

Basic Mechanics

Investigative Abilities	You do not roll on these. They succeed when you declare you are using them in the appropriate situation. You can burn the extra points for a higher level of success. But used points do not regenerate until the next adventure.
General Abilities	You roll for success on these, and can spend points to add bonus points. You always roll 1d6 and must beat the target number set by the GM. Each ability point you spend gives you +1 point on the die roll.
When you are out of points:	Even if you've burned all points in an ability, you still have the ability and can roll on it (General) or use it (Investigative)

Refresh tokens for General Abilities

These are given out by the GM during play. You may take a Token at any time, and one token refreshes all your points in one GENERAL ABILITY. The pool of tokens resets to zero at the start of the next scene, so use 'em while you have 'em.

Tokens are added to the pool when:

- * You kill a mook (1 token)
- * You kill a named NPC or monster (3 tokens)
- * You kill a major foe (5 tokens)
- * Solving a riddle or challenge - GM determines number of tokens added
- * Social Interactions - spending time investigating situations, talking with locals, etc. earns tokens determined by GM

Combat Overview

1. Initiative - this system uses Popcorn Initiative. On the first round, the GM chooses which PC goes first. After their actions are completed, that PC chooses with combatant, friend or foe, goes next. Then after that one's turn is done, they pick who is next, and so on. At the end of the round, the last PC chooses who starts the next round.

2. Range - this uses Range Bands, which consist of :

- * Point Blank (melee/adjacent),
- * Close (~10M), standard range for SWAY or spoken attacks. Max thrown item range
- * Medium (no more than 40m away), max range of SWAY, standard range of Sorcery
- * Long (100m, the farthest a bow can shoot), max range of sorcery and ranged weapons
- * Very Long (up to 500m), Anything at this range is considered out of combat



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Attack / Damage / Defense

Attacking: Roll 1d6 on your WARFARE, add any points you're adding from the skill. Meet or Beat the target's HEALTH threshold . You can spend 1 INVESTIGATIVE point to gain +3 on your attack roll, while GENERAL points are spent on a 1:1 basis

Melee or Ranged weapons

Damage: Base Damage + your Damage Modifier + Investigative Spends (p. 51) + Critical Hits (p. 68) + Teamwork Attacks (p. 69). Whatever points you spent to try and hit the target also contribute to damage

You can boost Damage by spending points. One point of INVESTIGATIVE spent = +1 die of damage you roll

Critical Hits For every 5 points you beat the needed TO HIT number, you do an extra die of damage

Boosting your Defense Spend one INVESTIGATIVE point to gain Armor 4 for the round

Spend one INVESTIGATIVE point to boost your HEALTH or MORALE THRESHOLD by +3 on one incoming attack

Attacking Multiple Targets If you have an 8 or higher in Sway, Warfare, or Sorcery, you can attack multiple targets. For every 3 points over the TO HIT you succeed by, you can an extra target within range. These extra targets only take your base Damage Die in damage, and not the bonus points you spent. Using this ability takes precedence over crit hits.

Armor Reduces incoming damage

If you have Zero ranks in Warfare or Sway, you can still attack with them. However, you get no points to spend, and on a hit, you take a -2 damage penalty to the attack



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Health and Dying

Health 0+	Health -1 to -5	-6 to -10	below -10
Healthy	Hurt	Seriously Wounded	Defeated
You are aok	Make a diff 4 HEALTH test to stay awake. -1 to all General Ability Tests. Can be healed normally with BIND WOUNDS	Make another Diff 4 HEALTH TEST. Healing is only 1/2 as effective as normal. Lose 1 HP per hour you're not stabilized. -2 to all GENERAL ABILITY tests. After being healed, you take -1 on GENERAL ABI tests until end of adventure	You're out of action and if a physical attack dropped you, you're dead.

Healing

Bind Wounds or Leechcraft can heal you slowly

Morale Damage and Knockouts

Morale 0+	-1 to -5	-6 to -10	below -10
Resiliant	Unstable	Panicked	Broken
You are aok	Make a diff 4 Morale Test. If you fail, you pass out or are out of action somehow. All General Ability tests are at -1	Make another Diff 4 MORALE TEST or be taken out of action (faint, run away, etc.) All GENERAL tests are at -2, and at -1 for adventure while you heal	You are either out of action, or become treasonous (p83)

You can regain MORALE by using SWAY. If you're using it on you, 1 point of SWAY spent is 1 point of Morale gained, while if you use it on others, they gain 2 points.

Sorcery



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