

Adventurer's Guide to Savits

HeNine

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Part I

The Game

Chapter 1

PLAYERS

Player Characters

Game Runner

Chapter 2

DICE

Notation

We use D_N to denote an N -sided die. The dice commonly used in this game are: D_4 , D_6 , D_8 , D_{10} , D_{12} , D_{20} and D_{100} . If we want to say, “roll X dice and add their results together,” we denote that with XDN . For example, to say, “roll two eight-sided dice and add the results”, we write $2D_8$.

D12

The D_{12} is the main die that determines the fate of characters in Kingdoms and Rulers. In general, when the fate of a character hangs in the balance of chance, the player assembles a pool of dice based on the stats (Chapter 4) that are relevant to the situation. The roll of those dice determines the outcome.

Difficulty Threshold

Whether a roll is a success or a failure depends on the Difficulty Threshold (DT) of the task. The DT is a value between 1 and 11, which determines which rolls are successes and which are failures. For any particular task, the DT is either set by the GR , or is computed from the opponent’s stats. Rolls with results greater than the DT are counted as successful and the remaining rolls are failures.

Rolling 1 or 12

When rolling for a test, rolls of either 1 or 12 have special meaning: they are critical failures and critical successes, respectively. Critical rolls

provide double the successes/failures. Rolling 1 gives two failures and rolling 12 gives two successes. Note that the range of DT is 1 to 11, which means that rolls of 1 are always failures and rolls of 12 are always successes.

In the course of play, combination of stats may produce DT greater than 11. As a rule, such a task is impossible. However, the GR may allow a player to roll anyway and interpret the result based on the number of critical successes.

Margin of Success

The difference between the number of successes and the number of failures on a roll is the Margin of Success. For basic tests, the size of the margin does not matter, as long as it is positive.

For more complex situations, the GR can use the margin to determine the degree of success. In encounters, the margin is used for further rolls to determine the details of the result, such as damage, or how hard something is to resist.

Note When playing with real dice, the margin can be determined by, first, splitting the dice into piles of critical successes, successes, failures and critical failures. Then, the margin can often be determined with a quick glance, or by removing the same number of dice from matching piles, i.e., from both successes and failures, or from both critical piles, and seeing what's left.

Alternatively, dice can be directly paired and moved to the side.

There are more ways to do it and, with practice, each player can learn their own shortcuts to computing the margin.

Tests

Depending on the complexity of the task at hand, different types of tests can be used to determine the success. Broadly, the tests fall into two categories: basic and extended. Basic tests are used for quick and simple obstacles, while extended tests are used for longer tasks, such as combat.

Basic Test

A basic test is used for a situation with a simple success/failure outcome. If it makes sense, the margin of success can be used to determine the

details of the test.

1. GR specifies which stats are applicable.
2. Player assembles the dice pool.
3. GR sets or determines the DT and possibly a required margin of success.
4. Player selects a number of dice from their pool and rolls them.
5. Player determines the margin of success.
6. GR interprets the result.

The player may elect to roll fewer dice than their whole pool. The statistics of dice rolls are complex, but two observations might help with picking the number of dice.

First, even numbers of dice have a higher chance of success. This is especially pronounced at small numbers of dice.

Second, small numbers of dice are more likely to have a positive margin when DT is greater than 6, and vice versa. On the other hand, the number of dice places a limit on the size of the margin. Therefore, choosing to use a smaller pool, may not generate enough successes to complete the task.

Extended Test

An extended test occurs during more complicated tasks; a common example is combat, or a negotiation. It represents an arduous task that requires time and concentration to complete.

It differs from the basic test in that the pool starts with the initial size, then, after every roll, failures are removed, and new dice are

added based on the relevant stat – either CON or CHA.

1. GR specifies which stats are applicable.
2. Player assembles the dice pool.
3. GR sets or determines the DT .
4. Player selects a number of dice from their pool and rolls them.
5. Player determines the margin of success.
6. GR interprets the result.
7. Player removes all dice that came up failures from the pool.
8. Player adds CON/CHA dice to the pool.
9. Repeat from 3.

This test is often part of an encounter where different character take turns. In that case, the pool is replenished at the end of every character's turn, for every character that rolled in that turn.

Note In the rest of this book I use “margin of success” and “successes” interchangeably. This may be confusing, as I refer to the number of dice that do not pass the difficulty threshold as “failures.” The number of dice that do pass the threshold is never relevant on its own, so for the sake of brevity, I use the term successes for the margin.

Opposed Test

Sometimes, an action taken by a player is opposed by an action or a reaction by their enemy (or possibly another player).

The circumstances of the test determine the DT for both participants. Commonly, the DTs are independent, and the winner is whoever gets more successes.

If one participant in the test is clearly trying to achieve something, for instance, using an ability, they must attain a margin of 0 or more, or they automatically fail the test.

If both participants are equally involved – having an arm wrestling competition, a game of chess, etc. – negative margins can be successful if the opponent rolls an ever lower one.

Chapter 3

STORY STRUCTURE

Campaign

Adventure

Session

Encounter

Part II
Character

Chapter 4

STATS

STATS describe your character mechanically. When a situation arises where your success is not certain, your future is in the hands of fate, in the form of dice.

Basic Stats

The basic stats are divided into two categories. The physical stats – Strength, Dexterity, Constitution and Stability – represent the physical state and fitness of your character, while the mental stats – Intelligence, Knowledge, Composure and Charisma – describe your mental capabilities.

Physical Stats

Strength

The Strength (STR) stat describes how physically strong your character is. It is used in feats of strength such as moving heavy things, wielding heavy weaponry and construction.

Dexterity

Dexterity (DEX) refers to how nimble and fleet-footed a character is. Running, climbing, dodging projectiles, DEX is an important tool in any adventurer's arsenal.

Constitution

Constitution (CON) shows how long a character can keep operating under physical stress, be it from injury or from disease. It also helps you keep fighting for longer.

Stability

Stability (STB), on the other hand, describes how hard a character is to hurt in the first place. A character with high STB is sure on their feet and hard to move if they don't want to leave.

Mental Stats

Intelligence

High Intelligence (INT) means your character is quick-witted and can think on their feet. Whether it's computing an alchemical formula or double-entry bookkeeping, INT helps you complete mental tasks quickly and correctly.

Knowledge

Knowledge (KND) represents all the facts and figures, the lores and histories, your character has memorized. What is the chief export of this kingdom? Who slighted whom at the latest ball? What is the name of the demon standing in front of you? A character with high KND can answer those questions.

Proficiency

Proficiency is a special stat. It is never used on its own, but rather tells you how powerful your skills are. When using a skill that you are proficient in, you add your proficiency number of dice to the pool.

Derived Stats

Additional stats are derived from basic stats. They are not static, but change, either when the basic stats they are derived from change, or, in the case of hitpoints and mental points, as part of an encounter.

Physical derived stats

Hitpoints

$$\text{HP} = (\text{CON} + \text{STB}) \cdot (2 + \text{Proficiency})$$

Your character's Hitpoints (HP) is a description of your character's current physical state.

The formula above calculates the maximum HP, that is, the HP a character has at the start of

Composure

In a social situation, Composure (CMP) helps you stay calm and unfazed. When a nobleman slights you, or the crowd starts jeering your words, CMP keeps you from reacting in a way you might later come to regret.

Charisma

A character with high Charisma (CHA) is good at convincing others. In a negotiation, they get what they want. They can hold a crowd in the palm of their hand and have everyone doing their bidding.

the game, or when their HP has been fully restored by other means. If a character's CON and STB would result in the character having negative HP, that character's maximum HP is 0. That means that this character is naturally frail and can be put in mortal danger by the slightest physical threat.

Damage sustained – either from combat, or from

other events – gets subtracted from the current HP. If your HP drops below 0, you are at death's door. Your character's life hangs in the balance, and it is up to the GR to determine what happens next.

Mental derived stats

Mental Points

$$MP = (CHA + CMP) \cdot (2 + Proficiency)$$

Mental Points (MP) show how strong the character is mentally at any point. They behave the same as HP, but are used in mentally taxing situations, such as negotiations and debates. Also like HP, a character can have 0 MP. Such a character can be outwitted by the simplest shopkeep. A character dropping below 0 MP is also at the mercy of the GR: they may faint,

Armor Class

$$AC = STB + DEX + Armor$$

Armor class (AC) represents how hard a character is to hurt in combat. This stat only changes when one of the components changes, i.e., when either STB or DEX changes for some reason, or when the character replaces their armor.

be too exhausted to continue, or something else entirely.

Astuteness

$$AT = CMP + KND + INT$$

Like AC, Astuteness (AT) represents the character's resistance in a clash of words and minds. This stat also only changes when one of the constituent stats changes.

Chapter 5

CHARACTER CREATION

Mechanics

1 Add +1 to all stats

Your character starts with +1 in all basic stats.

2 Add +1 to two stats of choice

Pick two basic stats and add +1 to them.

3 Choose classes

Choose two classes (Chapter 6) for your character. You may pick two combat classes, two non-combat classes, or one combat and one non-combat class.

Add their stats to those you already have. Add their weapon, armor and skill proficiencies to your character.

Name your class combination. Come up with a name for your unique combination of classes; something that describes who you are. Warrior monk, lone ranger, druid – you are not just the sum of your parts, but a new whole.

4 Reallocate stats

Now you may move stat points around; you can move a point from one stat to another. That means you add +1 to one and -1 to another.

The GR may impose a limit on how many stats can be reallocated.

5 Choose starting equipment

Select a weapon and an armor for your character.

For a weapon, you should choose a weapon you are proficient in. If you are not proficient in any weapons, you may use a simple weapon, such as a knife.

Normal clothes count as no armor. If you decide to wear heavy armor, make sure to subtract a point of DEX.

If you are not sure what category the weapon you want your character to have falls into, talk to your GR.

6 Compute derived stats

Compute the derived stats from your basic stats and your armor. Additionally, set your proficiency to 1.

Role-playing

Name

It is a good idea to give your character a name. Your fellow adventurers and the GR will need to refer to your character a lot, so make sure to pick one that you don't mind saying and hearing a lot.

Background

Giving your character an interesting background makes telling the story of your adventures easier.

What drives your character? What made them pursue their chosen profession, i.e., their classes? Why do they wield the weapon they do? Is their armor a family heirloom?

In this book I use “you” and “your character” more or less interchangeably, because most of the time, the goal in a role-playing game is for you to *become* your character. To, for a few hours, inhabit your character's very being – to speak and act as they would.

Character Advancement

If you roll a number of critical successes – 12s – equal or greater than one of the stats involved in the test – STR in combat, or DEX if DEX modifies the DT of the test – you may increase that stat by 1.

You may also choose to reduce four different stats by 1 (but not below 0), and increase your proficiency by 1.

Chapter 6

CLASSES

Classes are divided into two categories: combat classes and non-combat classes. Your character is not limited to one category, in fact, it might be a good idea to pick one class from each category.

The combat classes focus on dealing physical damage, either using their weapons, or by magical means.

Non-combat classes are more adept at negoti-

ations and using their skills to advance their goals.

Each class grants three stat increases, depending on what stats are appropriate to the class. Classes also grant weapon and armor proficiencies.

Classes also grant proficiencies in certain skills.

Class Descriptions

Classes are described in Chapters 7 and 8. The description preceding each class describes the general “feel” of each class. Your character is not required to conform with it; if you feel like the stats and abilities of a given class are appropriate for your character, go with it.

Stats

The stat list shows which stats your character gains from this class.

Standard weapons

Standard weapons are weapons a given class would generally be expected to use. These are ideas for what a character of this class would normally wield, however, you can pick something more appropriate to your character’s backstory. As long as your character is proficient in their weapons, they will be just as effective.

Weapon proficiencies

This is the list of classes of weapons a class is proficient in. As described in Chapter 10, a class of weapons can mean many different kinds of weapons. All classes can use simple weapons, but those not proficient in their use cannot use them to their full potential.

Armor proficiencies

Armor proficiencies are the different kinds of armor a class can use. Ordinary clothes offer no protection, but can be worn by any character.

Skills

Each class also grants a set of skills that the character becomes proficient in. Some skills have specializations and in some cases, the player can decide what to specialize in. For instance, a witch knows Lore (L), which means that the player gets to decide what area their character is particularly knowledgeable in.

Abilities

As part of an encounter or in certain circumstances, a character can use their class abilities to achieve their goals. Abilities marked with *reaction* can be used in reaction to another character's action. Abilities marked with *passive* have effects that are always active.

Chapter 7

COMBAT CLASSES

The first set of classes focuses on combat. Each of them specializes in their own way of dealing damage and controlling the battlefield. From the stalwart guard, to the roguish swashbuckler, to the mysterious witch, their unique skills let them swiftly defeat their enemies, or protect their allies.

Fighter

Fighters are trained in the use of melee weapons and can use them to great effect. This often puts them in the front line, where their role is to prevent enemies from hurting their more vulnerable allies.

Abilities

Sure Strike Remove up to your STR dice from your dice pool. Deal damage appropriate to the number of successes equal to half the re-moved dice. Can only be used with non-ranged weapons.

Guard

A guard's main job is to protect their allies from attacks. They may not be trained in the fine points of sword-fighting, but their ability to control a crowd is second to none.

Stats	STR +1, CON +1, STB +1
Standard weapons	Halberd/Spear, Shortsword
Weapon proficiencies	Simple Weapons, Pole Weapons
Armor proficiencies	Light Armor, Medium Armor, Heavy Armor
Skills	Intimidation, Perception

Abilities

Knock out Roll an opposed test with **DT 6 – STR**. The opponent must win with **DT 6 – STB**, or become **unconscious** for a number of turns equal to the difference in margins.

Trip – reaction If a target moves within range of your weapon, roll a test against **DT 6 – DEX**. The target must win an opposed test with **DT 6 – DEX** or be knocked **prone**.

Prevent Escape – reaction If a target leaves your attack range, you may perform an attack or use an ability against that target.

Hold the Line Roll a test with **DT 6 – STB** and note the margin of success. Next time someone within your range rolls a test, you may reduce the number of successes in their test by up to the number of successes you received, but not below 0.

Sweep Make an attack against a primary target. Divide up to your **STR** of the successes as damage rolls between targets adjacent to the primary target, as if you were attacking those targets.

Knight

The noble knight is trained in the art of swinging their sword with great efficiency. They can quickly disarm and subdue their opponent.

Stats STR +1, STB +1, CHA +1

Standard weapons Longsword

Weapon proficiencies Bladed Weapons

Armor proficiencies Light Armor, Medium Armor, Heavy Armor

Skills Riding

Abilities

Disarm Roll a test with **DT 6 – DEX**. The opponent must win with **DT 6 – STR**, or their weapon is removed and placed in a random spot, the difference between margins meters away from the attacker.

If the defender is using a weapon that cannot reasonably be removed, such as claws or their fists, they are immune to being disarmed.

Trip – reaction If a target moves within range of your weapon, roll a test against **DT 6 – DEX**. The target must win an opposed test with **DT 6 –**

DEX or be knocked **prone**.

Hard Strike Choose a number up to **STR** and roll for an attack. On success, add the chosen number to the margin. Remove at least twice as many dice from the pool (this includes the failure dice that would be removed anyway.)

Parry – reaction On being attacked with a weapon that is not thrown or ranged, you may select a number of dice from your dice pool, up to $2 \cdot \text{DEX}$. Roll a test with **DT 6 – DEX** and

remove the number of successes you get from your attacker's successes. Remove the selected dice from your dice pool.

Press Advantage Roll a test with $DT\ 6 - STR$. The opponent must win with $DT\ 6 - STR$ or both characters move up to a difference in margins meters in a straight line going through both char-

acters in a direction away from the attacker.

Flurry You may split your dice pool into a number of smaller pools equal to $1 +$ weapon proficiency, and use each one to attack a different target. After all attacks are resolved, remove failure dice from all pools and join the remaining dice back into one pool.

Brawler

When, at the end of the evening, the landlord wishes to empty his tavern of the increasingly unfriendly drunks, he employs a brawler. Using raw power and whatever weapon is at hand, the brawler can empty a room in short order.

Stats STR +1, DEX +1, CON +1

Standard weapons Brass Knuckles, Knife, Mace

Weapon proficiencies Simple Weapons, Blunt Weapons, Thrown Weapons

Armor proficiencies Light Armor, Medium Armor

Skills Athletics, Intimidation

Abilities

Juggernaut Roll a $DT\ 6 - STB$ test. On success, move the margin of success meters in a straight line. Note: you may not move less than the margin, unless you hit an obstacle.

While moving, the character is immune to Trip and has +1 AC to any attacks.

Any characters you move through must succeed a $DC\ 6 - STB$ test by a margin larger than the distance already traveled, or be knocked **prone**.

Toss Roll a test with $DT\ 6 - STR$ opposed by a $DT\ 6 - STR$ or $6 - DEX$ test from the target. On a win, the target is moved up to the difference in margins, reduced by the target's STB, meters away from the attacker.

Leer Roll a test with $DT\ 6 - CHA$ and note the margin of success. The target is **paralyzed** until the accumulate as many successes as your original margin. They may roll one test with $DT\ 6 - KND$ immediately, then one test per turn after that, accumulating the positive margins of success.

Hard Strike Choose a number up to STR and roll for an attack. On success, add the chosen number to the margin. Remove at least twice as many dice from the pool (this includes the failure dice that would be removed anyway.)

Knock out Roll an opposed test with $DT\ 6 - STR$. The opponent must win with $DT\ 6 - STB$, or become **unconscious** for a number of turns equal to the difference in margins.

Rogue

If fighters use power to gain the upper hand, rogues rely on finesse to dispatch their opponent, or, if the situation suggests it, run away.

Abilities

Volt When you attack, you may spend up to DEX successes to move after the attack (1 m per success), instead of doing damage. This movement does not trigger reactions. If you do, re-

move at least that many dice from your dice pool – dice removed as failures are included in this number.

Thief

The stealthy thief would rather avoid a fight, if possible. However, when cornered, they can fight like a cat.

Stats DEX +1, INT +1, CMP +1

Standard weapons Dagger, Cosh, Throwing Knife

Weapon proficiencies Simple Weapons, Ranged Weapons, Thrown Weapons

Armor proficiencies

Skills Athletics, Stealth, Mechanism Operation

Abilities

Backstab If **hidden** from target, attacks deal additional DEX successes of damage.

Disappear Roll a test with DT 6 – DEX. Depending on the number of successes you can become **hidden**. The required margin depends on the hiding spots available within your movement range:

- 1 – Wall, door, large pillar, wardrobe, large bush.
- 2 – Sofa, tree trunk, crate, low wall.
- 6 – Ceiling, tree canopy, large candelabrum, tall grass.
- 10 – Disappear in plain sight.

After disappearing, you move into the chosen hiding spot.

Any character that attacked you since your previous turn, or has not attacked anyone since their previous turn, may make an opposed test with DT 6 – INT. If their margin exceeds the difference between your margin and the requirement of the hiding spot, you are not **hidden** from them.

Pick Pocket *Pick pocket*

Cat's Grace When moving you may roll a test with DT 6 – DEX. You may spend successes to traverse obstacles:

- 1 – Low wall, box, chair, cooperative character.
- 2 – Table, moderately wide stream, climbing a rock wall, pulling yourself up a ledge.
- 4 – Uncooperative character, climbing a

brick wall.

The cost is per 1 m of movement through the space occupied by the obstacle. Any damage taken while moving cancels the remaining successes.

Swashbuckler

Debonair and nimble, the swashbuckler is a master of flair, their flashing sword feared by who dare impugn their honor. They are not, however, above using their crossbow to settle a dispute quickly and efficiently.

Stats STR +1, DEX +1, CHA +1

Standard weapons Rapier, Throwing Knife, Crossbow

Weapon proficiencies Simple Weapons, Bladed Weapon, Thrown Weapons

Armor proficiencies Light Armor

Skills Athletics

Abilities

Disarm Roll a test with $DT\ 6 - DEX$. The opponent must win with $DT\ 6 - STR$, or their weapon is removed and placed in a random spot, the difference between margins meters away from the attacker.

If the defender is using a weapon that cannot reasonably be removed, such as claws or their fists, they are immune to being disarmed.

Flunge Move up to $1 +$ proficiency meters without triggering any reactions, and perform an attack.

Parry – reaction On being attacked with a weapon that is not thrown or ranged, you may

select a number of dice from your dice pool, up to $2 \cdot DEX$. Roll a test with $DT\ 6 - DEX$ and remove the number of successes you get from your attacker's successes. Remove the selected dice from your dice pool.

Leap Roll a test with $DT\ 6 - DEX$ and move up to the margin of success meters without triggering any reactions.

Flurry You may split your dice pool into a number of smaller pools equal to $1 +$ weapon proficiency, and use each one to attack a different target. After all attacks are resolved, remove failure dice from all pools and join the remaining dice back into one pool.

Ranger

Rangers prefer the quiet of the wilderness, to the bustle of a big city. They can survive in a forest for extended periods of time. Spending time outside also makes them a well of knowledge regarding the local fauna, flora and geography.

Abilities

Lay of the Land – *passive* When in a familiar environment, rangers can move 1.5× as fast as other characters.

Familiar environments naturally include a forest, where a ranger regularly explores, but can also include the city quarter where they live, or a castle where they work.

Survivalist

The survivalist strives to be one with nature; living off the land, foraging, and finding shelter – without leaving a trace.

Stats DEX +1, CON +1, INT +1

Standard weapons Knife, Machete, Javelin

Weapon proficiencies Simple Weapons, Thrown Weapons

Armor proficiencies

Skills Survival, Lore (nature), Track

Abilities

Soothe Soothes an animal or of relevant human

taken while moving cancels the remaining successes.

Cat's Grace When moving you may roll a test with DT 6 – DEX. You may spend successes to traverse obstacles:

- 1 – Low wall, box, chair, cooperative character.
- 2 – Table, moderately wide stream, climbing a rock wall, pulling yourself up a ledge.
- 4 – Uncooperative character, climbing a brick wall.

The cost is per 1 m of movement through the space occupied by the obstacle. Any damage

Shelter Find or build shelter in a real hurry

Resist the Elements – *passive* Some resistance to hot, cold, wet, dry

Throat Punch Unarmed strike that temporarily disables opponent

Blind Blind opponent

Hunter

With their trust animal companion, the hunter stalks the local forests for game. In a forest, a hunter can disappear and remain completely unseen until they strike.

Stats DEX +1, CON +1, KND +1

Standard weapons Knife, Spear, Bow, Sling

Weapon proficiencies Simple Weapons, Ranged Weapons

Armor proficiencies Light Armor

Skills Animal Handling, Lore (geography), Stealth, Track

Abilities

Lucky Shot Remove up to DEX dice from your dice pool. Deal damage appropriate to the number of successes equal to half the removed dice. Can only be used with ranged weapons.

Camouflage Roll a test with DT 6 – KND and note the result. You may become **hidden** from any character who is not currently present.

Movement does not automatically break **hidden**. When you move, you move at 1/4 your normal speed. While moving, any character you are **hidden** from may make a DT 6 – KND test opposing your original test.

Command Companion *Make animal companion do thing*

Hamstring Roll a test with DT 6 – DEX. Apply **hamstrung X** to target where X is the margin of success you rolled. The target may make their first roll to reduce **hamstrung** immediately.

Trap Roll a test with DT 6 – KND. You may use the margin to set a trap in a designated spot (if playing on a grid, the spot is one square):

- 1 – Trip – target is knocked **prone**.
- 2 – Hamstring – target gets **hamstrung X** where X is up to the number of remaining successes.
- 4 – Damage – target receives (successes – 4)D4 damage.

If a character sees the hunter setting the trap, they may roll a test with DT 6 – DEX to avoid it. The margin must exceed the hunter's margin, reduced by the cost of the trap, to succeed.

Mage

Magic users weave arcane forces present in the world into powerful magicks. Each magic user draws spells from a specific tradition, or school, of spellcasting.

Witch

The effects of the witch may be subtle, but they are powerful. Let the wizards have their flashes and bangs, the witch's rituals bend reality itself to their advantage.

Schools Nature, Demonology, Elemental, Mesmerism, Necromancy

Stats INT +1, KND +1, CMP +1

Standard weapons Knife, Stick

Weapon proficiencies Simple Weapons

Armor proficiencies

Skills Lore (arcane), Lore (), Empathy

Wizard

The wizard controls the forces of nature and reality around them to weave displays of absolute power.

Schools Elemental, Illusion, Force, Transmutation, Physiology

Stats INT +1, KND +1, CHA +1

Standard weapons Dagger, Staff

Weapon proficiencies

Armor proficiencies

Skills Lore (arcane), Research (arcane)

Chapter 8

NON-COMBAT CLASSES

Craftsman

Builder

Tinker

Artist

Intellectual

Historian

Scientist

Occultist

Leader

Trader/Diplomat

Priest

Laborer

Farmer

Stevedore

Chapter 9

SKILLS

Proficiency Bonus

Skills

Animal Handling

Athletics

Craft

Wood, Metal

Create

Draw, Music, Sculpture, Writing, Oration

Build

Wood, Stone, Metal

Empathy

Intimidation

Lore

Nature, Geography, History, Social, Science, Alchemy

Mechanism Operation

Perception

Research

Arcane, History, Social, Science, Alchemy

Riding

Stealth

Survival

Track

Part III

Items

Chapter 10

EQUIPMENT

Armor

None

When a character is wearing clothes that offer no protection, they do not get a bonus to their AC.

Armor 0

Examples Farmhand's clothes, Ball gown, Wizard's robe

Light Armor

Light armor is clothing that has been designed to offer some protection.

Armor +1

Examples Leather armor, Padded cloth

Medium Armor

Medium armor is, usually, metal armor that has been designed for protection in battle, while still allowing a full range of motion.

Armor +3

Examples Chainmail, Cuirass

Heavy Armor

Heavy armor offers high protection, however, due to its stiffness and weight, it restricts the motion of the wearer.

Armor +5

Stat adjust DEX -1

Movement adjust -5 m

Examples Full suit of armor

Weapons

Weapons fall into one of five classes: simple weapons, bladed weapons, blunt weapons, pole weapons and ranged weapons. These classes are broad descriptors of how different types of weapons behave in the game. A player may choose any weapon, or even invent a whole new kind of weapon, and, together with the GR, determine what class it falls into.

Simple Weapons

Simple weapons are weapons that do not require training to use. This is the only class of weapons

that can be used without a proficiency, however, in that case the proficiency bonus does not apply.

Proficiency stat	STR
Damage die	D4
Range	1 m
Examples	Dagger, Club, Knife, Shortsword

Bladed Weapons

Bladed weapons that require training deal more damage, but require proficiency.

Proficiency stat	STR
Damage die	D6
Range	1 m
Examples	Longsword, Katana

Blunt Weapons

Blunt weapons depend on their weight and the strength of the wielder to deal damage. However, they make the user less dexterous, due to their unwieldiness.

Proficiency stat	STR
Damage die	D6
Damage stat	STR
Stat adjust	DEX -1
Range	1 m
Examples	Mace, Flail, Warhammer

Pole Weapons

Pole weapons can reach farther than other weapons.

Proficiency stat	DEX
Damage die	D4
Damage stat	DEX
Range	2 m
Examples	Spear, Halberd, Glaive, Quarterstaff

Thrown Weapons

Thrown weapons can be used at short ranges to do damage at a distance.

Proficiency stat	DEX
Damage die	D4
Damage stat	STR
Range	20 m
Examples	Throwing knife, Javelin

Ranged Weapons

Ranged weapons fire projectile at a target to deal damage.

Proficiency stat	DEX
Damage die	D4
Range	100 m
Examples	Bow, Crossbow, Sling

Part IV

Encounters

Chapter 11

ENCOUNTER TYPES

In the course of the adventure, players will face adversity, either from people and creatures they encounter, or from the world itself. Encounters represent events where the path of the adventure hangs in the balance.

Combat

A combat encounter is one where life is on the line. Weapons are drawn and battle ensues. However, death is not the only option. Sometimes, the best tactic is retreat.

Obstacles

Sometimes, it is not people, but the environment that stands in the way of your goal. When that happens, feats of speed and dexterity are required to overcome the obstacles in your way.

Negotiation

In civilized society, it is considered bad manners to murder someone, just because you want something they have. Negotiations, however, are not always less vicious than physical combat. There must be some give on both sides to get what you want.

Debate

In a battle of wits, might might not make right, but words have power. Convincing a crowd to side with you can be a powerful weapon, as is convincing the local lord that the dragon perching on a nearby mountain is indeed a problem.

Chapter 12

COMBAT

COMBAT is a form of an extended test (Chapter 2) where characters take turns, trying to achieve their goals through physical means.

Initiating Combat

Negotiations have broken down, and you must pursue goals by other means. GR declares when the combat starts. They determine the order in which characters can act.

Turns

A turn represents roughly 5 s of in-universe time. The exact timing is usually not that important, so you may interpret this more loosely.

Each character can take two actions on their turn. The character can take any two actions, or even perform the same action twice. The character can also choose to take no action, which can be done to increase the dice pool.

Unlike a normal extended test, the player may roll dice multiple times before replenishing the dice pool. This happens, for instance, when they use both actions to attack. The pool is only replenished at the end of the turn. If another player rolls dice, as part of a reaction, they also replenish their pool at that point.

The pool is replenished regardless of how many actions were taken, which means that, if the player takes no actions, their pool strictly increases.

Basic Attack

A basic attack is an attack with the weapon that the character is currently holding.

Movement

During their turn, a character can move around the battlefield to gain advantage, or just to get out of the way.

Ability

A character can use one of their abilities. See ability descriptions for details.

Skill

You can perform an action related to one of your skills. This often involves some kind of test, as determined by the GR.

Generic Action

Sometimes, you need to pull a lever, or open a door. If this action takes less than 5 s, it can be one of the actions a character takes on their turn.

Prepare

You may prepare for an attack or other events that might occur.

Combat Dice Pool

$$\text{Dice pool} = \text{Proficiency stat} + \text{Weapon proficiency}$$

At the start of a combat encounter, characters build their dice pool. The initial size depends on the stat associated with the weapon the character is currently using, and whether the character is proficient with that weapon.

Basic Attack

A basic attack is used when a character uses the weapon they are holding to attack an opponent.

$$\text{DT} = \text{Defnder AC} - \text{Attacker weapon proficiency}$$

The first step is to roll a test with DT equal to the AC of the defender, reduced by the weapon proficiency of the attacker.

$$\text{Damage} = (\text{Margin of success} + \text{Weapon proficiency}) \triangleright \text{Damage die} + \text{Damage Stat}$$

If the test succeeds, the margin of success is added to the weapon proficiency and the attacker rolls that many damage dice – the dice specified in the weapon description – and adds their damage stat, if the weapon allows for that. The final sum is subtracted from the defender's HP.

Finally, the attacker removes the failure dice from their pool. At the end of the turn, they add CON dice back. This means that if two attacks are made in the same turn, they both come from the same pool.

Movement

Besides attacking, movement is an important component of tactics in a skirmish. In normal circumstances, a character can move 10 m per turn. Heavy armor can reduce this, so can certain spells and effects.

The Grid

A common way of representing combat in role-playing games is by placing miniatures on a grid. Each square on the grid represents a 1 m × 1 m square in the game world.

The Grid is only a tool to make visualizing the battlefield easier. It simplifies measurement and reduces the math needed for conversions. Common accessories are made for a 1 " × 1 " grid and sometimes scaled accordingly. This is a fantasy game, and it does not pay to get caught up on the details of scale. Use whatever grids, models, tokens, etc., you have available.

Normally a character can move 10 m per action (20 m per turn), which means you can move your miniature 10 squares. Moving diagonally costs two meters, i.e., the same as moving first in one direction, then in the other, at a right angle.

Ability

Each class has several abilities they can deploy in certain situations. Some augment a normal attack, while others have completely different effects. Note that some abilities are listed as *passive* or *reaction*. Passive abilities are always active, while reactions occur when someone else takes the specified action.

Dice used for abilities come from the same pool as basic attacks. In addition, some abilities force the player to discard more dice than just the failures.

Skill

Sometimes, even in the middle of an active fight, the circumstances may merit a character performing an action related to one of their non-combat skills.

If the desired action takes more than 5 s to complete, the GR might require you to use up your whole turn, or even make it an extended test stretching across multiple turns.

Prepare

Instead of taking an action, your character can brace for an upcoming attack. You do this by declaring which attack you would like to defend against, in the form of a conditional statement. For example: “if Barry the Guard attacks me with his halberd, I will dodge.” This grants you temporary AC against that attack – if it actually occurs – equal to half your DEX, until your next turn.

Other actions can be prepared and then performed as a *reaction*.

Chapter 13

CONDITIONS

Hamstrung X A character with hamstrung X has their movement speed reduced by X m per turn. If X is greater than the character's speed, they are also **prone**.

Unless noted otherwise, a character who is hamstrung may make one test with $DT\ 6 - STB$ per turn and reduce their hamstrung amount by the margin.

Hidden A character's hidden status is related to any would-be observers; a character may be hidden from some, but not necessarily all other characters.

A hidden character cannot be a direct target of attacks, although attacks that affect the area where the character is hidden affect the character.

Most actions taken while hidden expose the character. Attacks and movement immediately reveal the character. Trying to communicate, or performing other actions that make sound, risks revealing the character's location.

Prone The character is laid flat on the ground.

A prone character has -1 AC against non-ranged attacks and $+1$ AC against ranged attacks.

Movement while prone is limited to $1/4$ of the normal movement speed.

Character must use one action to stand up and remove the condition.

Paralyzed The character is unable to act in any way, though they have full awareness of their surroundings.

Unconscious The character is unable to act in any way.

Character awakens when the condition ends – based on how it was acquired – or when another character takes an action to awaken the unconscious character.

Part V

Magic

Chapter 14

INTRODUCTION

Schools

Choosing what school of magic to study is pivotal in a mage's career. From manipulating the elements to controlling the dead, each school offers its own unique benefits and pitfalls for characters to explore.

Some schools are all about whizzes and bangs, while other's effect on the world is barely perceptible. Affecting the minds and bodies of people, or manipulating the very firmament, the choice of your school defines how you interact with the world and the people around you.

Nature

There is power in the plants and the animals, the rivers and the mountains. Weavers of nature magic specialize in summoning animals to their aid, communing with the plants. A powerful nature mage is a natural disaster on their own.

Demonology

Demonology grants the mage the ability to summon and control demons, harnessing otherworldly entities for their own purposes. However, practitioners must take care, lest the powers they are trying to control, take control in turn.

Elemental

The elemental school of magic represents the manipulation of the four elements: earth, air, fire, and water. Throwing around balls of fire,

freezing the blood in your enemies veins or making the ground open up beneath their feet – the power of the elements is versatile indeed.

Mesmerism

The influence exerted by the students of the mind may be subtle, but the ability to control, persuade and deceive may be the greatest power of them all. Some say that the only power worth having, is power over people.

Necromancy

The necromancer pulls upon the flesh and bones and soul of dead creatures, binding them to their command. Some say the dead deserve their rest – necromancers offer the weary no respite.

Illusion

Illusionists are known for their colorful displays and extravagant shows, but the art has its more subtle side, used to deceive and conceal. The art of illusion is not to be underestimated, after all: seeing is believing.

Force

The school of force may be the simplest – it focuses on spells that manipulate raw energy to push or pull on objects. It may not be flashy, but is probably the most useful in everyday life.

Targeting

Transmutation

Mages adept at transmutation can manipulate the shape and nature of creatures and things around them. Through study and practice, transmutation mages learn to manipulate matter to their will, creating a limitless range of possibilities.

Physiology

Scholars who study physiology acquire deep knowledge of the human body. Whether it's healing or enhancement, mages equipped with physiological knowledge can push a body to its absolute limit.