# Skill tests

## Before the roll

Explain how you make the test, the goal of it and establish consequences with GM before you roll.

## The roll

Successful if one or more sixes is rolled. Extreme cases require up to three sixes.

### Other modifiers

* Each *Condition* cumulatively subtracts 1 from relevant skills.
* Allies helping, max +3 per test.
* Talents.
* Equipment.
* Advantage +2. Max once per session.

## Helping

If you can describe how your action is helping a PC making a test, that PC gains +1. Max +3 from other PCs helping per test. You cannot help someone if you are already performing an action e.g. everyone is sneaking past a guard.

## Pushing a roll

You may choose to gain a *Condition* matching the skill and retry a test. Max once per test.

# Conditions

Two categories of Conditions: Mental (Logic, Empathy) and Physical (Physique, Precision). Each has 3 options and gaining a fourth in either results in becoming Broken.

## Gaining Conditions

* *Pushing* a skill test.
* Failing a dangerous skill test.
* Getting hit in combat.
* Becoming Terrified by failing Fear tests

## Healing Conditions

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## Broken

**Becoming Broken:** Gaining either Mental or Physical Condition while having 3 in that category. You gain a Critical Injury.  
**Physically Broken:** Auto fail all tests. Actions: Brief talking and maybe crawl to safety. Attacks while Broken yields Critical Injury  
**Mentally Broken:** Cannot attack enemies or perform rituals but can move and talk although maybe not coherently. If attacked, you may Flee, Parry, or Dodge.  
**Critical Injury:** Roll on Critical Injuries tables (pages 65-66). Fatal Critical Injuries must be treated within the limit, otherwise the PC dies or permanently mentally Broken. Injuries lasts the rest of the mystery.

### Defects and Insights

After a mystery you roll to see if your Defects and Insights wears off or become permanent. Make a Recovery Roll:

Each success allows you to either: Remove one Defect or make one Insight permanent in the respective category. A Defect not removed becomes permanent, and Insights not made permanent are removed.

# Combat

## Initiative

Everyone draws a card. Lowest number goes first. Players can swap initiative at the start of the round.

## Actions

Two actions per round: A *slow action* and a *fast action*. You can convert your slow action to a fast action.

## Describing actions

Every action must be described. No: “*I rolled two sixes to hit, I deal two damage.*”, instead bring life to the game with descriptions like: “*I lunge forward, their counterattack only scraping my chin, and bury my blade in their chest.* *I deal two damage.*”

## Zones

Combat distance is abstracted into zones. Zones depend on terrain.

## Fighting Vaesen

Can very rarely be killed by steel and must instead be defeated by performing unique rituals.

## Special Effects

### Explosions

**Skill:** Ranged Combat (1-2). Extra success increases damage.   
**Failed** **Skill**: Hits random adjacent Zone.  
**Damage =** Successes on Blast Power roll (cannot Push) Extra successes on Ranged Combat test.  
**Adjacent Zones:** Damages random adjacent zone(s). Deals 1 less damage per zone away.   
**Reduce Damage:** Dodge to Cover or into adjacent Zone. Armor does not help.

### Fire

**Damage:** When you catch Fire, you take damage, and if it is not extinguished, you take the same damage at the start of each subsequent round, but you make an automatic Force test to reduce the damage. Each round fire is not extinguished, GM rolls 1d6. On success the fire increases in level.  
**Actions while on fire:** You can only extinguish the fire, flee, or shout.  
**Extinguishing the fire**: Slow action Agility test. Successes carry between rounds.

### Poison

**Roll:** Contested roll:

**Result:** Success: No effect. Tie: One condition. Fail: Conditions equal to GM successes.  
**Subsequent Rounds:** Poison persists, though deals one less damage each round.   
**Cancelling Poison:** Useantidote or Medicine test with difficulty equal to poison’s damage.  
**Toxicity:** 3 for weak poison, 6 for strong, 9 for extremely potent.

### Fall damage

**When:** Falling at least 3 meters onto hard surface   
**Damage:** GM rolls attack with Number of dices Meters fallen . Armor does not help.

# Fear tests

## The roll

Choose either Logic or Empathy, and add the number of non-Broken, non-Terrified allies in the Scene (or Zone in Combat).

The Fear Value is the number of successes needed, and ranges from 1 to 3.

## Consequences: You become Terrified

**Duration**: 1d6 rounds.  
**Mental Conditions Gained** = Fear Value #Successes  
**Terrified in non-combat**: You may roleplay the effect  
**Actions while Terrified:** When you become Terrified, choose an appropriate reaction that you must perform while Terrifed:

|  |  |
| --- | --- |
| **Action while Terrified** | **Effect** |
| *Flee* | Run from source of fear. No time to talk, pick things up, or aid people. |
| *Freeze* | You cannot perform any actions or talk. If in concealed a position, need Vigilance test to spot you. |
| *Faint* | You fall unconscious. If in a concealed position, need Vigilance test to spot you. |
| *Attack* | Attack nearest hostile creature with currently holding weapon. You cannot make strategic choices and will not stop until the attacked enemy is defeated. You cannot perform fast actions. If no nearby enemies, you rage and start breaking things around you. |

# Equipment

A list of fire extinguishing

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