hold Action, Alert (extra reaction).

Movement - Run (6 spaces), Jump, Sneak, Take Cover, Get up, Alert.

Free Actions - Speak, Look around, Unequip Weapon.

Reactions

You have 3 reactions, which refresh each turn. Use to:

Respond to a Melee Attack, Dash, make a Melee Attack against an engaged entity moving away from you, Drop Prone, Intercept Ranged Attack, use Held Action.

COMBAT

Melee Combat

Roll Melee Attack (Earth or Water + Skill Bonus if using Proficient weapon).

Opponent spends Reaction to roll Defending or Dodging.

If you beat their roll, deal damage.

Ranged Combat

Roll Ranged Attack (Water + Skill Bonus if using Proficient weapon).

If your roll is equal to or higher than the target's Evasion or Cover, deal damage.

Explosions

Entities in the area must Dash out of it as a Reaction, avoiding the damage on a successful Dodging / Reacting check. If they cannot dash, they will take half damage on a successful response.

Sneak Attacks

If attacking an entity you are hidden from, they cannot React, and their Evasion is capped at 11.

Critical Hits

A roll of 20 on the dice for an attack roll ignores armour and inflicts a Wound on the target.

Damage

Roll weapon/ability damage + Attribute.

Reduce target's HP by the result.

Armour - Reduces damage (of certain types) by a flat amount.

Resistance - Halves specified damage type.

Vulnerability - Doubles specified damage type.

Immunity - Nullifies specified damage type.

WOUNDS

When out of HP, any damage inflicts a Wound. Each Wound inflicts a -1 penalty on all d20 rolls. At 3 Wounds, suffer an Injury and go to Death's Door.

At 6 Wounds, you die.

FATIGUE

Panic

Suffer -1 to mental Skill Checks per point of Panic.

3 Panic - Roll random behaviour effect, 1 less Action or Movement each turn.

Exhaustion

Suffer -1 to physical Skill Checks per point of Exhaustion.

3 Exhaustion - Weakened, 1 less Action or Movement each turn.

RESTING

Short Rest - Requires food and 30 minutes. Recover half maximum HP, 2d4 Energy, lose 1 point of Exhaustion and Panic

Long Rest - Requires food and 8 hours. Regain all HP, Energy, and Destiny. Lose all Wounds, Panic, and Exhaustion.



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CONDITIONS

Bleeding / Poisoned / Burning / Withering - At the start of each turn make Endurance Check, suffering d6 damage on a failure.

Blinded - Unable to use Ranged attacks or abilities. Setback on Defending, Dodging, and making Melee attacks.

Diseased - HP restoration is halved.

Disoriented - Setback on all Reactions and mental Skill Checks.

Intangible - Can move through other entity's spaces, ignores Terrain effects, and cannot be made Snared, Restrained, or Prone.

Prone - Setback on Dodging, Defending, and making Melee attacks. Movement speed halved, unable to Dash, Evasion capped at 11, Cover 16 against ranged attacks from further than 3 spaces away. Can get up using Movement.

Restrained - Unable to move. Evasion capped at 11. Setback on Dodging, Defending, Attacks and Casting. Cannot use Large weapons.

Silenced - Cannot use Magic. Cancels Focus abilities.

Staggered - Setback on your next Reaction. Unable to Dash.

Sleeping - Cannot act. Will wake up if damage is taken.

Slowed - Movement speed halved, cannot Dash..

Stunned - Cannot make Reactions. Evasion capped at 11.

Weakened - Setback on Melee Attacks and Physical Skill Checks.

WEAPON TYPES

Simple - Everyone is Skilled with these.

Blades - No effects

Brute - Must use Earth for Attacks

Bows - No effects.

Firearms - Loud, and Misfires on a Crit Fail, requiring Action to fix.

Polearms - Setback on attacks within 1 space.

Unarmed - Comes in pairs, counts as Unarmed Attacks.

WEAPON KEYWORDS

Blast - Explodes on impact, affecting an area.

Breaching - Armour value is halved against this weapon.

Buckshot - Deals +2d6 damage within half effective range. Deals half damage beyond effective range.

Heavy - Requires Earth of 2 or more to wield, suffering Setback on attacks if this is not met.

Lifesteal - Wielder restores HP equal to half the damage dealt by this weapon.

Overheat - Can be used more than once in a turn, but then cannot be used on the following turn.

Precise - Requires Water of 2 or more to wield. Must use Water attribute for attacks and damage.

Rapidfire - Can be fired multiple times a turn.

Reach - Extended range on melee attacks.

Rending - Permanently halves the effectiveness of Armour it hits.

Scatter - This weapon Scatters on a miss.

Setup - Equipping this weapon costs 2 Actions, and has Setback when fired within melee range of an enemy.

Shock - If the attack roll with this weapon exceeds the opponent's Endurance, they are Staggered.

Spread - This weapon fires as an Area-of-Effect in a line.

Thrown - This weapon can be thrown a Short (6) / Medium (12) range, using your Earth or Water attribute.



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ATTRIBUTES

Everything is related to one of the four Attributes;

Earth - Physical Strength (*Health, Attacks*)

Water - Physical Finesse (*Dodging, Attacks*)

Fire - Mental Strength (*Charisma, Magic*)

Air - Mental Finesse (*Perception, Magic*)

Start by assigning each of these numbers to an Attribute: 3, 1, 1, 0.

Assign +1 to attributes of your choice per Improvement.

CHARACTER POINTS (CP)

You start with a number of CP determined by the GM, and can gain more as you play. You can spend these on abilities, and get certain bonuses at CP thresholds.

Improvements - Start with 1, and gain 1 more for each 10 CP you have in total. Each Improvement gives you +1 Destiny, +1 Energy, +2 HP, and an additional Attribute Point.

Skill Bonus - Determines the bonus you get to add to things you're good at. Is +1 at 5 CP, increases by 1 for each 10 CP.

Skill DR - The passive difficulty of effects you create. Is equal to 9 + your Highest Attribute, + your Skill Bonus.

RESOURCES

HP - 12 + Double your Earth + 2 for Each Improvement.

Represents your health.

Energy - Highest Mental Attribute (Fire or Air) + 1 for each Improvement.

Used for abilities.

Destiny - Equal to your number of Improvements.

Used for your Archetype ability.

RESPONSES

Add your Skill Bonus to two Active Responses and two Passive Responses of your choice.

Active Responses

Defending - Based on Earth attribute. Used to block melee attacks and resist effects.

Dodging - Based on Water attribute. Used to dodge melee attacks and explosions.

Concentrating - Based on Fire attribute. Used to resist mental effects.

Reacting - Based on Air attribute. Used to act quicker than foes. Determines initiative.

Passive Responses

Endurance - 9 + Earth. Your natural resilience. Used against poisons and pushing effects.

Evasion - 9 + Water. Your natural evasiveness. Used against Ranged Attacks.

Resolve - 9 + Fire. Your natural willpower. Used against fear effects.

Awareness - 9 + Air. Your natural ability to perceive hidden things.

SKILLS

When making a Skill Check, if you have a relevant Trait or Expertise, add your Skill Bonus to the roll.

Traits - *Agile, Athletic, Charming, Deceptive, Deft, Insightful, Intelligent, Intimidating, Perceptive, Persuasive, Stealthy, Strong.*

Expertises - *Animals, Antiquity, Bureaucracy, Crafting, Crime, Culture, Language, Magic Sciences, Mechanics, Medicine, Music, Natural Sciences, Navigation, Religion, Sailing, Vehicles, Warfare, Wilderness.*

Weapon Skills - *Blades, Brute, Bows, Firearms, Polearms, Shields, Unarmed, Thrown.*

FLAWS

Nobody's perfect. If a Flaw is relevant to a Skill Check, the roll gets a Setback.

If you pick at least one flaw, you get an additional 2 CP to spend (doesn't count towards total).

Arrogant, Antisocial, Bad Liar, Clumsy, Cowardly, Cumbersome, Fragile, Loud, Meek, Oblivious, One-Armed, Phobia, Short-Sighted, Short-Tempered, Slow, Uneducated, Unfit, Weak.



PANIC TABLE

Roll a d6 on the below table. Effects last 3 turns.

1. Afraid

You immediately use a Reaction to Dash away from the source of the Panic, if possible.

You cannot move closer to the source of the Panic, or any other hostile entities you can see, and you have Setback on Attack and Casting rolls.

2. Cautious

When you take a Movement action, you can only move half as far..

3. Shaken

Suffer no penalties this turn, but must roll on this table again at the start of your next turn.

4. Steadfast

Regain HP equal to double the amount of Panic you are suffering from, and become unaffected by Panic for the duration.

5. Reckless

You cannot use the Sneak, Take Cover, or Alert movements. You have 1 less Reaction.

6. Frenzied

You are Disoriented, have -1 Reaction, cannot willingly move away from hostile entities, and you must attempt to deal damage to something each turn.

SORCEROUS BACKLASH

Roll a d8 on the below table.

1. Ability fails and you are Silenced until the end of your next turn.
2. Suffer 3d6 damage, of your magic type.
3. Suffer 2 points of Panic
4. Suffer 2 points of Exhaustion.
5. Create an Explosion of magic in a Close (3) radius, not affecting you, dealing 2d6 damage to entities who do not avoid it.
6. Cast a random one of your abilities on yourself. If it has a variable cost, roll a d3 and spend that much energy on it.
7. Ability deals an additional d10 damage to the target.
8. Ability costs no Energy.

INJURIES

GM Can choose from the below, or roll a d6 to randomly determine Injury

1. Dismemberment

The entity loses a part of their body, such as a finger, an eye, an arm or a leg, with the severity determined by the GM based on the situation. They also immediately start Bleeding (d6 for 6 Rounds).

2. Traumatic Wound

The entity's maximum HP is halved. Requires medical treatment to recover from.

3. Damaged Leg

Movement is halved, Setback on Dodging and relevant skill checks. Requires medical treatment to recover from

4. Damaged Arm

Setback on all rolls which involve using this arm. Requires medical treatment to recover from

5. Concussion

The entity is Disoriented while the injury persists. Recover during a Short or Long Rest.

6. Smashed Item

The entity itself is not injured, but one random item they are wearing or carrying is broken.



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SUPPLY ITEMS

Doctor's Tools - Allows you to perform the effects of Healing Kits, if you have Medicine Expertise.

Grappling Hook - Allows for easier climbing.

Lantern - Sheds light in a Short (6) radius.

Magic Focus - Contains 4 Energy, which can only be spent on Magical Abilities. Must be wielding the Magic Focus in one of their hands in order to use this Energy. The Energy restores during a Long Rest.

Mechanic's Tools - Allows you to perform the effects of Repair Kits, if you have Mechanics Expertise.

Net - Can be thrown as an Action, Restraining on a hit.

Rough Weather Clothes - Grants resilience to weather effects and hostile environments.

Shield - If Proficient, provides Advance to Defending against Melee attacks, and 16 Cover against Ranged Attacks. Also allows you to Defend against Explosions, negating damage on success.

Silver Chain - Bypasses the Intangible rule, allowing you to Restrain such entities with this item, as an Action.

QUICK ACCESS ITEMS

These items can be used without being Equipped first.

Antidote - Cures Poison.

Bandages - Cures Bleeding.

Bolas - Throw as an Action. If it hits a humanoid they are knocked Prone.

Energy Elixir - Restores 2d4 Energy.

Flash Grenade - Throw as an Action. Where it lands, it unleashes bright light in 6 spaces, blinding everyone who fails a Reacting check against it for 1 turn.

Grenade - Throw as an Action. On a miss, or a roll lower than 13, the grenade Scatters.

Where the grenade lands, it Explodes in a 3 width radius. Entities caught in the radius take 3d8 Fire damage, and are knocked away 1 space. If it is a direct hit, they take 4d8 damage, are knocked away 1d4 spaces and are knocked Prone.

Healing Elixir - Restores 2d8+2 HP.

Healing Kit - Use during a Short Rest to treat one Wound on yourself or an ally. Also can be used to Revive an entity on Death's Door.

Painkillers - Once consumed, for 10 minutes, ignore the penalties of Wounds and Exhaustion.

Poison - If an entity ingests this, they suffer 1d6 Poisoning until they reach Death's Door.

You can apply Poison to a weapon. If you hit an entity with a poisoned weapon, it inflicts 1d6 Poisoning for 3 turns. This lasts for 3 hits.

Repair Kit - Use to fix items, and heal Clockworks and Augmented entities.

Scrolls - Can be used as an Action to cast a magic ability stored within.

Sedatives - Lose 1 point of Panic.

Silver Bullets - Arcana, Spirits, and Dark entities are Vulnerable to damage dealt by this Ammunition.

Smoke Grenade - Throw as an Action. Where it lands, it releases smoke in a 3 radius, within which standard vision range is reduced to 1 space. The smoke cloud lasts 3 turns.



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WEAPONS (0 - 500 c)

Weapon	Type	Damage	Range	Rules	Price
Baton	Small Simple	d8 Blunt	Melee		4
Knife	Small Simple	d6 Sharp	Melee		5
Tool	Medium Simple	d8 Blunt	Melee		5
Quarterstaff	Medium Simple	d8 Blunt	Melee, Reach 2		5
Machete	Small Simple	d8 Sharp	Melee		10
Whip	Small Simple	d8 Sharp	Melee, Reach 3		10
Hatchet	Small Simple	d8 Sharp	Melee	Thrown	12
Axe	Medium Blade	d10 Sharp	Melee	Breaching, Heavy	20
Dagger	Small Blade	d6 Sharp	Melee	Breaching, Precise, Thrown	24
Bludgeon	Medium Brute	d10 Blunt	Melee	Breaching, Heavy	30
Spear	Medium Polearm	d10 Pierce	Melee, Reach 2	Thrown	30
Recurve Bow	Large Bow	d10 Pierce	Ranged 12 / 24		50
Longbow	Large Bow	2d6 Pierce	Ranged 24 / 48	Heavy	75
Hand Crossbow	Medium Bow	d10 Pierce	Ranged 6 / 12		100
Sword	Medium Blade	d10 Sharp	Melee		100
Pocket Pistol	Small Firearm	d10 Pierce	Ranged 12 / 24		150
Rapier	Medium Blade	d10 Pierce	Melee	Breaching, Precise	200
Pepperbox Pistol	Small Firearm	d10 Pierce	Ranged 12 / 24	Rapidfire	150
Crossbow	Large Bow	2d6 Pierce	Ranged 12 / 24		200
Battle Pistol	Medium Firearm	2d6 Pierce	Ranged 12 / 24		250
Sledgehammer	Large Brute	2d6 Blunt	Melee	Breaching, Heavy	240
Pike	Large Polearm	d6 Pierce	Melee, Reach 3	Heavy	240
Longsword	Large Blade	2d6 Sharp	Melee		275
Glaive	Large Polearm	2d6 Sharp	Melee, Reach 2		275
Repeat. Crossbow	Large Bow	2d6 Pierce	Ranged 12 / 24	Rapidfire	325
Sawn-Off Shotgun	Medium Firearm	2d6 Pierce	Ranged 6 / 12	Buckshot	400
Revolver	Medium Firearm	2d6 Pierce	Ranged 12 / 24	Rapidfire	400
Halberd	Large Polearm	2d6 Sharp	Melee, Reach 2	Breaching, Heavy	450
Shotgun	Large Firearm	2d6 Pierce	Ranged 12 / 24	Buckshot	450
Staff of Focus	Medium Polearm	d8 Blunt	Melee	Magic Bonus; Double Range	450
Staff of Potency	Medium Polearm	d8 Blunt	Melee	Magic Bonus; +d6 Damage	450
Greatsword	Large Blade	2d8 Sharp	Melee, Reach 2	Heavy	500
Rifle	Large Firearm	2d8 Pierce	Ranged 12 / 24		500



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