Character Creation

Check types

Type	Formula	Result
Accuracy (combat)	Use weapon's formula (see weapon list)	HR (high roll of two rolled dice) + weapon bonus
Magic (cast offensive spell or ritual)	Depends on spell used	Spell determines
Opposed	Both participants roll the same applicable dice	Highest roll wins. Crits can generate OPPORTUNITIES
Open (used for ex. for research, no DC is set)	Roll appropriate attributes	Compare to DC table for level of success

Check types (cont)

GROUP	Once PC is LEADER, others are SUPPORT. SUPPORTS roll vs DC 10, and on success, add +1 to LEADER'S roll. Each BOND with the LEADER and succeeds on their roll, they ADD their strongest BOND with the LEADER to the roll. LEADER then rolls with these bonuses

MODIFIERS - +2 / -2 determined by (dis)advantage of PC in the situation and set by GM

See page 51 for common checks and what rolls to use

Inventory

Inventory Points	You start with six points, may have more based on skills
	It costs 10z per point to recover points in town, you may never go over your max Inventory
	Points cannot be shared

Inventory (cont)

Spending points	Points can be spent on items on page 104 (potions, shards, tent). Item MUST be immediately used when paid for, and is depleted/destroyed after use
	You cannot save created items for later
Gear and Tools	You will always have available, at no cost, basic tools appropriate to your class and skills
Equipment	Certain items have a red diamond icon in their entry. This markes them as martial, and only specific classes can use them
Encumbrance	You get one free slot for Armor, one for main hand gear, one for off hand gear, and one slot for an accessory
	Anything not equipped is in the BACKPACK. You can store as much as makes sense in your BACKPACK
	Pulling something from your BACKPACK always requires an action

Fabula Points

Start with 3 points as a new Character

Gain 1 point on a FUMBLE

Gain a point when a VILLAIN enters the SCENE - this can stack if multiple villains enter the same scene

Always start with at least one at the start of the session

If you SURRENDER , gain 2 FABULA points

Invoking BONDS or TRAITS to force yourself to fail a check, gain 1 POINT

No limit to how many points you may have at any time

Combat - Initiative - Actions

PCs do an INITIATIVE GROUP CHECK, need to beat the enemy's HIGHEST INIT

If PCs win, one of them goes first, then an enemy, then an ally, then an enemy, etc

Actions - everyone gets one ACTION PER ROUND

You CANNOT pass your round/turn

Whichever side won INITIATIVE has won it for the entire encounter, there is no rerolling INIT

Attack Rolls

Decide if you can reach target	Flying targets, for ex. might not be hittable with melee
Roll Accuracy check	Weapon Accuracy vs Target's Defense number
Fumbles & Crits	Generate OPPORT-UNITIES
Damage	On a hit, do Weapon DMG

Attack Rolls (cont)

Conditions	Target is: Vulnerable = 2x damage, Resistant = 1/2 dmg, Immune takes no damage, Absorbing recovers HP = to damage inflicted
Multi--attack	Using a weapon tagged multi lets you make that many attacks, but just make one attack roll and compare to each target. Crit success means you auto hit all your targets, Fumble means you miss them all. Do normal damage to each target
Two weapon fighting	Weapons must be of same category. Multi weapons lose the multi property for the attack. Damage is 0+ weapon (you don't use HR)
	You can never use two weapon fighting in a free attack

DC Setting

DC	Action Difficulty	Comparable to
7	Easy	anyone with some training or natural talent
10	Normal	A competent person
13	Hard	An expert or prodigy

DC Setting (cont)

16	Very Hard	Someone who is among the very best in their field

When in doubt for a DC, just go with 10

Travelling

Each Travel Day, determine the Travel Roll Die (choose the highest die roll for the terrain) and roll against it

Travel roll >= 6	Encounter a danger
Travel roll = 1	Make an unexpected discovery

After rolling, continue travelling

List of Dangers is on p 108

Damage, HP, and MP

Zero HP	Downed
Zero MP	Cannot cast spells or use MP-based abilities
Zero HP NPC	They are down, players can finish them off if they want
Zero HP Villain	Villain surrenders or tries to flee
	Villain must spend 1 Ultima point to freely escape
PC at Zero - Sacrifice option	Sacrifice themselves to complete a great goal
	Two of the following conditions required

Damage, HP, and MP (cont)

	* A villain is in the scene
	* A PC you have a BOND with would benefit
	* Your sacrifice benefits the world
PC at Zero HP - Surrender option	They are not DEAD and cannot be killed (it's against the game's theme!)
	PC is knocked out, but gains 2 FABULA points
	PC wakes up at start of next scene that they'd be part of
	GM may inflict a CONSEQ-UENCE, see p89
Resting	Requires uninterrupted 4-6 hours
	Recover all HP and MP
	Remove all STATUS effect-s/conditions
	May create a new BOND towards someone or something
	May add a new EMOTION to a BOND
	May erase an EMOTION from a BOND and replace it with a new one

Study Action

Roll	Result
7+	Basic info. A Hint that's useful but not broad
10+	Complete. A full answer, no room for doubt
13+	Detailed, Complete plus a bonus detail
16+	Encyclopedic. Everything someone would know about the question

Combat - Movement

Movement is not distinct from your action, it's part of it. So to dash across the room and punch the monster in the nose is an action

Descriptive cool sh*t doesn't take up part of your action, it is part of it. So doing a cool blade dance as you close in and attack doesn't count against you

Bonds

Each BOND may have THREE EMOTIONS connected to it at most

EMOTIONS come in pairs (ex. Loyalty and Mistrust) and PC can only have one element of the pair in a current BOND

Creation of BONDS can occur during RESTS or be granted by an OPPORT-UNITY. New bonds get a single EMOTION and a starting STRENGTH of +1

During RESTS you can shift EMOTIONS around and add more EMOTIONS to a BOND

You can never have more the SIX Bonds. You may manually remove a BOND to make space for a new one

Even after DEATH, PCs continue to have the BONDS until they are erased

Actions

Attack	melee or ranged attacks
Equipment	Switch equipped gear with something in your pack. Cannot do this for ARMOR
Guard (once per turn at start of your next turn)	Gain RESISTANCE to all damage types. +2 to OPPOSED CHECKS. You may COVER another creature, preventing all MELEE attacks against them
Hinder	Perform a DC 10 check against a foe. Success = make them dazed, shaken, slow, or weak
Inventory	Spend INVENTORY PTS to produce and immediately use a consumable item
Objective	Work towards completing a conflict objective. Uses an ATTRIB or OPPOSED check. If complex - may require a clock
Spell	Cast one spell
Study	Gain info about someone or something. Uses an INS+INS open check

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Actions (cont)

Use a Skill	Some skills require an action to activate
Other	Your do something that's not part of this list

Players may use GROUP checks when performing actions, but that means all supporting players and the lead player have used their action for the round.

Conditions

Condition	Die or Dice Reduced
Dazed	Insight
Enraged	Dex & Insight
Poisoned	Might & Willpower
Shaken	Willpower
Slow	Dexterity
Weak	Might

Effects can be cumulative, though no die can go below d6

Conditions

Condition	Die or Dice Reduced
Dazed	Insight

Ultima Points for Villains

Minor villain	5 - enemy commander, unique or infamous monsters
Major	10 - tyrants, mages, powerful legendary creatures
Supreme	15 - Archdemons, demigods, immortals
Spending points	
- Escape	1 point to leave the scene

Ultima Points for Villains (cont)

- Invoke Trait	After performing a check, Villain may spend a point to invoke a TRAIT and reroll one or both dice
- Recovery	1 Point to gain back 50 Mind Points and remove ALL STATUS effects

Villains do not gain more or recover Ultima pts

A villain with 0 Ultima points stops being a villain and becomes an NPC, though they may ESCALATE

- Escalate	Villain rises to the next level (ex, Minor becomes Major)
	Treat villain as a whole new character with a new stock of Ultima points
	Give players one FABULA point

Using Bonds or Traits to adjust rolls

After making a check, you can SPEND a FABULA POINT and invoke IDENTITY, ORIGIN, or appropriate THEME

Spend a point, and reroll one or both dice taking the better results.

You can continue to spend FABULA points to reroll, there's no limit to rerolls until you run out of FABULA points

BONDS - after making a check, spend a FABULA POINT to invoke the bond. Add the STRENGTH of the BOND to the overall roll total

Spells and Rituals

Casting a spell	You must be able to move your body, but can be holding items
	Must be able to speak

Spells and Rituals (cont)

	Must have enough MP to cast the chosen spell
	Must be able to see your target, unless it's yourself
Spell cast checks	Offensive spells: Elemental, Entrophism, and Spiritism require INSL + WLP checks. Chimerism can choose between INS+WLP or MIG+WLP. Roll vs Target's Magic Defense. Crits auto succeed
	Non-offensive spells automatically succeed
Fumbles and Crits	Generate OPPORTUNITIES as normal
Hidden casting	Not possible, it's always obvious you're casting
Stacking	Spell effects, such as ones that cause conditions, do not stack, only the most recent effect is relevant
RITUALS p.118	Describe what you want the ritual to do
	Determine MP cost by consulting AREA and POTENCY tables
	Cast like a spell, but roll vs POTENCY DL (see p 118)

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