Socio-

Stories of Us

(An Open-Source Collaborative Tabletop Roleplaying System)

Universal RPG Core System

A Collaborative Tabletop Role-Playing Game

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Introduction

10-Second Read: Why This Game?

Socio-: Stories of Us is collaborative storytelling where helping others succeed is as mechanically rewarding as helping yourself. Create characters through meaningful life experiences, then face challenges together using a system designed around cooperation, not competition.

1-Minute Read: What Makes This Different

Traditional RPGs reward individual heroics. This game rewards **socio-collaboration** - the mechanical and narrative benefits of working together.

You'll create characters through a **lifepath system** spanning 10 life stages, from preconception to young adulthood. Each stage shapes who you become through meaningful choices about relationships, talents, and experiences. Then you'll use **helper cards** - specific techniques that let characters assist each other in mechanically powerful ways.

This isn't about one protagonist saving the world. It's about people growing together, facing challenges together, and discovering that the relationships you build are often more important than the obstacles you overcome.

→ Ready to jump in? Skip to Chapter 2: Generational Wealth to start creating your character immediately.

3-Minute Read: Tabletop Roleplaying Games

If you've never played a tabletop RPG before, here's what you're getting into: **collaborative storytelling with rules and dice**.

Unlike video games with predetermined outcomes, TTRPGs let you and your friends create stories together. One person (the Game Master or GM) describes situations and plays supporting characters. Everyone else creates and plays a main character. When outcomes are uncertain or dramatic, you roll dice to see what happens.

The dice don't tell the story - they create **dramatic tension**. Will your character succeed at something difficult? The dice help determine the outcome, but you and your friends decide what it means.

How to Read This Book

- **Chapter 1: Generational Wealth** - Determine your family's economic background
- **Chapter 2: Character Creation** - Build your character through 10 life stages
- **Chapters 3-4: Core Rules** - Learn the fundamental mechanics
- **Chapters 5-8: Advanced Systems** - Social stances, trauma, collaboration
- **Chapters 9-11: Skills & Equipment** - Detailed references for play

Basic Dice Rolling

This game uses multiple types of dice: d4, d6, d8, d10, d12, and d20 (the number tells you how many sides).

Core Resolution: Roll your dice, add them up, compare to a **Target Value (TV)**. Meet or exceed the target to succeed.

Exploding Dice: When you roll the maximum number on a die (like 6 on a d6), roll it again and add the results together. This can chain indefinitely.

Advantage: Roll twice, take the better result.
Disadvantage: Roll twice, take the worse result.

Core Concepts: What Makes This Game Unique

Socio-Collaboration: The Heart of Play

Most RPGs are built around individual characters competing for spotlight time and resources. **Socio-: Stories of Us** mechanically rewards cooperation.

Helper Cards are specific techniques that let you assist other players' actions. When you help someone succeed, both of you benefit. The baker can help the warrior by providing nourishing food that removes status effects. The scholar can help the diplomat by providing historical context that grants bonus dice. The warrior can help the crafter by providing intimidating presence during difficult negotiations.

This creates a positive feedback loop: helping others makes everyone more capable, which makes the group more successful, which creates more opportunities to help each other.

Attributes as Capacity, Not Power

Your **Might** score doesn't determine how strong you are - it determines how many different strength-based skills you can develop. A character with Might 8 can learn up to 8 different

physical skills (Melee Combat, Athletics, Grappling, etc.), while a character with Might 3 can only master 3.

This prevents the "weasel trying to arm-wrestle a human" problem. Instead of comparing raw attribute scores, you compare skill levels and dice sizes. The skilled fighter with d12 combat dice will beat the unskilled brute with d4 dice, regardless of their base attributes.

Universal Resolution with Meaningful Complexity

Everything uses the same core mechanic: **Roll dice vs Target Value**. Whether you're forging a sword, negotiating peace, or fighting cosmic entities, the basic framework stays consistent.

But complexity emerges through **Coordination Complexity** - the additional challenge that comes from working together. Simple assistance adds +1 to the target number. Complex coordination requiring precise timing might add +3 or more. This creates tactical decisions: is the benefit of help worth the coordination overhead?

Helper Cards and Coordination

Helper Cards represent specific ways characters can assist each other, each tied to particular skills and requiring different types of coordination. Some provide bonus dice, others allow rerolls, still others modify the challenge itself.

The person being helped doesn't automatically get the bonus - the helper must succeed at their own skill roll first. This ensures that expertise matters and creates narrative tension around whether assistance will actually help.

Progression Through Tiers

Characters advance through five **tiers** of play:

- **Street Tier (1-10)**: Local problems, personal conflicts
- **City Tier (11-20)**: Urban challenges, organizational politics
- **Regional Tier (21-30)**: State-level issues, small wars
- **National Tier (31-40)**: Continental threats, civilization crises
- **Cosmic Tier (41-50)**: Reality-shaping power, universal threats

The same mechanics work at every tier, but the scope and consequences scale dramatically. A Street-tier baker perfecting bread recipes uses the same helper card system as a Cosmic-tier reality-shaper rewriting the laws of physics.

Lifepath Character Creation

Instead of allocating points to statistics, you create characters by living through their formative experiences. Ten life stages from preconception to young adulthood, each offering meaningful choices about relationships, talents, and life direction.

Your character's capabilities emerge naturally from their lived experiences. The child who spent years studying becomes capable of intellectual leadership. The teenager who learned multiple crafts becomes a versatile creator. The young adult who faced early hardship develops exceptional resilience.

This creates characters with built-in motivations, relationships, and story hooks, while mechanically ensuring that every character contributes meaningfully to group success.

Safety and Comfort

Establish boundaries around content that might be uncomfortable or triggering. This game deals with emotional trauma, social pressure, economic inequality, and interpersonal conflict. Discuss:

- Topics or themes to avoid entirely
- Content that requires advance warning or permission
- Signals for pausing or redirecting uncomfortable scenes
- How to handle character conflicts without player conflicts

X-Card, Lines and Veils, or similar safety tools work well with this system. The empathy mechanics and trauma recovery systems create emotional weight—make sure everyone consents to that intensity.

Group Dynamics

Review character connections created during lifepath generation. Which characters know each other? How do their backgrounds intersect? What shared experiences or conflicts exist?

Discuss collaboration expectations. This game rewards helping others succeed. Talk about:

- How comfortable everyone is with interdependence
- Whether characters will share resources or maintain individual interests
- How to handle disagreements about group decisions
- What happens when helper attempts fail or make things worse

Campaign Foundations

Establish the world's tone and scope. Your generational wealth results and lifepath choices have already begun defining the setting. Discuss:

- How much economic inequality exists and how it affects daily life
- Whether magic exists and how common/dangerous it is
- What kinds of problems the characters will face together
- How much the focus will be on personal drama versus external adventure

Set expectations for Bonds. These relationships have mechanical weight and will develop during play. Clarify:

- Whether romantic relationships between characters are welcome
- How to handle Bond formation and evolution
- What happens if player relationships affect character Bonds
- Whether NPCs can form meaningful Bonds with characters

Practical Considerations

Choose your Narrator if you haven't already. This person needs to understand the multiple HP pools, social stances, and helper card coordination.

Plan session length and frequency. The action scale system works well with longer sessions that allow time for Short and Long actions to matter.

Discuss character advancement. Characters grow through using skills in meaningful situations. Will you track this strictly or handle it more narratively?

Address accessibility needs. With multiple dice types, complex social mechanics, and emotional content, ensure everyone can participate comfortably.

Ready to Continue

Now that you understand the foundations, let's build your character's story together.

Chapter 1: Generational Wealth System

Overview

Before beginning your lifepath, roll for your family's economic situation. Roll 3d20 (exploding once) for each parent to determine their wealth and social standing. This affects your starting resources when you reach adulthood and begin adventuring.

Mechanics

- **Roll 3d20 for each parent** (each die explodes once on a 20, reroll and add)
- **Range**: 3-120 (bell curve distribution, most results 50-80)
- **Coin Flip Opportunity**: If either parent rolls 50+, you may flip a coin to attempt keeping wealth from that side

- **Failed Transfer**: Failed coin flips equates to circumstances that means the wealth doesn't reach you (family ruin, disinheritance, seizure, etc.)

Generational Wealth Chart (3d20 Exploding)

Roll	Social Class	Starting Credit	Description
3	Abandoned	0	No known parents, raised by streets/charity
4	Orphaned	0	Parents died, no inheritance, institutional care
5	Foundling	0	Left at doorstep, monastery, or temple
6	Runaway Ward	0	Escaped abusive guardianship, self-reliant
7	Street Child	0	Homeless from birth, scavenged survival
8	Workhouse Orphan	1	Institutional labor, minimal possessions
9	Refugee Child	1	War/disaster displaced, lost everything
10	Feral Child	1	Raised by animals/nature, no human society
11	Beggar's Child	2	Parent(s) homeless, subsistence begging
12	Scavenger Family	3	Survive on refuse, scraps, urban foraging

Roll	Social Class	Starting Credit	Description
13	Debt Slave Offspring	4	Parent(s) in bondage, generational servitude
14	Outcast Lineage	5	Family exiled, social pariahs, shunned
15	Abandoned Heir	6	Noble bastard, disowned, fallen from grace
16	Criminal's Child	7	Parent(s) imprisoned, family stigmatized
17	Nomad Wanderer	8	Rootless travelers, no permanent settlement
18	Subsistence Fisher	9	Coastal/river survival, minimal catch income
19	Seasonal Laborer	10	Harvest work, inconsistent employment
20	Rag Picker	12	Urban waste collection, textile salvage
21	Street Sweeper	15	Municipal sanitation, minimal wage
22	Tavern Wench/Stable Hand	18	Service industry, tips and lodging
23	Day Laborer	20	Construction/dock work, daily wages
24	Apprentice Worker	25	Learning trade, minimal compensation
25	Mill Worker	28	Factory labor, regular but low wages

Roll	Social Class	Starting Credit	Description
26	Farm Hand	30	Agricultural labor, seasonal employment
27	Kitchen Staff	32	Restaurant/manor cooking, steady work
28	Laundry Worker	35	Cleaning services, modest income
29	Market Vendor	38	Small goods sales, variable income
30	Courier/Messenger	40	Urban delivery, foot transportation
31	Night Watchman	45	Security guard, steady night work
32	Seamstress/Tailor	48	Clothing repair, skilled needle work
33	Baker's Assistant	50	Food production, early morning shifts
34	Blacksmith's Helper	52	Metalworking aid, physical labor
35	Carpenter's Apprentice	55	Woodworking training, tool learning
36	Merchant's Clerk	60	Bookkeeping, inventory management
37	Inn Keeper	65	Hospitality management, room rentals
38	Skilled Artisan	70	Craft specialization, custom work

Roll	Social Class	Starting Credit	Description
39	Guild Member	75	Professional association, protected trade
40	Small Shop Owner	80	Independent business, local clientele
41	Regional Trader	85	Multi-town commerce, wagon routes
42	Master Craftsman	100	Expert artisan, sought-after work
43	Successful Merchant	110	Established trade routes, good profits
44	Ship Captain	120	Maritime commerce, vessel ownership
45	Warehouse Owner	130	Storage facility, distribution hub
46	Manufacturing Owner	140	Small factory/workshop, employees
47	Professional	150	Doctor/Lawyer/Paramedic, educated service provider
48	Guild Master	160	Trade organization leader, influence
49	Tavern/Inn Chain Owner	170	Multiple hospitality properties
50	Regional Distributor	180	Large-scale goods movement
51	Shipping Company	200	Fleet owner, maritime empire

Roll	Social Class	Starting Credit	Description
52	Established Merchant House	220	Family business, generational wealth
53	Import/Export Specialist	240	International trade, exotic goods
54	Banking Associate	260	Financial services, lending
55	Property Developer	280	Real estate, construction projects
56	Mining Operations	300	Resource extraction, mineral rights
57	Transportation Magnate	320	Multiple shipping/cargo services
58	Manufacturing Consortium	340	Industrial production, market share
59	Agricultural Estate	360	Large farms, tenant farmers
60	Merchant Banking	380	Commercial lending, investment
61	Trade Route Controller	400	Monopoly over specific routes
62	Wealthy Professional	450	Highly paid specialist, reputation
63	Regional Bank Owner	500	Financial institution, local power
64	Industrial Investor	550	Factory ownership, passive income
65	Luxury Goods Merchant	600	High-end clientele, premium products
66	Estate Manager	650	Noble property administrator

Roll	Social Class	Starting Credit	Description
67	Commercial Real Estate	700	Business district properties
68	Shipping Fleet Owner	750	Multiple vessels, trade networks
69	Manufacturing Empire	800	Industrial production, employees
70	Financial Investor	850	Stock market, diverse portfolio
71	Resource Monopolist	1000	Exclusive access, market control
72	Merchant Prince	1200	Trade empire, political influence
73	Minor Noble	1400	Hereditary title, land holdings
74	Banking Dynasty	1600	Multi-generational finance house
75	Industrial Baron	1800	Manufacturing empire, innovation
76	Shipping Magnate	2000	International fleet, global reach
77	Land Baron	2500	Vast estates, agricultural wealth
78	Political Powerbroker	3000	Government influence, connections
79	Financial Empire	3500	Multiple banks, investment houses
80	Trade Monopolist	4000	Exclusive rights, market domination
81	Industrial Titan	5000	Factory cities, worker populations

Roll	Social Class	Starting Credit	Description
82	Merchant Emperor	6000	Continental trade, economic power
83	Lesser Nobility	8000	Ancient bloodline, court position
84	Ducal Family	10000	Regional governance, military command
85	Royal Cousin	12000	Distant crown relation, palace access
86	Merchant Royalty	15000	Commercial empire, urban kingdoms
87	Economic Oligarch	18000	Market manipulation, price control
88	Industrial Dynasty	22000	Generational manufacturing empire
89	Banking Royalty	26000	Financial kingdoms, currency influence
90	Commercial Emperor	30000	Trade empire spanning continents
91	Resource Sovereign	35000	Control of entire industries
92	Established Aristocracy	50000	Ancient noble house, vast holdings
93	Royal Treasury	75000	Crown wealth, national resources
94	Economic Superpower	100000	Multi-national influence
95	Industrial Empire	150000	Manufacturing across nations

Roll	Social Class	Starting Credit	Description
96	Financial Colossus	200000	Banking systems, currency creation
97	Trade Sovereignty	250000	Commercial control of regions
98	Plutocrat Dynasty	275000	Wealth beyond noble titles
99	Economic Hegemon	300000	Market control, price-making power
100	Merchant Deity	Organizational	Legendary trade guild leadership, commands resources of thousands
101-120	Organizational Wealth	Organizational	Various levels of institutional/corporate control beyond personal wealth

Special Circumstances

Double Orphans (Both Parents 3-8)

When both parents roll 3-8, choose or roll for tragic backstory. Despite harsh beginnings, double orphans gain +1 to any attribute during lifepath creation, representing their exceptional resilience.

Double Elite Wealth (Both Parents 95+)

Characters who successfully inherit from both elite parents gain massive advantages but face equally dramatic potential for catastrophic loss.

Lifepath Integration

Wealth modifies lifepath options at key stages:

- **School Age (75+ wealth)**: Elite education options providing +2 bonuses instead of +1
- **Upper School (85+ wealth)**: University access and advanced training
- **Poverty (25 or below)**: Enhanced resilience options reflecting hardship-forged capabilities

Chapter 2: Character Creation - Lifepath System

Starting Resources: 11 Fate Points

Create your character through 10 life stages, making strategic choices about attributes, relationships, and special abilities. Each stage focuses on one primary attribute while offering opportunities to develop others.

Attribute Scale Reference

Score	Rating	Description
0	**Defeated**	Complete failure in this area
1	**Difficult**	Severe challenges and limitations
2	**Far Below Average**	Significant struggles
3	**Below Average**	Noticeable difficulties
4	**Slightly Below Average**	Minor challenges
5	**Average**	Typical human capability
6	**Above Average**	Notably capable
7	**Excellent**	Clearly superior ability
8	**Blessed Beginning**	Exceptional natural talent
9	**Sacred Soul**	Legendary natural ability
10	**Greatest**	The pinnacle of mortal achievement

Hard Rule: No attribute can exceed 10 ("Greatest") through any means. Attributes determine how many related skills you can develop - Grace 7 allows up to 7 different grace-based skills.

Life Stage Progression

Stage 1: Preconception

Primary Attribute: Spirit *(Soul's essence before birth)*

- Roll 1d4 for Spirit

Bonus Choices (Choose One):

- A. Early Spiritual Awakening (+1 Spirit)
- B. Destined Purpose (+1 Resolve)
- C. Divine Favor (+1 Presence)
- D. Mystical Insight (+1 Intellect)

Companion Option:

- **Entwined Fate** *(1 FP)* - Share mystical destiny with another character

Enhancement Option:

- **Extra Die** *(3 FP)* - Roll 2d4 for Spirit, take higher result

Character Traits:

- **Divine Touched** *(5 FP)* - Spiritual authority, blessing abilities, divine insight
- **Ancestral Connection** *(4 FP)* - Commune with past generations, inherited wisdom

Stage 2: Genetics

Primary Attribute: Might *(Physical foundation and constitution)*

- Roll 1d4 for Might

Bonus Choices (Choose One):

- A. Warrior Heritage (+1 Might)
- B. Noble Bearing (+1 Presence)
- C. Keen Senses (+1 Awareness)
- D. Family Wisdom (+1 Lore)

Companion Option:

- **Blood Bond** *(1 FP)* - Establish family connection with another character

Enhancement Option:

- **Extra Die** *(3 FP)* - Roll 2d4 for Might, take higher result

Character Traits:

- **Berserker Heritage** *(5 FP)* - Controlled fury, damage bonuses, intimidation presence
- **Athletic Bloodline** *(4 FP)* - Natural physical prowess, endurance bonuses

Representation Options:

- **Blind Heritage** - Enhanced hearing abilities, tactical advantages
- **Mobility Variance** - Tactical mind development, adaptive strategies
- **Neurodivergent Gifts** - Pattern recognition, unique perspectives
- **Intellectual Optimization** - Genetics favoring mental over physical traits

Stage 3: Infancy

Primary Attribute: Empathy *(Bonding, care, emotional foundation)*

- Roll 1d4 for Empathy

Bonus Choices (Choose One):

- A. Beloved Child (+1 Empathy)
- B. Alert Baby (+1 Awareness)
- C. Healthy Constitution (+1 Might)
- D. Peaceful Presence (+1 Spirit)

Companion Option:

- **Shared Caretaker** *(1 FP)* - Share upbringing with another character

Enhancement Option:

- **Extra Die** *(3 FP)* - Roll 2d4 for Empathy, take higher result

Character Traits:

- **Emotional Intuition** *(5 FP)* - Read true emotions, detect lies, provide comfort
- **Animal Whisperer** *(4 FP)* - Communicate with creatures, animal allies

Stage 4: Toddlerhood

Primary Attribute: Grace *(Motor development, early coordination)*

- Roll 1d4 for Grace

Bonus Choices (Choose One):

- A. Natural Dancer (+1 Grace)
- B. Fearless Explorer (+1 Awareness)
- C. Strong Toddler (+1 Might)
- D. Charming Child (+1 Presence)

Companion Option:

- **Childhood Friend** *(1 FP)* - Establish lifelong friendship from toddlerhood

Enhancement Option:

- **Extra Die** *(3 FP)* - Roll 2d4 for Grace, take higher result

Character Traits:

- **Perfect Balance** *(4 FP)* - Never fall, impossible acrobatics, poise under pressure
- **Unseen Movement** *(5 FP)* - Enhanced stealth, environmental blending

Stage 5: Childhood

Primary Attribute: Awareness *(Exploration, curiosity about the world)*

- Roll 1d4 for Awareness

Bonus Choices (Choose One):

- A. Sharp Eyes (+1 Awareness)
- B. Quick Learner (+1 Intellect)
- C. Little Helper (+1 Craft)
- D. Natural Leader (+1 Presence)

Companion Option:

- **Exploration Partner** *(1 FP)* - Establish childhood adventure companion

Enhancement Option:

- **Extra Die** *(3 FP)* - Roll 2d4 for Awareness, take higher result

Character Traits:

- **Danger Sense** *(5 FP)* - Predict threats, ambush immunity, survival instincts
- **Tracker's Gift** *(4 FP)* - Follow any trail, environmental reading, hunting mastery

Stage 6: School Age

Primary Attribute: Intellect *(Formal learning, reasoning development)*

- Roll 1d4 for Intellect

Bonus Choices (Choose One):

- A. Star Pupil (+1 Intellect)
- B. Know-It-All (+1 Lore)
- C. Class Helper (+1 Empathy)
- D. School Leader (+1 Presence)

Companion Option:

- **Study Buddy** *(1 FP)* - Establish academic partnership

Enhancement Option:

- **Extra Die** *(3 FP)* - Roll 2d4 for Intellect, take higher result

Character Traits:

- **Eidetic Memory** *(5 FP)* - Perfect recall, research mastery, information advantages
- **Analytical Genius** *(4 FP)* - Pattern recognition, problem-solving, deduction bonuses

Stage 7: Upper School

Primary Attribute: Lore *(Specialized knowledge, cultural education)*

- Roll 1d4 for Lore

Bonus Choices (Choose One):

- A. Living Library (+1 Lore)
- B. Master Craftsman (+1 Craft)
- C. Natural Philosopher (+1 Intellect)
- D. Inspiring Speaker (+1 Presence)

Companion Option:

-   **Academic Rival** *(2 FP)* - Competitive relationship that pushes both to excel

Enhancement Option:

-   **Extra Die** *(3 FP)* - Roll 2d4 for Lore, take higher result

Character Traits:

-   **Living Library** *(5 FP)* - Vast knowledge, cultural fluency, historical insight
-   **Linguistic Prodigy** *(4 FP)* - Learn languages instantly, communication bonuses

Stage 8: Teen/Middle

Primary Attribute: Presence *(Social identity, charisma development)*

-   Roll 1d4 for Presence

Bonus Choices (Choose One):

-   A. Natural Charisma (+1 Presence)
-   B. Spiritual Awakening (+1 Spirit)
-   C. Teen Genius (+1 Intellect)
-   D. Steady Heart (+1 Resolve)

Companion Option:

-   **Coming of Age Pact** *(1 FP)* - Make solemn vow with another character

Enhancement Option:

-   **Extra Die** *(3 FP)* - Roll 2d4 for Presence, take higher result

Character Traits:

-   **Silver Tongue** *(5 FP)* - Master persuasion, social manipulation, influence networks
-   **Natural Leader** *(4 FP)* - Command respect, inspire others, rally abilities

Stage 9: High School

Primary Attribute: Craft *(Practical skills, hands-on learning)*

-   Roll 1d4 for Craft

Bonus Choices (Choose One):

- A. Master Student (+1 Craft)
- B. Caring Mentor (+1 Empathy)
- C. Renaissance Student (+1 Lore)
- D. Project Leader (+1 Presence)

Companion Option:

- **Project Partner** *(1 FP)* - Establish creative collaboration

Enhancement Option:

- **Extra Die** *(3 FP)* - Roll 2d4 for Craft, take higher result

Character Traits:

- **Master Artisan** *(5 FP)* - Create masterworks, innovation bonuses, resource advantages
- **Technical Savant** *(4 FP)* - Understand any device, repair mastery, invention abilities

Stage 10: Young Adult

Primary Attribute: Resolve *(Life direction, independence, persistence)*

- Roll 1d4 for Resolve

Bonus Choices (Choose One):

- A. Iron Will (+1 Resolve)
- B. Natural Leader (+1 Presence)
- C. Life Experience (+1 Lore)
- D. Inner Peace (+1 Spirit)

Companion Option:

- **Life Path Ally** *(1 FP)* - Establish shared adult goals

Enhancement Option:

- **Extra Die** *(3 FP)* - Roll 2d4 for Resolve, take higher result

Character Traits:

- **Unbreakable Will** *(5 FP)* - Immunity to mental effects, inspire determination in others

- **Phoenix Spirit** *(4 FP)* - Recover from setbacks faster, turn failure into strength

Character Creation Process

Step 1: Distribute Starting Resources

Begin with **11 Fate Points** and **10 Bonus Points** to allocate across all stages.

Step 2: Progress Through Life Stages

For each stage (1-10):

1. Roll 1d4 for the primary attribute (or spend 3 FP for 2d4, take higher)
2. Choose one bonus option (A, B, C, or D) to spend 1 Bonus Point
3. Optionally purchase companion relationships (1-2 FP each)
4. Optionally purchase character traits (4-5 FP each)

Step 3: Apply Limits and Caps

- Maximum 3 Bonus Points per attribute
- Hard cap of 10 ("Greatest") for any attribute
- Must spend exactly 10 Bonus Points across all stages

Step 4: Record Final Attributes

Add base rolls + bonus points + any fate point modifications. Your attribute scores determine how many related skills you can develop in each area.

Chapter 3: Attributes and Skills Guide

Core Concept

Attributes represent capacity, not raw power. A Grace 8 character can develop up to 8 different grace-related skills, while a Grace 3 character can only master 3. This prevents the "weasel strength vs human strength" problem by making attributes about breadth of capability rather than absolute power.

Skill Level determines your dice size for any action. Your Attribute score determines how many related skills you can develop.

MIGHT (Physical Power & Endurance)

Capacity for 8-12 related skills

Available Skills: Melee Combat - Fighting with weapons or fists Athletics - Running, jumping, general physical ability Labor - Heavy work, construction, manual tasks Endurance - Sustained physical effort, marathons Grappling - Wrestling, holds, physical restraint Breaking/Forcing - Smashing barriers, forcing doors Heavy Lifting - Moving massive objects, feats of strength Marathon Running - Long-distance sustained movement Pain Tolerance - Enduring physical suffering Intimidation (Physical) - Threatening through physical presence Swimming - Moving through water efficiently Climbing - Scaling walls, mountains, obstacles

GRACE (Finesse & Social Elegance)

Capacity for 8-12 related skills

Available Skills: Acrobatics - Tumbling, aerial maneuvers, flexibility Stealth - Moving unseen, hiding, infiltration Sleight of Hand - Pickpocketing, stage magic, manipulation Dancing - Artistic movement, cultural dances Etiquette - Social protocols, proper behavior Precision Work - Detailed tasks requiring steady hands Balance - Maintaining equilibrium in difficult situations Dodge - Avoiding attacks and hazards through movement Archery - Ranged combat with bows and similar weapons Social Grace - Navigating social situations smoothly Performance - Stage presence, entertaining others Fine Motor Control - Delicate manipulation tasks

INTELLECT (Reasoning & Analysis)

Capacity for 10-15 related skills

Available Skills: Mathematics - Calculations, geometry, advanced math Logic - Reasoning, problem-solving, deduction Strategy - Long-term planning, tactical thinking Research - Finding information, academic investigation Analysis - Breaking down complex problems Sciences - Physics, chemistry, biology, natural philosophy Engineering - Building systems, mechanical design Tactics - Short-term combat and conflict planning Pattern Recognition - Seeing connections and trends Memory Palace - Advanced memorization techniques Deduction - Drawing conclusions from evidence Code Breaking - Deciphering secrets, languages, puzzles Technical Operation - Using complex devices and systems Innovation - Creating new solutions and inventions System Design - Creating efficient processes and structures

AWARENESS (Perception & Environmental Consciousness)

Capacity for 8-12 related skills

Available Skills: Observation - Noticing details, spotting clues Survival - Living in wilderness, finding resources Tracking - Following trails, hunting, pursuit Initiative - Acting quickly when

situations change Danger Sense - Detecting threats and hazards Navigation - Finding direction, reading maps Weather Reading - Predicting climate and storms Body Language - Reading nonverbal communication Lip Reading - Understanding speech without hearing Eavesdropping - Listening to private conversations Ambush Detection - Spotting traps and hidden enemies Search - Finding hidden objects and secrets

PRESENCE (Charisma & Social Influence)

Capacity for 8-12 related skills

Available Skills: Leadership - Directing others, taking charge Public Speaking - Addressing crowds, presentations Negotiation - Reaching agreements, making deals Command - Military leadership, giving orders Intimidation (Social) - Threatening through force of personality Performance - Entertainment, stage presence Networking - Building social connections Rally - Inspiring courage and action in others Inspire - Motivating others to excellence Debate - Arguing points, intellectual combat Fashion - Understanding and using style trends Reputation Management - Controlling public perception

SPIRIT (Inner Strength & Mystical Connection)

Capacity for 6-10 related skills

Available Skills: Meditation - Mental discipline, inner peace Faith - Religious devotion, divine connection Mental Resistance - Defending against mental attacks Magical Arts - Casting spells, arcane knowledge Ritual - Performing ceremonies, sacred rites Prayer - Communicating with higher powers Inner Strength - Drawing on spiritual reserves Supernatural Awareness - Detecting magical phenomena Astral Projection - Separating spirit from body Divine Connection - Channeling higher powers

CRAFT (Creation & Technical Skill)

Capacity for 12-20 related skills

Available Skills: Smithing - Working metal, weapon/armor creation Cooking - Food preparation, cuisine mastery Weaving - Textile creation, fabric arts Engineering - Building complex systems Architecture - Designing buildings and structures Repair - Fixing broken objects and systems Artistry - Creating beautiful objects Design - Planning aesthetic and functional objects Innovation - Developing new techniques and tools Quality Control - Ensuring excellent craftsmanship Tool Making - Creating implements and instruments Carpentry - Woodworking, furniture creation Masonry - Stonework, building construction Jewelry - Precious metal and gem working Brewing - Alcohol and potion creation Tailoring - Clothing design and creation Leatherworking - Hide preparation and shaping Pottery - Ceramic creation and firing Painting - Visual art, illustration Sculpture - Three-dimensional art creation

LORE (Knowledge & Cultural Understanding)

Capacity for 15-25 related skills

Available Skills: History - Knowledge of past events and trends Languages - Speaking, reading, writing foreign tongues Culture - Understanding different societies Geography - Knowledge of lands, territories, regions Legends - Myths, folklore, traditional stories Law - Legal systems, regulations, justice Heraldry - Noble houses, symbols, lineages Literature - Written works, poetry, storytelling Philosophy - Ethics, meaning, theoretical thinking Religion - Theological knowledge, comparative faith Economics - Trade, commerce, financial systems Politics - Government, power structures, diplomacy Natural Sciences - Biology, geology, astronomy Medicine - Healing arts, anatomy, disease Military History - Battles, strategies, warfare evolution Art History - Artistic movements, famous works Music Theory - Composition, harmony, musical structure Archaeology - Ancient civilizations, artifact analysis Linguistics - Language structure, etymology Anthropology - Human societies and development Botany - Plant life, herbalism, agriculture Zoology - Animal behavior, creature knowledge Mineralogy - Gems, metals, geological formations Cartography - Map making, spatial representation Genealogy - Family lines, bloodlines, inheritance

EMPATHY (Emotional Intelligence & Care)

Capacity for 8-12 related skills

Available Skills: Psychology - Understanding mental processes Counseling - Helping others through problems Animal Handling - Working with creatures, training Healing - Medical care, recovery assistance Comfort - Providing emotional support Reading Emotions - Detecting feelings and moods Therapy - Professional mental health treatment Teaching - Educating others, knowledge transfer Childcare - Caring for young people Mediation - Resolving conflicts between others Social Work - Helping disadvantaged populations Veterinary Care - Healing animals and creatures

RESOLVE (Mental Fortitude & Persistence)

Capacity for 6-10 related skills

Available Skills: Mental Fortitude - Resisting fear, despair, mind control Persistence - Continuing despite setbacks Recovery - Bouncing back from failure or trauma Long-term Planning - Maintaining focus on distant goals Discipline - Self-control, maintaining standards Sobriety - Resisting addictions and temptations Grief Processing - Dealing with loss and tragedy Stress Management - Handling pressure and anxiety Project Completion - Finishing what you start Habit Formation - Building positive routines

Chapter 4: Character Archetypes

The Core Archetypes

Combat Archetype

Battle Flow

Triggering Skill: Any combat skill (Melee Combat, Archery, Tactics)
Archetype: Combat
Action Type: Reaction (when engaging multiple opponents or coordinating attacks)
Effect: Gain +1d4 bonus dice when fighting multiple opponents simultaneously or when coordinating combat actions with allies
Coordination Complexity: +1 (requires tactical awareness and positioning)
Prerequisites: Must be engaged with 2+ opponents or actively coordinating with ally in combat

Social Archetype

Network Access

Triggering Skill: Networking, Reputation, or relevant social skill
Archetype: Social
Action Type: Extended Action (activating contacts and calling in favors)
Effect: Spend resources (time, favors, reputation) to gain access to restricted information, locations, or services through your social network
Coordination Complexity: +2 (requires managing multiple social relationships)
Prerequisites: Must have established relevant contacts or reputation in the area

Knowledge Archetype

Concentrate

Triggering Skill: Research, Analysis, Memory Palace, or relevant knowledge skill
Archetype: Knowledge
Action Type: Minor Action (focusing mental energy)
Effect: Spend 1 Focus HP to gain +1d6 bonus dice on research attempts or to recall specific obscure information without rolling
Coordination Complexity: +0 (individual mental technique)
Prerequisites: Must have Focus HP to spend

Intellectual Authority

Triggering Skill: Teaching, Leadership, or relevant knowledge skill
Archetype: Knowledge
Action Type: Major Action (directing others through expertise)
Effect: Use your knowledge to coordinate complex group projects, allowing allies to use your knowledge skill dice for their related attempts this scene
Coordination Complexity: +3 (requires explaining complex concepts under pressure)
Prerequisites: Must have higher knowledge skill than those being directed

Support Archetype

Restoration

Triggering Skill: Healing, Recovery, Therapy, or relevant support skill
Archetype: Support
Action Type: Major Action (active healing or recovery assistance)
Effect: Accelerate ally's HP recovery by +2 per success level, or remove one status effect through focused care
Coordination Complexity: +1 (requires cooperation from target)
Prerequisites: Target must be willing to receive care

Enhancement

Triggering Skill: Inspire, Teaching, or relevant support skill
Archetype: Support
Action Type: Minor Action (providing bonuses to allies)
Effect: Grant ally +1d4 bonus dice to their next action by providing encouragement, resources, or tactical support
Coordination Complexity: +2 (requires understanding ally's needs and timing support correctly)
Prerequisites: Must be able to communicate with and support target ally

Physical Archetype

Environmental Advantage

Triggering Skill: Survival, Athletics, Navigation, or relevant physical skill
Archetype: Physical
Action Type: Reaction (utilizing environmental factors)
Effect: Gain +1d6 bonus dice when terrain, weather, or physical environmental factors can be used to your advantage
Coordination Complexity: +1 (may require positioning allies to benefit)
Prerequisites: Must be in environment where physical factors provide meaningful advantage

Chapter 5: Core Resolution Mechanics

Foundation Principle

Every meaningful action in the game uses the same core system: **Roll your dice vs Target Score**. Whether you're forging a legendary sword, negotiating a peace treaty, or battling cosmic entities, the mechanics remain consistent while scaling appropriately to your character's tier and the challenge's magnitude.

Universal Action Resolution

The Four-Phase Round

Every round of action - whether combat, crafting, social negotiation, or any other challenge - follows the same structure:

1. Declaration Phase *(Initiative Order)* All participants announce their intended actions in initiative order. Be specific about goals and methods.

2. Reaction Phase *(Initiative Order)*
In initiative order, participants may spend reactions to:

- Cancel or redirect their own declared action
- Assist another character's action
- Intercept incoming effects (like bodyguarding)
- Activate immediate response abilities

3. Resolution Phase *(Simultaneous)* Everyone rolls their dice simultaneously:

- **Primary actors** roll against target scores for their declared actions
- **Helpers** roll their assistance skills to determine quality of aid
- **Environmental factors** may require additional rolls

4. Narration Phase The GM describes the combined results of all actions, setting up the next round.

Core Resolution Mechanics

Basic Roll: Attribute + Skill level dice vs Target Score

- **Success**: Meet or exceed the target score
- **Failure**: Fall short of the target score
- **Critical Success**: Maximum possible roll result
- **Critical Failure**: Minimum possible roll result (usually all 1s)

Initiative: Roll Awareness + applicable skill. Higher results act first in declaration and reaction phases.

Collaborative Resolution System

Helper Actions

During the Reaction Phase, characters can choose to assist others rather than pursue their own goals. Each type of assistance provides specific benefits but may add coordination complexity to the target score.

Basic Helper Types

Advantage Helpers - Grant advantage (roll twice, take higher)

- *Flanking*: Combat positioning for attack advantage
- *Research Support*: Provide background information for analysis
- *Moral Support*: Encourage during stressful social situations

Flat Bonus Helpers - Add points to the result

- *Intimidation*: +2 to social pressure rolls through threatening presence
- *Technical Consulting*: +1 to +3 for specialized knowledge application
- *Quality Materials*: +1 to +2 for crafting with superior components

Reroll Helpers - Allow rerolling specific dice results

- *Resource Management*: Reroll 1s on resource consumption checks
- *Strategic Planning*: Allow reroll of failed tactical decisions
- *Peer Review*: Reroll one die on analytical or research attempts

Target Modification Helpers - Change the challenge itself

- *Networking*: Reduce social target scores by 2-3 through introductions
- *Environmental Preparation*: Reduce target scores by 1-2 through optimal setup
- *Distraction*: Force opponents to use harder target scores

Coordination Complexity

When multiple people work together, communication overhead can increase the challenge. Add coordination complexity to target scores based on the type and number of helpers:

Simple Coordination (+1 to target): Basic assistance requiring minimal communication
Complex Coordination (+2 to target): Assistance requiring explanation and timing **Tier-Scaled Coordination** (+Tier to target): Assistance that becomes harder at higher power levels **No Coordination** (+0 to target): Actions that don't require communication

Combat Resolution

Attack Resolution

Basic Combat Flow:

1. **Declaration**: Announce attack type, target, and intended outcome
2. **Reaction**: Defenders may attempt dodge, parry, or other defensive actions
3. **Resolution**: Roll attack skill dice
4. **Outcome Determination**:
   - **Rolling any 1s**: Narrative miss, no damage dealt, possible complications
   - **Rolling no 1s**: Automatic hit, roll skill dice as damage

No Defense Rolls: Defenders don't roll to avoid attacks. Instead, they can:

- Spend reactions on defensive positioning for narrative advantages
- Use helper actions to assist the defender
- Employ environmental factors for protection

Damage and Health

Damage Types and Attribute Targeting: Different attacks target different attribute reserves:

- **Physical attacks**: Target Might reserves
- **Mental attacks**: Target Intellect reserves
- **Social attacks**: Target Presence reserves
- **Spiritual attacks**: Target Spirit reserves
- **Exhaustion effects**: Target Resolve reserves
- **Precision attacks**: Target Grace reserves
- **Emotional attacks**: Target Empathy reserves
- **Knowledge attacks**: Target Lore reserves
- **Skill attacks**: Target Craft reserves
- **Awareness attacks**: Target Awareness reserves

Chapter 6: Target Score Challenge Tables

Overview

Roll your dice vs Target Score. Meet or exceed the target to succeed. Target scores are calibrated so that well-prepared characters (with gear, skill bonuses, and situational advantages) have approximately 50% chance of success on Normal challenges within their tier.

Street Tier (Levels 1-10)

Expected Dice: d4 to d12 (2.5 to 6.5 average)
Preparation Bonus: +1 to +5

Difficulty	Target	Success Rate	Example Challenges
Very Easy	4	85%+	Routine tasks, favorable conditions
Easy	6	70%	Simple challenges, minor obstacles
Normal	8	50%	Standard obstacles, equal opposition
Hard	11	25%	Serious challenges, skilled opposition
Very Difficult	14	10%	Exceptional feats, legendary opposition

City Tier (Levels 11-20)

Expected Dice: d10+d4 to d20+d12 (8 to 17 average)
Preparation Bonus: +2 to +6

Difficulty	Target	Success Rate	Example Challenges
Very Easy	12	85%+	Routine professional tasks

Difficulty	Target	Success Rate	Example Challenges
Easy	15	70%	Standard professional challenges
Normal	19	50%	Significant obstacles, expert opposition
Hard	24	25%	Major challenges, master-level opposition
Very Difficult	29	10%	Extraordinary feats, legendary challenges

Regional Tier (Levels 21-30)

Expected Dice: 3d12 to 3d20 (19.5 to 31.5 average)
Preparation Bonus: +3 to +7

Difficulty	Target	Success Rate	Example Challenges
Very Easy	25	85%+	Tasks within your legendary expertise
Easy	30	70%	Regional-scale standard challenges
Normal	37	50%	Continental obstacles, heroic opposition
Hard	45	25%	Legendary challenges, mythic opposition
Very Difficult	55	10%	World-shaping feats, divine opposition

National Tier (Levels 31-40)

Expected Dice: 4d12 to 4d20 (26 to 42 average)
Preparation Bonus: +4 to +8

Difficulty	Target	Success Rate	Example Challenges
Very Easy	35	85%+	Tasks beneath your world-class abilities
Easy	42	70%	National-scale standard operations
Normal	52	50%	Civilization-level challenges
Hard	65	25%	Reality-altering opposition
Very Difficult	80	10%	Cosmic-scale impossibilities

Cosmic Tier (Levels 41-50)

Expected Dice: 5d12 to 5d20 (32.5 to 52.5 average)
Preparation Bonus: +5 to +10

Difficulty	Target	Success Rate	Example Challenges
Very Easy	45	85%+	Planetary-scale routine operations
Easy	55	70%	Interstellar standard challenges
Normal	67	50%	Universal-scale obstacles
Hard	85	25%	Multiversal opposition
Very Difficult	110	10%	Reality-defining impossibilities

Chapter 7: Level Progression Chart

Advancement Overview

Skill Advancement: Roll under 17 on your skill dice after using them in a session to improve that skill by one step.

Milestone Levels: Every 5 skill improvements grants a milestone level with broader character benefits.

Staggered Rewards: Benefits rotate through 5 cycles to keep advancement fresh and meaningful.

TIER I: Street (Levels 1-6)

Local Problems, Personal Conflicts, Neighborhood Issues

Level	Skill Dice	Reward Cycle	Benefit
1	d4	**Start**	Choose archetype, gain 3 helper cards, starting skills
2	d6	**Dice Progression**	Begin skill advancement
3	d8	**Fate Points**	Gain 2 Fate Points
4	d10	**Competence Bonus**	+1 flat bonus to all untrained skill attempts
5	d12	**Major Archetype**	Archetype major ability activates (Street tier)
6	d12	**Derived Stats**	Double attribute damage pools (Might×2, Grace×2, etc.)

TIER II: City (Levels 7-16)

Urban Problems, Organizational Conflicts, Municipal Crises

Level	Skill Dice	Reward Cycle	Benefit
7	d10+d4	**Non-Mechanical**	Establish reputation, gain property/position appropriate to tier
8	d10+d6	**Dice Progression**	City tier dice unlocked
9	d10+d8	**Fate Points**	Gain 2 Fate Points
10	2d10	**Competence Bonus**	+1 flat bonus to all skill attempts (stacks with previous)
11	d10+d12	**Major Archetype**	Archetype major ability upgrades (City tier)
12	d20+d4	**Derived Stats**	Triple attribute damage pools (Might×3, Grace×3, etc.)
13	d20+d6	**Non-Mechanical**	Gain contacts, allies, or resources within city-scale influence
14	d20+d8	**Competence Bonus**	+1 flat bonus to cross-archetype helper card usage
15	d20+d10	**Fate Points**	Gain 3 Fate Points
16	d20+d12	**Dice Progression**	City tier mastery achieved

TIER III: Regional (Levels 17-26)

State/Provincial Issues, Small Wars, National Politics

Level	Skill Dice	Reward Cycle	Benefit
17	3d12	**Major Archetype**	Archetype major ability upgrades (Regional tier)
18	2d20+d4	**Derived Stats**	Quadruple attribute damage pools (Might×4, Grace×4, etc.)
19	2d20+d6	**Non-Mechanical**	Gain territory, title, or regional-scale influence
20	2d20+d8	**Competence Bonus**	+2 flat bonus to leadership and coordination rolls
21	2d20+d10	**Fate Points**	Gain 3 Fate Points
22	2d20+d12	**Dice Progression**	Regional coordination mastery
23	3d20	**Non-Mechanical**	Establish institutions, schools, or organizations
24	3d20+d4	**Competence Bonus**	+1 flat bonus to all cross-tier challenge attempts
25	3d20+d6	**Major Archetype**	Enhanced archetype abilities, can affect multiple targets
26	3d20+d8	**Derived Stats**	Quintuple attribute damage pools (Might×5, Grace×5, etc.)

TIER IV: National (Levels 27-36)

Continental Threats, Major Wars, Civilization-Level Crises

Level	Skill Dice	Reward Cycle	Benefit
27	3d20+d10	**Fate Points**	Gain 4 Fate Points
28	3d20+d12	**Non-Mechanical**	Gain national recognition, governmental positions, or continental influence
29	4d12	**Dice Progression**	National tier power unlocked
30	4d20	**Competence Bonus**	+2 flat bonus to all social and leadership interactions
31	4d20+d4	**Major Archetype**	Archetype major ability upgrades (National tier)
32	4d20+d6	**Derived Stats**	Attribute damage pools ×6, begin transcending normal limitations
33	4d20+d8	**Non-Mechanical**	Shape policy, create laws, or establish lasting institutions
34	4d20+d10	**Competence Bonus**	+3 flat bonus to all reality-affecting actions
35	4d20+d12	**Fate Points**	Gain 4 Fate Points
36	4d20+d12	**Dice Progression**	National tier mastery, prepare for cosmic ascension

TIER V: Cosmic (Levels 37-46)

Planetary Threats, Interstellar Conflicts, Reality-Shaping Power

Level	Skill Dice	Reward Cycle	Benefit
37	5d12	**Major Archetype**	Archetype major ability upgrades (Cosmic tier)
38	4d20+d4	**Derived Stats**	Attribute damage pools ×7, begin affecting universal constants
39	4d20+d6	**Non-Mechanical**	Gain cosmic recognition, transcendent allies, or reality-scale influence
40	4d20+d8	**Competence Bonus**	+3 flat bonus to all universal-scale actions
41	4d20+d10	**Fate Points**	Gain 5 Fate Points
42	4d20+d12	**Dice Progression**	Reality-shaping coordination mastery
43	5d20	**Non-Mechanical**	Reshape fundamental aspects of reality, create new universal laws
44	5d20	**Competence Bonus**	+4 flat bonus to all actions, transcend normal skill limitations
45	5d20	**Major Archetype**	Ultimate archetype expression, reality-defining abilities
46	5d20	**Derived Stats**	Attribute damage pools ×8, approach true immortality

Chapter 8: Game Mechanics

How to Play - Core Rules Summary Initiative: The Human Connection Initiative isn't about your character's speed—it's about you, the players, and your relationships. At the start of each round, the Narrator asks a question that everyone answers. Whoever has the "most" or "best" answer goes first. Sample Initiative Questions:

"Who has the most houseplants?" "Who traveled farthest to get here tonight?" "Whose character has the most complicated relationship right now?" "Who would [important NPC] trust most in this situation?" "Who made the best snack for tonight's session?" "Whose character is most emotionally invested in what's happening?"

Rotate questions every round. Everyone should get chances to go first. Why This Works: Your turns happen simultaneously, but resolve in order of initiative. Paul starts talking to the zombie, everyone decides how to assist, and Peter's readied attack becomes something entirely different. The question creates natural conversation and ensures spotlight rotation.

Zones: Contextual Distance Zones are relative to the situation, not precise measurements:

Near: Within arm's reach, immediate contact Middle: A few steps away, across a room Far: Outside a second of running, other side of a courtyard Distant: More than 5 seconds of running, requires planning to reach

Context Matters: "Far" in a cramped tavern is different from "Far" on a battlefield. The Narrator sets scale based on what makes sense for the scene. Movement: Spend a Minor Action to move one zone, or a Major Action to move two zones. Athletics or other skills may allow faster movement.

Narrator Guidance: Story First Your job is helping players have fun through story, not managing rules complexity. Core Principle: Make things make sense as simply as possible. Players should be doing story, not wrestling with mechanics. Setting Challenge Values:

Use the tier-based tables in Chapter 6 When in doubt, Normal difficulty (middle of their tier range) Add +1 to +3 for complications, environmental factors, or time pressure Remember: well-prepared characters should succeed about 50% of the time on Normal challenges

Managing Collaboration:

Let players describe what they're trying to help with Don't worry about perfect optimization—if it makes narrative sense, it probably works Coordination complexity adds challenge, but don't let it bog down the flow The helper succeeds first, then their help applies to the main action

Social Stances:

Players can change stances freely—it's about finding what works Stances counter each other, but it's not rock-paper-scissors combat Focus on the conversation and let mechanical bonuses support the roleplay When in doubt, ask "What are you actually trying to accomplish here?"

Fate Points:

Give 1-3 per session for great character moments, creative solutions, or collaborative play Players also gain 1 Fate Point every time they advance a skill Don't be stingy—Fate Points make the game more fun

Remember: The rules serve the story. If something isn't working, talk it through and adjust. Your players' fun matters more than perfect mechanical execution.

Core Concept - Action Scales and Timing Framework

Different skills operate on different time scales, creating tactical vulnerability and meaningful choices. Starting a long-duration action commits you to that timeline, making you vulnerable to interruption and unable to respond to immediate threats.

The Four Action Scales

Instant Actions (Seconds)

Duration: Single combat rounds, immediate responses **Examples**: Sword attacks, dodge attempts, quick social reactions, danger responses, simple spells **Tactical Notes**:

-   All participants act in initiative order
-   Helpers must be in position and ready
-   No commitment vulnerability

Short Actions (Minutes)

Duration: Complex tasks requiring sustained focus **Examples**: Detailed crafting steps, negotiations, intermediate spells, picking complex locks **Tactical Notes**:

-   Initiative matters but actions span multiple rounds
-   Starting commits you until completion or interruption
-   Moderate vulnerability to disruption

Long Actions (Hours to Days)

Duration: Substantial projects requiring dedicated time **Examples**: Baking bread, research sessions, building furniture, advanced spells, masterwork crafting **Tactical Notes**:

- Participants drop out of combat initiative
- Highly vulnerable to interruption
- Requires relatively safe environment
- Cannot respond to immediate threats while engaged

Extended Actions (Weeks to Years)

Duration: Major projects and campaigns **Examples**: Architecture projects, political movements, master craftsmanship, legendary magical workings **Tactical Notes**:

- GM breaks into discrete tasks with individual skill rolls
- "Place this stone correctly" not "build entire cathedral"
- Progress measured in completed sub-tasks
- Campaign-level time investment

Interruption Mechanics

Interruption Categories

Persistent Progress (Physical Construction)

Examples: Architecture, furniture making, road building, stonework **Interruption Effect**: Pick up exactly where you left off **Materials**: No waste, work persists indefinitely

Volatile Processes (Dangerous/Unstable)

Examples: Magical summoning, explosive creation, unstable chemistry, portal opening **Interruption Effect**: Must start completely over from beginning **Materials**: All components/materials consumed regardless of progress

Focus-Dependent (Mental/Creative Work)

Examples: Musical composition, complex research, strategic planning, spell research **Interruption Effect**: Lose 1d4 progress steps backward **Materials**: Work persists but concentration broken, must rebuild mental framework

Material-Sensitive (Timing-Critical Crafting)

Examples: Baking, potion brewing, metallurgy, timed chemical processes **Interruption Effect**: Materials wasted if interrupted at wrong moment **Safe Pause Points**: Available for Long+ duration tasks at GM discretion

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Concentration Checks

When Concentration Checks Occur

- External distractions threaten ongoing actions
- Combat erupts near long-duration tasks
- Environmental hazards create disruption
- Social pressure interrupts mental work

Distraction Challenge Values

Distraction Level	CV	Examples
Minor	8	Distant shouting, weather changes, background noise
Moderate	12	Nearby combat, loud crashes, heated arguments
Major	16	Direct threats, explosions, building damage
Extreme	20+	Being attacked, building collapsing, magical catastrophe

Concentration Check Sequence

1. **Main Actor Rolls**: Resolve vs. distraction CV
2. **Helper Bonuses Determined**:
   - Main actor **succeeds**: Helpers get +1 (good leadership coordination)
   - Main actor **fails**: Helpers get **disadvantage** (no coordination guidance)
3. **Each Helper Rolls**: Resolve + modifier vs. same CV
4. **Results Applied**:
   - Failed main actor: Loses 1d4 progress steps (Focus-Dependent tasks)
   - Failed helpers: Must re-establish coordination (costs 1 action/round)

Concentration Check Results

Main Actor Failure

- **Focus-Dependent tasks**: Lose 1d4 progress steps
- **Volatile Processes**: Complete restart required
- **Material-Sensitive**: Waste materials (unless at safe pause point)
- **Persistent Progress**: No progress loss, just time delay

Helper Failure

- Loses coordination with main actor
- Must spend 1 action re-establishing assistance
- Cannot provide bonuses until re-coordinated
- If main actor lost significant progress, may need to restart entirely

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Helper Coordination Rules

Initial Coordination

- Helpers must establish coordination before providing bonuses
- Takes 1 action per helper to organize
- Multiple helpers increase complexity (see Core Mechanics)

Maintaining Coordination

- Automatic during uninterrupted work
- Requires concentration checks during distractions
- Failed helpers lose coordination individually

Re-establishing Coordination

- Required after failed concentration checks
- Takes 1 action: asking questions, getting repositioned, understanding current progress
- Main actor must not be in middle of Volatile Process

Coordination Limitations

- Helpers working on different action scales cannot coordinate
- Instant helpers cannot assist Long actions (and vice versa)
- Mixed-scale projects require careful timing and planning

Tactical Implications

Vulnerability Windows

- **Long Actions**: Cannot defend, dodge, or respond to immediate threats
- **Short Actions**: Limited defensive options, delayed reactions
- **Volatile Processes**: Interruption wastes everything invested
- **Focus-Dependent**: Interruption sets back mental progress significantly

Strategic Timing

- Starting dangerous rituals requires security planning
- Long crafting projects need safe locations
- Battlefield spellcasting creates target opportunities
- Helper commitment affects group tactical flexibility

Meaningful Choices

- Risk vs. reward in timing decisions
- Resource investment vs. safety considerations
- Individual advancement vs. group tactical needs
- Immediate response vs. long-term project completion

Examples in Play

Example 1: Battlefield Baking

Situation: Baker starts bread during combat (Long Action) **Consequence**: Cannot dodge, attack, or help others until bread completes **Interruption**: Enemy attack forces Concentration check **Result**: Failed check ruins the bread, baker wasted time and materials

Example 2: Interrupted Research

Situation: Scholar researching ancient text (Focus-Dependent, Short Action) **Interruption**: Building explodes nearby (Major distraction, CV 16) **Check**: Scholar fails Resolve check **Result**: Loses 1d4 steps of research progress, must rebuild understanding

Example 3: Coordinated Construction

Situation: Architect directing 20 workers placing massive stone (Persistent Progress, Long Action) **Interruption**: Dragon roars overhead (Major distraction, CV 16) **Checks**:

- Architect succeeds Resolve check → workers get +1 bonus

- 18/20 workers succeed → continue working
- 2 workers fail → spend next round asking "what were we doing?" **Result**: Minor delay, no progress lost, work continues efficiently

Example 4: Volatile Magical Summoning

Situation: Mage summoning elemental (Volatile Process, Short Action) **Interruption**: Attacked by enemy (Extreme distraction, CV 20+) **Check**: Mage fails Resolve check **Result**: Summoning fails completely, all magical components consumed, must start over

🏷️ Tags & Traits: Narrative Flags with Mechanical Teeth

Tags and traits act as mechanical flags — short descriptors that carry mechanical weight and narrative significance. They're how the system tracks states like Bonded, Blessed, Cursed, or Marked, and they're referenced by skills, helper cards, archetypes, and future expansions.

◆ TAGS

Definition: Tags are conditions or identities that influence access, eligibility, or bonuses.

🧩 Tag Types

Tag Type   Description   Example Descriptive   Fluff or narrative-only, often RP flavor Smells Like Bread, Song in Soul Functional Used in helper card or ability prerequisites Bonded, Blessed, Criminal Record Requirement   Gated tags; unlock specific abilities or techniques   Divinely Touched, Arcane Marked

✏️ Requirement Tags

Some tags are required to use specific content — helper cards, techniques, or narrative abilities. If a card says "Requires: Bonded," then you must have that tag to use it.

🔧 Gaining Tags

Tags are gained through:

Lifepath results (e.g., Bonded, Cursed, Lineage Marked)

Completing quests, rituals, or dramatic events

Receiving techniques, titles, or special statuses

Being targeted by major effects or world-altering events

🧽 Clearing Tags

Some tags are permanent. Others can be cleared with:

Skills like Therapy, Ritual, or Mediation

Narrative acts (breaking a vow, severing a bond)

Fate Point expenditure, GM discretion

🔷 TRAITS

Traits are permanent enhancements or quirks chosen during lifepath or character creation. Unlike Tags, they always come with mechanical or narrative effects.

🧬 Trait Sources

Lifepath selections (e.g., Silver Tongue, Ancestral Connection), Fate Point choices

Major accomplishments

Purchased via Fate Points (future expansion)

Tied to specific tags (e.g., having Bonded allows the Fated Twin trait)

🛠️ Trait Example: Fated Twin

Requires Tag: Bonded Effect: Once per session, you or your bonded twin may spend a Fate Point to allow the other to reroll any failed roll. If both players agree, they may spend a Fate Point each to prevent a fatal outcome for the other once per campaign.

🧪 Design Note: Tags vs Traits

Feature	Tags	Traits
Can expire?	Yes	No (usually)
Grant powers?	No, but may be required for them	Yes
Narrative impact?	High	High
Skill interaction?	Often	Always
Appears on cards?	As requirement	As ability name or source

⚔️ The Shape of Threats

"A threat is not just what swings a sword, but what shapes your decisions."

In Socio-: Stories of Us, threats are not simply enemies. They are friction, they are pressure. They are the world's insistence that you act, change, or fail. Whether they come with teeth,

trauma, ideology, or invitations, each threat you face defines what kind of person your character becomes.

This section lays out how to construct, scale, and deploy threats across the tiers of play, using short-form stat blocks, universal mechanics, and your own narrative instincts.

🧠 Threats Use the Same System as PCs

Opponents in this world are built with the same architecture as players:

They have attributes, each with a corresponding HP pool.

They can use stances (often hidden until action is resolved).

They can take actions, reactions, and helpers, just like PCs.

They may possess tags and trigger statuses the same way.

Their abilities scale with the tier of the encounter, not narrative flavor alone.

A street-tier bureaucrat with an Overwhelming Policy tag can do as much emotional damage to a player as a regional-tier death priest—if not more.

📦 Short-Form Threat Blocks

While major NPCs may use full character sheets, most threats should be simple:

NAME: Agonizing Warden
Tier: Street (TV 6)
HP Pools: Might 25, Resolve 30, Presence 20
Skills: Intimidation d8, Command d6, Punishment d4
Tags: `Authority`, `Cold Gaze`, `Cycle of Pain`
Abilities:

- **Break the Spirit** (Reaction): When an ally fails a Resolve or Presence roll, the Warden gains +1d6 on its next social action against them.
- **Punish the Weak** (Helper): If an enemy is `Wounded` or `Numb`, add +2 to attack TV against them.
- **Cycle of Pain** (Passive): Characters who take HP damage from this threat roll with disadvantage on social rolls next scene unless healed.

Use these abilities as shorthand for narrative outcomes. They're not exhaustive—merely enough to keep the scene tactical and reactive.

📈 Threat Value (TV) as Encounter Budget

Each threat has a Threat Value, a number representing its mechanical potency and psychological pressure. Like CR in other systems, it allows you to design fair or unfair fights intentionally.

TV Calculation Factors:

Attribute HP Pools (base capacity × tier scaling)

Dice size of key skills

Number and potency of helper-style effects

Tags that apply persistent pressure or status effects

Defensive capabilities (passive resistance, evasion, support helpers)

📊 You can sum up encounter TV by adding each opponent's TV, then comparing to the party's tier and number. Rule of thumb:

TV = ~Tier × 1.5 for a solo boss

TV = ~Tier × 0.75 × Number of Enemies for groups

✏️ Tags as Threat Multipliers

Tags are the true signal of how a threat warps the world around it.

Examples:

Obsession — the threat cannot retreat until it has broken a PC's will

Cursed — spreads magical status conditions on hit

Corrupting Voice — targets Empathy or Lore HP instead of Presence

Tags can be cured, triggered, resisted, or invoked. They are narrative levers with mechanical bite.

🦠 Swarms and Crowds

Unless specified, crowds are treated as a single threat unit with:

Shared HP pool

Tier-matching dice

Reaction economy = number of swarm fragments

Once the players disrupt or divide a swarm (via area control, social fracture, or panic), break it into smaller threats with their own stats.

🎭 Treat fear, disgust, loyalty, and solidarity as HP pools when relevant—especially for ideological mobs.

🧱 Threats Beyond the Body

Threats can be:

Emotional: An abusive mentor, a manipulative romance

Institutional: Eviction orders, corrupt judges, a collapsing healthcare system

Ideological: A belief that must be unmade in the people

Existential: Silence where sound should be, absence of the sacred

These are not "side content." They are canonical gameplay in Socio-.

Design these threats with HP pools in Presence, Lore, Spirit, or Empathy. Let them act like any other threat—but their attacks may be sermons, laws, media broadcasts, or personal betrayals.

GM Guidelines

Setting Appropriate Challenge Values

- Consider proximity and severity of distraction
- Account for character preparation and safety measures
- Multiple simultaneous distractions may increase CV
- Environmental factors can modify base CV

Managing Mixed Action Scales

- Track which characters are committed to longer actions
- Remind players of vulnerability before they commit
- Create meaningful choices between safety and efficiency
- Use interruption threats to create tension

Balancing Progress and Safety

- Provide safe pause points for reasonable tasks
- Don't punish players for logical precautions
- Create encounters where timing pressure matters
- Reward strategic thinking about action scale choices

Helper Coordination Narrative

- Describe how coordination actually works
- Make failed re-establishment feel natural
- Show the benefit of good leadership during crises
- Use concentration mechanics to create collaborative tension

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Integration Notes

With Combat System

- Long/Extended actions remove characters from initiative
- Concentration checks use combat-timing for resolution
- Area effects may trigger concentration checks for nearby workers
- Tactical positioning affects vulnerability to interruption

With Skill System

- Each skill should specify its typical action scale
- Some skills may work at multiple scales (different applications)
- Skill level may affect vulnerability to interruption
- Master craftsmen might get concentration bonuses

With Archetype System

- Different archetypes favor different action scales
- Combat archetypes excel at Instant actions
- Craft archetypes specialize in Long/Extended actions
- Support archetypes coordinate across scale differences
- Knowledge archetypes often work in Focus-Dependent tasks

🌡️ Exposure Effects (Endurance Skill Integration)

Environment	Base CV	Effects on Failure
Extreme Heat	10	Gain `Winded`, lose 1 Focus HP/day
Freezing Cold	12	Gain `Frozen`, lose 1 Might HP/day
Starvation	8	Gain `Exhausted`, 1 HP loss per missed meal
Dehydration	9	`Winded` becomes `Numb`, +1 CV to all rolls
Toxic Air	13	Roll vs Endurance or gain `Overstimulated`
Suffocation	14	1d4 Might damage per round after limit

Failures accrue cumulative penalties if not addressed. Use Helper Cards, terrain prep, or resolve tests to resist.

Design Philosophy

This system creates **meaningful tactical choices** where timing becomes a strategic resource. Players must weigh immediate safety against long-term progress, individual advancement against group tactical needs, and risk against reward.

The concentration check system ensures that **leadership matters** - skilled coordinators help their teams maintain focus under pressure, while poor leadership during crisis leaves helpers confused and ineffective.

Most importantly, this framework makes **every action scale feel important** - the baker's bread-making is as mechanically interesting and tactically relevant as the warrior's sword work, each carrying appropriate risks and rewards for their chosen timing.

✨ Core Concept - Status Systems

All characters in the game have attribute-based health pools. Each core attribute governs its own type of HP:

Attribute	HP Pool	Description
Might	Health	Physical durability and bodily injury
Intellect	Psyche	Cognitive load and mental stability
Grace	Motion	Agility, reflex, and fine motor strain
Presence	Will	Social and expressive stamina
Spirit	Essence	Spiritual and metaphysical cohesion
Resolve	Focus	Emotional and endurance capacity
Awareness	Perception	Sensory overload and situational processing
Empathy	Heart	Emotional openness and vulnerability

📊 Attribute-Based HP Calculation

HP = (Attribute × Tier Multiplier) + Tier Bonus

Tier	Multiplier	Bonus
1	x10	+5
2	x12	+10
3	x15	+20
4	x18	+30
5	x22	+40

Each attribute has its **own HP pool**, and damage can target any depending on the nature of the attack (physical, mental, social, spiritual, etc.).

❌ HP Depletion Consequences

- **When an HP pool hits 0**, the character suffers:
    - **Unconsciousness or Collapse** for that attribute type
    - **Permanent -1 to the governing attribute** until healed by appropriate means (e.g., surgery, therapy, spiritual healing)

Attribute-Specific Collapse:

- **Might (Health)**: Fall unconscious; at 0 Might, *death*.
- **Intellect (Psyche)**: Enter catatonia or coma.
- **Grace (Motion)**: Paralyzed or incapacitated.
- **Presence (Will)**: Social withdrawal or identity break.
- **Spirit (Essence)**: Astral dissociation or soul loss.
- **Resolve (Focus)**: Mental breakdown or dissociation.
- **Awareness (Perception)**: Sensory blackout, hallucination, disconnection from environment.
- **Empathy (Heart)**: Emotional shutdown, depersonalization.

🕵️ Duration & Recovery

- Attribute damage heals **only** through specific skills, rest, helper cards, or narrative tools.
- Some may linger indefinitely without care (e.g., emotional wounds).

🔹 Status Conditions Glossary (Work in Progress)

Status = a temporary or lasting condition that affects rolls, limits options, or changes narrative tone.

⚡ Physical Statuses (Might/Grace)

- **Raw**: +1 EP per Might/Grace action.
- **Winded**: Cannot use reaction-based helpers.
- **Wounded (1-3)**: +1 to +3 TV on all physical actions.
- **Limping**: +2 TV to Grace checks.
- **Burning**: Take damage each round until doused.

🔦 Mental/Emotional (Resolve/Intellect/Empathy)

- **Haunted**: Disadvantage on Resolve or Empathy rolls.
- **Numb**: Cannot spend Fate Points.
- **Obsessed**: Must pursue defined narrative goal or gain 1 EP per scene.
- **Fragmented**: Roll d6 at start of scene; 1–2 = lose 1 action.
- **Overstimulated**: Disadvantage on Awareness and Intellect rolls.

✨ Spiritual (Spirit/Presence)

- **Unmoored**: Cannot enter Astral State.
- **Inspired**: +1 die to Spirit or Presence rolls.
- **Shadowbound**: When alone, must roll Resolve or hallucinate.
- **Sanctified**: Nearby allies gain +1 to resist fragmentation, fear, or charm.
- **Radiant**: One helper card you use auto-succeeds this scene.

⚖️ Status Mechanics

- **Apply**: From failed rolls, helper consequences, harm, or narrative triggers.
- **Clear**: Via rest, support skills (Recovery, Therapy), or helper cards.
- **Stack**: Some statuses escalate (Wounded 1→2→3), others overwrite (Inspired replaces Numb).
- **Track**: Use character sheet tokens, notches, or condition flags.

Status conditions and attribute-based HP deepen gameplay, connect skills and archetypes, and allow characters to be harmed, transformed, or strengthened in more ways than just physical combat.

🎮 TBD Action Economy & Tier 0 Universal Actions

🔄 Core Action Economy (Per Round)

Action Type	Quantity	Description
Major Action	1	Attacks, skill-based acts, long moves, heavy interactions
Minor Action	1 (or up to 3 total by converting Major)	Quick interactions, draws, movement, fast helper cards

Action Type	Quantity	Description
Reactions	Varies by skill	Used in response to triggers (attack incoming, ally action, spell cast, etc.)

➡️ You may convert **1 Major Action into 2 Minor Actions**, giving a total of up to **3 Minor Actions per round**.

🧰 Tier 0 Actions (No Skill Required)

Action	Type	Description
Move	Minor	Shift position within a zone or to adjacent zone
Talk	Minor	Communicate intention, rally allies, shout warnings
Attack (Untrained)	Major	1 damage on hit; no crits, no status effects
Drop	Free	Let go of item, burden, or grip
Grab	Major	Attempt to seize object/person (contested Might roll)
Interact	Minor or Major	Pull lever, open door, use object, throw item
Observe	Minor	Make a basic perception effort (better with Awareness)
Help (Basic)	Minor	Aid another's action; at disadvantage if untrained
Block (Basic)	Reaction	Reduce damage from melee or projectile; see below
Dodge (Basic)	Reaction	Attempt to avoid all damage from one source; see below

🛡️ Block vs Dodge (Expanded Mechanics)

Action	Type	Roll	Effect	Notes
Block	Reaction	*Might + Gear (if any)* vs Attack TV	Reduces damage by **(Roll ÷ 2, rounded up)**	Can reduce damage to 0, not below. Requires free hand or shield.
Full Block	Major Action	*Might + Gear*	Blocks all attacks from one source this round	Cannot move this round; stance-based
Dodge	Reaction	*Grace + Awareness* vs Attack TV	Avoids **all** damage on success	May move 1 zone if successful
Full Dodge	Major Action	*Grace + Awareness* vs highest incoming Attack TV	Avoid all damage this round	Grants +2 to dodge roll if not encumbered

➡️ **Block = mitigate**, **Dodge = negate** — both can be enhanced with skills (e.g., Parry, Redirect, Phase Step)

⚠️ Reaction Limit

Characters may use **1 Reaction per round by default**, unless a skill, item, or helper card says otherwise.

Some archetypes may gain additional reactions, or "pre-spend" reactions at a cost.

⚔️ Action Economy & Timing Framework

In social and narrative conflict, every participant operates within a shared initiative framework.

Initiative determines order of actions.

Reactions are limited to 1 per round unless otherwise stated.

Actions are divided by tempo:

- **Fast (1 beat)**: Single action or quick interjection
- **Standard (2 beats)**: Normal turn pace
- **Slow (3+ beats)**: Monologues, complex plans, deep reads (may be interrupted if not defended or supported)

➡️ Fast actions resolve first, allowing quick responses or disruptions before slower moves land.

This structure governs both physical and social scenes, enabling risk/reward decisions around pacing, commitment, and timing.

🧠 Social Stance System Overview

TBD uses a dynamic social stance system to represent rhetorical positioning in dialogue, conflict, and manipulation. Players adopt a stance to shape their influence during social encounters. Each stance excels against one, and is vulnerable to another, forming a counterplay cycle.

Stances are not merely about winning an argument—they're about framing the conversation and defining what "effective" even means.

🔄 Stance Counter-Wheel

Stance	Beats	Weak To
Convince	Command	Sympathy
Sympathy	Convince	Insight
Insight	Sympathy	Command
Command	Insight	Follow
Follow	Command	Convince

Individual Stances

🔍 Stance: Convince

"If they understood the truth, they'd agree."

Core Tactic: Uses reason, evidence, and structured arguments.

Beats: Command (undermines authority through logic)
Weak To: Sympathy (emotional appeals ignore logic)

🎮 Actions

Action	Effect
Present Evidence	Apply "Discredited" status to opponent unless countered
Catch Contradiction	Force opponent to reroll or lose next social action
Appeal to Consistency	+1 Bonus Die (1d4) if target shares a declared value
Structured Rebuttal	Negate stance bonus from Sympathy this round

❌ Risks

- Ineffective against emotional arguments
- May come off as condescending; can trigger Resentment
- Can be baited into over-explaining (status: Overextended)

💕 Stance: Sympathy

"They don't care what you know until they know that you care."

Core Tactic: Uses emotional resonance, vulnerability, or shared humanity to gain traction.

Beats: Convince (deflects or overrides logic with feeling)
Weak To: Insight (reveals misaligned or manipulative emotional appeals)

🎮 Actions

Action	Effect
Personal Disclosure	Apply "Humanized" status; target suffers -1 to hostile social actions

Action	Effect
Empathic Mirror	Copy a minor status or emotional stance from target
Share Pain	Reduce tension or hostility; restore 1 EP to target
Emotional Redirect	Change the target of an ongoing social attack

❌ Risks

- May be seen as performative if overused (status: Insincere)
- Vulnerable to gentle redirection from Insight, which may shift the emotional tone away from the speaker's control (status: Disarmed)
- Can result in emotional bleed if the stance becomes too porous or personal (status: Overidentified)

🔎 Stance: Insight

"What's true doesn't need to shout."

Core Tactic: Uses observation, pattern recognition, and emotional clarity to expose unseen dynamics.

Beats: Sympathy (uncovers performance or misalignment in emotional framing)
Weak To: Command (may be dismissed or overridden by forceful structure)

🎮 Actions

Action	Effect
Read the Room	Learn the current stance of one target or detect hidden goals
Subtle Callout	Apply "Unstable" status: next action by target suffers -1 die
Clarify Intention	Remove 1 misleading status from self or ally (e.g., Insincere, Discredited)
De-escalate	Cancel bonus effect from another stance action this round

- May lack immediate influence in high-pressure environments
- Risks appearing passive, evasive, or overly critical (status: Aloof)
- May be interrupted or talked over if not respected (status: Dismissed)

➡️ Insight can gently disrupt any stance — reducing its impact without escalating the conflict. It is most potent against Sympathy, but offers versatile disruption across the wheel.

🧱 Stance: Command

"I said move."

Core Tactic: Uses certainty, authority, and presence to direct behavior or seize control of the frame.

Beats: Insight (disrupts reflection and clarity through urgency or structure)
Weak To: Follow (obedience defuses dominance and creates ambiguity)

🎮 Actions

Action	Effect
Issue Order	Target must choose to comply or suffer -1 die on next social roll
Establish Dominance	Gain "Commanding" status; targets without Bonded tag suffer -1 to resist your effects
Interrupt	Cancel or delay a stance-based action taken by a lower-tier character
Rally Force	Allies gain +1 die to their next stance-based action if they follow your lead

❌ Risks

- Can provoke resentment or backlash if overused (status: Overbearing)
- Easily countered by humility or mimicry (Follow)
- May escalate situations unnecessarily (status: Provoked)

➡️ Command is ideal for initiating structure, asserting presence, and forcing fast compliance—but brittle against cooperative subversion.

🪞 Stance: Follow

"Sure, whatever you say..."

Core Tactic: Uses humility, deference, or perceived submission to defuse threats, disarm authority, or control perception.

Beats: Command (turns dominance into awkward overreach)
Weak To: Convince (logic cuts through the performance and uncovers avoidance)

🎮 Actions

Action	Effect
Yield the Floor	Avoids all penalties from a hostile stance action this round
Play Along	Mimic another stance and gain +1 Bonus Die (1d4) to the action
Fade Into the Crowd	Remove 1 targeted status; next social attack has disadvantage against you
Echo Their Words	Force target to reroll their last stance-based effect

❌ Risks

- May appear weak or unprincipled (status: Passive)
- Can be co-opted by stronger personalities (status: Undermined)
- Difficult to rally support or make bold moves when needed (status: Doubtful)

➡️ Follow confuses control structures by seeming compliant while shaping the flow from below. It excels in long games and relational settings.

🤹 Stance Modifiers: Environmental & Contextual Bonuses

Stances may gain advantage or disadvantage depending on the environment, social terrain, or audience disposition.

Modifier Type	Condition Met	Effect
Audience Bias	Crowd values logic, order, or fairness	+1 die to Convince

Modifier Type	Condition Met	Effect
Emotional Tension	Scene charged with grief, anger, or love	+1 die to Sympathy
Hidden Agendas	Players suspect secrets or manipulations	+1 die to Insight
Power Structure	Strong hierarchy or official chain of command	+1 die to Command
Diffuse Setting	Informal or ambiguous group dynamics	+1 die to Follow
Spotlight	Player is center of attention voluntarily	+1 die to their stance action
Offstage Maneuver	Player speaks quietly, subtly, or to the side	+1 to avoid backlash if action fails

Modifiers stack if narrative and context allow, and can be offset or negated by opposing stances or insight-based actions.

🎬 Narrative Consequences of Stance Outcomes

Victory, defeat, or draw in a stance-based exchange has ripple effects beyond the roll.

Outcome Type	Description	Narrative Result Example
Win	Player's stance dominates the exchange	Gain audience support, shift tone, apply status
Loss	Player is rhetorically defeated	Suffer backlash, status, or reposition in hierarchy
Draw	Standoff; tension lingers	Add unresolved tension to next round or trigger retort
Critical Win	Player wins with overwhelming clarity	Gain long-term influence or group shift (e.g., deference)
Critical Loss	Player loses with narrative exposure	Trigger discrediting, betrayal, shame, or scene exit

Statuses applied include Resentment, Discredited, Commanding, Humanized, Overextended, Undermined, etc.

➡️ These consequences should be interpreted collaboratively, with GM support or player consensus as needed.

🧠 Trauma Support & Recovery System

Trauma in Open Source RPG is represented by depletion of mental, emotional, and focus-based HP pools:

Attribute	Trauma Type	HP Pool	Collapse Effect
Intellect	Cognitive Overload	Psyche	Catatonia, memory loss, cognitive freeze
Empathy	Emotional Wounding	Heart	Emotional numbness, depersonalization
Resolve	Stress & Burnout	Focus	Mental breakdown, disassociation, collapse

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🩹 Natural Healing Framework

Trauma recovery is **slow without support**, but specific skills and helper cards accelerate the process.

⏳ Natural Healing (Unaided)

Attribute	Self-Recovery Rate	Requirement
Psyche	1 HP/week	Complete solitude or mentally quiet space
Heart	1 HP/3 days	Bonded companion or emotionally safe setting
Focus	1 HP/day	No active stressors for 24 hours

💖 Accelerated Healing (With Help)

Use support-focused skills to boost recovery:

Skill	Attribute	Effect
Therapy	Empathy	+1 Heart, remove 1 emotional status
Comfort	Empathy	Removes Numb, Haunted, or Overidentified
Counseling	Empathy	Heals 1 HP of Heart or Focus with narrative support
Recovery	Resolve	+1 Focus per rest cycle
Psychology	Empathy	Grants +1 to recovery rolls for trauma HP
Teaching	Empathy	Restores identity or ability loss post-collapse

➡️ Use skill rolls vs. CV 8–14 to determine how effective each session is.

🃏 Trauma Helper Cards

Helper cards support recovery from trauma conditions. These can be earned, bought, or selected through archetype perks.

🟦 Guided Breathwork

- **Skill**: Meditation or Comfort
- **Action**: Slow (3 beats)
- **Effect**: Remove Overstimulated or Fragmented, restore 1 Focus HP

💜 Shared Burden

- **Skill**: Therapy or Counseling
- **Action**: Standard (2 beats)
- **Effect**: Ally rerolls a failed Psyche or Heart recovery roll. Removes Numb for 1 scene.

🌿 Grounding Ritual

- **Skill**: Spirit + Resolve
- **Action**: Short (minutes)
- **Effect**: Clears `Haunted` or `Unmoored`. Prevents further trauma statuses for 6 hours.

🎭 Mirror Session

- **Skill**: Reading Emotions + Psychology
- **Action**: Long (hours)
- **Effect**: Restore 1d4 Heart HP and remove up to 2 emotional status effects.

🎭 Narrative Integration

GMs are encouraged to prompt trauma recovery scenes:

- After collapse due to HP depletion
- In the aftermath of emotional or spiritual disasters
- During quiet interludes between missions

Bonus Fate Points or **scene-specific bonuses** may be awarded for deep, roleplayed recovery moments.

🛡️ Optional Traits & Blessings

Traits, items, or divine gifts may reduce trauma impact:

Bonus Type	Description
Trait: Emotional Anchor	Immune to Numb. Regain +1 Heart/day with any support present
Gear: Battle-Mind Conditioning	+1 die vs. trauma CVs in combat stress or mental attack

Bonus Type	Description
Relic: Talisman of the Self	Once per session, auto-succeed a Resolve recovery check

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This system ensures that mental and emotional recovery feels as real, risky, and rewarding as physical healing—while using your existing HP/status/skill structures.

💖 The Empathy System: Heart Mechanics, Bond Weighting, and Emotional Sync

Overview

Empathy governs a character's ability to care, connect, support, and co-regulate with others. It powers trauma recovery, helper synchronization, stance interplay, and emotional resonance. It is the system through which players can:

- Create and repair Bonds
- Mimic emotional abilities or helper actions
- Cleanse status effects
- Empower others by syncing with their emotional state
- Absorb or share burdens
- Influence Presence non-aggressively

This system ensures Empathy is not just a support tool, but a mechanical force that rewards emotional intelligence.

🎯 Empathic Actions

Empathic actions are powered by Heart HP (governed by the Empathy attribute) and can be performed as standard or minor actions depending on their intensity.

Action	Type	Cost	Effect
Emotional Cleanse	Minor	1 Heart	Remove one minor status (e.g., Numb, Overstimulated) from another

Action	Type	Cost	Effect
Support Sync	Standard	2 Heart	Ally gains advantage on next helper card or stance action
Mimic Skill	Standard	3 Heart	Use a helper tag or Tier 0 action from an adjacent ally for 1 round
Bond Anchor	Reaction	2 Heart	Prevent ally from collapse by absorbing 1 point of overflow damage (Presence or Heart only)
Stance Reframe	Minor	1 Heart	Change your stance to match an ally's and gain +1d4 if bonded

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💓 Heart HP and Emotional Sync

Heart HP represents your emotional energy and availability.

Healing: Comfort, Counseling, Therapy, and downtime with bonded allies.

Depletion: Using Empathic actions, suffering emotional pressure, or sharing trauma.

Recovery: 1 HP/day in emotionally safe spaces or +1 per support skill check.

When Heart reaches 0, character gains the status **Numb** and cannot use empathy-based abilities until healed.

🧠 Emotional Pressure Table

Trigger	Effect	Status Applied
Witnessing ally collapse	1 Heart loss	Haunted

Trigger	Effect	Status Applied
Betrayal by Bonded NPC	2 Heart loss	Fractured Bond
Social group exclusion	1 Heart loss	Dismissed
Ongoing failure in support role	1 Heart/scene	Doubtful
Successful shared emotional moment	+1 Heart	Inspired

🔗 Bond Weighting System

Bonds are narrative ties with mechanical tags. Each Bond can carry one or more **Bond Tags**:

- **[Shared Past]** — Reroll 1 die on Trauma Support actions
- **[Protector]** — Can substitute for ally on Reaction if nearby
- **[Friction]** — Gain +2 to Insight rolls against them, but Heart actions cost +1
- **[Sacred]** — If they fall, gain Inspired or Despair (50/50)

Bond strength increases the effect of Empathic actions:

- **Weak Bond**: no effect
- **Moderate Bond**: +1d4 or reduced cost
- **Strong Bond**: +1d6 and status immunity transfer (once per day)

Bond formation, deepening, or rupture should be handled via narrative and supported by skills like Counseling, Comfort, or Mediation.

🌈 Emotional Mimicry ("Echo") Mechanic

Characters with high Empathy can temporarily mirror the traits or skills of bonded or nearby allies.

Echo Action (Standard, 3 Heart):

- Choose 1 adjacent ally
- Copy one skill you do not have (at 1 tier lower) or one helper card effect for 1 round
- If bonded, treat as full tier temporarily

This allows deeply empathetic characters to "fight like the fighter," "teach like the teacher," or "command like the commander" — once per moment of shared sync.

😔 Compassion Fatigue & Emotional Bleed

Repeated Empathic actions without rest or support lead to burnout.

Fatigue Stage	Threshold	Consequence
Winded	Use 3+ empathic actions in a scene	Disadvantage on next Empathy roll
Fractured	Drop below 25% Heart HP	Risk transferring a status you remove (roll d6: 1–2 you gain it)
Burned Out	Heart HP 0 for 2+ scenes	All helper actions roll at -1 tier until recovery

Fatigue clears after:

- Full rest in a safe space with bonded ally
- Use of Therapy or Recovery skills
- Spending 1 Fate Point for emotional catharsis

🤝 Integration Notes

Helper Cards: Empathy boosts helper coordination. If you initiate a helper chain, all helpers gain +1 to rolls.

Stance System: Use of Sympathy stance reduces cost of Empathic actions by 1.

Trauma Recovery: Works with Heart, Focus, and Psyche pools. Multiple Empathy skills unlock recovery types.

Archetype Synergy: Support Archetypes may reduce cost of Empathic Actions or gain Echo for free.

Chapter 9: Skills by Function Guide

Core Philosophy

Every character type should feel mechanically rewarded for their specialty. Combat characters get tactical options and damage progression. Non-combat characters get equally robust systems for their areas of expertise.

Combat Specialists

Direct confrontation and warfare

Primary Combat Skills: Melee Combat (Might), Grappling (Might), Archery (Grace), Dodge (Grace), Tactics (Intellect), Initiative (Awareness), Command (Presence)

Supporting Combat Skills: Intimidation (Physical) (Might), Strategy (Intellect), Danger Sense (Awareness), Ambush Detection (Awareness), Military History (Lore)

Mechanical Focus: Damage, tactical options, battlefield control, protection

Crafters & Makers

Resource generation and physical creation

Core Crafting Skills: Smithing (Craft), Cooking (Craft), Weaving (Craft), Architecture (Craft), Engineering (Both Craft/Intellect), Carpentry (Craft), Masonry (Craft), Jewelry (Craft), Brewing (Craft), Tailoring (Craft), Leatherworking (Craft), Pottery (Craft)

Supporting Crafter Skills: Innovation (Both Craft/Intellect), Quality Control (Craft), Tool Making (Craft), Repair (Craft), Design (Craft), Mathematics (Intellect), Mineralogy (Lore)

Mechanical Focus: Resource generation, equipment creation, infrastructure building, economic influence

Social Influencers

People skills, networks, and reputation management

Primary Social Skills: Leadership (Presence), Negotiation (Presence), Public Speaking (Presence), Networking (Presence), Social Grace (Grace), Etiquette (Grace), Reading Emotions (Empathy), Psychology (Empathy)

Supporting Social Skills: Fashion (Presence), Reputation Management (Presence), Body Language (Awareness), Debate (Presence), Culture (Lore), Politics (Lore), Economics (Lore), Law (Lore)

Mechanical Focus: Influence networks, reputation systems, social favors, information trading

Information Specialists

Knowledge acquisition, research, and secrets

Core Information Skills: Research (Intellect), Analysis (Intellect), Observation (Awareness), Memory Palace (Intellect), Deduction (Intellect), Code Breaking (Intellect), Eavesdropping (Awareness), Search (Awareness)

Knowledge Domain Skills: History (Lore), Languages (Lore), Geography (Lore), Legends (Lore), Natural Sciences (Lore), Medicine (Lore), Religion (Lore), Heraldry (Lore), Art History (Lore), Archaeology (Lore)

Mechanical Focus: Information advantages, research bonuses, secret knowledge, predictive insights

Physical Specialists

Athletic prowess, survival, and bodily mastery

Athletic Skills: Athletics (Might), Acrobatics (Grace), Swimming (Might), Climbing (Might), Balance (Grace), Endurance (Might), Marathon Running (Might)

Survival Skills: Survival (Awareness), Tracking (Awareness), Navigation (Awareness), Weather Reading (Awareness), Pain Tolerance (Might)

Stealth & Infiltration: Stealth (Grace), Sleight of Hand (Grace)

Mechanical Focus: Environmental mastery, physical challenges, exploration advantages, infiltration

Performance & Arts

Entertainment, artistic expression, and cultural influence

Performance Skills: Performance (Both Grace/Presence), Dancing (Grace), Public Speaking (Presence), Sleight of Hand (Grace)

Artistic Creation: Artistry (Craft), Painting (Craft), Sculpture (Craft), Music Theory (Lore), Literature (Lore)

Cultural Skills: Culture (Lore), Fashion (Presence), Philosophy (Lore)

Mechanical Focus: Cultural influence, morale effects, reputation building, social bonuses

Leadership & Command

Directing others and inspiring action

Direct Leadership: Leadership (Presence), Command (Presence), Rally (Presence), Inspire (Presence), Strategy (Intellect)

Supporting Leadership: Teaching (Empathy), Mediation (Empathy), Psychology (Empathy), Project Completion (Resolve), Long-term Planning (Resolve)

Mechanical Focus: Group coordination, team bonuses, organizational influence, project management

Mystical & Spiritual

Magic, faith, and supernatural connection

Mystical Arts: Magical Arts (Spirit), Ritual (Spirit), Supernatural Awareness (Spirit), Astral Projection (Spirit)

Spiritual Practices: Faith (Spirit), Prayer (Spirit), Divine Connection (Spirit), Meditation (Spirit)

Mental Defense: Mental Resistance (Spirit), Inner Strength (Spirit)

Mechanical Focus: Supernatural abilities, divine intervention, magical effects, spiritual protection

Mental & Analytical

Thinking, logic, and problem-solving

Core Analytical Skills: Logic (Intellect), Mathematics (Intellect), Pattern Recognition (Intellect), System Design (Intellect), Innovation (Intellect)

Technical Skills: Sciences (Intellect), Technical Operation (Intellect), Engineering (Intellect)

Mental Discipline: Mental Fortitude (Resolve), Discipline (Resolve), Stress Management (Resolve)

Mechanical Focus: Problem-solving bonuses, technical advantages, innovation rewards, mental protection

Care & Support

Healing, helping, and emotional support

Healing & Medicine: Healing (Empathy), Medicine (Lore), Veterinary Care (Empathy), Recovery (Resolve)

Emotional Support: Counseling (Empathy), Comfort (Empathy), Therapy (Empathy), Grief Processing (Resolve)

Care Specialties: Childcare (Empathy), Social Work (Empathy), Animal Handling (Empathy), Teaching (Empathy)

Mechanical Focus: Healing bonuses, recovery acceleration, morale support, protective abilities

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Design Philosophy

Universal Engagement

Every archetype provides meaningful helper cards that work across all challenge types. Combat characters can assist crafting through intimidation, knowledge characters can assist combat through strategic planning, etc.

Scaling Complexity

Low-tier abilities focus on personal excellence and small-group coordination. High-tier abilities reshape encounters and reality itself while maintaining the same core mechanical framework.

Collaborative Emphasis

Helper cards require skill rolls, ensuring that assistance isn't automatic. Good helpers become valuable party members, while poor helpers may hinder more than help.

Archetype Identity

Each archetype's major ability captures their essential nature while scaling appropriately across all five power tiers. The system ensures that advancement always feels meaningful - whether you're a Street-tier baker perfecting your craft or a Cosmic-tier reality-shaper rewriting the laws of physics, each level brings new capabilities and narrative authority.

Chapter 10: Equipment, Wealth, and Survival

🎒 Introduction: Gear as Narrative Leverage

In *Socio-: Stories of Us*, equipment isn't just about stats — it's about **who you are, where you come from, and how you show up to help**. Weapons, tools, and clothing carry stories, status, and tactical options. Some make things easier. Others carry consequences. All matter.

This chapter avoids bloated tables. Instead, you'll find **functional categories**, **mechanical tags**, and **a visual weapon effectiveness matrix** rooted in **counterplay and coordination**.

🧵 Basic Necessities

Item Type	Cost Range	Impact of Lacking It
Clothing	1–50 credits	Gain "Exposed" status; +1 TV to social rolls
Food	1–10/day	Gain "Winded" then "Exhausted"
Shelter	5–1000+	No HP recovery during rest; "Fatigued" tag
Water	1/day	"Dehydrated"; +1 CV to all actions

> These prices scale with generational wealth: someone born in poverty pays with labor or favors; someone elite pays in luxury currency.

⚔️ Weapon Effectiveness Matrix

Weapons are tools of strategy, not raw numbers. Each category **counters one**, **is countered by another**, and **has ideal environments**. Their **helper interactions and status effects** define their role.

🎯 Matrix Overview

Type	Counters	Vulnerable To	Status Effect	Key Skills
Blades	Light Armor Users	Reach Weapons	"Bleeding"	Melee Combat, Grace
Blunt Weapons	Shield Bearers	Nimble/Dodging Foes	"Wounded"	Labor, Melee Combat
Polearms	Cavalry, Rushers	Ranged Weapons	"Impaled"	Breaking, Tactics
Shields	Ranged, Archers	Blunt, Flankers	"Guarded"	Defense, Endurance
Ranged (Bows)	Melee Combatants	Cavalry, Cover	"Pinned"	Archery, Awareness
Thrown	Spellcasters, Mages	Shield Bearers	"Distracted"	Sleight, Athletics
Firearms	Armor, Heavily Clad	Fast Movers, Stealth	"Panicked"	Firearms, Precision
Improvised	Desperation Weapons	All Structured Types	"Unstable"	Labor, Craft

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🔧 Weapon Tags

Add these to any weapon to reflect heritage, quality, or danger:

- **Heirloom**: +1d4 when used in defense of family or legacy
- **Rusty**: -1 to damage rolls, 5% chance to break
- **Elegant**: Reduces Coordination Complexity by 1 when assisting
- **Heavy**: Grants +2 on breaking objects, -1 to dodge
- **Trick**: Concealed or deceptive, grants Advantage on first use
- **Holy**: Auto-succeeds against Unholy or Shadowbound targets once per scene

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🧰 Toolkits & Utility Items

Toolkit Type	Grants Access To Skills	Bonus Type
Smith's Kit	Smithing, Repair	Reroll 1s on crafting
Doctor's Bag	Healing, Surgery	+1 die when stabilizing
Scholar's Tome	Research, Lore, Languages	Auto-succeed on trivia rolls
Explorer Pack	Navigation, Survival, Weather	-1 TV in natural environments
Rogue's Tools	Sleight of Hand, Locks, Traps	+2 on disabling or stealing
Alchemist's Lab	Brewing, Potions, Chemistry	Auto-succeed on 1st step

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🧳 Sample Starting Gear Packs

🎓 Scholar

- Elegant Pen, Ink Vial, Tattered Robe, Scholar's Tome
- +1 die to Lore rolls while near bookshelves or libraries

🛡️ Warrior

- Polearm or Blade, Heavy Cloak, Belt Knife, Blunt Backup
- Shield Training reduces incoming ranged damage by 2

🧵 Crafter

- Artisan Tools, Leather Satchel, Simple Weapon, Sketchbook
- Can jury-rig a tool to solve any simple problem (1/scene)

🌿 Healer

- Doctor's Bag, Cloak of Pockets, Herbs, Holy Symbol
- Can remove 1 status per rest phase if target is not moving

🏃 Outrunner

- Light Gear, Water Flask, Throwing Knives, Map Satchel
- Move 2 zones per Minor Action once per scene

All items may be improved, damaged, passed on, or roleplayed into heirlooms. No item is just a number — it's a narrative tool and socio-symbol.

💰 Economic Integration: The True Cost of Gear

Equipment isn't bought — it's **acquired through context**. What your character has depends on:

- Your **Generational Wealth** result
- Your **Craft or Trade** access
- Your **Community Ties or Helper Effects**

Characters from poverty might inherit tools, trade for food, or build their own weapons. Elites might have finery but lack practical gear. Story determines availability.

Let the Narrator interpret prices **as social relationships, favors owed, or trade conditions** — not just currency.

> "Your grandfather's hammer might be worth more than a rich man's sword — because you *know how to use it*."

Overview

In Socio-: Stories of Us, equipment is more than numbers on a sheet—it is social status, survival, and story. This chapter integrates the game's economic roots (see Generational Wealth, Chapter 1) with functional, flavorful gear and minimalist mechanics.

Rather than endless tables, this system presents equipment in intuitive categories, emphasizing narrative consequence, tactical identity, and player expression.

👔 Starting Equipment: The Basics of Survival

Every character needs to address three foundational concerns:

- **Clothing** – Social acceptance, protection, style
- **Shelter** – A place to rest, recover, and be safe
- **Food** – Daily sustenance for physical and emotional well-being

Clothing Tiers

Tier	Name	Cost (Credits)	Description
1	Rags	Free or 1	Torn, insufficient for weather or decency
2	Commonwear	5	Basic outfit for blending in or labor
3	Tailored	15	Proper fit, adds grace or presence in most situations
4	Iconic Style	30+	Fashion, power, cultural statement (status modifiers apply)

Effect: Wearing appropriate clothing grants advantage or reduces CVs in social encounters, stealth, or weather exposure.

Shelter Options

Tier	Name	Cost (per day or setup)	Notes
0	None	0	Vulnerable, gain Exhausted unless aided
1	Shared Floor	1	Stable roof, limited privacy
2	Bed or Cot	3	Recover HP overnight, remove minor statuses
3	Private Room	8	Full recovery, narrative control, safe storage
4	Owned Home	500+ (setup)	Customize, base-building, long-term safety

Characters with no shelter begin accruing **Exhausted**, **Fragmented**, or **Numb** statuses unless supported by traits, skills, or allies.

Food Access

Type	Name	Cost (per day)	Effects
0	None	0	Lose 1 HP/day (Focus or Might)
1	Scrap Meals	1	Fills stomach, no healing
2	Stable Diet	3	Heals minor HP loss with rest
3	Nourishing Meal	6	Clears 1 status (e.g., Winded, Haunted)
4	Shared Feast	12+	Group-wide morale bonus, Bond deepening

💰 The Cost of Living

Characters from low wealth backgrounds begin with debt or scavenged gear. Those from middle-class backgrounds may start with decent equipment but little liquidity. Elite characters may begin play with owned housing, hired help, or signature gear.

Players are encouraged to narrate how they meet their daily needs:

- **Work a job** (Downtime Action: Labor, Craft, Performance)
- **Rely on a Bond** (Narrative tie that supports cost)
- **Scavenge/Steal/Forage** (Action roll required)
- **Enter Debt** (Narrative tag: Owed, possible antagonist creation)

⚔️ Weapon Categories and Tactical Matrix

We present a matrix-based approach to weapon logic based on battlefield dynamics, inspired by rock-paper-scissors gameplay.

Combat Profile Matrix

Weapon Type	Good Against	Weak To	Traits
Swords	Light infantry (peasants)	Archers, armor	Slashing, Versatile, Parryable
Spears/Pikes	Cavalry, tight formation	Archers, flanks	Piercing, Long Reach, Anti-Charge
Bows/Crossbows	Unarmored, unaware	Cavalry, shielded	Ranged, Slow Reload, Precise
Maces/Axes	Armored targets	Fast movers	Crushing, Armor-Breaker, Staggering
Shields	Ranged, crowd control	Heavy weapons	Defensive, Bash, Zone Control

Each weapon has 2–3 tags that modify their behavior narratively and tactically.

Tags also interact with status effects:

- **Slashing**: Can inflict Bleeding
- **Crushing**: Can inflict Staggered or Wounded
- **Piercing**: Targets specific HP pools (e.g., Grace over Might)
- **Ranged**: Can trigger Surprised or avoid melee altogether

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⚔️ Weapon Examples by Category

🗡️ Swords

- **Shortsword** – Light, Slashing, One-Handed
- **Longsword** – Versatile, Parryable, Balanced
- **Greatsword** – Two-Handed, Cleaving, Heavy

🏹 Bows

- **Shortbow** – Fast Draw, Low Power, Ranged
- **Longbow** – High Power, Slow Reload, Precise
- **Crossbow** – Armor Piercing, Slow Reload, Loud

🔱 Spears and Polearms

- **Spear** – Reach, Thrusting, Reactive
- **Pike** – Anti-Charge, Formation Dependent, Long Reach
- **Halberd** – Hybrid Damage, Sweeping, Heavy

🛡️ Defensive Gear

- **Round Shield** – Bash, Block Bonus, Lightweight
- **Tower Shield** – Zone Control, Cover, Slow
- **Buckler** – Parry Bonus, Graceful, Limited Cover

⛏️ Maces and Axes

- **Mace** – Crushing, Armor Breaker, Close Range
- **Warhammer** – Anti-Plate, Two-Handed, Blunt
- **Hand Axe** – Throwable, Chopping, Quick

🎒 Other Equipment: Tools, Kits, and Flair

Utility Items (Cost: 3–20 Credits)

- **Tinker's Kit**: +1 to repair and engineering tasks
- **Medical Satchel**: Grants access to Healing actions
- **Climbing Gear**: Avoids Falling status on rough terrain
- **Cooking Kit**: Required for food-based helper bonuses

Survival Gear (Cost: 1–15 Credits)

- **Tent**: Avoids Exhausted during wilderness rest
- **Waterskin**: Prevents Dehydration (1/day refill)
- **Torch/Lantern**: Required for night exploration

Style Items (Cost: Varies)

- **Jewelry, Sashes, Sigils**: Influence social standing
- **Cultural Markers**: Adjust CVs in cultural interactions

Chapter 11: Universal RPG Skills Guide - Complete Reference

Skill Description Template

Skill Name (Governing Attribute) *Description*: Brief overview of what this skill covers *Triggers*: When to use this skill / what situations call for it *Time Required*: How long actions typically take *Materials/Prerequisites*: What you need to attempt this skill *Difficulty Modifiers*: Common situation modifiers *Collaboration*: How this skill works with others *Advancement*: What mastery looks like at higher levels *Helper Cards*: Special techniques or specializations available

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MIGHT SKILLS (Physical Power & Endurance)

Melee Combat (Might)

Description: Fighting with weapons or fists in close quarters. **Triggers**: Declared attacks in combat within reach. **Time Required**: Instant. **Core Mechanic**: Roll Might + Melee Combat vs Target Value (TV). If result ≥ TV, deal total of rolled dice as damage. Optional: each die may explode once on max roll. **Status Effects**: May inflict `Wounded`, `Bleeding`, or `Disarmed` depending on weapon tags or critical hits. **HP Targeting**: Might (Health). **Helper Actions**:

- **Flanking**: Grants advantage on the attack roll.
- **Weapon Specialist**: Reroll 1s on damage. **Advancement**: Enables disarms, cleave-style attacks, ripostes, and fighting multiple targets.

Athletics (Might)

Description: General physical prowess for running, jumping, climbing, and quick reflexive motion. **Triggers**: Movement stunts, obstacle navigation, reactive maneuvers. **Time Required**: Instant to Short. **Core Mechanic**: Roll Might + Athletics vs terrain or hazard CV. May allow free movement actions or mitigate fall damage. **Status Effects**: Resists `Winded`, `Exhausted`; failure may cause `Bruised` or `Sprained`. **HP Targeting**: Reduces Grace or Might damage from environmental effects. **Helper Actions**:

- **Spotter**: Grants +1 to jump or climb rolls.
- **Assist Leap**: Throw or vault an ally across terrain. **Advancement**: Enables wall runs, zone-to-zone movement without Move actions, reactive dodges.

Endurance (Might)

Description: Sustained effort, travel stamina, and resistance to environmental exhaustion. **Triggers**: Harsh climates, starvation, travel challenges. **Time Required**: Short to Extended. **Core Mechanic**: Roll Might + Endurance vs exposure CV. Used to resist environmental damage and long-haul fatigue. **Status Effects**: Resists `Winded`, `Exhausted`, `Starved`, `Frozen`. **HP Targeting**: Prevents or delays Focus (Resolve) or Might damage. **Helper Actions**:

- **Pace Partner**: Share bonus on long travels.
- **Ration Tracker**: Mitigates starvation or thirst penalties. **Advancement**: Survive extreme climates unaided, sustain activity through entire scenes without rest.

Grappling (Might)

Description: Wrestling, pinning, disarming, or otherwise physically subduing foes. **Triggers**: Close-quarters combat, nonlethal restraint. **Time Required**: Instant to Short. **Core Mechanic**: Opposed Might + Grappling vs target's Might, Grace, or Dodge. Success inflicts `Restrained`, `Pinned`, or removes weapon (Disarm). **Status Effects**: Inflicts `Restrained`, `Pinned`, `Disarmed`; resistable via breakout attempts. **HP Targeting**: Might (Health) for squeeze or submission damage. **Helper Actions**:

- **Assist Lock**: Grants advantage on pin attempts.
- **Leverage Shift**: Converts position into control bonuses. **Advancement**: Grapple multiple foes, maintain grapples across turns, reverse being pinned.

Breaking/Forcing (Might)

Description: Overpowering physical barriers — doors, locks, walls. **Triggers**: Smashing, busting, emergency breaching. **Time Required**: Instant to Short. **Core Mechanic**: Might + Breaking vs Object CV. May trigger traps or alarms. **Status Effects**: Narrative tags like `Loud Entry`, may cause environmental consequences. **HP Targeting**: Not applicable. **Helper Actions**:

- **Tool Leverage**: Reduce TV using crowbars, battering rams.
- **Weak Point Callout**: Another character lowers object CV. **Advancement**: Shatter enchanted barriers, break siege defenses.

Heavy Lifting (Might)

Description: Lifting, carrying, or bracing heavy objects. **Triggers**: Hauling equipment, holding structures, team lifting. **Time Required**: Instant to Short. **Core Mechanic**: Might + Heavy Lifting vs Weight CV. May substitute for Athletics under load. **Status Effects**: Failure may cause `Strained`, `Overextended`, or `Pulled Muscle`. **HP Targeting**: Might (Health) when straining under unsafe weight. **Helper Actions**:

- **Weight Distribution**: Reduce exhaustion cost to group.
- **Structural Bracer**: Prevents collapse when holding object. **Advancement**: Carry allies, brace collapsing structures, hold heavy objects across rounds.

Pain Tolerance (Might)

Description: Functioning while injured, ignoring pain. **Triggers**: Damage taken, wounds sustained, torture. **Time Required**: Instant. **Core Mechanic**: Might + Pain Tolerance vs CV of pain/distraction. Can negate status or maintain action. **Status Effects**: Resists `Wounded`, `Burning`, `Bleeding`, `Staggered`. **HP Targeting**: May delay collapse at 0 HP; still takes damage. **Helper Actions**:

- **Stoic Presence**: Inspire nearby allies resisting fear or pain.
- **Ignore Injury**: Avoid next wound status once per scene. **Advancement**: Continue acting at 0 HP, resist mind/body split, shrug off torture.

Intimidation (Physical) (Might)

Description: Using force, presence, or implied violence to compel action. **Triggers**: Threats, shows of force, social standoffs. **Time Required**: Instant to Short. **Core Mechanic**: Might + Intimidation vs target's Resolve or Presence. Success causes compliance or hesitation. **Status Effects**: Inflicts `Afraid`, `Hesitant`, `Panicked`. **HP Targeting**: May sap Resolve (Focus) under duress. **Helper Actions**:

- **Demonstration**: Break object to prove strength.
- **Pack Pressure**: Intimidate with group presence. **Advancement**: Frighten groups, gain control without combat, prevent morale actions.

Swimming (Might)

Description: Staying afloat, propelling through water, water-based combat. **Triggers**: Dives, crossings, underwater fights. **Time Required**: Short to Long. **Core Mechanic**: Might +

Swimming vs terrain or current CV. Failure may cause drowning. **Status Effects**: Resists `Drowning`, `Winded`, `Panic`. **HP Targeting**: Prevents Might damage from suffocation or rough water. **Helper Actions**:

- **Lifeline Throw**: Assist submerged ally.
- **Form Sync**: Swim in formation or stealth. **Advancement**: Fight underwater, swim in armor, ignore rough conditions.

Climbing (Might)

Description: Vertical movement across walls, trees, cliffs. **Triggers**: Escape, exploration, infiltration. **Time Required**: Short to Long. **Core Mechanic**: Might + Climbing vs surface CV (based on slope, grip, load). Failure risks fall. **Status Effects**: Failure may inflict `Wounded`, `Bruised`, `Disoriented`. **HP Targeting**: Grace or Might damage from falls. **Helper Actions**:

- **Belayer**: Prevents fall damage or aids reroll.
- **Anchor Setup**: Reduces CV for others. **Advancement**: Climb during combat, scale sheer surfaces, carry others.

GRACE SKILLS (Finesse & Social Elegance)

Acrobatics (Grace)

Description: Tumbling, aerial maneuvers, evasive movement. **Triggers**: Complex leaps, falls, or theatrical dodges. **Time Required**: Instant. **Core Mechanic**: Grace + Acrobatics vs terrain or stunt CV. Can be used as a **Reaction** to avoid attacks, avoid fall damage, or reposition. **Status Effects**: Resists `Falling`, `Staggered`, `Disoriented`. **HP Targeting**: Grace (Motion) if used to avoid impact. **Helper Actions**:

- **Tumble Assist**: Reduce fall damage for ally.
- **Momentum Redirect**: Convert failed jump into a controlled slide. **Advancement**: Flip through enemy zones, redirect attacks mid-air, land on narrow ledges, counterattack after evading.

Stealth (Grace)

Description: Avoiding detection, hiding, sneaking. **Triggers**: Infiltration, escapes, positioning before ambush. **Time Required**: Short to Long. **Core Mechanic**: Grace + Stealth vs Awareness + Search or Perception CV. **Status Effects**: Applies `Hidden`, `Blended`, `Unseen`. Resists `Exposed`. **HP Targeting**: None directly, but may prevent attacks entirely. **Helper Actions**:

- **Distraction Setup**: Divert attention.
- **Shadow Lead**: Let ally follow using your stealth result. **Advancement**: Vanish in combat, cross rooms in plain sight, avoid magical detection.

Sleight of Hand (Grace)

Description: Concealment, manipulation, quick finger work. **Triggers**: Pickpocketing, palming objects, stage magic. **Time Required**: Instant to Short. **Core Mechanic**: Grace + Sleight of Hand vs Awareness or target's passive CV. May be used as a **Reaction** to disarm or swap items mid-turn. **Status Effects**: Applies `Distracted`, `Confused`; may inflict `Disarmed`. **HP Targeting**: N/A. **Helper Actions**:

- **Misdirection**: Force opponent to reroll perception.
- **Quick Exchange**: Swap objects mid-interaction. **Advancement**: Plant objects, switch weapons in combat, steal keys mid-lock, pickpocket in combat.

Dodge (Grace)

Description: Evading physical attacks or area hazards. **Triggers**: Incoming attack or environmental threat. **Time Required**: Reaction. **Core Mechanic**: Grace + Awareness (or Dodge if specialized) vs attack's TV. On success, avoid all damage. **Status Effects**: Resists `Wounded`, `Burned`, `Knocked Prone`. **HP Targeting**: Grace (Motion) to avoid loss. **Helper Actions**:

- **Evade Signal**: Warn others to dodge in time.
- **Cover Leap**: Move an ally out of danger. **Advancement**: Avoid area effects, dodge multiple attacks, reposition on dodge.

Archery (Grace)

Description: Precision use of bows, crossbows, and slings. **Triggers**: Ranged combat, hunting, precision shots. **Time Required**: Instant. **Core Mechanic**: Grace + Archery vs target's TV. On hit, deal skill dice as damage; weapon tags and hit location may apply statuses. **Status Effects**: Inflicts `Bleeding`, `Pinned`, `Crippled`, or other location-based effects. **HP Targeting**: Might or Grace. **Helper Actions**:

- **Spotter Assist**: Reduce range penalty.
- **Volley Fire**: Ally attack gains splash effect. **Advancement**: Trick shots, pin limbs, fire multiple arrows, hit-location called shots.

Performance (Grace)

Description: Using physical expression to entertain or distract. **Triggers**: Distraction, morale boosting, cultural displays. **Time Required**: Short to Long. **Core Mechanic**: Grace + Performance vs audience's CV (Presence or Awareness based). Performance can also be rolled with Presence for vocal, dramatic, or emotional styles. **Status Effects**: Applies `Inspired`, `Disarmed (social)`, `Distracted`. **HP Targeting**: May restore Presence or Empathy pools narratively. **Helper Actions**:

- **Support Harmony**: Boost allied performance.
- **Crowd Sync**: Coordinate audience response. **Advancement**: Captivate groups, perform in combat, manipulate emotions.

Etiquette (Grace)

Description: Navigating customs, decorum, and social expectations. **Triggers**: Noble courts, diplomatic talks, formal events. **Time Required**: Short. **Core Mechanic**: Grace + Etiquette vs CV set by social environment or host. **Status Effects**: Avoids `Offended`, `Discredited`, applies `Respected`, `Trusted`. **HP Targeting**: None directly. **Helper Actions**:

- **Whispered Reminder**: Prevent ally faux pas.
- **Cultural Translation**: Lower CV from foreign customs. **Advancement**: Shift local standing, defuse insults, gain invitations to hidden circles.

Balance (Grace)

Description: Maintaining stability on narrow, unstable, or moving terrain. **Triggers**: Crossing beams, climbing, performing or fighting while elevated. **Time Required**: Instant to Short. **Core Mechanic**: Grace + Balance vs surface CV. May be used to support other actions while moving. **Status Effects**: Resists `Falling`, `Prone`, `Disoriented`. **HP Targeting**: Prevents Grace or Might damage from falls. **Helper Actions**:

- **Stabilizing Grip**: Prevent ally fall.
- **Dynamic Counterbalance**: Grant reroll to repositioning. **Advancement**: Maintain stance during spells, dancing or combat while suspended.

Social Grace (Grace)

Description: Charm, flirtation, effortless likability. **Triggers**: First impressions, influence attempts, public appeal. **Time Required**: Instant to Short. **Core Mechanic**: Grace + Social Grace vs social CV (typically Presence + Awareness). Successful interactions can reduce Will (Presence HP) through psychological pressure. **Status Effects**: Applies `Charmed`, `Bonded`, `Disarmed (social)`. **HP Targeting**: Presence (Will). **Helper Actions**:

- **Wing Ally**: Boost someone else's approach.
- **Compliment Redirect**: Reframe tension toward harmony. **Advancement**: Charm hostile NPCs, drain resistance through interaction, sway group mood.

INTELLECT SKILLS (Reasoning & Analysis)

Logic (Intellect)

Description: Identifying flaws, contradictions, or errors in reasoning. **Triggers**: Debates, puzzles, investigating falsehoods. **Time Required**: Instant to Short. **Core Mechanic**: Intellect + Logic vs CV of argument, puzzle, or belief. Can be used to counter Convince stance actions as a **Reaction**. **Status Effects**: Inflicts `Disarmed`, `Shaken Belief`, `Flustered`. **HP Targeting**: Psyche (Intellect), particularly in social encounters. **Helper Actions**:

- **Rebuttal Anchor**: Ally rerolls Convince or Insight action.
- **Contradiction Catcher**: Nullifies enemy stance advantage. **Advancement**: Debunk entire argument trees, break confidence in leaders, establish truth with social force.

Debate (Intellect)

Description: Structured verbal sparring with persuasive reasoning. **Triggers**: Public disputes, philosophical duels, courtrooms. **Time Required**: Short to Long. **Core Mechanic**: Intellect + Debate vs target's Presence + Resolve. Reduces Will HP via stance clash or argument collapse. **Status Effects**: Applies `Exposed`, `Publicly Defeated`, `Hesitant`. **HP Targeting**: Presence (Will). **Helper Actions**:

- **Opening Gambit**: Apply CV penalty to target.
- **Closing Point**: Apply bonus to ally's follow-up Convince. **Advancement**: Dominate public spaces, turn crowds, disrupt authority.

Tactics (Intellect)

Description: Predictive analysis of battlefield or encounter flow. **Triggers**: Combat rounds, positioning decisions, reaction planning. **Time Required**: Instant to Short. **Core Mechanic**: Intellect + Tactics vs enemy's maneuver CV. Can pre-declare reactions or modify initiative effects. **Status Effects**: Applies `Surprised`, `Outmaneuvered`, `Delayed`. **HP Targeting**: None directly. **Helper Actions**:

- **Command Relay**: Ally may change stance or position.
- **Focus Fire Plan**: Team rerolls lowest damage die. **Advancement**: Predict enemy moves, cancel ambushes, reassign initiative slots.

Systems & Tinkering (Intellect)

Description: Understanding and repairing mechanical, digital, or magical systems. **Triggers**: Disarming traps, repairing machines, decoding networks. **Time Required**: Short to Long. **Core Mechanic**: Intellect + Tinkering vs system complexity CV. Tag-based (Mechanical, Arcane, Digital). **Status Effects**: Inflicts `Disabled`, `Sabotaged`, `Bypassed`. **HP Targeting**: May damage Tech (structure) or delay collapse events. **Helper Actions**:

- **Power Redirect**: Use environment to empower ally action.
- **Backdoor Patch**: Reduce CV of next interface attempt. **Advancement**: Hack spellwork, control drones, build temporary constructs.

Investigation (Intellect)

Description: Piecing together clues, following evidence. **Triggers**: Mysteries, crimes, hidden pattern discovery. **Time Required**: Short to Long. **Core Mechanic**: Intellect + Investigation vs mystery CV. Can be used as **Reaction** to detect setup, reveal motive. **Status Effects**: Applies `Revealed`, `Exposed`, `Paranoid`. **HP Targeting**: N/A. **Helper Actions**:

- **Lead Tracker**: Grants ally reroll on next search or logic check.
- **Evidence Chain**: Convert clues into advantage. **Advancement**: Spot planted lies, accelerate mystery resolution, infer intentions before they're acted on.

Research (Intellect)

Description: Extracting knowledge from archives, scrolls, libraries. **Triggers**: Lore checks, preparation, background strategy. **Time Required**: Long to Extended. **Core Mechanic**: Intellect + Research vs obscurity CV. Grants +1 Advantage die on topic rolls for next day. **Status**

Effects: Clears `Misinformed`, adds `Informed`, `Prepared`. **HP Targeting**: Restores 1 Psyche HP per session if conditions met. **Helper Actions**:

- **Source Verifier**: Negates misinformation penalties.
- **Note Network**: Share findings across allies. **Advancement**: Reduce prep time, extract obscure truths, alter narrative assumptions.

Language (Intellect)

Description: Understanding and speaking new tongues. **Triggers**: Translation, code-breaking, cultural immersion. **Time Required**: Instant to Long. **Core Mechanic**: Intellect + Language determines fluency scale (1–5). **Status Effects**: Applies `Understood`, `Confused`, or `Lost in Translation`. **HP Targeting**: N/A. **Helper Actions**:

- **Phrase Coach**: Ally gains temporary fluency bump.
- **Cultural Anchor**: Reduces social faux pas CV. **Advancement**: Learn dialects rapidly, teach others, become authority in tongue.

Mathematics (Intellect)

Description: Abstract calculation, probability, economic modeling. **Triggers**: Engineering, accounting, timing systems. **Time Required**: Instant to Short. **Core Mechanic**: Intellect + Mathematics vs logic system or CV. Enables timing, prediction, resource modeling. **Status Effects**: Applies `Timed`, `Optimized`, `Overclocked`. **HP Targeting**: May boost Focus (Resolve) recovery. **Helper Actions**:

- **Countdown Sync**: Team acts at same moment.
- **Max-Efficiency Plan**: Halve next resource cost. **Advancement**: Calculate divine cycles, perfect resource use, foresee logistical failures.

Teaching (Intellect)

Description: Imparting knowledge and methods. **Triggers**: Downtime training, on-the-fly explanations, morale building. **Time Required**: Short to Long. **Core Mechanic**: Intellect + Teaching vs student's current tier. Grants temporary access to helper actions or new stance abilities. **Status Effects**: Applies `Trained`, `Inspired`, `Capable`. **HP Targeting**: May restore 1 HP to Heart (Empathy) or Psyche (Intellect) during cooperative reflection. **Helper Actions**:

- **Skill Share**: Ally can roll with your dice tier for 1 check.

- **Lesson in Motion**: Grant 1 new stance action temporarily. **Advancement**: Train entire squads, create helper decks, leave behind knowledge artifacts.

AWARENESS SKILLS (Perception & Environmental Consciousness)

Perception (Awareness)

Description: General environmental awareness and sensory acuity. **Triggers**: Spotting danger, noticing details, staying alert. **Time Required**: Instant to Short. **Core Mechanic**: Awareness + Perception vs CV of hidden element. May be used as **Reaction** to reveal surprise or detect stealth. **Status Effects**: Applies `Alert`, `Prepared`. Resists `Surprised`, `Ambushed`. **HP Targeting**: N/A. **Helper Actions**:

- **Snap Point**: Signal an ally to a hidden threat.
- **Sensory Relay**: Pass awareness check result to party. **Advancement**: Detect magical cloaking, act first in surprise rounds, perceive multi-layered threats.

Search (Awareness)

Description: Focused examination of areas, objects, or patterns. **Triggers**: Trapfinding, scavenging, clue hunting. **Time Required**: Short to Long. **Core Mechanic**: Awareness + Search vs concealment or complexity CV. **Status Effects**: Applies `Noticed`, `Revealed`. May resist `Tricked` or `Misdirected`. **HP Targeting**: N/A. **Helper Actions**:

- **Tool Sweep**: Ally rerolls trap detection.
- **Sorted Sweep**: Filter noise from useful finds. **Advancement**: Find what others miss, speed search phase, identify cursed or false leads.

Insight (Awareness)

Description: Reading intentions, emotions, and hidden motives. **Triggers**: Interrogations, subtle behavior observation, empathy tests. **Time Required**: Instant to Short. **Core Mechanic**: Awareness + Insight vs CV of target's mental state (often Empathy + Deception). **Status Effects**: Applies `Exposed`, `Revealed`, or `Unsettled`. Resists `Deceived`, `Manipulated`. **HP Targeting**: May sap Heart (Empathy) HP when used in social tension. **Helper Actions**:

- **Emotion Echo**: Clarifies stance choice for ally.

- **Tell Spotter**: Catch inconsistencies or subtle lies. **Advancement**: Read targets across crowds, pierce magical deception, negate stance bonuses.

Vigilance (Awareness)

Description: Sustained attentiveness over time. **Triggers**: Guard duty, patrols, downtime watch. **Time Required**: Extended. **Core Mechanic**: Awareness + Vigilance vs environmental risk CV. Detects subtle, creeping danger. **Status Effects**: Applies `Guarded`, resists `Snuck Past`, `Hypnotized`, `Ambushed`. **HP Targeting**: Prevents group HP loss from surprise events. **Helper Actions**:

- **Relay Whisper**: Share incoming threat silently.
- **Shift Change**: Reduce exhaustion penalties. **Advancement**: Track long-term patterns, prevent ambushes, negate magical surveillance.

Animal Handling (Awareness)

Description: Reading, calming, or directing animals. **Triggers**: Combat mounts, guard beasts, wilderness encounters. **Time Required**: Instant to Short. **Core Mechanic**: Awareness + Animal Handling vs creature instinct CV. **Status Effects**: Applies `Tamed`, `Pacified`, `Redirected`. Resists `Panicked`, `Agitated`. **HP Targeting**: N/A. **Helper Actions**:

- **Soothing Touch**: Suppresses status effect.
- **Tactical Mount**: Grant movement-based repositioning. **Advancement**: Command multiple animals, lead herds, resist beast intimidation.

Intuition (Awareness)

Description: Non-analytical sense of "something's wrong." **Triggers**: Gut feeling, dreams, danger foresight. **Time Required**: Instant. **Core Mechanic**: Awareness + Intuition vs ambient narrative CV or hidden threat. **Status Effects**: Applies `Forewarned`, resists `Lured`, `Overlooked`. **HP Targeting**: Prevents Will loss from surprise social betrayal. **Helper Actions**:

- **Gut Signal**: Warns ally of narrative danger.
- **Path Shift**: Reroll direction-based choice. **Advancement**: Predict betrayals, sense nonlocal threats, preempt social traps.

Alertness (Awareness)

Description: Fast-twitch attention to sudden change. **Triggers**: Combat alerts, shouted warnings, sudden moves. **Time Required**: Reaction. **Core Mechanic**: Awareness + Alertness vs speed-based CV. May trigger dodge or countermeasure. **Status Effects**: Applies `Ready`, resists `Flat-Footed`, `Shocked`. **HP Targeting**: Prevents Grace or Might loss from sudden danger. **Helper Actions**:

- **Chain Reaction**: Alert others in proximity.
- **Draw and Point**: Grant ally advantage vs fast attacker. **Advancement**: Act before ambushers, react to status changes, change initiative retroactively.

Survival (Awareness)

Description: Sensing and adapting to natural environments. **Triggers**: Foraging, sheltering, terrain reading. **Time Required**: Short to Long. **Core Mechanic**: Awareness + Survival vs wilderness CV. Detects weather, tracks game, avoids hazards. **Status Effects**: Applies `Sheltered`, `Fed`, `Hidden (natural)`. Resists `Lost`, `Starved`, `Frozen`. **HP Targeting**: Reduces damage to Focus or Might in natural hazards. **Helper Actions**:

- **Camp Scout**: Set up temporary recovery zone.
- **Signal Trail**: Lead others to safe zones. **Advancement**: Predict storms, conceal entire groups, harvest healing flora.

Tracking (Awareness)

Description: Following physical trails, residue, and behavioral patterns. **Triggers**: Hunting, bounty work, investigation. **Time Required**: Short to Extended. **Core Mechanic**: Awareness + Tracking vs trail obscurity CV. **Status Effects**: Applies `Located`, `Approaching`. Resists `Evaded`, `Lost Trail`. **HP Targeting**: N/A. **Helper Actions**:

- **Pace Reader**: Predict when target will rest.
- **Track Exchange**: Swap trail signs between trackers. **Advancement**: Track through magic, over cities, retroactively learn target behavior.

Trap Sense (Awareness)

Description: Detecting danger through instinct and minute detail. **Triggers**: Entryways, dungeons, ancient ruins. **Time Required**: Instant. **Core Mechanic**: Awareness + Trap Sense vs hazard CV. Used as **Reaction** to halt steps, catch design errors. **Status Effects**: Applies

`Paused`, `Redirected`. Resists `Trapped`, `Snared`, `Cursed`. **HP Targeting**: Prevents physical damage from triggered hazards. **Helper Actions**:

- **Silent Stop**: Cancel ally movement.
- **Design Mimic**: Use trap signs for intimidation. **Advancement**: Detect magical traps, disable without tools, exploit traps in combat.

PRESENCE SKILLS (Charisma & Social Influence)

Command (Presence)

Description: Asserting authority or leadership to direct others. **Triggers**: Group orders, battlefield coordination, organizational tactics. **Time Required**: Instant to Short. **Core Mechanic**: Presence + Command vs Resolve or Will of target(s). On success, target follows given directive. **Status Effects**: Applies `Obeying`, `Compelled`, `Focused`. Resists `Hesitant`, `Uncooperative`. **HP Targeting**: Can drain Resolve HP when used to break willpower. **Helper Actions**:

- **Form Up**: Rearrange allies instantly.
- **Priority Call**: Interrupt order of initiative. **Advancement**: Command groups, override fear or confusion, dictate actions mid-round.

Inspire (Presence)

Description: Instilling morale, hope, or courage in others. **Triggers**: Before challenges, after losses, or as battle rallies. **Time Required**: Short. **Core Mechanic**: Presence + Inspire vs difficulty of situation (GM CV). On success, grant status bonuses or HP recovery. **Status Effects**: Applies `Inspired`, `Resilient`, `Courageous`. Resists `Afraid`, `Hopeless`, `Demoralized`. **HP Targeting**: Restores Heart (Empathy) or Focus (Resolve) HP. **Helper Actions**:

- **Shared Spark**: Extend bonus to multiple allies.
- **Echo Call**: Reinforce an earlier speech or moment. **Advancement**: Inspire large groups, heal trauma statuses, grant temporary immunity to morale loss.

Leadership (Presence)

Description: Long-term influence over teams, organizations, or units. **Triggers**: Downtime, squad growth, ideological loyalty. **Time Required**: Extended. **Core Mechanic**: Presence +

Leadership vs loyalty resistance CV. Used to create morale effects, custom stances, or team actions. **Status Effects**: Applies `Loyal`, `Devoted`, `Synchronized`. **HP Targeting**: N/A directly, but amplifies group durability and resolve. **Helper Actions**:

- **Doctrine Builder**: Establish unique team behaviors.
- **Fallback Coordinator**: All allies gain defensive stance. **Advancement**: Lead across factions, rally defectors, broadcast ethos globally.

Presence (Presence)

Description: Overwhelming aura, gravity of being, or attention dominance. **Triggers**: Entering a space, high-stakes encounters, social tension. **Time Required**: Instant to Short. **Core Mechanic**: Presence + Presence (yes, self-reinforcing) vs group or target composure CV. **Status Effects**: Applies `Stunned`, `Awed`, `Muted`. Resists `Dismissed`, `Overlooked`. **HP Targeting**: Reduces target's Presence (Will) HP. **Helper Actions**:

- **Step Inward**: Silence nearby aggression.
- **Emotional Anchor**: Ally resists fear or breakdown. **Advancement**: Command silence, freeze aggression, hijack social narrative.

Intimidation (Presence)

Description: Applying fear, threat, or implied force to influence behavior. **Triggers**: Coercion, posturing, demands. **Time Required**: Instant. **Core Mechanic**: Presence + Intimidation vs Resolve or Defense CV. May trigger `Afraid`, `Passive`, `Shaken` statuses. **Status Effects**: Applies `Afraid`, `Cornered`, `Compliant`. Resists `Defiant`, `Smirking`. **HP Targeting**: May deplete Resolve or Will HP. **Helper Actions**:

- **Glare Down**: Cancel stance initiation.
- **Power Display**: Gain temporary advantage. **Advancement**: Intimidate full squads, suppress defiance, reduce initiative of entire group.

Authority (Presence)

Description: Institutional or social legitimacy enforcement. **Triggers**: Guard interactions, enforcement, court rulings. **Time Required**: Instant to Short. **Core Mechanic**: Presence + Authority vs social order CV. Boosts compliance where social structure exists. **Status Effects**: Applies `Deferential`, `Silent`, `Bound`. Resists `Dismissive`, `Insurgent`. **HP Targeting**: May drain Presence of those resisting social systems. **Helper Actions**:

- **By the Book**: Gain legal bonus in rule-heavy areas.
- **Invoke Order**: Grant allies cover or bonus when following law. **Advancement**: Override local rules, redirect blame, force recognition.

Speechcraft (Presence)

Description: Persuasive oratory, performance, and mass appeal. **Triggers**: Public speaking, debates, rallies. **Time Required**: Short to Long. **Core Mechanic**: Presence + Speechcraft vs group threshold or opposing rhetoric. Supports or clashes with stances. **Status Effects**: Applies `Inspired`, `Persuaded`, `Swayed`. Resists `Heckled`, `Ignored`, `Derailed`. **HP Targeting**: Can reduce or restore Presence or Focus depending on tone. **Helper Actions**:

- **Flourish**: Convert social miss into partial success.
- **Echo Rhetoric**: Ally rerolls Convince. **Advancement**: Lead movements, counter mass manipulation, influence crowds.

Diplomacy (Presence)

Description: Creating accords, negotiating peace, mitigating conflict. **Triggers**: Cross-group tension, hostages, disputes. **Time Required**: Short to Extended. **Core Mechanic**: Presence + Diplomacy vs opposition tension CV. On success, reduce hostility or establish conditions. **Status Effects**: Applies `Truce`, `Common Ground`, `Tentative Trust`. Resists `Hostile`, `Aggressive`, `Scorned`. **HP Targeting**: May restore Heart (Empathy) HP through resolution. **Helper Actions**:

- **Terms Setter**: Reduce negotiation CV.
- **Buffer Line**: Buy ally time or space in conflict. **Advancement**: End wars, create durable alliances, override vengeance triggers.

Reputation (Presence)

Description: Utilizing fame, infamy, or credentials to influence others. **Triggers**: Introduction scenes, namedrop moments, credibility checks. **Time Required**: Instant to Short. **Core Mechanic**: Presence + Reputation vs CV based on notoriety or recognition value. **Status Effects**: Applies `Heard Of`, `Respected`, `Doubted`. Resists `Dismissed`, `Forgotten`. **HP Targeting**: May affect Presence HP depending on outcome. **Helper Actions**:

- **Name Leverage**: Force reroll on social defense.

- **Persona Mask**: Substitute another identity temporarily. **Advancement**: Cultivate legacy, burn fame for power, gain followers.

Resolve (Presence)

Description: Holding steady under pressure, emotional and mental toughness. **Triggers**: Stress tests, social strain, physical pain. **Time Required**: Instant to Extended. **Core Mechanic**: Presence + Resolve vs situational CV. Resists social collapse, mind control, morale damage. **Status Effects**: Applies `Steadfast`, `Focused`, `Untouchable`. Resists `Broken`, `Fragmented`, `Crushed`. **HP Targeting**: Protects Focus (Resolve) and Presence (Will) pools. **Helper Actions**:

- **Hold Line**: Prevent movement or morale loss.
- **Echo Core**: Restore 1 lost stance tier to ally. **Advancement**: Immune to fear, resist divine coercion, anchor group will.

SPIRIT SKILLS (Inner Strength & Mystical Connection)

Meditation (Spirit)

Description: Quieting the mind, recovering inner clarity, and resisting internal chaos. **Triggers**: After conflict, amid trauma, spiritual reflection. **Time Required**: Short to Extended. **Core Mechanic**: Spirit + Meditation vs mental strain CV. Reduces stress statuses and restores Psyche HP. **Status Effects**: Applies `Centered`, `Composed`, `Clear-Minded`. Resists `Overstimulated`, `Haunted`. **HP Targeting**: Psyche (Intellect). **Helper Actions**:

- **Breathe Together**: Grant meditation bonus to nearby allies.
- **Focus Chant**: Delay collapse effects for 1 round. **Advancement**: Meditate mid-battle, sustain trance state, share clarity with others.

Channeling (Spirit)

Description: Drawing energy from unseen sources: divine, elemental, or ancestral. **Triggers**: Rituals, powered abilities, summoning. **Time Required**: Short to Long. **Core Mechanic**: Spirit + Channeling vs power CV. Converts spiritual focus into active effects. **Status Effects**: Applies `Empowered`, `Warded`. Risk of `Overcharged`, `Backlash` on failure. **HP Targeting**: May spend Spirit (or Focus) HP to power effects. **Helper Actions**:

- **Spirit Anchor**: Ally resists mind-affecting conditions.

- **Energy Transfer**: Shift cost from one person to another. **Advancement**: Maintain two concurrent powers, channel for another person, access rare domains.

Invocation (Spirit)

Description: Calling on greater forces for aid, blessings, or judgment. **Triggers**: Prayers, magical rites, spiritual duels. **Time Required**: Short. **Core Mechanic**: Spirit + Invocation vs CV based on force nature. May call down status, luck, or moral weight. **Status Effects**: Applies `Blessed`, `Cursed`, `Protected`, `Judged`. **HP Targeting**: May heal or smite depending on alignment. **Helper Actions**:

- **Group Petition**: Use group support to reroll Invocation.
- **Sanctify Ground**: Grant location-based boon. **Advancement**: Invoke across domains, call minor miracles, imbue others with temporary traits.

Faith (Spirit)

Description: Holding to beliefs in the face of despair, doubt, or manipulation. **Triggers**: Social challenges, divine questioning, existential trials. **Time Required**: Instant to Long. **Core Mechanic**: Spirit + Faith vs despair/temptation CV. Resists corruption and collapse. **Status Effects**: Applies `Resolved`, `Shielded`, `Guided`. Resists `Despair`, `Tempted`, `Broken`. **HP Targeting**: Protects Resolve (Focus) or Heart (Empathy). **Helper Actions**:

- **Affirm Belief**: Remove `Haunted` or `Fragmented` from ally.
- **Sacred Insight**: View situation through moral framework. **Advancement**: Stand unshaken against gods, convert others, redeem the cursed.

Warding (Spirit)

Description: Creating protective barriers, sigils, or sanctified zones. **Triggers**: Ambush anticipation, territory defense, divine prep. **Time Required**: Short to Long. **Core Mechanic**: Spirit + Warding vs intrusion CV. On success, prevents specific actions or statuses. **Status Effects**: Applies `Warded`, `Repelled`, `Shielded`. Resists `Cursed`, `Enthralled`. **HP Targeting**: Prevents HP loss to Might, Focus, or Spirit depending on ritual. **Helper Actions**:

- **Ritual Anchor**: Stabilize other magic within.
- **Reactive Barrier**: Interrupt damage once per ward. **Advancement**: Sustain multiple wards, extend their duration, make mobile wards.

Spiritual Insight (Spirit)

Description: Interpreting omens, dreams, or divine signs. **Triggers**: Meditation, strange phenomena, symbolic patterns. **Time Required**: Short to Long. **Core Mechanic**: Spirit + Insight vs mystery CV. May trigger prophecy, reveal hidden motives, or realign fate. **Status Effects**: Applies `Foreseen`, `Informed`. Resists `Misled`, `Lost`. **HP Targeting**: May restore 1 HP to Psyche or prevent spiritual confusion. **Helper Actions**:

- **Dream Echo**: Add +1 die to narrative prediction rolls.
- **Fate Twist**: Substitute symbolic clue for real-world path. **Advancement**: Read destinies, negate narrative traps, gain insight into unseen players.

Purification (Spirit)

Description: Cleansing corruption, possession, or spiritual affliction. **Triggers**: Curse breaking, possession, trauma resolution. **Time Required**: Short to Extended. **Core Mechanic**: Spirit + Purification vs CV of affliction. On success, remove effects or conditions. **Status Effects**: Removes `Cursed`, `Numb`, `Overidentified`, `Fragmented`. **HP Targeting**: Restores Heart (Empathy) or Psyche (Intellect). **Helper Actions**:

- **Joint Cleanse**: Multiple targets healed in shared ritual.
- **Echo Purge**: Re-roll result if in sacred space. **Advancement**: Cleanse entire groups, suppress divine malfunctions, purify land itself.

Soul Reading (Spirit)

Description: Perceiving the core nature, pain, or history of another. **Triggers**: Therapy scenes, divine trials, inner revelation. **Time Required**: Short. **Core Mechanic**: Spirit + Soul Reading vs target resistance CV. Reveals values, traumas, hidden strengths. **Status Effects**: Applies `Known`, `Vulnerable`, `Valid`. **HP Targeting**: May heal or wound Empathy HP. **Helper Actions**:

- **Mirror Soul**: Provide ally reroll against despair.
- **Truth Manifest**: Bypass deception effects. **Advancement**: Extract truth under duress, diagnose unseen damage, re-align identity.

Ritual (Spirit)

Description: Coordinated group or solo actions that alter larger energies. **Triggers**: Events, full moons, layered symbolic acts. **Time Required**: Long to Extended. **Core Mechanic**: Spirit + Ritual vs cosmic/magical/social CV. Accumulates power over time. **Status Effects**: Applies

`Ritualized`, `Empowered`, `Sacrificed`. **HP Targeting**: May trade HP for long-term effects. **Helper Actions**:

- **Circle Formation**: Every participant grants +1 die.
- **Power Reservoir**: Store magic across days. **Advancement**: Change fates, call down omens, establish new spiritual laws.

Spirit Sense (Spirit)

Description: Detecting unseen entities, auras, presences. **Triggers**: Haunted spaces, astral plane, invisible threats. **Time Required**: Instant to Short. **Core Mechanic**: Spirit + Spirit Sense vs spiritual masking CV. Reveals spirits, emotions, alignments. **Status Effects**: Applies `Aware`, `Revealed`, `Seen`. **HP Targeting**: N/A directly, but prevents surprise effects and moral dissonance. **Helper Actions**:

- **Pulse Alert**: Warn allies of unseen approach.
- **Tag Aura**: Mark entity for others to perceive. **Advancement**: Perceive spirits across realms, see moral structure of events, target spiritual beings.

CRAFT SKILLS (Creation & Technical Skill)

Craft governs the creation, modification, and perfection of objects and systems. These skills are vital to economic influence, infrastructure, and long-term project utility. Craft actions typically occur on Short, Long, or Extended timescales, and often benefit from helper coordination, preparation, and protected workspaces.

Smithing (Craft)

Description: Metalworking, forging, and weapon/armor creation
Triggers: Making tools, weapons, armor, or metal parts
Time Required: Short to Long (hours to weeks for masterworks)
Materials/Prerequisites: Metal, forge, tools
Difficulty Modifiers: +2 CV for fine detail; +3 CV for exotic metals
Item Creation: Weapons, armor, tools (tagged with quality or traits)
HP Targeting: Grace (for delicate work); Craft (for overexertion)
Collaboration: Forge teams, material handlers, design consult
Advancement: Elemental forging, sentient weapons, seamless alloys
Helper Cards: Heat Synchrony – If working on the same item, all helpers may reroll 1 die on failed attempts that session

Toolcraft (Craft)

Description: Designing and creating functional tools or devices
Triggers: Custom tool needs, new devices, specialist gear
Time Required: Short to Long
Materials/Prerequisites: Materials matched to function; blueprints or improvisation
Difficulty Modifiers: +3 CV for novel tool concepts
Item Creation: Functional tools, kits, mechanical gadgets
HP Targeting: Craft (mental strain from prolonged tinkering)
Collaboration: End-user feedback, precision support, resource planning
Advancement: Adaptive tools, modular inventions, archetype-specific kits
Helper Cards: Function First – Treat one complex tool as if you had the matching helper skill for the duration of its use

Artifice (Craft)

Description: Enchanting, binding, or integrating magic/tech into objects
Triggers: Magical item creation, tech-magic fusion, relic repair
Time Required: Long to Extended
Materials/Prerequisites: Magical component, blueprint, anchoring medium
Difficulty Modifiers: +4 CV for multi-effect enchantments; +2 CV per magical domain
Item Creation: Enchanted objects, relics, hybrid devices
HP Targeting: Spirit or Craft (depending on method); volatile process rules apply
Collaboration: Mystic advisors, stabilizers, loreholders
Advancement: Self-repairing items, personality-bound equipment
Helper Cards: Resonant Anchor – On a failed crafting roll, retain 1 magical component instead of consuming it

Construction (Craft)

Description: Building physical structures from basic materials
Triggers: Building homes, bridges, walls, fortifications
Time Required: Long to Extended
Materials/Prerequisites: Raw materials, tools, design
Difficulty Modifiers: +3 CV for adverse environments; +2 CV for unorthodox architecture
Item Creation: Structures, siege defenses, safe zones
HP Targeting: Might (if physical labor); Craft (for design fatigue)
Collaboration: Large teams, blueprints, heavy labor support
Advancement: Impossible megastructures, instant shelters, moving buildings
Helper Cards: Safety Anchor Point – During work, negate first failed coordination check among helpers

Tailoring (Craft)

Description: Designing and crafting garments for protection or expression
Triggers: Armor padding, ceremonial wear, disguise creation
Time Required: Short to Long

Materials/Prerequisites: Fabric, thread, design intent
Difficulty Modifiers: +2 CV for appearance + function balance
Item Creation: Clothing, uniforms, costumes, textile armors
HP Targeting: Grace (fine work); Craft (long-term posture fatigue)
Collaboration: Fashion consult, fitting assistance
Advancement: Adaptive clothing, identity-changing outfits, mood-reactive materials
Helper Cards: Fit Check – Once per scene, reduce a disguise detection CV by 2

Repair (Craft)

Description: Diagnosing and restoring broken or malfunctioning items
Triggers: Object damage, system failure, restoration needs
Time Required: Minutes to Hours (Short)
Materials/Prerequisites: Replacement parts or patch kit
Difficulty Modifiers: +3 CV for unfamiliar or foreign tech
Item Creation: N/A; restores existing function
HP Targeting: Craft (focus); Intellect (if diagnostics-intensive)
Collaboration: Field support, diagnostic assistance
Advancement: Repair in combat, bypass missing parts, reinforce durability
Helper Cards: Field Jury Rig – Spend 1 FP to restore 1 function to a broken item for 1 scene

Cooking (Craft)

Description: Preparing meals, rations, and performance-enhancing food
Triggers: Rest scenes, hospitality moments, tactical recovery
Time Required: Minutes to Hours (Short)
Materials/Prerequisites: Ingredients, cookware, safe space
Difficulty Modifiers: +2 CV for no tools; +3 CV for dietary needs
Item Creation: Meals (may restore HP, provide buffs, status resist)
HP Targeting: Craft (focus); Empathy (emotional cooking)
Collaboration: Foraging teams, sous chefs, spice handlers
Advancement: Buff-foods, magical cuisine, mood-linked flavor
Helper Cards: Savoring Steam – If allies eat your food during rest, they may clear 1 minor status (e.g., Winded, Frustrated)

Artistry (Craft)

Description: Expressive creation for beauty, meaning, or influence
Triggers: Gift-making, public art, symbolic protest
Time Required: Hours to Weeks
Materials/Prerequisites: Medium (canvas, clay, stone, etc.)
Difficulty Modifiers: +2 CV for emotional subjects; +3 CV for public interpretation
Item Creation: Art objects (may apply statuses like Inspired, Provoked, or Connected)
HP Targeting: Empathy or Craft
Collaboration: Critique circles, technique aids, emotional grounding
Advancement: Living art, ambient effects, narrative transformation

Helper Cards: Shared Canvas – Once per project, another player may use their own status (e.g., Inspired) to grant you an extra die (d6) on your Artistry check

Design (Craft)

Description: Planning and problem-solving through form and function
Triggers: Prototyping, visual layout, UX/interface
Time Required: Short to Long
Materials/Prerequisites: Creative tools, project brief, function goal
Difficulty Modifiers: +3 CV for conflicting goals; +2 CV for large-scale integration
Item Creation: Blueprints, prototypes, interface systems
HP Targeting: Craft or Intellect
Collaboration: Test users, consults, aesthetic critique
Advancement: Perfectly balanced systems, visually embedded instructions
Helper Cards: Form Speaks – Anyone using your design gets +1d4 to the first roll involving it per scene

Masterwork Creation (Craft)

Description: Channeling all crafting disciplines into unique custom items
Triggers: Milestone goals, unique character gear, group artifacts
Time Required: Long to Extended (days to campaigns)
Materials/Prerequisites: Everything above, plus inspiration
Difficulty Modifiers: +4 CV for cross-domain functionality; +3 CV for legacy permanence
Item Creation: One-of-a-kind items with narrative weight and functional impact
HP Targeting: Craft, Spirit, or Resolve depending on emotional investment
Collaboration: Multidisciplinary team, user input, meaning-matching
Advancement: Sentient items, party-bonded gear, evolving creations
Helper Cards: Legacy Link – When aiding in a Masterwork project, gain a Bond with the item; you can reroll 1 die when using it later—even if you're not its owner

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LORE SKILLS (Knowledge & Cultural Understanding)

Lore governs what a character knows—and how well they apply that knowledge in rituals, analysis, teaching, survival, or deduction. These skills are mostly **Slow** or **Standard** actions, with room for Insight reactions and long-form exploration.

History (Lore)

Description: Understanding of past events, cultures, leaders, and disasters
Triggers: Identifying ancient ruins, citing historical patterns, interpreting legacy rituals
Time Required: Short to Long
Materials/Prerequisites: Access to libraries, artifacts, oral histories
Difficulty Modifiers: +2 CV for lost cultures; +3 CV for contested accounts

Item Creation: Context documents, accurate maps, timelines
HP Targeting: Intellect (recall strain), Spirit (narrative empathy)
Collaboration: Archivists, elders, documentarians
Advancement: Living memory networks, alternate history forecasting
Helper Cards: Echo of the Past – Once per day, declare a historical precedent to gain +1d6 on a related action

Geography (Lore)

Description: Terrain reading, regional knowledge, travel optimization
Triggers: Mapping, travel planning, environmental prediction
Time Required: Short to Long
Materials/Prerequisites: Compass, maps, elevation data
Difficulty Modifiers: +2 CV for extreme climates; +3 CV without sightlines
Item Creation: Travel plans, zone maps, elevation sketches
HP Targeting: Craft (map-making), Intellect (pattern analysis)
Collaboration: Navigators, scouts, weather-trackers
Advancement: Micro-climate routing, predictive terrain shifts
Helper Cards: Trail Advantage – On successful prep, allies move 1 hex farther on overland travel that day

Anthropology (Lore)

Description: Study of cultures, customs, rites, and social development
Triggers: Cultural interpretation, peacekeeping, symbolic design
Time Required: Short to Long
Materials/Prerequisites: Interviews, rituals, recordings
Difficulty Modifiers: +3 CV for secrecy/taboo topics
Item Creation: Cultural maps, etiquette guidelines, social models
HP Targeting: Empathy (if immersive); Lore (cognitive dissonance)
Collaboration: Linguists, elders, diplomats
Advancement: Cultural blending, code-shifting, tradition engineering
Helper Cards: Rite of Welcome – Once per session, ignore 1 CV penalty due to cultural unfamiliarity

Investigation (Lore)

Description: Identifying patterns, inconsistencies, or hidden truths
Triggers: Mystery-solving, clue assembly, logic deduction
Time Required: Short to Medium
Materials/Prerequisites: Notes, clues, space for synthesis
Difficulty Modifiers: +2 CV for misinformation; +3 CV for temporal distance
Item Creation: Conspiracy charts, suspect webs, clue packets
HP Targeting: Intellect (focus); Resolve (obsession)
Collaboration: Witnesses, codebreakers, analysts
Advancement: Deductive leaps, retroactive flashback reveals

Helper Cards: Loose Thread – Spend 1 FP to ask the GM a single leading question about any mystery you're working on

Occultism (Lore)

Description: Forbidden knowledge, ritual logic, planar entities
Triggers: Ritual execution, glyph reading, ward detection
Time Required: Short to Long (ritual prep)
Materials/Prerequisites: Lore fragments, ritual supplies
Difficulty Modifiers: +3 CV for alien cosmologies or collapsed realms
Item Creation: Ritual kits, protective wards, sigil maps
HP Targeting: Spirit or Resolve (madness risk)
Collaboration: Cultists, scribes, veilwalkers
Advancement: Cross-realm negotiation, pact-making
Helper Cards: Protective Ink – After preparing a ward, gain 1 Resistance to mental intrusion for the day

Mathematics (Lore)

Description: Abstract and applied calculation, models, and logic
Triggers: Predictive planning, financial modeling, arcane matrices
Time Required: Short to Medium
Materials/Prerequisites: Charts, equations, calculator tools
Difficulty Modifiers: +2 CV for chaotic systems
Item Creation: Predictive charts, financial models, harmonic tables
HP Targeting: Intellect or Craft
Collaboration: Accountants, builders, ritualists
Advancement: Fractal planning, number-magic synergy
Helper Cards: Elegant Proof – When your math justifies a plan, the first ally to execute gains +1d6 on their roll

Mythology (Lore)

Description: Study of deific narratives, origin stories, folk memory
Triggers: Interpreting symbols, activating relics, guiding rites
Time Required: Short to Long
Materials/Prerequisites: Legends, songs, parables
Difficulty Modifiers: +2 CV for rival interpretations
Item Creation: Storyboards, interpretive guides, relic glossaries
HP Targeting: Spirit or Lore
Collaboration: Bards, priests, dreamers
Advancement: Symbolic spellcasting, archetype invocation
Helper Cards: Living Legend – Gain +1d4 when invoking a myth during a social or spiritual test

Medicine (Lore)

Description: Biological systems, treatments, herbalism, trauma
Triggers: Diagnosing injuries, treating conditions, crafting cures
Time Required: Short to Medium
Materials/Prerequisites: Medical kit, herbs, training
Difficulty Modifiers: +3 CV for rare diseases or magical injuries
Item Creation: Salves, treatments, antidotes
HP Targeting: Lore or Grace
Collaboration: Nurses, field medics, herbalists
Advancement: Accelerated healing, organ creation, cure-ritual fusion
Helper Cards: Steady Hands – Ignore the first -1 penalty due to stress or time pressure during treatment

Rhetoric (Lore)

Description: Structured argument, persuasive reasoning, debate
Triggers: Trials, formal debates, mass influence attempts
Time Required: Short
Materials/Prerequisites: Speech prep, citation access
Difficulty Modifiers: +3 CV against hostile ideology
Item Creation: Persuasion scripts, debate outlines, citations
HP Targeting: Intellect or Presence
Collaboration: Orators, advisors, scribes
Advancement: Paradigm shifts, mass rhetorical defense
Helper Cards: Quoting You – Use an ally's earlier successful statement to reroll 1 failed Presence or Lore test

Documentation (Lore)

Description: Recording, archiving, editing, and legal writing
Triggers: Contract creation, law study, codex creation
Time Required: Short to Long
Materials/Prerequisites: Quill or keys, permissions, references
Difficulty Modifiers: +2 CV for legal nuance; +3 CV for adversarial review
Item Creation: Contracts, manifestos, scrolls, bylaws
HP Targeting: Lore or Resolve
Collaboration: Scribes, witnesses, legal aides
Advancement: Self-enforcing contracts, living archives
Helper Cards: Legal Precision – Reduce any CV associated with procedural or paperwork confusion by 2

EMPATHY SKILLS (Emotional Intelligence & Care)

Psychology (Empathy)

Description: Understanding mental states, personality patterns, and psychological triggers
Triggers: Behavior analysis, trauma identification, strategic profiling
Time Required: Minutes (basic read) to Hours (deep insight)
Materials/Prerequisites: Interview, observation, or records
Difficulty Modifiers: +2 CV for guarded subjects; +3 for masked conditions
Collaboration: Observation specialists, Insight users
Advancement: Diagnose trauma precisely, predict breakdowns, profile resistance types
Helper Cards: Mind Map – Once per session, name a probable belief or fear the target holds to gain +1d6 to a social action against them

Counseling (Empathy)

Description: Conversational healing and talk-based trauma support
Triggers: Emotional crisis, post-event reflection, inner turmoil
Time Required: 1–3 hours per session
Materials/Prerequisites: Quiet, trusted space
Difficulty Modifiers: +3 CV for resistant targets; +2 if emotionally shut down
Collaboration: Psychology, Comfort, Therapy
Advancement: Clear conditions like Haunted, Overidentified, or Numb through talk alone
Helper Cards: Safe Space – Reduce Trauma recovery CV by 2 this scene for all present

Animal Handling (Empathy)

Description: Bonding with, training, and calming animals
Triggers: Mount control, pet training, wild encounters
Time Required: Minutes (calm), Weeks (train)
Materials/Prerequisites: Food, tools, patience
Difficulty Modifiers: +2 CV for frightened or injured animals; +3 for wild or magical beasts
Collaboration: Naturalists, handlers, trackers
Advancement: Tame legendary beasts, form animal bonds, command in combat
Helper Cards: Creature Bond – Gain +1d4 to your next action when your companion is injured or threatened

Healing (Empathy)

Description: First aid, wound care, and post-combat recovery
Triggers: Physical injury, illness, exhaustion
Time Required: Minutes (stabilize), Hours (restore HP)
Materials/Prerequisites: Medical supplies or improvisation
Difficulty Modifiers: +3 CV for multiple injuries or infections
Collaboration: Medicine (Lore), Recovery (Resolve)
Advancement: Restore attribute HP directly, reduce downtime, clear Wounded statuses

Helper Cards: Field Medic – Once per scene, heal 1 HP to a downed or bleeding character instantly

Comfort (Empathy)

Description: Immediate emotional first aid; co-regulation and presence
Triggers: Crisis moments, social failure fallout, grief
Time Required: Instant to 30 minutes
Materials/Prerequisites: Empathy, willingness, presence
Difficulty Modifiers: +2 CV if recipient is isolating or ashamed
Collaboration: Counseling, Teaching, Reading Emotions
Advancement: Clear statuses like Numb, Disarmed, or Overstimulated
Helper Cards: Shared Burden – Transfer 1 status (e.g. Haunted) from another to yourself during downtime

Reading Emotions (Empathy)

Description: Sensing feelings, shifts in tone, and unspoken truths
Triggers: Conflict resolution, negotiations, empathy-based social actions
Time Required: Instant (face-to-face), Short (group or crowd)
Materials/Prerequisites: Eye contact or emotional residue
Difficulty Modifiers: +3 CV for suppressing or trained liars
Collaboration: Insight (Awareness), Psychology
Advancement: Detect deception, emotional shifts, stance changes
Helper Cards: Emotional Mirror – Copy or counter one emotional status held by another character once per scene

Therapy (Empathy)

Description: Long-term treatment of mental trauma or patterns
Triggers: Collapse recovery, breakdown stabilization, pattern repair
Time Required: Hours to days (per arc)
Materials/Prerequisites: Therapeutic setting, consent
Difficulty Modifiers: +4 CV for deep trauma, +3 CV for denial or resistance
Collaboration: Psychology, Recovery, Counseling
Advancement: Fully restore Heart or Focus HP, remove up to 2 persistent statuses
Helper Cards: Breakthrough Session – Restore 1 HP to Heart and remove 1 trauma-related status on a successful check

Teaching (Empathy)

Description: Empowering others to learn and grow
Triggers: Skill sharing, tactical guidance, archetype mentoring
Time Required: Minutes (tip), Hours–Days (training)
Materials/Prerequisites: Student, shared focus
Difficulty Modifiers: +2 CV for uninterested learners; +1 per skill gap
Collaboration: Intellect, Archetypes

Advancement: Train others in one helper skill per downtime arc
Helper Cards: Lesson in Action – Once per day, grant another character the benefit of one helper skill you know for 1 roll

Mediation (Empathy)

Description: De-escalating, negotiating, or resolving social conflict
Triggers: Fights, disputes, standoffs
Time Required: Minutes to Hours
Materials/Prerequisites: Safe setting or authority
Difficulty Modifiers: +3 CV if violence has occurred
Collaboration: Debate (Presence), Counseling, Command
Advancement: Restore relationships, clear Resentment, stop PvP escalation
Helper Cards: Shared Ground – If two parties are willing, reduce all social CVs between them by 2 this scene

Social Work (Empathy)

Description: Coordinating services, protecting vulnerable, managing needs
Triggers: Downtime outreach, post-disaster relief, care networks
Time Required: Hours to Extended
Materials/Prerequisites: Access to resources or institutions
Difficulty Modifiers: +3 CV for systems corruption or unmet basic needs
Collaboration: Teaching, Healing, Mediation
Advancement: Build lasting trust with communities, establish social zones
Helper Cards: Community Link – Once per mission, call in help from an NPC or group you've previously assisted without rolling

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RESOLVE SKILLS (Mental Fortitude & Persistence)

Resolve governs mental endurance, willpower, and the ability to push through psychological hardship, maintain long-term projects, and bounce back from failure. These skills draw on and interact with Focus HP, Empathy systems, trauma statuses, and helper coordination frameworks.

Mental Fortitude (Resolve)

Description: Resisting fear, despair, psychic intrusion, or collapse
Triggers: Mental or emotional attack, fear-based effects, breakdown prevention
Time Required: Instant (reaction) or short (prep)
Materials/Prerequisites: None, though ritual or focus tools can help
Difficulty Modifiers: +3 CV for supernatural intrusion; +2 CV for high trauma environments
Collaboration: Spirit, Psychology, Meditation
Advancement: Prevent collapse at 0 HP, resist multiple simultaneous effects, gain bonuses to

trauma resistance
Helper Cards: Iron Core – Once per scene, ignore 1 status (Fragmented, Numb, Obsessed) for 1 round

Persistence (Resolve)

Description: Continuing effort in the face of setbacks, delay, or boredom
Triggers: Long-term project completion, repeated attempts, post-failure continuation
Time Required: Extended
Materials/Prerequisites: A clear goal or task
Difficulty Modifiers: +3 CV for projects with no immediate reward; +2 CV for emotionally draining work
Collaboration: Project Completion, Long-Term Planning, Empathy
Advancement: Ignore exhaustion effects, bypass one failed roll per scene for ongoing tasks
Helper Cards: Stay the Course – Reroll 1 failed project step during a long-form effort

Recovery (Resolve)

Description: Accelerating or deepening healing from trauma, exhaustion, or breakdown
Triggers: After HP loss to Heart, Focus, or Psyche
Time Required: Short to Long (scene to day)
Materials/Prerequisites: Rest space, safety, sometimes assistance
Difficulty Modifiers: +2 CV for multiple types of trauma or statuses
Collaboration: Therapy, Healing, Meditation, Comfort
Advancement: Gain +1 to passive recovery rates, clear two statuses instead of one
Helper Cards: Second Wind – Once per rest cycle, regain 1 Focus or Heart HP

Long-Term Planning (Resolve)

Description: Holding to distant goals, developing strategies across weeks or arcs
Triggers: Campaigns, generational projects, ideological movements
Time Required: Extended
Materials/Prerequisites: Maps, plans, blueprints, narrative commitment
Difficulty Modifiers: +3 CV for goals that cross tiers; +2 for opposition or sabotage
Collaboration: Strategy (Intellect), Project Completion, Leadership
Advancement: Gain a "Strategic Reserve" once per arc — a free success on one long-term roll
Helper Cards: Vision Anchor – Allies gain +1 to project coordination rolls when helping achieve your plan

Discipline (Resolve)

Description: Maintaining habits, routines, or standards under stress
Triggers: Downtime rituals, resisting temptation, self-regulation under pressure
Time Required: Ongoing
Materials/Prerequisites: Declared behavioral system (meditation, prayer, journaling)
Difficulty Modifiers: +2 CV if routine is broken; +1 per scene of disruption
Collaboration: Meditation, Teaching, Therapy

Advancement: Maintain status immunity while routine holds; gain +1d4 to the first action each day

Helper Cards: Daily Ritual – Choose a discipline theme. Once per scene, gain +1 to any related roll

Fortification (Resolve)

Description: Preparing yourself or others mentally before a known hardship, danger, or risk
Triggers: Before combat, big social encounters, trauma revisits, ritual exposure
Time Required: Minutes (Short)
Materials/Prerequisites: Time to center yourself or rally others
Difficulty Modifiers: +2 CV if surprise or no prep time
Collaboration: Inspire, Meditation, Teaching, Strategy
Advancement: Apply a temporary buffer (1d4 soak) to any one HP pool for self or ally
Helper Cards: Mental Armor – You or an ally may ignore the first status condition suffered this scene

Grief Processing (Resolve)

Description: Coping with personal loss, narrative trauma, and life disruption
Triggers: Deaths, betrayals, lost causes
Time Required: Days to weeks (Short to Extended)
Materials/Prerequisites: Memorial, conversation, expression method
Difficulty Modifiers: +4 CV for recent traumatic loss; +2 CV for silence
Collaboration: Empathy, Therapy, Journaling
Advancement: Reduce Heart damage taken from loss by 1; reroll first grief-induced status each arc
Helper Cards: Remember Together – All allies regain 1 HP (Heart or Focus) during shared reflection

Stress Management (Resolve)

Description: Coping with and reducing pressure from environment, leadership, time, or role
Triggers: Multitasking, leadership burden, overstimulation
Time Required: Short to Long
Materials/Prerequisites: Any regulating activity, time away, helper support
Difficulty Modifiers: +3 CV for social overload; +2 CV for combat-adjacent scenarios
Collaboration: Meditation, Comfort, Environmental Prep
Advancement: Spend 1 Focus to downgrade a major status to a minor one
Helper Cards: Regulation Break – Once per day, cancel Overstimulated, Fragmented, or Obsessed

Project Completion (Resolve)

Description: Ensuring things get finished, even under strain
Triggers: Complex builds, campaigns, long rituals, multi-part goals
Time Required: Extended

Materials/Prerequisites: Vision, tracking system, time
Difficulty Modifiers: +3 CV for loss of motivation; +2 CV per arc spent idle
Collaboration: Crafting, Teaching, Long-Term Planning
Advancement: Gain +1 die on final step of any multi-part project
Helper Cards: Closing Push – Once per project, turn a partial success on the final task into a full success

Habit Formation (Resolve)

Description: Creating reliable routines that influence narrative and mechanics
Triggers: Downtime repetition, arc-based discipline
Time Required: Weeks to months
Materials/Prerequisites: Commitment, reason, roleplay
Difficulty Modifiers: +3 CV for lifestyle change; +2 CV per disrupted cycle
Collaboration: Discipline, Teaching, Therapy
Advancement: Create "Habit Tracks" — define 1 behavior. Every 3 scenes you maintain it, gain +1 bonus to related actions until broken
Helper Cards: Routine Anchor – If your ally continues a declared habit, give them +1d4 on any roll related to it

These 10 Resolve skills empower characters to maintain progress, shield themselves from emotional collapse, and elevate others through sheer will. They act as the spine of mental durability and enable narrative arcs of rebuilding, completion, and resistance.

Helper Skills Comprehensive List

Might Helper Skills

Flanking

Triggering Skill: Melee Combat Archetype: Combat Action Type: Reaction (requires flanking position or spend Minor Action to move into flanking) Effect: Grants advantage on attack roll. May move 1 zone to achieve flanking position as part of this action Coordination Complexity: +1 (positioning requirement) Prerequisites: Must threaten target from opposite side of primary attacker

Weapon Specialist

Triggering Skill: Melee Combat Archetype: Combat Action Type: Reaction (after damage roll) Effect: Reroll 1s on damage dice Coordination Complexity: +0 (technique knowledge)

Spotter

Triggering Skill: Athletics Archetype: Physical Action Type: Reaction (during climb/jump attempt) Effect: Target may reroll their lowest die or treat fall as one category less severe Coordination Complexity: +1 (positioning and timing)

Assist Leap

Triggering Skill: Athletics Archetype: Physical Action Type: Major Action (throwing/vaulting ally) Effect: Throw or vault ally across terrain gap they couldn't normally cross. Ally lands prone but unharmed Coordination Complexity: +2 (precise timing and trust)

Pace Partner

Triggering Skill: Endurance Archetype: Physical Action Type: Extended (travel coordination) Effect: Share highest Endurance result among all pace partners for travel checks Coordination Complexity: +0 (natural rhythm matching)

Ration Tracker

Triggering Skill: Endurance Archetype: Support Action Type: Extended (resource management) Effect: Group's food and water lasts 25% longer, delay Starved or Dehydration effects by 1 day Coordination Complexity: +1 (consumption monitoring)

Assist Lock

Triggering Skill: Grappling Archetype: Combat Action Type: Reaction (when ally attempts grapple) Effect: Grants advantage on pin attempts, target cannot break free using only Might next round Coordination Complexity: +2 (precise positioning required)

Leverage Shift

Triggering Skill: Grappling Archetype: Combat Action Type: Reaction (during established grapple) Effect: Convert any successful grapple into positional advantage - next ally action against target gets +1d6 Coordination Complexity: +1 (opportunity recognition)

Tool Leverage

Triggering Skill: Breaking/Forcing Archetype: Physical Action Type: Short (tool preparation) Effect: Reduce target CV by 3 using proper tools, but action becomes Loud and may attract attention Coordination Complexity: +0 (tool expertise)

Weak Point Callout

Triggering Skill: Breaking/Forcing Archetype: Knowledge Action Type: Reaction (analysis during attempt) Effect: Spend your action to lower object CV by 2 for one ally's attempt this round Coordination Complexity: +1 (communication timing)

Weight Distribution

Triggering Skill: Heavy Lifting Archetype: Physical Action Type: Short (load coordination) Effect: Reduce exhaustion cost for entire group, each participant may ignore first Strained status during lifting session Coordination Complexity: +1 (load balancing communication)

Structural Bracer

Triggering Skill: Heavy Lifting Archetype: Physical Action Type: Extended (sustained holding) Effect: Prevents structural collapse when holding object - can maintain hold across multiple rounds without Endurance checks Coordination Complexity: +2 (requires constant position maintenance)

Stoic Presence

Triggering Skill: Pain Tolerance Archetype: Support Action Type: Reaction (when nearby ally faces fear/pain) Effect: Inspire nearby allies to resist Afraid or pain-based statuses, grant one reroll against fear effects Coordination Complexity: +0 (silent example)

Ignore Injury

Triggering Skill: Pain Tolerance Archetype: Combat Action Type: Reaction (when ally takes wound status) Effect: Allow ally to avoid next wound status once per scene, but they still take the HP damage Coordination Complexity: +0 (individual focus technique)

Demonstration

Triggering Skill: Intimidation (Physical) Archetype: Combat Action Type: Major Action (breaking object for effect) Effect: Destroy nearby object to prove strength, all witnesses suffer +2 CV to resist intimidation attempts for remainder of scene Coordination Complexity: +0 (shocking display)

Pack Pressure

Triggering Skill: Intimidation (Physical) Archetype: Combat Action Type: Short (group positioning) Effect: Coordinate 3+ allies to intimidate target through numbers - target faces group's highest Intimidation +1d4 Coordination Complexity: +3 (multiple person coordination)

Lifeline Throw

Triggering Skill: Swimming Archetype: Support Action Type: Reaction (when ally is drowning/submerged) Effect: Throw rope or float to assist submerged ally, they may immediately reroll failed Swimming check Coordination Complexity: +1 (distance and timing)

Form Sync

Triggering Skill: Swimming Archetype: Physical Action Type: Extended (group swimming) Effect: Swim in formation maintaining stealth or speed bonuses, group moves at pace of fastest swimmer Coordination Complexity: +2 (maintaining formation)

Belayer

Triggering Skill: Climbing Archetype: Support Action Type: Extended (rope management) Effect: Prevents fall damage for roped ally, may "catch" one failed climbing attempt per climb Coordination Complexity: +1 (rope coordination)

Anchor Setup

Triggering Skill: Climbing Archetype: Physical Action Type: Short (equipment placement) Effect: Reduces climbing CV by 2 for all subsequent climbers using your anchor points Coordination Complexity: +0 (preparation work)

Grace Helper Skills

Triggering Skill: Acrobatics Archetype: Physical Action Type: Reaction (when ally falls/fails acrobatic attempt) Effect: Reduce fall damage by your Grace score, ally may immediately attempt recovery maneuver Coordination Complexity: +1 (positioning to catch/redirect)

Momentum Redirect

Triggering Skill: Acrobatics Archetype: Physical Action Type: Reaction (failed jump becomes controlled slide) Effect: Convert ally's failed jump into controlled slide toward cover or advantageous position, reduce TV by 4 for landing safely Coordination Complexity: +2 (precise redirection timing)

Distraction Setup

Triggering Skill: Stealth Archetype: Social Action Type: Major Action (creating diversion) Effect: Create noise/commotion elsewhere, reduce stealth TV by 5 for all allies this round, but you cannot remain hidden Coordination Complexity: +1 (timing the distraction)

Shadow Lead

Triggering Skill: Stealth Archetype: Physical Action Type: Extended (group infiltration) Effect: Ally follows using your stealth result minus 2, but if you're detected both are compromised Coordination Complexity: +3 (maintaining silent communication)

Misdirection

Triggering Skill: Sleight of Hand Archetype: Social Action Type: Reaction (when ally attempts manipulation) Effect: Force target to reroll their highest awareness die, create opening for ally's sleight attempt Coordination Complexity: +2 (coordinated attention manipulation)

Quick Exchange

Triggering Skill: Sleight of Hand Archetype: Physical Action Type: Reaction (during social interaction) Effect: Swap objects between ally and target mid-conversation, both parties unaware of exchange Coordination Complexity: +2 (precise timing required)

Evade Signal

Triggering Skill: Dodge Archetype: Support Action Type: Reaction (warning of incoming attack) Effect: Grant ally advantage on dodge attempt, may trigger their dodge even if they've used their reaction Coordination Complexity: +1 (clear warning signal)

Cover Leap

Triggering Skill: Dodge Archetype: Combat Action Type: Reaction (intercepting attack on ally) Effect: Move ally out of danger zone, taking their place in threat area - redirect attack to yourself Coordination Complexity: +2 (requires trust and positioning)

Spotter Assist

Triggering Skill: Archery Archetype: Combat Action Type: Reaction (range and wind reading) Effect: Reduce range penalty by 4, negate weather effects on ally's shot this round Coordination Complexity: +1 (environmental reading communication)

Volley Fire

Triggering Skill: Archery Archetype: Combat Action Type: Major Action (coordinated shooting) Effect: Ally's successful ranged attack gains splash effect - deal 1 damage to adjacent targets Coordination Complexity: +2 (synchronized release timing)

Support Harmony

Triggering Skill: Performance (Grace) Archetype: Support Action Type: Minor Action (during ally's performance) Effect: Ally gains +1d6 to their Performance roll, may reroll lowest die if both performers succeed Coordination Complexity: +2 (synchronized timing and rhythm)

Crowd Sync

Triggering Skill: Performance (Grace) Archetype: Social Action Type: Major Action (audience manipulation) Effect: Direct audience reaction toward ally's goal - apply Inspired, Distracted, or Charmed status to entire crowd Coordination Complexity: +3 (reading and directing group psychology)

Whispered Reminder

Triggering Skill: Etiquette (Grace) Archetype: Support Action Type: Reaction (preventing social mistake) Effect: Prevent ally from committing faux pas, negate social penalty and allow reroll of etiquette attempt Coordination Complexity: +1 (discrete communication timing)

Cultural Translation

Triggering Skill: Etiquette (Grace) Archetype: Knowledge Action Type: Minor Action (explaining customs) Effect: Reduce foreign culture CV penalty by 4 for all allies this scene, provide context for proper behavior Coordination Complexity: +2 (explaining while maintaining propriety)

Stabilizing Grip

Triggering Skill: Balance (Grace) Archetype: Physical Action Type: Reaction (preventing ally fall) Effect: Prevent ally fall, they may continue their action without CV penalty for unstable surface Coordination Complexity: +1 (positioning for mutual support)

Dynamic Counterbalance

Triggering Skill: Balance (Grace) Archetype: Combat Action Type: Reaction (repositioning assistance) Effect: Grant ally reroll on repositioning attempt, may move them one additional zone while maintaining balance Coordination Complexity: +2 (coordinated weight distribution)

Wing Ally

Triggering Skill: Social Grace (Grace) Archetype: Social Action Type: Minor Action (social boost) Effect: Ally gains +1d6 to their next social interaction, you take -2 penalty but ally appears more attractive/interesting Coordination Complexity: +1 (subtle social positioning)

Compliment Redirect

Triggering Skill: Social Grace (Grace) Archetype: Support Action Type: Reaction (defusing tension) Effect: Convert hostile social interaction toward ally into neutral or positive, remove one negative social status Coordination Complexity: +2 (precise social timing and deflection)

Intellect Helper Skils

Rebuttal Anchor

Triggering Skill: Logic (Intellect) Archetype: Knowledge Action Type: Reaction (logical support) Effect: Grant ally reroll on their next Convince or Insight stance action by providing structured counterarguments and logical framework Coordination Complexity: +1 (timing logical support with ally's argument)

Contradiction Catcher

Triggering Skill: Logic (Intellect) Archetype: Knowledge Action Type: Reaction (logical disruption) Effect: Nullify opponent's stance bonus this round by exposing logical inconsistencies, force target to reroll or lose their social action Coordination Complexity: +2 (precise timing to interrupt opponent's logic flow)

Opening Gambit

Triggering Skill: Debate (Intellect) Archetype: Social Action Type: Minor Action (debate setup) Effect: Apply -2 CV penalty to target's next social defense by establishing favorable debate parameters and controlling the discourse framework Coordination Complexity: +2 (coordinating with ally's follow-up arguments)

Closing Point

Triggering Skill: Debate (Intellect) Archetype: Social Action Type: Minor Action (argument reinforcement) Effect: Grant ally +1 bonus die (d6) to their follow-up Convince action by providing the perfect logical conclusion to strengthen their position Coordination Complexity: +1 (building on ally's established argument)

Command Relay

Triggering Skill: Tactics (Intellect) Archetype: Combat Action Type: Reaction (tactical coordination) Effect: Allow ally to change their declared stance or reposition by one zone through battlefield communication and tactical guidance Coordination Complexity: +2 (real-time tactical communication under pressure)

Focus Fire Plan

Triggering Skill: Tactics (Intellect) Archetype: Combat Action Type: Minor Action (combat coordination) Effect: Team may reroll their lowest damage die on next coordinated attack through superior target analysis and timing coordination Coordination Complexity: +3 (coordinating multiple attackers for optimal effect)

Power Redirect

Triggering Skill: Systems & Tinkering (Intellect) Archetype: Support Action Type: Major Action (environmental manipulation) Effect: Use environmental systems to empower ally's next action, granting them +1d4 bonus dice through clever system rerouting Coordination Complexity: +2 (timing system manipulation with ally's action)

Backdoor Patch

Triggering Skill: Systems & Tinkering (Intellect) Archetype: Knowledge Action Type: Minor Action (technical assistance) Effect: Reduce CV of next technical interface or system operation attempt by 2 through identifying shortcuts and system vulnerabilities Coordination Complexity: +1 (sharing technical insights quickly)

Lead Tracker

Triggering Skill: Investigation (Intellect) Archetype: Knowledge Action Type: Minor Action (investigative coordination) Effect: Grant ally reroll on their next Search or Logic check by providing investigative framework and clue analysis coordination Coordination Complexity: +2 (coordinating multiple investigation approaches)

Evidence Chain

Triggering Skill: Investigation (Intellect) Archetype: Knowledge Action Type: Major Action (deductive synthesis) Effect: Convert accumulated clues into advantage dice for next deduction or analysis roll, +1d4 per significant clue discovered this scene Coordination Complexity: +1 (sharing synthesized conclusions)

Source Verifier

Triggering Skill: Research (Intellect) Archetype: Knowledge Action Type: Minor Action (information validation) Effect: Negate misinformation penalties affecting research or knowledge rolls this scene through cross-referencing and fact-checking protocols Coordination Complexity: +1 (coordinating research verification)

Note Network

Triggering Skill: Research (Intellect) Archetype: Support Action Type: Major Action (knowledge sharing) Effect: Share research findings across all allies, granting everyone +1 to

knowledge-based rolls for the next day through organized information distribution Coordination Complexity: +3 (coordinating information flow across entire group)

Phrase Coach

Triggering Skill: Language (Intellect) Archetype: Social Action Type: Minor Action (linguistic assistance) Effect: Grant ally temporary fluency boost, raising their effective language skill by one tier for this conversation through real-time translation and coaching Coordination Complexity: +2 (real-time linguistic coordination without detection)

Cultural Anchor

Triggering Skill: Language (Intellect) Archetype: Social Action Type: Minor Action (cultural guidance) Effect: Reduce CV penalties from cultural unfamiliarity by 2 through providing linguistic context and cultural interpretation Coordination Complexity: +1 (sharing cultural insights discreetly)

Countdown Sync

Triggering Skill: Mathematics (Intellect) Archetype: Combat Action Type: Major Action (timing coordination) Effect: Coordinate team timing so all allies act simultaneously at optimal moment, ignoring normal initiative order once per scene Coordination Complexity: +4 (precise mathematical timing across multiple participants)

Max-Efficiency Plan

Triggering Skill: Mathematics (Intellect) Archetype: Support Action Type: Major Action (resource optimization) Effect: Halve resource cost of next group action through mathematical optimization and predictive resource modeling Coordination Complexity: +2 (coordinating resource allocation across team)

Skill Share

Triggering Skill: Teaching (Intellect) Archetype: Support Action Type: Major Action (knowledge transfer) Effect: Allow ally to roll using your skill dice tier for one check by providing direct instruction and real-time guidance Coordination Complexity: +3 (teaching complex skills under pressure)

Lesson in Motion

Triggering Skill: Teaching (Intellect) Archetype: Support Action Type: Minor Action (tactical instruction) Effect: Grant ally temporary access to one stance action they don't know for remainder of this scene through rapid tactical education Coordination Complexity: +2 (teaching new techniques mid-encounter)

Awareness Helper Skills

Snap Point

Triggering Skill: Perception (Awareness) Archetype: Combat Action Type: Reaction (threat alert) Effect: Signal ally to hidden threat or opportunity, granting them +1d4 bonus dice on their next action against that target Coordination Complexity: +1 (quick directional communication)

Sensory Relay

Triggering Skill: Perception (Awareness) Archetype: Support Action Type: Minor Action (awareness sharing) Effect: Pass your awareness check result to all allies within communication range, allowing them to use your perception for their reactions Coordination Complexity: +2 (coordinating sensory information across multiple people)

Tool Sweep

Triggering Skill: Search (Awareness) Archetype: Knowledge Action Type: Minor Action (search assistance) Effect: Grant ally reroll on trap detection or hidden object search by providing systematic search coordination Coordination Complexity: +1 (coordinating search patterns)

Sorted Sweep

Triggering Skill: Search (Awareness) Archetype: Knowledge Action Type: Major Action (information filtering) Effect: Filter useful finds from background noise, automatically identify the most valuable discovery in searched area Coordination Complexity: +2 (organizing and prioritizing multiple search results)

Emotion Echo

Triggering Skill: Insight (Awareness) Archetype: Social Action Type: Reaction (stance clarification) Effect: Clarify optimal stance choice for ally by reading emotional undercurrents, grant +1 bonus die to their stance action Coordination Complexity: +2 (interpreting and communicating emotional intelligence)

Tell Spotter

Triggering Skill: Insight (Awareness) Archetype: Social Action Type: Reaction (deception detection) Effect: Catch inconsistencies or subtle lies in real-time, forcing target to reroll deception or lose social advantage Coordination Complexity: +1 (quick nonverbal communication of deception cues)

Relay Whisper

Triggering Skill: Vigilance (Awareness) Archetype: Combat Action Type: Reaction (silent alert) Effect: Share incoming threat information silently across team without alerting enemies, all allies gain +2 to initiative Coordination Complexity: +3 (silent communication chain across multiple people)

Shift Change

Triggering Skill: Vigilance (Awareness) Archetype: Support Action Type: Minor Action (watch coordination) Effect: Reduce exhaustion penalties for extended watch duty, allow seamless guard rotation without gaps Coordination Complexity: +2 (coordinating watch schedules and handoffs)

Soothing Touch

Triggering Skill: Animal Handling (Awareness) Archetype: Support Action Type: Minor Action (creature calming) Effect: Suppress one negative status effect on animal or creature, prevent panic or aggressive behavior Coordination Complexity: +1 (calm coordination with ally's creature interaction)

Tactical Mount

Triggering Skill: Animal Handling (Awareness) Archetype: Combat Action Type: Reaction (mount coordination) Effect: Grant ally movement-based repositioning through mount control, allow extra zone movement while maintaining combat readiness Coordination Complexity: +2 (coordinating rider and mount actions)

Gut Signal

Triggering Skill: Intuition (Awareness) Archetype: Support Action Type: Reaction (danger warning) Effect: Warn ally of narrative danger or trap before they commit to action, allow them to change declared action Coordination Complexity: +1 (communicating vague intuitive warnings)

Path Shift

Triggering Skill: Intuition (Awareness) Archetype: Support Action Type: Minor Action (route guidance) Effect: Grant ally reroll on direction-based choice or navigation attempt through intuitive guidance Coordination Complexity: +2 (translating intuition into actionable guidance)

Chain Reaction

Triggering Skill: Alertness (Awareness) Archetype: Combat Action Type: Reaction (alert cascade) Effect: Alert all allies in proximity to sudden threat, everyone gains +1 to defensive reactions this round Coordination Complexity: +2 (rapid alert communication across group)

Draw and Point

Triggering Skill: Alertness (Awareness) Archetype: Combat Action Type: Reaction (targeting assistance) Effect: Grant ally advantage against fast-moving attacker by providing split-second targeting guidance Coordination Complexity: +1 (quick targeting coordination)

Camp Scout

Triggering Skill: Survival (Awareness) Archetype: Support Action Type: Major Action (safe zone creation) Effect: Set up temporary recovery zone that provides +1 HP restoration bonus during rest and removes environmental penalties Coordination Complexity: +2 (coordinating camp setup and resource allocation)

Signal Trail

Triggering Skill: Survival (Awareness) Archetype: Support Action Type: Minor Action (navigation assistance) Effect: Lead others to safe zones or resources, reducing navigation CV by 2 and preventing group from becoming lost Coordination Complexity: +3 (maintaining group cohesion during wilderness travel)

Pace Reader

Triggering Skill: Tracking (Awareness) Archetype: Knowledge Action Type: Minor Action (behavioral prediction) Effect: Predict when tracked target will rest or change direction, grant +1d4 bonus dice to intercept or ambush attempts Coordination Complexity: +1 (sharing predictive tracking analysis)

Track Exchange

Triggering Skill: Tracking (Awareness) Archetype: Knowledge Action Type: Minor Action (trail coordination) Effect: Swap trail signs and tracking information between multiple trackers, combine tracking efforts for enhanced results Coordination Complexity: +2 (coordinating multiple tracking approaches)

Silent Stop

Triggering Skill: Trap Sense (Awareness) Archetype: Combat Action Type: Reaction (movement halt) Effect: Cancel ally's movement action to prevent them from triggering detected trap or hazard Coordination Complexity: +1 (immediate silent warning)

Design Mimic

Triggering Skill: Trap Sense (Awareness) Archetype: Social Action Type: Minor Action (intimidation boost) Effect: Use knowledge of trap design for intimidation purposes, grant +1d4

bonus dice to threatening displays Coordination Complexity: +2 (translating technical trap knowledge into psychological pressure)

Presence Helper Skills

Form Up

Triggering Skill: Command (Presence) Archetype: Combat Action Type: Minor Action (tactical positioning) Effect: Rearrange all allies' positions instantly within current zones, optimize tactical formation without spending movement Coordination Complexity: +2 (coordinating multiple simultaneous repositioning)

Priority Call

Triggering Skill: Command (Presence) Archetype: Combat Action Type: Reaction (initiative override) Effect: Interrupt normal initiative order to allow ally to act immediately, but they take -1 die penalty due to rushed timing Coordination Complexity: +3 (disrupting established action sequence)

Shared Spark

Triggering Skill: Inspire (Presence) Archetype: Support Action Type: Minor Action (morale spreading) Effect: Extend inspiration bonus to multiple allies, all nearby allies gain +1d4 bonus dice on their next action Coordination Complexity: +3 (coordinating inspirational effect across multiple people)

Echo Call

Triggering Skill: Inspire (Presence) Archetype: Support Action Type: Reaction (inspiration reinforcement) Effect: Reinforce an earlier inspirational moment or speech, restore 1 HP to Heart or Focus for all who heard the original inspiration Coordination Complexity: +2 (timing callback to previous inspirational moment)

Doctrine Builder

Triggering Skill: Leadership (Presence) Archetype: Support Action Type: Major Action (team coordination) Effect: Establish unique team behaviors or coordinated tactics, grant all allies +1 to coordination rolls for remainder of scene Coordination Complexity: +4 (establishing new group coordination patterns)

Fallback Coordinator

Triggering Skill: Leadership (Presence) Archetype: Combat Action Type: Reaction (defensive coordination) Effect: All allies may adopt defensive stance simultaneously, gain +2 to defensive

actions but -1 to offensive actions this round Coordination Complexity: +3 (coordinating group defensive transition)

Step Inward

Triggering Skill: Presence (Presence) Archetype: Social Action Type: Minor Action (social dominance) Effect: Silence nearby aggression or hostile intent, force all hostile parties to lose their next social action Coordination Complexity: +1 (overwhelming presence requires minimal coordination)

Emotional Anchor

Triggering Skill: Presence (Presence) Archetype: Support Action Type: Reaction (emotional stabilization) Effect: Ally resists fear, despair, or emotional breakdown, remove one trauma-related status from target ally Coordination Complexity: +2 (providing emotional stability through commanding presence)

Glare Down

Triggering Skill: Intimidation (Presence) Archetype: Social Action Type: Reaction (stance disruption) Effect: Cancel opponent's stance initiation through pure intimidating presence, force them to lose their social action Coordination Complexity: +1 (intimidation through presence requires minimal coordination)

Power Display

Triggering Skill: Intimidation (Presence) Archetype: Social Action Type: Minor Action (intimidation setup) Effect: Gain temporary advantage on next intimidation or social dominance attempt, +1d6 bonus dice to threatening displays Coordination Complexity: +2 (coordinating intimidating display with ally actions)

By the Book

Triggering Skill: Authority (Presence) Archetype: Social Action Type: Minor Action (legal advantage) Effect: Gain +1d4 bonus dice in rule-heavy or procedurally formal environments by invoking proper authority Coordination Complexity: +1 (simple authority invocation)

Invoke Order

Triggering Skill: Authority (Presence) Archetype: Support Action Type: Minor Action (procedural protection) Effect: Grant allies cover or bonus when following established law or procedure, +2 to actions that align with authority Coordination Complexity: +2 (coordinating group compliance with authority structures)

Flourish

Triggering Skill: Speechcraft (Presence) Archetype: Social Action Type: Reaction (recovery rhetoric) Effect: Convert social miss into partial success through eloquent recovery, salvage failed social interaction Coordination Complexity: +1 (quick rhetorical recovery)

Echo Rhetoric

Triggering Skill: Speechcraft (Presence) Archetype: Social Action Type: Minor Action (rhetorical support) Effect: Allow ally to reroll their Convince stance action by providing rhetorical framework and supporting arguments Coordination Complexity: +2 (coordinating complementary rhetoric)

Terms Setter

Triggering Skill: Diplomacy (Presence) Archetype: Social Action Type: Minor Action (negotiation advantage) Effect: Reduce negotiation CV by 2 through establishing favorable discussion parameters and common ground Coordination Complexity: +2 (coordinating diplomatic framework with ally positions)

Buffer Line

Triggering Skill: Diplomacy (Presence) Archetype: Support Action Type: Reaction (conflict mitigation) Effect: Buy ally time or space in social conflict, allow them to change their declared social action or stance Coordination Complexity: +2 (creating social breathing room for ally)

Name Leverage

Triggering Skill: Reputation (Presence) Archetype: Social Action Type: Minor Action (reputation pressure) Effect: Force opponent to reroll social defense by invoking your reputation or credentials for social pressure Coordination Complexity: +1 (straightforward reputation invocation)

Persona Mask

Triggering Skill: Reputation (Presence) Archetype: Social Action Type: Major Action (identity substitution) Effect: Substitute another identity or reputation temporarily, gain different social bonuses based on assumed persona Coordination Complexity: +3 (maintaining false identity coordination with allies)

Hold Line

Triggering Skill: Resolve (Presence) Archetype: Combat Action Type: Reaction (position defense) Effect: Prevent ally movement or morale loss through unwavering determination, grant

immunity to forced repositioning Coordination Complexity: +2 (coordinating stubborn resistance with ally positioning)

Echo Core

Triggering Skill: Resolve (Presence) Archetype: Support Action Type: Minor Action (stance restoration) Effect: Restore 1 lost stance effectiveness level to ally through sharing your determination and resolve Coordination Complexity: +2 (sharing mental fortitude requires emotional coordination)

Spirit Helper Skills

Breathe Together

Triggering Skill: Meditation (Spirit) Archetype: Support Action Type: Minor Action (meditation support) Effect: Grant meditation bonus to all nearby allies, +1d4 bonus dice to their Resolve-based actions for remainder of scene Coordination Complexity: +2 (synchronizing breathing and mental state across group)

Focus Chant

Triggering Skill: Meditation (Spirit) Archetype: Support Action Type: Reaction (collapse prevention) Effect: Delay ally's collapse effects for 1 round through shared meditative focus, preventing immediate HP depletion consequences Coordination Complexity: +3 (emergency spiritual stabilization under pressure)

Spirit Anchor

Triggering Skill: Channeling (Spirit) Archetype: Support Action Type: Minor Action (mental protection) Effect: Grant ally resistance to mind-affecting conditions, +2 to resist mental intrusion or spiritual manipulation Coordination Complexity: +2 (maintaining spiritual connection while channeling)

Energy Transfer

Triggering Skill: Channeling (Spirit) Archetype: Support Action Type: Major Action (power redistribution) Effect: Shift spiritual energy cost from one person to another, transfer up to 3 Spirit HP between willing participants Coordination Complexity: +3 (coordinating spiritual energy flow between multiple people)

Group Petition

Triggering Skill: Invocation (Spirit) Archetype: Support Action Type: Major Action (collective invocation) Effect: Use group spiritual support to reroll failed Invocation, gain +1 bonus die per

additional participant in prayer Coordination Complexity: +4 (coordinating spiritual petition across multiple believers)

Sanctify Ground

Triggering Skill: Invocation (Spirit) Archetype: Support Action Type: Major Action (area blessing) Effect: Grant location-based spiritual boon, all allies within area gain +1 to Spirit-based actions and resistance to curses Coordination Complexity: +2 (maintaining consecrated space while coordinating actions)

Affirm Belief

Triggering Skill: Faith (Spirit) Archetype: Support Action Type: Minor Action (spiritual cleansing) Effect: Remove Haunted or Fragmented status from ally through shared spiritual conviction and belief reinforcement Coordination Complexity: +2 (sharing and reinforcing spiritual beliefs)

Sacred Insight

Triggering Skill: Faith (Spirit) Archetype: Knowledge Action Type: Minor Action (moral framework) Effect: View current situation through spiritual/moral lens, gain +1d4 bonus dice to decisions aligned with sacred principles Coordination Complexity: +1 (sharing spiritual perspective)

Ritual Anchor

Triggering Skill: Warding (Spirit) Archetype: Support Action Type: Major Action (magical stabilization) Effect: Stabilize other magical effects within warded area, prevent magical interference and enhance spell duration Coordination Complexity: +3 (maintaining ward while coordinating with other magical effects)

Reactive Barrier

Triggering Skill: Warding (Spirit) Archetype: Combat Action Type: Reaction (damage prevention) Effect: Interrupt incoming damage once per ward, absorb one attack completely through spiritual barrier activation Coordination Complexity: +2 (timing barrier activation with incoming threats)

Dream Echo

Triggering Skill: Spiritual Insight (Spirit) Archetype: Knowledge Action Type: Minor Action (prophetic guidance) Effect: Add +1d6 bonus dice to narrative prediction rolls by sharing prophetic dreams or spiritual visions Coordination Complexity: +2 (interpreting and communicating spiritual visions)

Fate Twist

Triggering Skill: Spiritual Insight (Spirit) Archetype: Support Action Type: Major Action (destiny alteration) Effect: Substitute symbolic spiritual clue for real-world path, alter narrative direction through spiritual interpretation Coordination Complexity: +3 (coordinating spiritual revelation with practical action)

Joint Cleanse

Triggering Skill: Purification (Spirit) Archetype: Support Action Type: Major Action (group purification) Effect: Multiple targets healed simultaneously in shared purification ritual, remove same status from all participants Coordination Complexity: +4 (coordinating purification across multiple subjects)

Echo Purge

Triggering Skill: Purification (Spirit) Archetype: Support Action Type: Minor Action (sacred space bonus) Effect: Reroll purification result if performed in consecrated or sacred space, gain advantage from spiritual environment Coordination Complexity: +1 (utilizing sacred space requires minimal coordination)

Mirror Soul

Triggering Skill: Soul Reading (Spirit) Archetype: Support Action Type: Minor Action (empathic support) Effect: Provide ally reroll against despair or identity crisis by reflecting their true spiritual nature back to them Coordination Complexity: +2 (deep spiritual connection and reflection)

Truth Manifest

Triggering Skill: Soul Reading (Spirit) Archetype: Knowledge Action Type: Reaction (deception bypass) Effect: Bypass deception effects by reading spiritual truth, force reroll on lies or reveal hidden spiritual nature Coordination Complexity: +1 (spiritual truth revelation)

Circle Formation

Triggering Skill: Ritual (Spirit) Archetype: Support Action Type: Major Action (power amplification) Effect: Every participant in ritual circle grants +1 bonus die to ritual outcome, maximum participants equal to your Spirit score Coordination Complexity: +5 (coordinating complex spiritual ritual across multiple participants)

Power Reservoir

Triggering Skill: Ritual (Spirit) Archetype: Support Action Type: Extended Action (spiritual battery) Effect: Store spiritual energy across multiple days, accumulate ritual power for later use

in major spiritual working Coordination Complexity: +2 (maintaining spiritual energy storage over time)

Pulse Alert

Triggering Skill: Spirit Sense (Spirit) Archetype: Combat Action Type: Reaction (spiritual warning) Effect: Warn allies of unseen spiritual approach or supernatural threat, grant +2 initiative against spiritual enemies Coordination Complexity: +1 (quick spiritual threat communication)

Tag Aura

Triggering Skill: Spirit Sense (Spirit) Archetype: Support Action Type: Minor Action (spiritual marking) Effect: Mark spiritual entity for others to perceive, allow non-spiritual allies to target or interact with spiritual beings Coordination Complexity: +2 (making spiritual perceptions accessible to others)

Craft Helper Skills

Heat Synchrony

Triggering Skill: Smithing (Craft) Archetype: Support Action Type: Minor Action (forge coordination) Effect: If working on same item, all helpers may reroll 1 die on failed crafting attempts that session through synchronized metalworking Coordination Complexity: +2 (coordinating hammer strikes and heating cycles)

Alloy Mastery

Triggering Skill: Smithing (Craft) Archetype: Craft Action Type: Major Action (material enhancement) Effect: Grant +1d4 bonus dice to final product quality by introducing specialized alloy techniques or rare metal integration Coordination Complexity: +1 (sharing metallurgical expertise)

Function First

Triggering Skill: Toolcraft (Craft) Archetype: Support Action Type: Minor Action (tool optimization) Effect: Treat one complex tool as if you had the matching helper skill for duration of its use through superior tool design Coordination Complexity: +1 (explaining optimal tool usage)

Modular Design

Triggering Skill: Toolcraft (Craft) Archetype: Craft Action Type: Major Action (adaptive creation) Effect: Create tool that can serve multiple functions, reduce CV by 2 for related tasks when using your custom tool Coordination Complexity: +2 (coordinating multi-function tool usage)

Resonant Anchor

Triggering Skill: Artifice (Craft) Archetype: Support Action Type: Major Action (component preservation) Effect: On failed crafting roll, retain 1 magical component instead of consuming it through superior binding techniques Coordination Complexity: +3 (coordinating magical and technical integration)

Harmonic Fusion

Triggering Skill: Artifice (Craft) Archetype: Craft Action Type: Extended Action (enchantment synthesis) Effect: Combine two different magical effects into single item, create unique hybrid enchantments Coordination Complexity: +4 (balancing competing magical energies)

Safety Anchor Point

Triggering Skill: Construction (Craft) Archetype: Support Action Type: Reaction (accident prevention) Effect: During construction work, negate first failed coordination check among helpers through superior safety protocols Coordination Complexity: +2 (maintaining safety awareness across work site)

Load Distribution

Triggering Skill: Construction (Craft) Archetype: Craft Action Type: Major Action (structural optimization) Effect: Enhance building structural integrity, grant +1d6 bonus dice to architecture rolls through engineering analysis Coordination Complexity: +3 (coordinating complex structural calculations)

Fit Check

Triggering Skill: Tailoring (Craft) Archetype: Social Action Type: Minor Action (disguise enhancement) Effect: Once per scene, reduce disguise detection CV by 2 through perfect garment fitting and appearance matching Coordination Complexity: +1 (quick fitting adjustments)

Style Synthesis

Triggering Skill: Tailoring (Craft) Archetype: Social Action Type: Major Action (fashion creation) Effect: Create clothing that grants +1d4 bonus dice to specific social interactions through targeted style design Coordination Complexity: +2 (coordinating fashion with social strategy)

Field Jury Rig

Triggering Skill: Repair (Craft) Archetype: Support Action Type: Minor Action (emergency fix) Effect: Spend 1 FP to restore 1 function to broken item for 1 scene through improvised emergency repairs Coordination Complexity: +1 (quick repair coordination)

System Restoration

Triggering Skill: Repair (Craft) Archetype: Support Action Type: Major Action (comprehensive repair) Effect: Restore item to better-than-original condition, grant +1 to item's effectiveness permanently through superior repair techniques Coordination Complexity: +2 (coordinating comprehensive restoration work)

Savoring Steam

Triggering Skill: Cooking (Craft) Archetype: Support Action Type: Major Action (morale cooking) Effect: If allies eat your food during rest, they may clear 1 minor status through nourishing meal preparation Coordination Complexity: +2 (coordinating meal timing with rest cycles)

Culinary Chemistry

Triggering Skill: Cooking (Craft) Archetype: Support Action Type: Major Action (alchemical cooking) Effect: Create food that provides specific temporary bonuses, grant +1d4 to chosen attribute for next scene Coordination Complexity: +3 (coordinating ingredient effects with ally needs)

Shared Canvas

Triggering Skill: Artistry (Craft) Archetype: Support Action Type: Major Action (collaborative art) Effect: Another player may use their own status to grant you extra die (d6) on Artistry check through artistic collaboration Coordination Complexity: +3 (coordinating artistic vision across multiple creators)

Emotional Resonance

Triggering Skill: Artistry (Craft) Archetype: Social Action Type: Major Action (mood influence) Effect: Create art that influences emotional state of viewers, apply Inspired, Contemplative, or Stirred status to audience Coordination Complexity: +2 (coordinating artistic impact with social goals)

Form Speaks

Triggering Skill: Design (Craft) Archetype: Support Action Type: Major Action (intuitive design) Effect: Anyone using your design gets +1d4 to first roll involving it per scene through superior user interface Coordination Complexity: +1 (creating self-explanatory design)

Ergonomic Flow

Triggering Skill: Design (Craft) Archetype: Support Action Type: Major Action (efficiency design) Effect: Reduce coordination complexity by 1 for any group action using your designed system or workspace Coordination Complexity: +2 (optimizing workflow for group coordination)

Legacy Link

Triggering Skill: Masterwork Creation (Craft) Archetype: Support Action Type: Extended Action (item bonding) Effect: When aiding masterwork project, gain Bond with item; reroll 1 die when using it later even if not owner Coordination Complexity: +4 (deep spiritual and technical investment in creation)

Evolutionary Design

Triggering Skill: Masterwork Creation (Craft) Archetype: Craft Action Type: Extended Action (adaptive creation) Effect: Create item that grows with user, gains new capabilities based on how it's used and wielder's development Coordination Complexity: +5 (coordinating complex adaptive systems with user needs)

Lore Helper Skills

Echo of the Past

Triggering Skill: History (Lore) Archetype: Knowledge Action Type: Minor Action (historical precedent) Effect: Once per day, declare historical precedent to gain +1d6 bonus dice on related action through applied historical knowledge Coordination Complexity: +1 (sharing relevant historical context)

Pattern Convergence

Triggering Skill: History (Lore) Archetype: Knowledge Action Type: Major Action (historical analysis) Effect: Identify recurring historical patterns to predict likely outcomes, grant allies +1d4 to strategic planning rolls Coordination Complexity: +2 (translating historical patterns into actionable intelligence)

Trail Advantage

Triggering Skill: Geography (Lore) Archetype: Support Action Type: Major Action (route optimization) Effect: On successful preparation, allies move 1 additional zone on overland travel

that day through superior route planning Coordination Complexity: +2 (coordinating group movement along optimized routes)

Terrain Reading

Triggering Skill: Geography (Lore) Archetype: Combat Action Type: Minor Action (tactical geography) Effect: Grant allies +1d4 bonus dice to actions that use terrain features through geographic analysis and positioning advice Coordination Complexity: +2 (coordinating tactical positioning with terrain knowledge)

Rite of Welcome

Triggering Skill: Anthropology (Lore) Archetype: Social Action Type: Minor Action (cultural integration) Effect: Once per session, ignore 1 CV penalty due to cultural unfamiliarity through proper cultural protocol execution Coordination Complexity: +2 (coaching others in unfamiliar cultural practices)

Social Architecture

Triggering Skill: Anthropology (Lore) Archetype: Social Action Type: Major Action (cultural navigation) Effect: Map social power structures and relationships, reduce social CVs by 2 when working within understood cultural framework Coordination Complexity: +3 (coordinating group behavior within complex cultural systems)

Loose Thread

Triggering Skill: Investigation (Lore) Archetype: Knowledge Action Type: Reaction (mystery advancement) Effect: Spend 1 FP to ask GM one leading question about any mystery you're working on, gain crucial investigative insight Coordination Complexity: +1 (sharing investigative breakthrough)

Evidence Web

Triggering Skill: Investigation (Lore) Archetype: Knowledge Action Type: Major Action (deductive synthesis) Effect: Connect multiple clues into comprehensive theory, grant +1d6 bonus dice to final mystery resolution attempt Coordination Complexity: +3 (coordinating complex investigative reasoning across multiple clues)

Protective Ink

Triggering Skill: Occultism (Lore) Archetype: Support Action Type: Major Action (mystical protection) Effect: After preparing ward or protective symbol, gain 1 resistance to mental intrusion for the day through occult knowledge Coordination Complexity: +2 (coordinating occult protections with group activities)

Forbidden Synthesis

Triggering Skill: Occultism (Lore) Archetype: Knowledge Action Type: Extended Action (dangerous knowledge) Effect: Combine multiple occult sources to unlock hidden knowledge, but risk gaining Haunted or Obsessed status Coordination Complexity: +4 (managing dangerous occult research with safety protocols)

Elegant Proof

Triggering Skill: Mathematics (Lore) Archetype: Support Action Type: Major Action (logical foundation) Effect: When your mathematical analysis justifies a plan, first ally to execute gains +1d6 bonus dice through superior preparation Coordination Complexity: +2 (translating mathematical analysis into practical execution)

Probability Matrix

Triggering Skill: Mathematics (Lore) Archetype: Knowledge Action Type: Major Action (risk analysis) Effect: Calculate risk/reward ratios for multiple options, grant allies reroll on one critical decision per scene Coordination Complexity: +3 (coordinating probability analysis with group decision-making)

Living Legend

Triggering Skill: Mythology (Lore) Archetype: Social Action Type: Minor Action (mythic resonance) Effect: Gain +1d4 bonus dice when invoking myth during social or spiritual test through powerful storytelling Coordination Complexity: +1 (sharing mythological context effectively)

Archetypal Invocation

Triggering Skill: Mythology (Lore) Archetype: Spirit Action Type: Major Action (mythic channeling) Effect: Channel mythological archetype to gain temporary trait or ability associated with that mythic figure Coordination Complexity: +3 (coordinating mythic persona with group dynamics)

Steady Hands

Triggering Skill: Medicine (Lore) Archetype: Support Action Type: Reaction (treatment assistance) Effect: Ignore first -1 penalty due to stress or time pressure during medical treatment through clinical training Coordination Complexity: +1 (maintaining medical focus under pressure)

Diagnostic Insight

Triggering Skill: Medicine (Lore) Archetype: Support Action Type: Major Action (medical analysis) Effect: Identify optimal treatment approach, double HP restoration from next Healing attempt through superior diagnosis Coordination Complexity: +2 (coordinating diagnostic findings with treatment execution)

Quoting You

Triggering Skill: Rhetoric (Lore) Archetype: Social Action Type: Reaction (rhetorical support) Effect: Use ally's earlier successful statement to reroll 1 failed Presence or Lore test through rhetorical callback Coordination Complexity: +2 (timing rhetorical callbacks with ongoing arguments)

Discourse Control

Triggering Skill: Rhetoric (Lore) Archetype: Social Action Type: Major Action (debate mastery) Effect: Control flow and framing of group discussion, grant allies +1d4 when they adopt your rhetorical framework Coordination Complexity: +3 (coordinating rhetorical strategy across multiple speakers)

Legal Precision

Triggering Skill: Documentation (Lore) Archetype: Social Action Type: Minor Action (procedural mastery) Effect: Reduce any CV associated with procedural or paperwork confusion by 2 through superior documentation skills Coordination Complexity: +1 (clarifying legal or procedural requirements)

Institutional Memory

Triggering Skill: Documentation (Lore) Archetype: Knowledge Action Type: Major Action (record synthesis) Effect: Access comprehensive institutional knowledge, gain +1d6 to any roll involving established procedures or precedents Coordination Complexity: +2 (translating institutional knowledge into practical application)

Empathy Helper Skills

Mind Map

Triggering Skill: Psychology (Empathy) Archetype: Social Action Type: Minor Action (psychological profiling) Effect: Once per session, name probable belief or fear target holds to gain +1d6 bonus dice to social action against them Coordination Complexity: +2 (sharing psychological insights without alerting target)

Behavioral Prediction

Triggering Skill: Psychology (Empathy) Archetype: Knowledge Action Type: Major Action (pattern analysis) Effect: Predict target's likely responses to different approaches, grant allies +1d4 to social interactions with analyzed target Coordination Complexity: +3 (coordinating group approach based on psychological analysis)

Safe Space

Triggering Skill: Counseling (Empathy) Archetype: Support Action Type: Major Action (therapeutic environment) Effect: Reduce trauma recovery CV by 2 this scene for all present through creating emotionally secure environment Coordination Complexity: +2 (maintaining therapeutic atmosphere during group activities)

Guided Reflection

Triggering Skill: Counseling (Empathy) Archetype: Support Action Type: Extended Action (deep therapy) Effect: Help ally process specific trauma or behavioral pattern, remove one persistent negative status through sustained counseling Coordination Complexity: +3 (managing deep therapeutic process while maintaining group function)

Creature Bond

Triggering Skill: Animal Handling (Empathy) Archetype: Support Action Type: Minor Action (animal empathy) Effect: Gain +1d4 bonus dice to next action when your animal companion is injured or threatened through protective instinct Coordination Complexity: +1 (natural empathic bond requires minimal coordination)

Pack Coordination

Triggering Skill: Animal Handling (Empathy) Archetype: Combat Action Type: Major Action (multi-animal control) Effect: Coordinate multiple animals in tactical formation, grant +1 to initiative and positioning for all animal allies Coordination Complexity: +4 (coordinating multiple animal behaviors simultaneously)

Field Medic

Triggering Skill: Healing (Empathy) Archetype: Support Action Type: Reaction (emergency healing) Effect: Once per scene, heal 1 HP to downed or bleeding character instantly through emergency medical intervention Coordination Complexity: +1 (emergency response requires minimal coordination)

Triage Coordinator

Triggering Skill: Healing (Empathy) Archetype: Support Action Type: Major Action (medical prioritization) Effect: Optimize healing across multiple injured allies, distribute healing effects efficiently based on greatest need Coordination Complexity: +4 (coordinating complex medical priorities across multiple patients)

Shared Burden

Triggering Skill: Comfort (Empathy) Archetype: Support Action Type: Major Action (emotional transfer) Effect: Transfer 1 status (e.g. Haunted) from another to yourself during downtime through emotional support and burden sharing Coordination Complexity: +2 (managing emotional transfer without overwhelming yourself)

Presence of Peace

Triggering Skill: Comfort (Empathy) Archetype: Support Action Type: Minor Action (calming influence) Effect: Reduce environmental stress or tension, grant all nearby allies +1 to Resolve-based rolls through calming presence Coordination Complexity: +1 (natural calming influence)

Emotional Mirror

Triggering Skill: Reading Emotions (Empathy) Archetype: Social Action Type: Reaction (empathic mimicry) Effect: Copy or counter one emotional status held by another character once per scene through empathic resonance Coordination Complexity: +2 (managing empathic resonance without losing your own emotional center)

Mood Cartographer

Triggering Skill: Reading Emotions (Empathy) Archetype: Social Action Type: Major Action (group emotional mapping) Effect: Read emotional dynamics of entire group, identify hidden tensions and provide +1d4 to mediation attempts Coordination Complexity: +3 (processing complex group emotional dynamics)

Breakthrough Session

Triggering Skill: Therapy (Empathy) Archetype: Support Action Type: Extended Action (therapeutic breakthrough) Effect: Restore 1 HP to Heart and remove 1 trauma-related status on successful therapeutic session Coordination Complexity: +2 (maintaining therapeutic environment while integrating breakthroughs)

Trauma Integration

Triggering Skill: Therapy (Empathy) Archetype: Support Action Type: Extended Action (deep healing) Effect: Help ally transform trauma into strength, convert negative status into related

positive trait through integrated therapy Coordination Complexity: +4 (complex therapeutic process requiring sustained focus)

Lesson in Action

Triggering Skill: Teaching (Empathy) Archetype: Support Action Type: Major Action (skill transfer) Effect: Once per day, grant another character benefit of one helper skill you know for 1 roll through empathic instruction Coordination Complexity: +3 (teaching through empathic connection and demonstration)

Learning Environment

Triggering Skill: Teaching (Empathy) Archetype: Support Action Type: Major Action (educational optimization) Effect: Create optimal learning conditions, grant all allies +1d4 to skill advancement rolls this session Coordination Complexity: +3 (optimizing learning environment for multiple different learning styles)

Shared Ground

Triggering Skill: Mediation (Empathy) Archetype: Social Action Type: Major Action (conflict resolution) Effect: If two parties are willing, reduce all social CVs between them by 2 this scene through finding common ground Coordination Complexity: +4 (managing complex emotional dynamics between conflicting parties)

Neutral Territory

Triggering Skill: Mediation (Empathy) Archetype: Social Action Type: Major Action (peace facilitation) Effect: Create temporary truce conditions, prevent escalation and force cooling-off period in heated conflicts Coordination Complexity: +3 (maintaining neutral position while managing opposing emotional forces)

Community Link

Triggering Skill: Social Work (Empathy) Archetype: Social Action Type: Extended Action (network activation) Effect: Once per mission, call in help from NPC or group you've previously assisted without rolling through community bonds Coordination Complexity: +2 (activating community networks for specific assistance)

Resource Coordinator

Triggering Skill: Social Work (Empathy) Archetype: Support Action Type: Major Action (aid distribution) Effect: Efficiently distribute resources or aid to those in need, maximize benefit from available assistance resources Coordination Complexity: +3 (coordinating complex aid distribution across multiple needs)

Healing Touch

Triggering Skill: Veterinary Care (Empathy) Archetype: Support Action Type: Minor Action (animal healing) Effect: Stabilize injured animal or remove one minor status from creature through empathic healing connection Coordination Complexity: +1 (direct empathic connection with animal)

Interspecies Communication

Triggering Skill: Veterinary Care (Empathy) Archetype: Knowledge Action Type: Major Action (animal understanding) Effect: Establish basic communication with non-speaking creature, gain insights into animal perspective or needs Coordination Complexity: +2 (translating animal communication for others)

Resolve Helper Skills

Iron Core

Triggering Skill: Mental Fortitude (Resolve) Archetype: Support Action Type: Reaction (status immunity) Effect: Once per scene, ignore 1 status (Fragmented, Numb, Obsessed) for 1 round through sheer mental determination Coordination Complexity: +1 (maintaining mental fortress while coordinating with others)

Unbreakable Will

Triggering Skill: Mental Fortitude (Resolve) Archetype: Support Action Type: Minor Action (mental shield) Effect: Grant ally +1d6 bonus dice to resist mental effects or forced actions through shared determination Coordination Complexity: +2 (extending mental fortitude to protect others)

Stay the Course

Triggering Skill: Persistence (Resolve) Archetype: Support Action Type: Minor Action (project assistance) Effect: Reroll 1 failed project step during long-form effort through encouraging sustained effort Coordination Complexity: +1 (simple encouragement and persistence coaching)

Momentum Builder

Triggering Skill: Persistence (Resolve) Archetype: Support Action Type: Major Action (progress acceleration) Effect: Grant +1d4 bonus dice to all project-related rolls for remainder of session through sustained encouragement Coordination Complexity: +2 (maintaining motivational support across extended time)

Second Wind

Triggering Skill: Recovery (Resolve) Archetype: Support Action Type: Minor Action (energy restoration) Effect: Once per rest cycle, ally regains 1 Focus or Heart HP through supported recovery techniques Coordination Complexity: +1 (simple recovery support)

Resilience Training

Triggering Skill: Recovery (Resolve) Archetype: Support Action Type: Extended Action (recovery optimization) Effect: Improve ally's natural recovery rate by +1 HP per rest cycle through teaching recovery techniques Coordination Complexity: +3 (teaching complex recovery methodologies)

Vision Anchor

Triggering Skill: Long-term Planning (Resolve) Archetype: Support Action Type: Major Action (strategic support) Effect: Allies gain +1 bonus dice to project coordination rolls when helping achieve your long-term plan Coordination Complexity: +3 (maintaining long-term vision while coordinating immediate actions)

Strategic Reserve

Triggering Skill: Long-term Planning (Resolve) Archetype: Knowledge Action Type: Extended Action (contingency planning) Effect: Once per arc, automatically succeed on one long-term planning roll through prepared contingencies Coordination Complexity: +2 (activating prepared strategic resources)

Daily Ritual

Triggering Skill: Discipline (Resolve) Archetype: Support Action Type: Extended Action (habit reinforcement) Effect: Choose discipline theme; once per scene, gain +1 bonus die to any related roll through maintained routine Coordination Complexity: +1 (personal discipline requires minimal coordination)

Discipline Network

Triggering Skill: Discipline (Resolve) Archetype: Support Action Type: Extended Action (group habits) Effect: Establish group discipline practice, all participants gain +1d4 to first action each day when routine is maintained Coordination Complexity: +4 (coordinating group behavioral patterns)

Mental Armor

Triggering Skill: Fortification (Resolve) Archetype: Support Action Type: Major Action (preemptive defense) Effect: You or ally may ignore first status condition suffered this scene through mental preparation Coordination Complexity: +2 (extending mental preparation to protect others)

Preparation Protocol

Triggering Skill: Fortification (Resolve) Archetype: Combat Action Type: Major Action (readiness enhancement) Effect: Grant entire team +1d4 bonus dice to initiative and first-round actions through superior mental preparation Coordination Complexity: +3 (coordinating group mental readiness)

Remember Together

Triggering Skill: Grief Processing (Resolve) Archetype: Support Action Type: Major Action (shared mourning) Effect: All allies regain 1 HP (Heart or Focus) during shared reflection through collective grief processing Coordination Complexity: +3 (facilitating healthy group grief process)

Memorial Strength

Triggering Skill: Grief Processing (Resolve) Archetype: Support Action Type: Extended Action (transformative mourning) Effect: Transform grief into strength, convert loss-related negative status into Inspired or Determined Coordination Complexity: +2 (guiding grief transformation process)

Regulation Break

Triggering Skill: Stress Management (Resolve) Archetype: Support Action Type: Minor Action (stress relief) Effect: Once per day, cancel Overstimulated, Fragmented, or Obsessed status through stress management techniques Coordination Complexity: +1 (simple stress relief techniques)

Pressure Valve

Triggering Skill: Stress Management (Resolve) Archetype: Support Action Type: Major Action (group stress relief) Effect: Reduce stress-related coordination complexity by 1 for all group actions this scene through group stress management Coordination Complexity: +2 (coordinating group stress relief)

Closing Push

Triggering Skill: Project Completion (Resolve) Archetype: Support Action Type: Major Action (completion assistance) Effect: Once per project, turn partial success on final task into full

success through determination and finishing focus Coordination Complexity: +2 (coordinating final completion efforts)

Completion Catalyst

Triggering Skill: Project Completion (Resolve) Archetype: Support Action Type: Major Action (project acceleration) Effect: Reduce time required for final project phase by half through focused completion drive Coordination Complexity: +3 (maintaining completion focus while coordinating final efforts)

Routine Anchor

Triggering Skill: Habit Formation (Resolve) Archetype: Support Action Type: Extended Action (habit support) Effect: If ally continues declared habit, give them +1d4 bonus dice to any roll related to that habit Coordination Complexity: +2 (supporting and reinforcing another's habit formation)

Behavioral Architecture

Triggering Skill: Habit Formation (Resolve) Archetype: Support Action Type: Extended Action (habit system design) Effect: Design habit system for ally that grants +1 to related attribute advancement when consistently maintained Coordination Complexity: +4 (designing and coordinating complex behavioral change systems)

Chapter 12: Magic System Suggested

Modular Magic System - The Arms Race Approach

Core Philosophy: Magic is an arms race. Your first spell costs everything and produces a spark. Your mastery lets you cast sparks effortlessly while working on siege-weapon-level rituals that take days but reshape battlefields.

Energy & Force Components

The raw power behind magical effects - costs and times scale exponentially.

Component	Tier	FP Cost	Effect	Resource Cost	Base Casting Time
Create Energy I	1	15	Candle flame, warm touch	1d4 Spirit	1 hour
Create Energy II	2	25	Torch flame, painful heat	1d8 Spirit	2 hours
Create Energy III	3	45	Bonfire intensity, burning wounds	1d12 Spirit	4 hours
Create Energy IV	4	75	Forge heat, devastating burns	1d20 Spirit	8 hours
Create Energy V	Cosmic	150	Solar intensity, matter destruction	2d20 Spirit, 1d6 Might	16 hours
Project Force I	1	12	Touch range, gentle push	1d4 Spirit	30 minutes
Project Force II	2	20	Across room, solid impact	1d6 Spirit	1 hour
Project Force III	3	35	Distant targets, multiple projectiles	1d10 Spirit	2 hours
Project Force IV	4	60	Battlefield range, siege effects	1d12 Spirit, 1d4 Resolve	4 hours
Reality Projection	Cosmic	120	Cross-dimensional, reality-warping reach	1d20 Spirit, 1d8 Heart, True Name	8 hours

Matter & Form Components

Shaping reality through substance manipulation.

Component	Tier	FP Cost	Effect	Resource Cost	Base Casting Time
Shape Matter I	1	18	Bend spoons, soften clay	1d6 Spirit	2 hours
Shape Matter II	2	30	Reshape tools, alter furniture	1d8 Spirit	4 hours
Shape Matter III	3	55	Architectural changes, transmute materials	1d12 Spirit, 1d4 Craft	8 hours
Shape Matter IV	4	90	Geological alteration, mass transmutation	1d20 Spirit, 1d6 Resolve	1 day
Fundamental Alteration	Cosmic	200	Change physical laws, create new elements	2d20 Spirit, 1d8 Intellect, Natural Law	3 days
Create Substance I	1	20	Handful of simple matter (water, stone)	1d6 Spirit	90 minutes
Create Substance II	2	35	Complex materials (steel, glass, cloth)	1d10 Spirit	3 hours
Create Substance III	3	65	Precious materials (gold, gems, rare metals)	1d12 Spirit, 1d6 Lore	6 hours

Component	Tier	FP Cost	Effect	Resource Cost	Base Casting Time
Genesis Creation	Cosmic	180	Create impossible materials, living matter	2d12 Spirit, 1d8 Heart, Life Force	2 days

Sensory & Illusion Components

Manipulating perception and information.

Component	Tier	FP Cost	Effect	Resource Cost	Base Casting Time
Sound Weaving I	1	10	Whispers, simple sounds	1d4 Spirit	20 minutes
Sound Weaving II	2	18	Voices, complex music, sound displacement	1d6 Spirit	45 minutes
Sound Weaving III	3	30	Sonic weapons, perfect mimicry, silence zones	1d8 Spirit	90 minutes
Harmonic Control	4	55	Structural resonance, mass suggestion via sound	1d12 Spirit, 1d4 Empathy	3 hours
Light Shaping I	1	12	Colored light, simple patterns	1d4 Spirit	30 minutes
Light Shaping II	2	22	Simple illusions,	1d8 Spirit	1 hour

Component	Tier	FP Cost	Effect	Resource Cost	Base Casting Time
			camouflage, invisibility		
Light Shaping III	3	40	Complex illusions, perfect disguises	1d10 Spirit, 1d4 Grace	2 hours
Reality Mirage	4	70	Illusions with physical substance	1d12 Spirit, 1d6 Resolve	4 hours
Truth Distortion	Cosmic	140	Make lies temporarily true	1d20 Spirit, 1d8 Lore, Fundamental Truth	6 hours
Mirror Magic I	2	25	Reflection manipulation, scrying through mirrors	1d6 Spirit, Mirror	1 hour
Mirror Magic II	3	45	Step through mirrors, reflection duplicates	1d10 Spirit, 1d4 Grace	2 hours
Mirror Magic III	4	80	Trap souls in mirrors, reflection armies	1d12 Spirit, 1d6 Heart, Soul Fragment	5 hours

Time Reduction Techniques

The key to magical arms race - making lower tier magic faster so you can work on the big stuff.

Technique	Tier	FP Cost	Effect	Applies To	Prerequisites
Practiced Casting I	1	20	Reduce Tier 1 casting time by 75%	Tier 1 spells only	Cast same spell 10+ times
Practiced Casting II	2	35	Reduce Tier 2 casting time by 75%	Tier 2 spells only	Cast same spell 10+ times
Practiced Casting III	3	55	Reduce Tier 3 casting time by 75%	Tier 3 spells only	Cast same spell 10+ times
Practiced Casting IV	4	80	Reduce Tier 4 casting time by 50%	Tier 4 spells only	Cast same spell 5+ times
Efficient Channeling I	1	25	Reduce Spirit cost by 2 for Tier 1 spells	Tier 1 spells only	Channeling skill 3+
Efficient Channeling II	2	40	Reduce Spirit cost by 3 for Tier 2 spells	Tier 2 spells only	Efficient Channeling I
Efficient Channeling III	3	65	Reduce Spirit cost by 4 for Tier 3 spells	Tier 3 spells only	Efficient Channeling II
Instant Mastery	Cosmic	200	Cast any Tier 1-3 spell instantly, 1/day	Tier 1-3 spells	All Practiced Casting I-III

Scaling Amplification

Making your big spells even bigger - the siege weapon path.

Amplifier	Tier	FP Cost	Effect	Cost Multiplier	Time Multiplier
Overcharge I	2	30	Double spell's base effect	×2 Spirit cost	×1.5 time
Overcharge II	3	50	Triple spell's base effect	×3 Spirit cost	×2 time
Overcharge III	4	75	Quadruple spell's base effect	×4 Spirit cost	×3 time
Reality Overwrite	Cosmic	150	×10 spell effect, bypass resistances	×5 all costs	×4 time
Multi-Cast I	3	40	Cast same spell 3 times simultaneously	×2.5 cost	×2 time
Multi-Cast II	4	70	Cast same spell 5 times simultaneously	×3 cost	×3 time
Spell Storm	Cosmic	120	Cast same spell continuously for 1 hour	×10 cost	×20 time

Specialization Paths

Choose your magical tradition. Each path locks out others.

Path	Focus	Unique Techniques	Locks Out	Entry Cost
Divine Channeler	Healing, protection, light	Divine Intervention, Sacred	Infernal, Void paths	25 FP, Faith skill

Path	Focus	Unique Techniques	Locks Out	Entry Cost
		Geometry, Blessed Restoration		
Elemental Shaper	Fire, earth, air, water	Elemental Mastery, Storm Calling, Primordial Speech	Void, Shadow paths	30 FP, Channeling skill
Mind Weaver	Thoughts, emotions, memories	Thought Reading, Memory Palace, Empathic Surge	Divine, Elemental paths	35 FP, Psychology skill
Void Walker	Darkness, entropy, negation	Entropy Touch, Shadow Step, Null Field	Divine, Elemental paths	50 FP, Soul Reading skill
Time Binder	Temporal manipulation	Time Slip, Causal Loop, Temporal Anchor	All other paths	75 FP, Spiritual Insight skill
Reality Architect	Fundamental forces	Natural Law Override, Dimensional Fold, Existence Revision	Must abandon previous path	125 FP, Cosmic Tier

Defensive Techniques

Protection against magical and mundane threats.

Defense Type	Technique	Tier	FP Cost	Effect	Prerequisites
Magical Defense	Spell Ward I	1	15	+2 to resist magical effects	Warding skill

Defense Type	Technique	Tier	FP Cost	Effect	Prerequisites
	Spell Ward II	3	35	+4 to resist, reflects failed spells	Spell Ward I
	Null Field	5	80	Create anti-magic zone	Spell Ward II
Mundane Defense	Reality Anchor	2	25	+3 to resist unrealistic effects	Mental Fortitude skill
	Stubborn Existence	3	45	Ignore first magical effect per scene	Reality Anchor
	Absolute Denial	4	70	Once per session, declare magic "didn't happen"	Stubborn Existence

Collaborative Magic

Techniques for magical teamwork and shared power.

Technique	Tier	FP Cost	Effect	Prerequisites	Special
Ritual Sharing I	2	30	Split Spirit costs among willing participants	Circle Ritual skill	Max 3 participants
Ritual Sharing II	4	60	Split all costs, gain power from participants	Ritual Sharing I	Max 6 participants

Technique	Tier	FP Cost	Effect	Prerequisites	Special
Bond Casting	3	45	Use bonded character's attributes for casting	Strong bond with target	Both take backlash
Sympathetic Link	4	55	Cast spells through objects/people you've touched	Any projection component	Requires physical connection
Collective Unconscious	Cosmic	200	Draw power from all humans in region	Mind Weaver path, Cosmic	Massive ethical implications

Resource Management

Alternative ways to power your magic.

Resource Type	Technique	Cost	Benefit	Limitation
HP Pools	Might Channel	25 FP	Use Might HP instead of Spirit	Physical exhaustion effects
	Heart Channel	40 FP	Use Heart HP for emotional magic	Risk emotional numbness
Bonds	Bond Burn	35 FP	Destroy bond for massive power	Relationship permanently damaged
	Love's Power	60 FP	Draw strength from strong bonds	Bonded person shares backlash
Time/Future	Borrowed Time	50 FP	Cast now, pay costs over next week	Accumulating debt can be crippling

Resource Type	Technique	Cost	Benefit	Limitation
	Future Self	150 FP	Your future self casts the spell	Creates temporal paradoxes

Risk/Reward Techniques

High-power, high-danger magical options.

Technique	Tier	FP Cost	Benefit	Risk	Prerequisites
Overwhelming Force I	2	25	Add Spirit cost as Resolve damage to target	Take 1 Resolve damage yourself	Any attack component
Overwhelming Force II	4	50	Add 2x Spirit cost as damage	Take half damage yourself	Overwhelming Force I
Life Channel	3	40	Spend Might HP instead of Spirit HP	Cannot be healed until next rest	Any component
Memory Burn	4	60	Spend memories for massive power boost	Permanently lose 1 skill rank	Lore 5+
Soul Sacrifice	5	80	Reduce all costs to 1 for one casting	Permanently lose 1 Spirit	Spirit 8+
Reality Fracture	Cosmic	150	Bypass any magical limitation once	Roll d20: 1-5 = catastrophic backlash	Any Cosmic component

Example Siege Mage Builds

Showing how the arms race creates distinct magical roles.

Build Name	Specialization	Signature Capability	Weakness
The Cantrip Master	All Practiced Casting I-II, Efficient Channeling I-II	Casts Tier 1-2 spells instantly all day	Utterly helpless against big threats
The Siege Engineer	Create Energy IV + Project Force IV + Overcharge II	12-hour ritual creates city-destroying fireball	Completely vulnerable while casting
The Battlefield Controller	Shape Matter III + Multi-Cast I, moderate time reduction	4-hour ritual reshapes entire battlefield	Expensive, requires army protection
The Reality Architect	Fundamental Alteration + Reality Overwrite	Week-long ritual permanently changes physics	Literally cannot defend themselves while working
The Spy Master	All Illusion components + Practiced Casting	Perfect disguises and information gathering	No combat capabilities whatsoever

Chapter 13 — Narrative Guidance

Getting Started: Your First Session

Explaining the Dice

Start by showing players the dice they'll use: d4, d6, d8, d10, d12, and d20. Explain that higher numbers mean more sides, not necessarily "better"—a d20 gives more variability, while a d4 gives more consistency.

Exploding Dice: When you roll the maximum number on any die (6 on a d6, 20 on a d20), roll it again and add the results. This can chain indefinitely, creating those legendary moments when everything goes perfectly.

Basic Resolution: Roll your dice, add them up, compare to Target Value. Meet or exceed = success.

Character Creation as Collaborative Worldbuilding

Don't rush through character creation. Each choice builds your shared world.

Start with Generational Wealth: Have everyone roll 3d20 for each parent. These results immediately tell you about your world's economic structure. Are most characters from poverty? Wealth? Mixed backgrounds? This shapes your entire campaign.

Lifepath as Story: As players move through the ten life stages, ask questions. When someone chooses "Childhood Friend" as a companion, who is that? Are they another player's character? An NPC you'll create? Each choice becomes a story hook.

Note Bond Opportunities: Players can purchase Bond companions with Fate Points during character creation. These relationships are mechanical—they'll affect gameplay through helper cards and emotional stakes. Make sure players understand Bonds aren't just background flavor.

Running Encounters: When Dice Matter

The Declaration Moment

An encounter begins when someone declares they're using a skill or attempting something with uncertain outcome. This is your cue to shift from conversation to structured play.

The Flow:

1. Player declares intent and method ("I want to convince the merchant using Rhetoric")
2. You set Target Value based on difficulty and circumstances
3. Call for initiative to determine order
4. Everyone declares their actions—what are they doing and how?
5. Resolve in order: Instant actions first, then Short, then Long

Initiative and Action Coordination

Use the initiative questions from Chapter 8 to determine order. Rotate questions to keep spotlight moving:

- "Who has the most at stake here?"
- "Whose character would act fastest in this situation?"
- "Who brought snacks tonight?"

The key insight: Players act simultaneously but resolve in initiative order. Paul starts talking to the guard, everyone decides how to help, and Maria's prepared distraction becomes something entirely different when it actually happens.

Managing Unknown Outcomes

This is where the game shines—and where many Narrators struggle. You don't know what will happen. Embrace this.

Before the roll: Establish stakes. What happens on success? On failure? Get everyone's expectations aligned.

During the roll: Let the dice and helper cards create unexpected combinations. The failed Intimidation roll combined with a successful Comfort helper might create a completely different scene than anyone planned.

After the roll: Narrate based on what actually happened, not what you expected. If the players' clever coordination produces an unexpectedly high result, let them have that victory. If they fail despite good planning, make the consequences interesting, not punitive.

Action Scale Management

Different actions take different amounts of time, creating natural vulnerability and tactical choices.

Instant Actions (combat, quick responses): Everyone acts in initiative order within the same few seconds.

Short Actions (detailed work, negotiations): These span multiple rounds. Track who's committed to what—they can't switch to Instant actions while focused on their complex task.

Long Actions (crafting, research): Characters drop out of normal initiative flow. They're vulnerable to interruption and can't respond to immediate threats.

Use action scales to create meaningful choices. The baker who starts bread-making during a crisis can't also fight off attackers. The scholar deep in research can't notice the assassin approaching.

Target Values: The Art of Challenge

Your Target Value tables (Chapter 6) are calibrated for dramatic tension, not simulation. Well-prepared characters should succeed about 50% of the time on Normal challenges.

Consider the full context:

- Character's skill level and gear
- Helper card bonuses they might receive
- Environmental advantages or disadvantages
- Coordination complexity if multiple people are involved

Common mistake: Setting TVs too high because you forget about helper bonuses. A "Normal" TV 8 challenge for a Street-tier character becomes much easier when they have three friends helping and good equipment.

Social Stances: Managing the Flow

Social encounters use the same structure as physical ones, but with stances instead of weapons.

Let players establish stances naturally. When someone starts an emotional appeal, they're using Sympathy. When they present logical arguments, that's Convince. Don't make them declare "I'm using Convince stance"—just recognize it and apply the mechanics.

NPCs declare stances last. This gives players a chance to establish their approach before you decide how to respond. If three players are all using Sympathy, maybe your NPC shifts to Insight to cut through the emotional manipulation.

Remember the counter-wheel: Each stance beats one and loses to another. Use this to create dynamic conversations where different approaches work at different moments.

HP Pools and Status Effects: More Than Hit Points

This game has eight different HP pools, each representing a different type of capacity. Players can be "defeated" in multiple ways—and recovery requires different approaches.

Managing Multiple HP Pools

Don't track every pool for every NPC. Only use the HP pools that matter for the encounter. A social manipulator needs Will (Presence) and Heart (Empathy). A puzzle trap might target Psyche (Intellect). A physical laborer threatens Health (Might).

Collapse consequences vary by pool:

- **Health (Might) at 0**: Unconsciousness or death
- **Will (Presence) at 0**: Social withdrawal, loss of influence
- **Heart (Empathy) at 0**: Emotional shutdown, inability to connect
- **Focus (Resolve) at 0**: Mental breakdown, dissociation

Each collapse reduces the governing attribute by 1 until healed through appropriate means. This isn't just mechanical—it's narrative weight. The character whose Will collapses isn't just "defeated," they're fundamentally changed.

Status Effects as Story Tools

Status effects like Haunted, Numb, Inspired, or Wounded aren't just game mechanics—they're narrative cues. A character marked as Haunted carries emotional weight into future scenes. Someone who's Inspired acts differently than someone who's Afraid.

Apply status effects generously. They create story momentum and give players concrete things to address. The Helper Cards in Empathy and Resolve skills specifically target status removal—let those systems work.

Environmental status effects can define entire scenes. A tense negotiation might apply Overstimulated to everyone. A sacred space might grant Inspired. A cursed location could inflict Haunted on entry.

Bonds: The Heart of Collaboration

Bonds are relationships with mechanical weight. They're not just background—they're required for many advanced techniques players can purchase with Fate Points.

Creating and Defining Bonds

Bonds form through shared experience, not just declaration. Two characters who survive a crisis together develop a Bond. A character who consistently provides healing to the same person creates a Bond. The scholar who teaches someone over weeks forms a Bond.

Each Bond has tags that define its nature:

- **[Shared Past]**: History together, grants rerolls on trauma support
- **[Protector]**: One shields the other, can substitute on reactions
- **[Friction]**: Complicated relationship, bonus to Insight but higher costs
- **[Sacred]**: Deep spiritual connection, collapse affects both parties

Bond strength matters mechanically:

- **Weak Bond**: No mechanical effect, pure narrative
- **Moderate Bond**: +1d4 bonus dice or reduced costs on related actions
- **Strong Bond**: +1d6 bonus dice and status immunity transfer

Using Bonds in Play

Bonds activate when relevant. If two Bonded characters are working together on something that touches their relationship, the Bond provides mechanical benefits. The protector gets bonuses when defending their ward. Childhood friends gain advantages when supporting each other's goals.

Bonds can be damaged or broken. Betrayal, neglect, or fundamental disagreement can reduce Bond strength or add negative tags like [Fractured] or [Betrayed]. This isn't punishment—it's story development.

NPCs can have Bonds with PCs. The tavern keeper who's grateful for past help. The mentor who taught a character their trade. These relationships provide narrative weight and mechanical support when relevant.

Helper Cards: Coordinating Chaos

Helper Cards represent specific techniques for assisting others. They're not just mechanical bonuses—they're collaborative storytelling tools.

When to Use Helper Cards

Someone must declare they're helping before you determine what help is available. "I want to help Maria with her negotiation" triggers the system. Then you determine what kind of help is possible based on skills, positioning, and circumstances.

The helper rolls first. Their success determines the quality of assistance they can provide. Failed help often makes things worse—the nervous ally who tries to back up your intimidation attempt but clearly has no idea what they're doing.

Coordination Complexity adjusts the Target Value based on how difficult the collaboration is. Simple assistance (+1 to TV) versus complex coordination requiring precise timing (+3 or more to TV).

Managing Helper Interactions

Multiple helpers can stack, but coordination complexity increases rapidly. Two people helping means more communication overhead. Three or more requires exceptional coordination or starts becoming counterproductive.

Different archetypes help in different ways. The Combat specialist provides flanking and intimidation. The Knowledge specialist provides research and analysis. The Support specialist provides encouragement and healing.

Cross-archetype helping works but is harder. The scholar can help the warrior by providing tactical analysis, but it's more complex than another warrior providing flanking support.

Campaign Pacing and Structure

Session Structure

Begin with connections. Start each session by checking in on Bonds, ongoing projects, and character goals. This isn't just social time—it establishes the emotional stakes for what follows.

Use the three-encounter structure:

1. **Opening encounter**: Establishes the session's stakes and tone
2. **Development encounter**: Complicates the situation, reveals new information
3. **Resolution encounter**: Addresses the session's central conflict

End with consequences. Show how the session's events affect the world and relationships. Bonds strengthen or weaken. Status effects carry forward. Actions have lasting impact.

Long-term Play

Characters grow through use. The advancement system rewards characters for actually using their skills. Don't artificially limit this—let characters develop in the directions they're naturally growing.

Tier advancement changes everything. Moving from Street to City tier isn't just getting stronger—it's becoming a different kind of person who faces different kinds of problems. Use this to evolve your campaign's scope and stakes.

Bonds evolve. Relationships that start as simple cooperation can become deep spiritual connections. Former enemies can become trusted allies. Let these changes drive long-term story development.

Managing Different Archetypes

Each archetype creates different spotlight moments and needs different types of challenges.

Combat Specialists

Give them tactical choices, not just "roll to hit." Positioning matters. Protecting allies matters. The environment matters. A hallway fight plays differently than an open courtyard.

Use their intimidation socially. Physical presence affects negotiations. Sometimes the unspoken threat is more powerful than eloquent words.

Let them protect others. Combat specialists often see their role as shield for the group. Create moments where this matters—when the scholar needs time to research, when the crafter needs space to work.

Knowledge Specialists

Information is their weapon. Give them mysteries to solve, patterns to recognize, histories that matter to current events. Let research and analysis drive story development.

Make their teaching valuable. Knowledge specialists can share skills and provide tactical advantages through better planning and preparation.

Research takes time. Use the action scale system—while the knowledge specialist spends hours in the library, other characters handle the immediate crisis. Then the research pays off later.

Support Specialists

Healing is more than HP restoration. Status effect removal, trauma recovery, and emotional support drive story development. Let them be the heart of group resilience.

They coordinate others. Support specialists often become party coordinators, managing helper card interactions and keeping everyone working together effectively.

Show the cost of care. The empathy system has built-in burnout mechanics. Let supporters face compassion fatigue and need support themselves.

Social Specialists

Every NPC is a potential scene. Social specialists turn random encounters into relationship opportunities. Be ready to develop NPCs on the fly.

Networks matter. Their contacts and reputation provide story hooks and resource access. Let past social investments pay off in unexpected ways.

Social consequences persist. Reputation damage or relationship betrayals have lasting mechanical effects through the Bond system.

Physical Specialists

The world is their playground. Environmental mastery means they find routes others can't, survive conditions others can't, and turn terrain into advantage.

They enable group mobility. Getting everyone across the chasm, through the storm, or up the cliff becomes their specialty.

Survival skills drive exploration. Let them guide the group through dangerous territory, find resources, and read environmental dangers.

Equipment and Wealth Integration

Making Generational Wealth Matter

Starting equipment reflects background. The wealthy character begins with quality gear and social connections. The poor character starts with resourcefulness and street knowledge.

Wealth affects problem-solving approaches. Rich characters might hire help or buy their way out of problems. Poor characters improvise, trade favors, or find alternative solutions.

Economic pressure creates story. Characters who need money have different motivations than those who don't. Use this disparity to drive interpersonal dynamics.

Equipment as Story Tool

Gear tells stories. The heirloom sword, the handmade tools, the fancy clothes—each piece of equipment represents character history and values.

Quality matters mechanically. Better tools provide bonuses, but often come with social expectations or maintenance requirements.

Loss and damage have weight. When the master craftsman's tools break, it's not just mechanical inconvenience—it's emotional trauma requiring recovery.

Character Age Variations

The lifepath system assumes characters reach young adulthood, but you can modify this.

Younger Characters

Stop the lifepath early for child or teenage characters. Give them fewer total attribute points but possibly higher individual scores in their areas of focus.

Add innocence and impulsiveness. Younger characters might have more Fate Points to represent their openness to possibility, but less Resolve to represent their inexperience with hardship.

Growth during play matters more. Young characters should develop faster, gaining skills and attributes through play experience.

Older Characters

Add post-lifepath experiences. Give additional Fate Points and skill points proportional to years past 20. Someone who's 40 has had twenty more years of experience.

Consider life baggage. Older characters might start with more Bonds, but also more complicated relationships and past obligations.

Physical versus mental development. An older scholar might have incredible Lore and Intellect but declining Might and Grace.

Handling Failure and Consequences

Failure Drives Story Forward

"No, but..." and "Yes, and..." structures keep narrative momentum. Complete failure often stops story cold—partial success with complications keeps things moving.

Failed rolls reveal information. The failed lockpicking attempt makes noise, attracting attention. The failed negotiation reveals the NPC's true motivations.

Consequences ripple outward. Failed actions affect Bonds, reputation, resources, and future opportunities. Track these effects across sessions.

Types of Consequences

Immediate consequences happen right now. The guard notices you. The rope breaks. The spell fails catastrophically.

Delayed consequences appear later. The merchant remembers your insult. The rushed repair job fails at the worst moment. The lie catches up to you.

Relationship consequences affect Bonds and social connections. Betraying trust, failing to help when needed, or competing interests can damage relationships mechanically.

Resource consequences affect equipment, wealth, health, or status effects. These create ongoing pressure and force difficult choices.

Magic System Integration

If you're using the optional magic system:

Magic as Arms Race

Low-tier magic is expensive and slow. Beginning mages sacrifice everything for small effects. This creates interesting resource management and vulnerability windows.

Mastery changes everything. High-tier mages can cast low-level effects easily while working on reality-reshaping rituals. This creates natural character progression.

Specialization matters. Magic paths lock each other out, creating meaningful character choices and party dynamics.

Collaboration amplifies power. Ritual magic works best with multiple participants, reinforcing the game's cooperative themes.

Common Problems and Solutions

Problem: Players Don't Coordinate

Solution: Use coordination complexity to make solo approaches harder. Reward helper card use with better outcomes. Create challenges that require multiple skill types.

Problem: Social Encounters Feel Mechanical

Solution: Let stances emerge naturally from roleplay. Don't announce "I'm using Convince stance"—just recognize when logical arguments appear and apply the mechanics.

Problem: Combat Specialists Overshadow Others

Solution: Use the action scale system. While the warrior handles immediate threats, others work on longer-term solutions. Both approaches matter.

Problem: Too Many Status Effects to Track

Solution: Only track status effects that matter to current scenes. Let minor effects fade naturally. Focus on status effects that drive story development.

Problem: Players Avoid Difficult Challenges

Solution: Make the stakes clear. Show what happens if they don't act. Use Bond relationships and character values to make avoidance impossible.

NPC Creation and Management

Quick NPC Generation

Only stat what matters. A social manipulator needs Presence and Empathy. A physical threat needs Might and Grace. Don't create full character sheets for brief encounters.

Give NPCs one distinctive trait. The nervous laugh, the perfect posture, the habit of quoting poetry. Players remember personality more than statistics.

Use the threat templates from Chapter 13 for antagonists, but remember that most NPCs aren't threats—they're people with their own goals and problems.

Developing NPCs During Play

Let player interest drive development. If players keep interacting with the innkeeper, develop their backstory and motivations. If they ignore the lord's advisor, keep them simple.

NPCs form Bonds too. Grateful merchants, respected mentors, loyal students—these relationships provide story hooks and mechanical support.

Show NPC agency. NPCs pursue their own goals when players aren't around. The world continues moving, creating new situations and opportunities.

> *Not every threat wields a sword. Some wear uniforms. Some cry in your voice.*
> *Some manifest when the bread goes moldy.*

In *Socio-: Stories of Us*, threats do not need stat blocks as vast as player characters — but they do need to matter. Opponents are generated only for the points where they interact meaningfully with the systems: emotional weight, tactical friction, narrative consequence. They use the same attributes, HP pools, stances, and even helper-style abilities — just simplified, cardboard shadows of reality until tested.

📐 Opponent Template Anatomy

Each template includes:

- **Name / Concept**
- **Tier & Threat Value (TV)** — TV = 3 per Tier 1 opponent
- **Attributes** — Only those that matter
- **HP Pools** — Only those targeted or tested
- **Stances** — Preferred or reactive
- **Abilities** — Helper-like effects or unique triggers
- **Tags** — Persistent properties, like `[Armored]`, `[Crowd]`, `[Persistent]`
- **Status Triggers** — Conditions or turning points

⚠️ Encounter Design Notes

Players and threats act in the same **initiative phase**. Opponents **declare stances last**, giving players a chance to build toward emotional or tactical leverage.

Use the Threat Value (TV) system to balance encounters:

- Tier 1 PC ≈ TV 3
- Tier 2 PC ≈ TV 6
- Tier 3 PC ≈ TV 9+

Example: 3 Tier 1 PCs = TV 9 encounter
Options:

- 3 Tier 1 threats (TV 3 × 3)
- 1 Tier 2 elite (TV 6) + 1 Supporter (TV 3)

🧍 Small Crowd (Disruptive Bystanders)

They jeer, push, record. They're not armed — but they shape the outcome.

- **Tier**: 1
- **TV**: 3
- **Attributes**:
  - Presence: d6
  - Awareness: d4
- **HP Pools**:
  - Will (Presence): 8
  - Perception (Awareness): 5
- **Stances**: *Follow* or *Sympathy*
- **Ability** — *Group Hysteria*: If two players fail Presence checks in same round, inflict [Afraid] on their target.
- **Tags**: [Crowd], [Reactive]
- **Trigger**: Below half HP, switch stance to *Command* and scatter.

🧍 Bureaucratic Mob (Petitioners, Protesters, Clerks)

They aren't trying to kill you. But they will drown you in paper, process, and policy.

- **Tier**: 2
- **TV**: 6
- **Attributes**:
  - Intellect: d6
  - Presence: d8
- **HP Pools**:
  - Psyche (Intellect): 10

- Will (Presence): 12
- **Stances**: *Command* or *Sympathy*
- **Ability** — *Procedural Tangle*: Targeted checks require a cited precedent or roll with Disadvantage.
- **Helper-Effect** — *Form 38-F*: Once per scene, inflict [Winded] and block action for 1 round unless Awareness + Lore check succeeds.
- **Tags**: [Entitled], [Organized]
- **Trigger**: Public defiance marks you as [Haunted] until their demands are resolved.

🧟‍♀️ Swarms (Rumor Beasts, Paperwork Floods, The Burned Archive)

One voice becomes many. One shape becomes pressure. They overwhelm by presence, not precision.

- **Tier**: 2
- **TV**: 6
- **Attributes**:
    - Intellect: d8
    - Grace: d6
- **HP Pools**:
    - Psyche (Intellect): 12
    - Motion (Grace): 10
- **Stances**: *Insight* or *Command*
- **Ability** — *Tidal Logic*: If targeted with the same stance twice in a round, gain Advantage with that stance next round.
- **Helper-Effect** — *Floodgate*: Once per scene, all targets take [Numb] unless Resolve d8+ roll.
- **Tags**: [Endless], [Shifting]
- **Trigger**: Surviving a scene causes [Haunted].

🧠 Social Manipulator (Charismatic Faith-Broker)

He speaks like your father, your teacher, your heart. He doesn't win — you surrender.

- **Tier**: 2
- **TV**: 6
- **Attributes**:
    - Presence: d10
    - Empathy: d8

- **HP Pools**:
    - Will (Presence): 10
    - Heart (Empathy): 10
- **Stances**: *Sympathy* or *Insight*
- **Ability** — *Soft Words, Hard Chains*: Choosing *Follow* causes 1 Resolve HP loss next round.
- **Helper-Effect** — *Resonant Testimony*: Sympathy success lets an ally act again with +d6.
- **Tags**: [Persuasive], [Messianic], [Polarizing]
- **Trigger**: Extended contact inflicts [Inspired] or [Afraid], matching alignment.

👻 Echo of Regret (Supernatural Presence)

It walks like someone you lost. It only speaks when it's too late.

- **Tier**: 3
- **TV**: 9
- **Attributes**:
    - Awareness: d10
    - Spirit: d8
- **HP Pools**:
    - Perception (Awareness): 14
    - Essence (Spirit): 10
- **Stances**: *Insight* or *Command*
- **Ability** — *Memory Siphon*: Fail Spirit defense, choose: reveal a secret or take [Numb].
- **Helper-Effect** — *Griefquake*: Players with unresolved Bonds lose 1 Heart HP.
- **Tags**: [Unnatural], [Silent], [Personal]
- **Trigger**: On defeat, leaves behind a Bond — marked [Broken].

🪞 Self-Sabotage Construct (Internal Threat)

They say it looks like you. You never see it yourself. It ruins your chance before you take it.

- **Tier**: Equal to PC
- **TV**: PC Tier × 3
- **Attributes**:
    - Lore: d8
    - Resolve: d6
- **HP Pools**:

- Focus (Resolve): 10
- Psyche (Intellect): 10
- **Stances**: Mirrors player stance; always gains Advantage unless resisted
- **Ability** — *Doubt Loop*: Fail any check → take [Wounded] to Resolve unless helped.
- **Helper-Effect** — *Preemptive Excuse*: If unchallenged 2 rounds, block Bond use next turn.
- **Tags**: [Internal], [Mirrored], [Persistent]
- **Trigger**: Can only be defeated via closure — or transcendence.

"Not every threat wields a weapon. Some wear silence. Some echo in your voice. Some rise when the bread goes stale."

This chapter contains the full framework for designing meaningful opposition in *Socio-: Stories of Us*. Threats are not merely statblocks — they are reflections of story pressure, emotional weight, social power, and systemic inertia. They use the same 10 Attributes, HP pool system, stances, statuses, and (simplified) helper-like abilities as players — but are designed for focus, friction, and flow.

Opposition defines the stakes. This chapter shows how to craft it well.

🧠 I. The Philosophy of Threats

A threat in *Socio-* exists to:

- ✷ *Surface player values* (what are they willing to protect?)
- ✷ *Test the systems* (social stance, exhaustion, HP attrition, helper cards)
- ✷ *Advance the narrative through consequence* (not just challenge, but change)

You will find no monolithic evil here. The dragon may be fear. The villain may be the mother's grief you never faced. Or the mob. Or the law.

Your goal: Create threats that interact with **emotion**, **systems**, and **stakes**.

⚡ II. Quick Rules: Building an Opponent

Use this for fast creation in scene or downtime:

STEP 1: Determine the *Threat Role* (see below) **STEP 2:** Assign only the attributes and HP pools that matter **STEP 3:** Choose a primary stance or stance pattern **STEP 4:** Add 1–2 helper-like effects or status triggers **STEP 5:** Assign **Tier** and calculate **TV (Threat Value)**

📏 **Threat Value (TV) Guide:**

- Tier 1 = TV 3
- Tier 2 = TV 6
- Tier 3 = TV 9
- Elite Threat = +1–3 TV

🎯 *Match total TV of opposition to total TV of player party.*

🌀 NPCs act during the same initiative phase as players. All declare stances together. NPCs **go last** in execution order.

🎭 III. Threat Roles

Each threat should be built with an intended *interaction style*. Here are the core types:

- 🗡️ **Aggressor** — Targets HP directly (physical, emotional, or cognitive)
- 🕸️ **Controller** — Imposes statuses, modifies positioning, controls tempo
- 🧨 **Disruptor** — Breaks player action economy, denies Bonds or cards
- 🛡️ **Tank** — Soaks damage, reflects pressure, hard to ignore
- 🪞 **Mirror** — Replicates player values, powers, or pain

You can combine roles — but always know what gameplay moment the threat creates.

🏷️ IV. Tags — The Language of Threats

Tags are persistent descriptors that define how a threat behaves, endures, or affects the world. Unlike statuses (which are temporary and reactive), **tags are always on**.

Tag	Effect
[Armored]	Reduces all incoming physical HP loss by 1. Bypassed by [Piercing] or [Magic].
[Crowd]	Acts as one entity until separated. Area effects impact all. If split, treat as individuals.

Tag	Effect
[Persistent]	Cannot be removed from the scene by normal means. Requires resolution (e.g., social win, exposure, systemic change).
[Haunted]	Applies [Numb] if a player interacts with it using a *Sympathy* stance.
[Unnatural]	Immune to [Afraid] and [Wounded]. Vulnerable to [Inspired].
[Internal]	Must be faced by a player alone unless narratively dispelled. Cannot be flanked or assisted.
[Mirrored]	Copies a PC's stance or skill tier once per round.
[Entitled]	Treats any contradiction as a social attack. Gains +d4 to Convince or Command checks.
[Reactive]	Changes stance to match the last stance used against it.

Tags can be added, removed, or revealed as narrative tools. You are encouraged to create new ones for factions, regions, or rare phenomena.

⚠️ V. Status Triggers & Thresholds

Threats apply statuses not just through actions, but through emotional weight, environmental control, or collapse states.

Common trigger types:

- ⬇️ *Threshold Trigger* — At half HP, the threat causes a status (e.g., panic, rally, unleash)
- 💥 *Stance Clash* — Inflict a status when the threat's stance beats the player's
- 🎭 *Narrative Cue* — Scene-based causes (e.g., a ritual completing, a secret revealed)

Trigger	Status Applied
Fails Convince roll three times in a scene	[Afraid] from public rejection

Trigger	Status Applied
Collapses Psyche pool	[Numb] or [Haunted], depending on source
Loses social standing (Will 0)	[Wounded] to Bonds or Presence
Is ignored when using *Command* stance	[Inspired] (player) or [Winded] (threat)

Use these as scene design tools — not just mechanics.

🧟‍♀️ VI. Swarms & Collective Threats

Some threats do not arrive alone. Mobs, bureaucracies, infestations, grief-echoes — these swarm in numbers but act as one.

- ☁️ **Swarms share HP pools and attributes.** They are one threat until disrupted.
- 💥 **Area effects hit all.** Bond actions or group effects affect the whole.
- 🔀 **If separated**, a single unit may break off and become its own opponent. Assign its stats then.
- 🧩 **Narrators may use stances to scatter or manipulate group flow.**

Example	Tactic
Angry Mob	Treat as [Crowd] using *Command* and *Follow* stances. Scatter if made to feel shame (Will loss).
Rumor Swarm	Insight-based swarm with [Shifting] tag. Adapts to repeated actions.

Narratively, swarms reflect pressure without intent. They're not evil — they're momentum.

🤝 VII. NPC Helper-Like Abilities

Threats do not use full helper cards, but they may act with sudden insight or pressure.

Format: *Once per scene or condition, the threat may...*

Name	Description
Form 38-F	Deny one PC's action for 1 round unless they pass an Awareness + Lore check.
Tidal Logic	Gain Advantage when targeted by the same stance twice in a round.
Memory Siphon	Force a choice: reveal a secret, or take [Numb].
Soft Words, Hard Chains	If a PC chooses *Follow*, they take 1 HP damage to Resolve next round.
Griefquake	All PCs with unresolved Bonds take 1 Heart HP damage.

These effects should be **memorable**, **specific**, and **tied to theme**. They're not "balanced" — they are sparks.

🏁 VIII. Collapse States & Aftermath

A threat rarely dies clean. Collapse is an opportunity — a moment of change.

📉 When a threat reaches 0 HP in a pool:

- Choose a **collapse effect**: they flee, freeze, beg, explode, confess, replicate, collapse inward.
- If [Persistent], they remain. Their influence lingers. Their effect may become environmental.

✨ Use the collapse to:

- Reveal new information
- Trigger emotional fallout
- Shift player stance or identity

🕊️ Players should survive. A threat is meaningful only when you live to carry its scars.

🧰 IX. DIY Threat Template Block

Use this block to build your own:

Name: Tier / TV: Role: 🗡 / 🕸 / 🪄 / 🛡 / 🪞 **Attributes Used: HP Pools: Tags: Stance Preference: Trigger Condition: Helper-Like Effect: Collapse State:**

Example collapses:

- Cries for forgiveness
- Becomes a tag on the party
- Splits into smaller threats
- Changes the scene rule

🌀 This chapter continues to evolve. Threats are how you *pressure stories into shape.*

Quick Start: Jump Right In

What This Chapter Does

This Quick Start gets you playing **Socio-: Stories of Us** in 15 minutes. You'll find everything needed for your first session: pre-made characters, essential rules, and a complete scenario that demonstrates the game's collaborative systems.

Perfect for:

- New players wanting to try the game immediately
- Experienced RPG players learning this system
- Demos, conventions, or one-shot sessions
- Groups deciding if they want to play a full campaign

5-Minute Setup Instructions

Step 1: Gather Your Group (3-5 players + 1 Narrator)

- Each player needs pencil, paper, and dice: d4, d6, d8, d10, d12, d20
- If you don't have all dice types, use a d20 and divide: d10=1-10, d8=1-8, etc.

Step 2: Narrator Reads Ahead

- Skim the Reference Summary (next section)

- Read "The Merchant's Dilemma" scenario (takes 5 minutes)
- Don't worry about perfect understanding - learn while playing

Step 3: Players Choose Characters

- Each player picks one pre-made character from the five provided
- Read your character's description aloud to the group
- Note your Bonds - these create connections with other characters

Step 4: Begin Playing

- Start with the scenario setup
- Use the Reference Summary for quick rule lookups
- Remember: helping others succeed is mechanically rewarded

Reference Summary: Essential Rules

Basic Resolution

- **Roll dice vs Target Value (TV)** - meet or exceed to succeed
- **Exploding dice:** Roll maximum number → roll again and add
- **Advantage:** Roll twice, take higher result
- **Disadvantage:** Roll twice, take lower result

Initiative & Actions

- **Initiative Question:** Narrator asks who has most/best of something, winner goes first
- **Action Declaration:** Say what you want to do and how
- **Helper Actions:** Others can assist using their skills
- **Coordination Complexity:** Multiple helpers add +1 to +3 to TV

Helper Cards (Cooperation)

- **Helper rolls first** - their success determines aid quality
- **Common bonuses:** +1d4 bonus dice, advantage, or rerolls
- **Simple help:** +1 to TV, **Complex help:** +2-3 to TV

Social Stances (Conversations & Conflicts)

- **Convince:** Logic and evidence beats Command, loses to Sympathy
- **Sympathy:** Emotional appeals beat Convince, lose to Insight
- **Insight:** Reading situations beats Sympathy, loses to Command
- **Command:** Authority and orders beat Insight, lose to Follow

- **Follow:** Apparent compliance beats Command, loses to Convince

Target Values by Difficulty

- **Very Easy:** 4-6 (routine tasks)
- **Easy:** 6-8 (simple challenges)
- **Normal:** 8-12 (standard obstacles)
- **Hard:** 11-16 (serious challenges)
- **Very Difficult:** 14-20+ (exceptional feats)

HP Pools (When Things Go Wrong)

- **Health (Might):** Physical injury - 0 = unconscious
- **Will (Presence):** Social pressure - 0 = withdrawal
- **Heart (Empathy):** Emotional damage - 0 = numbness
- **Focus (Resolve):** Mental strain - 0 = breakdown
- At 0 HP: character collapses and loses 1 from governing attribute

Status Effects (Temporary Conditions)

- **Afraid:** Disadvantage on actions toward threat
- **Inspired:** +1 bonus die to next action
- **Numb:** Cannot spend Fate Points or use empathy
- **Wounded:** +1 to +3 penalty to physical actions
- **Winded:** Cannot use reaction-based helpers

Ready-to-Play Characters

Choose one character from the five below. Each represents different strengths and approaches to problem-solving. Read your choice aloud to the group so everyone knows what you bring to the team.

Using These Characters

These five characters are built using the full lifepath system but optimized for their roles. Each represents a different approach to problem-solving and showcases different aspects of the game's collaborative mechanics.

For New Players: Pick any character that interests you. Don't worry about optimization - these are already built to be effective.

For Experienced Players: These characters show different build strategies and archetype focuses you can adapt for your own creations.

Kass "Iron Resolve" Thorne - The Fighter

"Someone has to stand between danger and everyone else."

Background: Born to a blacksmith family (Generational Wealth: 45), Kass learned early that strength protects what matters. Lost their childhood friend to bandits, dedicating their life to ensuring others don't face threats alone.

Attributes

- **Might:** 8 (Athletic bloodline + warrior training)
- **Grace:** 6 (Combat movement and tactics)
- **Intellect:** 5 (Street-smart, tactical thinking)
- **Awareness:** 7 (Battlefield awareness, danger sense)
- **Presence:** 6 (Natural leadership under pressure)
- **Spirit:** 4 (Practical faith, inner strength)
- **Craft:** 5 (Weapon maintenance, basic smithing)
- **Lore:** 4 (Military history, local knowledge)
- **Empathy:** 5 (Protective instincts, reading fear)
- **Resolve:** 7 (Unshakeable determination)

Key Skills

- **Melee Combat (Might):** d12 - Expert swordwork and shield use
- **Tactics (Intellect):** d10 - Battlefield coordination and planning
- **Intimidation (Physical) (Might):** d10 - Imposing battlefield presence
- **Athletics (Might):** d8 - Physical conditioning and mobility
- **Danger Sense (Awareness):** d8 - Threat detection and early warning

Equipment

- **Longsword** (Heirloom) - Father's blade, grants +1d4 when defending family/friends
- **Tower Shield** - Zone control and ally protection
- **Chain Mail** - Armor tag: reduces physical damage by 2
- **Tactical Gear** - Rope, field kit, emergency supplies

Character Traits

- **Berserker Heritage** (5 FP) - Controlled fury, damage bonuses, intimidation presence
- **Unbreakable Will** (5 FP) - Immunity to mental effects, inspire determination

Bonds

- **[Protector]** bond with the party healer
- **[Shared Past]** bond with hometown NPCs

Helper Cards Focus

- **Flanking** - Combat positioning for allies
- **Command Relay** - Tactical battlefield coordination
- **Form Up** - Instant party repositioning

Elena Voss - The Diplomat

"Every conflict has a solution if you listen for the right words."

Background: Born to merchant royalty (Generational Wealth: 85), Elena learned that words shape worlds. Educated in three languages and cultural protocol, she sees negotiation as high art.

Attributes

- **Might:** 4 (Physically capable but not focused)
- **Grace:** 7 (Social elegance and refined presence)
- **Intellect:** 7 (Sharp analytical mind, strategic thinking)
- **Awareness:** 6 (Reading rooms and social undercurrents)
- **Presence:** 9 (Commanding social authority)
- **Spirit:** 5 (Diplomatic faith in human nature)
- **Craft:** 4 (Artistic hobbies, quality appreciation)
- **Lore:** 8 (Cultural knowledge, historical precedent)
- **Empathy:** 7 (Reading emotions, building connections)
- **Resolve:** 6 (Persistence in difficult negotiations)

Key Skills

- **Negotiation (Presence):** d12 - Master dealmaker and mediator
- **Social Grace (Grace):** d10 - Effortless charm and likability
- **Reading Emotions (Empathy):** d10 - Detecting true feelings and motives
- **Culture (Lore):** d10 - Understanding different societies
- **Languages (Lore):** d8 - Fluent in multiple tongues
- **Etiquette (Grace):** d8 - Perfect manners and protocol

Equipment

- **Elegant Formal Wear** - Grants +2 to first impressions in civilized settings

- **Diplomatic Credentials** - Official papers and seals
- **Cultural Gift Collection** - Appropriate presents for various customs
- **Quality Writing Kit** - For contracts and correspondence

Character Traits

- **Silver Tongue** (5 FP) - Master persuasion, social manipulation, influence networks
- **Living Library** (5 FP) - Vast knowledge, cultural fluency, historical insight

Bonds

- **[Sacred]** bond with a mentor figure
- **[Friction]** bond with a political rival turned ally

Helper Cards Focus

- **Terms Setter** - Controlling negotiation parameters
- **Cultural Translation** - Bridging unfamiliar customs
- **Shared Ground** - Finding common cause in conflicts

Marcus Threadwright - The Tailor

"Every stitch tells a story. Every garment shapes how the world sees you."

Background: Rose from poverty (Generational Wealth: 12) through exceptional skill with needle and thread. Now crafts not just clothing but identities, disguises, and social armor for those who need them.

Attributes

- **Might:** 5 (Steady hands require strong shoulders)
- **Grace:** 8 (Precise finger work and artistic eye)
- **Intellect:** 6 (Pattern recognition and design logic)
- **Awareness:** 6 (Fashion trends, social signaling)
- **Presence:** 6 (Quiet confidence, artistic pride)
- **Spirit:** 5 (Craft as spiritual practice)
- **Craft:** 9 (Master artisan across multiple mediums)
- **Lore:** 5 (Fashion history, textile knowledge)
- **Empathy:** 7 (Understanding what people need to feel confident)
- **Resolve:** 7 (Persistence in perfecting craft)

Key Skills

- **Tailoring (Craft):** d12 - Master clothing design and creation

- **Design (Craft):** d10 - Aesthetic planning and visual problem-solving
- **Artistry (Craft):** d8 - Beautiful and meaningful creation
- **Social Grace (Grace):** d8 - Style-conscious social navigation
- **Reading Emotions (Empathy):** d8 - Understanding what people need to project
- **Fashion (Presence):** d6 - Current trends and style impact

Equipment

- **Master Tailor's Kit** - Precision tools, rare threads, measuring devices
- **Portable Workshop** - Compact setup for field repairs and modifications
- **Sample Wardrobe** - Examples of different styles and social classes
- **Quality Materials** - Fine fabrics, buttons, clasps, and trim

Character Traits

- **Master Artisan** (5 FP) - Create masterworks, innovation bonuses, resource advantages
- **Perfect Balance** (4 FP) - Never fall, impossible acrobatics, poise under pressure

Bonds

- **[Shared Past]** bond with others who escaped poverty
- **[Protector]** bond with someone whose confidence they rebuilt

Helper Cards Focus

- **Fit Check** - Perfect disguise through clothing
- **Style Synthesis** - Creating socially advantageous appearances
- **Shared Canvas** - Collaborative artistic creation

Dr. Sarah Millfield - The Healer

"Every wound tells a story. Every healing writes a better ending."

Background: Born to a physician (Generational Wealth: 60), Sarah learned that healing extends far beyond treating injuries. She sees medicine as the art of restoring wholeness to people and communities.

Attributes

- **Might:** 5 (Physical stamina for long healing sessions)
- **Grace:** 7 (Precise surgical work and gentle touch)
- **Intellect:** 7 (Medical knowledge and diagnostic reasoning)
- **Awareness:** 6 (Observing symptoms and patient needs)
- **Presence:** 5 (Calm bedside manner)

- **Spirit:** 6 (Healing as sacred calling)
- **Craft:** 6 (Medical tools and preparation techniques)
- **Lore:** 8 (Medical knowledge, herbalism, anatomy)
- **Empathy:** 9 (Deep compassion and emotional healing)
- **Resolve:** 7 (Persistence through difficult cases)

Key Skills

- **Healing (Empathy):** d12 - Master medical care and recovery
- **Medicine (Lore):** d10 - Comprehensive medical knowledge
- **Therapy (Empathy):** d10 - Mental and emotional treatment
- **Comfort (Empathy):** d8 - Immediate emotional first aid
- **Psychology (Empathy):** d8 - Understanding mental states
- **Recovery (Resolve):** d6 - Supporting patient resilience

Equipment

- **Master Medical Kit** - Surgical tools, medicines, diagnostic equipment
- **Portable Laboratory** - For mixing treatments and analyzing conditions
- **Medical Reference Texts** - Comprehensive guides to conditions and treatments
- **Healing Herbs Collection** - Natural remedies and traditional medicines

Character Traits

- **Emotional Intuition** (5 FP) - Read true emotions, detect lies, provide comfort
- **Phoenix Spirit** (4 FP) - Recover from setbacks faster, turn failure into strength

Bonds

- **[Protector]** bonds with multiple party members
- **[Sacred]** bond with medical mentor or calling

Helper Cards Focus

- **Field Medic** - Emergency healing and stabilization
- **Safe Space** - Creating therapeutic environments
- **Breakthrough Session** - Deep trauma recovery work

"Ordinary" Jim Henderson - The Everyman Leader

"I'm nothing special. That's exactly why this might work."

Background: The most average person imaginable (Generational Wealth: 42) - middle class, unremarkable childhood, ordinary job. But when crisis struck, everyone looked to Jim for answers. Turns out "ordinary" means "understands everyone."

Attributes

- **Might:** 5 (Average physical capability)
- **Grace:** 5 (Nothing special, nothing terrible)
- **Intellect:** 6 (Common sense and practical thinking)
- **Awareness:** 6 (Good at noticing what others miss)
- **Presence:** 7 (Unexpected natural leadership)
- **Spirit:** 6 (Steady faith in ordinary people)
- **Craft:** 6 (Handy with repairs and practical work)
- **Lore:** 5 (General knowledge, life experience)
- **Empathy:** 8 (Deep understanding of common struggles)
- **Resolve:** 8 (Stubborn persistence when it matters)

Key Skills

- **Leadership (Presence):** d10 - Inspiring ordinary people to extraordinary things
- **Teaching (Empathy):** d8 - Helping others learn and grow
- **Mediation (Empathy):** d8 - Resolving conflicts between people
- **Project Completion (Resolve):** d8 - Actually finishing what gets started
- **Networking (Presence):** d6 - Knowing people who know people
- **Repair (Craft):** d6 - Fixing things that break

Equipment

- **Practical Work Clothes** - Durable, unpretentious, lots of pockets
- **Universal Tool Kit** - Basic tools for common problems
- **Contact List** - Names and favors throughout the community
- **Emergency Supplies** - Always prepared for the unexpected

Character Traits

- **Natural Leader** (4 FP) - Command respect, inspire others, rally abilities
- **Unbreakable Will** (5 FP) - Immunity to mental effects, inspire determination

Bonds

- **[Shared Past]** bonds with multiple community members
- **[Sacred]** bond with the idea of ordinary people doing extraordinary things

Helper Cards Focus

- **Doctrine Builder** - Establishing team coordination

- **Vision Anchor** - Supporting long-term goals
- **Community Link** - Calling in favors and connections

Quick Play Notes

For Narrators:

- Each character has 2-3 signature helper cards that define their approach
- Bond combinations create story opportunities
- Mix and match backgrounds to fit your setting

Character Synergies:

- Kass protects while others work
- Elena handles social challenges
- Marcus provides disguises and social armor
- Sarah keeps everyone healthy and sane
- Jim coordinates everything and connects to communities

These characters work together naturally but each can shine individually.

Now You're Ready to Play

Everyone chosen a character? Great! The scenario begins below.

Narrator: Read "The Merchant's Dilemma" setup aloud to establish the situation. Players will naturally declare actions as the crisis unfolds - use the Reference Summary to handle dice rolls and helper actions.

Players: Don't worry about playing "optimally." Focus on what your character would do and look for ways to help others succeed. The game rewards cooperation over individual heroics.

Quick Start Scenario: "The Merchant's Dilemma"

Setup: What They're Trying to Achieve

The characters have arrived in the market town of Millhaven seeking supplies and safe passage to their next destination. Elena is negotiating with Merchant Caravan Master Thaddeus Crow for transport, while the others wait nearby. The negotiation is going well - Elena has established good rapport using her Social Grace and cultural knowledge.

Then the interruption happens.

The Interruption: Crisis Erupts

A young woman bursts into the market square, crying "Thieves! Murderers! They killed my father!" She points directly at your group. Behind her, an angry crowd of 20+ townspeople begins forming, led by the local blacksmith who's shouting "Strangers bring nothing but trouble!"

Narrator: *"You have seconds before this becomes a mob. The merchant Crow steps back from Elena nervously. What do you want to do?"*

This is when structured play begins.

Step 1: Initiative Determination

Narrator asks the initiative question: *"Who has the most to lose if this goes badly?"*

Players discuss and decide. Likely candidates:

- **Elena** (her negotiation is falling apart)
- **Jim** (as the leader, he feels responsible)
- **Dr. Sarah** (as healer, she's most concerned about violence)

Result: Let's say Elena wins initiative - she has the most immediate stake in the situation.

Step 2: Declaration Phase

In initiative order, each player declares their intended action:

Elena: "I want to use my Negotiation skill to calm the situation - find out what actually happened."

Marcus: "I'm going to try to help Elena by using my Social Grace - maybe make us look less threatening."

Kass: "I want to position myself to protect everyone, but not look aggressive. Athletics to move into a defensive position?"

Dr. Sarah: "I want to read the crowd's emotions - see how angry they really are versus how scared."

Jim: "I want to help Elena by using my community connections - do I know anyone here? Networking skill."

Step 3: Target Values and Coordination

Narrator determines challenges:

- **Elena's Negotiation:** TV 12 (Normal difficulty + crowd tension + accusation stress)
- **Marcus helping Elena:** TV 8 (coordination with Social Grace)
- **Kass's positioning:** TV 6 (straightforward Athletics)
- **Sarah's emotion reading:** TV 10 (crowd is mixed emotions)
- **Jim's networking:** TV 8 (small town, he might know someone)

Coordination Complexity: Elena gets +2 to her TV (now 14) because multiple people are helping, but she'll get bonus dice if the helpers succeed.

Step 4: Resolution Phase

Everyone rolls simultaneously:

Kass (Athletics): Rolls d8, gets 6. Success! Moves into protective position without seeming threatening.

Jim (Networking): Rolls d6, gets 4. Fails. Doesn't recognize anyone who could vouch for them.

Marcus (Social Grace): Rolls d8, gets 7. Success! His refined appearance and calm demeanor makes Elena seem more trustworthy. Grants Elena +1d4 bonus die.

Sarah (Reading Emotions): Rolls d10, gets 8. Success! She realizes the crowd is more scared than angry - they're reacting to fear, not hatred.

Elena (Negotiation + bonus die): Rolls d12+d4, gets 9+3=12. Exactly meets her TV of 14? No, wait - her TV was increased to 14 by coordination complexity, so she fails by 2.

Step 5: Narrator Describes Results

Narrator: *"Elena, your words are reasonable but the crowd isn't listening to reason right now. Sarah, you can see they're terrified - something has them genuinely frightened, not just angry at strangers. Marcus, your calm presence keeps things from getting worse, but you notice Merchant Crow backing further away. Kass, you're in position to act if this turns violent. Jim, nobody here recognizes you - you're all outsiders to them."*

"The young woman continues crying, 'They came to our farm last night! Strangers just like these!' The blacksmith raises his hammer and shouts, 'We won't let it happen again!'"

"This is escalating. What's your next move?"

Step 6: Second Round - New Information Changes Strategy

Now players understand this isn't about them specifically - something happened to frighten the town, and they're being blamed by association.

Initiative question: *"Who is most likely to get to the truth here?"*

Elena: "I want to change to an Insight stance - figure out what really happened instead of just trying to calm them."

Dr. Sarah: "I want to help by using my Psychology skill to understand what traumatized the young woman."

Jim: "Can I use Teaching to help Elena by asking the right questions - like a community mediator would?"

Marcus: "I want to examine the young woman's clothes - maybe my Fashion knowledge can tell us something about where she's really from?"

Kass: "I'm staying ready to protect everyone, but I want to use my Danger Sense - is there a real threat we should know about?"

Step 7: Investigation Round Resolution

This round goes better because they're working with the situation instead of against it:

Sarah (Psychology) helping Elena: Rolls d8, gets 6. Success! Realizes the woman is traumatized but also coached - someone told her what to say.

Marcus (Fashion): Rolls d6, gets 5. Success! Her dress is expensive - too expensive for a farmer's daughter.

Jim (Teaching) helping Elena: Rolls d8, gets 7. Success! Provides framework for Elena to ask better questions.

Kass (Danger Sense): Rolls d8, gets 6. Success! Notices armed figures moving through the crowd who aren't locals.

Elena (Insight + multiple helpers): Gets +1d4 from Sarah, +1d4 from Jim. Rolls d10+d4+d4, gets 8+2+3=13 vs TV 10. Success!

Step 8: The Truth Emerges and Resolution

Narrator: *"Elena, your careful questions reveal inconsistencies in the woman's story. Sarah, you recognize signs of coaching and fear - she's been told what to say by someone who frightened her. Marcus, that dress cost more than a farmer makes in a year. Jim, your systematic questioning creates doubt in the crowd. Kass, you spot three armed figures who definitely aren't townspeople moving to surround you."*

"Suddenly, Merchant Crow steps forward: 'Wait! I know those men - they work for my competitor, Merchant Vex. He's been trying to sabotage my routes!' The young woman breaks down crying, 'He said he'd hurt my real family if I didn't do this!'"

The threat is no longer relevant because:

- The truth is revealed
- The crowd's anger redirects toward the real culprits
- The characters are cleared of suspicion
- Merchant Crow is grateful and offers better terms
- The armed figures flee rather than face the now-hostile crowd

What This Scenario Demonstrates

For New Players:

- **Initiative questions** create natural turn order
- **Helper cards** let everyone contribute meaningfully
- **Social stances** (Negotiation → Insight) matter tactically
- **Different skills** solve the same problem different ways
- **Coordination** has costs but provides benefits
- **Investigation** can be as exciting as combat

For Narrators:

- Set Target Values based on story needs, not simulation

- Let failure reveal new information instead of stopping progress
- Use the threat templates (this was the Social Manipulator pattern)
- Multiple helper attempts create natural collaboration
- Resolution comes from understanding, not just success

Character Showcases:

- **Elena:** Social leadership and adaptability
- **Marcus:** Unexpected knowledge proving valuable
- **Sarah:** Reading people and providing support
- **Jim:** Community-building and systematic thinking
- **Kass:** Protective awareness and tactical positioning

Narrator Notes

Pacing: This scenario should take 45-60 minutes, giving players time to understand the systems without rushing.

Adaptation: Change the merchant, town, and accusation to fit your setting. The structure works for any "mistaken identity leading to mob anger" situation.

Follow-up: This naturally leads to either:

- Helping rescue the young woman's real family
- Investigating Merchant Vex's sabotage operation
- Continuing travel with Merchant Crow's grateful assistance

The key is starting with a clear goal (negotiation), introducing urgent interruption (false accusation), and resolving through collaboration and investigation rather than force.

What Happens Next?

Congratulations! You've experienced the core of **Socio-: Stories of Us** - collaborative problem-solving where helping others succeed is mechanically rewarded.

Continue This Story

The scenario naturally leads to several directions:

- **Rescue Mission:** Help save the young woman's real family from Merchant Vex
- **Investigation:** Uncover Vex's broader sabotage network affecting trade routes
- **Journey:** Travel with grateful Merchant Crow, facing new challenges together

- **Community Building:** Stay in Millhaven to help protect it from future manipulation

Start Your Own Campaign

Ready to create your own characters and stories? The full game provides:

- **Lifepath Character Creation:** Build characters through 10 life stages
- **Generational Wealth System:** Determine family economic background
- **Complete Skill Lists:** Over 100 skills across 10 attributes
- **Social Stance System:** Detailed conversation and conflict mechanics
- **Magic System:** Optional reality-shaping powers with escalating costs
- **Comprehensive Helper Cards:** Dozens of ways to assist others

Designer's Note

This game rewards the connections you build - with each other, with NPCs, and with the world you create together. The mechanics support collaboration because the best stories emerge when everyone contributes to everyone else's success.

Now go tell stories worth sharing.

Comprehensive Glossary

Essential Terms (Quick Reference)

Action Scales *(Chapter 8)*: Time categories for different activities - Instant (seconds), Short (minutes), Long (hours), Extended (days to years). Characters committed to longer scales become vulnerable to interruption.

Advantage/Disadvantage *(Chapter 5)*: Roll twice, take the better result (Advantage) or worse result (Disadvantage). Common modifier for favorable or unfavorable circumstances.

Archetype *(Chapter 4)*: Character specialization determining available helper cards and major abilities. Five types: Combat, Knowledge, Social, Support, Physical.

Attribute *(Chapter 3)*: Core character capability in one of ten areas. Determines how many related skills you can develop, not raw power level. Score of 10 is maximum.

Bonds *(Chapter 8)*: Mechanically significant relationships between characters or with NPCs. Provide bonuses, enable advanced techniques, and carry emotional weight.

Bond Tags *(Chapter 8)*: Descriptors that modify how Bonds function - [Shared Past], [Protector], [Friction], [Sacred]. Define the relationship's mechanical effects.

Collaboration *(Chapter 5)*: The core game mechanic where helping others succeed provides mutual benefits. Foundation of all major systems.

Companion Options *(Chapter 2)*: Relationships purchased with Fate Points during character creation. Establish starting Bonds and story connections.

Coordination Complexity *(Chapter 5)*: Additional difficulty added to Target Values when multiple people work together. Ranges from +0 (simple) to +4+ (extremely complex coordination).

Craft *(Chapter 3)*: Attribute governing creation, repair, and technical skills. Has the most associated skills (12-20) of any attribute.

Dice Size *(Chapter 3)*: Your skill level determines what die you roll - d4 (novice) to d20 (legendary). Higher skills roll bigger dice.

Empathy *(Chapter 3)*: Attribute governing emotional intelligence, care, and interpersonal connection. Powers trauma recovery and Bond formation.

Exploding Dice *(Chapter 5)*: When you roll the maximum number on any die, roll it again and add the results. Can chain indefinitely for legendary successes.

Fate Points *(Chapter 2)*: Character creation currency used to purchase traits, enhancements, and relationships. Also gained during play for exceptional moments.

Four-Phase Round *(Chapter 5)*: Structured turn sequence - Declaration (announce actions), Reaction (assist or redirect), Resolution (roll dice), Narration (describe results).

Generational Wealth *(Chapter 1)*: Character background system determining family economic status. Roll 3d20 for each parent, affects starting resources and opportunities.

Grace *(Chapter 3)*: Attribute governing finesse, social elegance, and precise movement. Covers both physical agility and social poise.

Helper Cards *(Chapter 4)*: Specific techniques for assisting other characters. Each has triggering skill, complexity rating, and mechanical effect.

HP Pools *(Chapter 8)*: Eight different health types based on attributes - Health (Might), Will (Presence), Heart (Empathy), Focus (Resolve), etc. Characters can be defeated in multiple ways.

Initiative *(Chapter 5)*: Turn order determined by Narrator questions like "Who has the most at stake?" Rotates questions to share spotlight.

Intellect *(Chapter 3)*: Attribute governing reasoning, analysis, and complex thinking. Essential for knowledge-based characters and problem-solving.

Lifepath System *(Chapter 2)*: Character creation through ten life stages from preconception to young adulthood. Each stage develops different attributes and relationships.

Lore *(Chapter 3)*: Attribute governing knowledge and cultural understanding. Has the most diverse skill applications (15-25 different areas).

Might *(Chapter 3)*: Attribute governing physical power and endurance. Covers strength, athletic ability, and bodily toughness.

Presence *(Chapter 3)*: Attribute governing charisma and social influence. Essential for leadership, persuasion, and command abilities.

Resolve *(Chapter 3)*: Attribute governing mental fortitude and persistence. Resists psychological pressure and enables long-term project completion.

Social Stances *(Chapter 8)*: Rhetorical positions in conversations and conflicts. Five types form a counter-wheel: Convince beats Command beats Insight beats Sympathy beats Convince. Follow disrupts Command.

Spirit *(Chapter 3)*: Attribute governing inner strength and mystical connection. Required for magical abilities and spiritual practices.

Status Effects *(Chapter 8)*: Temporary conditions affecting character capabilities - Afraid, Inspired, Numb, Wounded, etc. Applied and removed through various means.

Target Value (TV) *(Chapter 5)*: Difficulty number you must meet or exceed to succeed. Set by Narrator based on challenge level and circumstances.

Tier *(Chapters 6-7)*: Character power level determining scope of problems faced. Five tiers from Street (1-10) to Cosmic (41-50).

Triggering Skill *(Chapter 4)*: The specific skill that enables use of a helper card. Determines who can provide what type of assistance.

Expanded Glossary (Complete Reference)

Action Type *(Chapter 4)*: Classification of helper cards by timing - Instant, Short, Major Action, Reaction, Extended Action.

Alert *(Chapter 11)*: Status effect indicating heightened awareness and readiness for threats.

Ancestral Connection *(Chapter 2)*: Character trait allowing communion with past generations and inherited wisdom.

Animal Handling *(Chapter 11)*: Empathy skill for working with creatures, training, and wilderness encounters.

Animal Whisperer *(Chapter 2)*: Character trait enabling communication with creatures and animal allies.

Anthropology *(Chapter 11)*: Lore skill studying cultures, customs, and social development patterns.

Archery *(Chapter 11)*: Grace skill for precision ranged combat with bows and similar weapons.

Architecture *(Chapter 11)*: Craft skill for designing and building large structures and spaces.

Artistry *(Chapter 11)*: Craft skill for creating beautiful, meaningful, or expressive objects.

Athletics *(Chapter 11)*: Might skill for running, jumping, climbing, and general physical prowess.

Authority *(Chapter 11)*: Presence skill for invoking institutional or social legitimacy.

Awareness *(Chapter 3)*: Attribute governing perception and environmental consciousness.

Balance *(Chapter 11)*: Grace skill for maintaining stability on difficult or moving surfaces.

Berserker Heritage *(Chapter 2)*: Character trait providing controlled fury and intimidation presence.

Bonds *(Chapter 8)*: Mechanically significant relationships providing gameplay benefits and story weight.

Breaking/Forcing *(Chapter 11)*: Might skill for overpowering physical barriers and obstacles.

Brewing *(Chapter 11)*: Craft skill for creating alcohol, potions, and liquid preparations.

Carpentry *(Chapter 11)*: Craft skill for woodworking, furniture creation, and wooden construction.

Character Traits *(Chapter 2)*: Special abilities purchased during character creation with Fate Points.

Channeling *(Chapter 11)*: Spirit skill for drawing energy from supernatural sources.

City Tier *(Chapter 6)*: Levels 7-16, focused on urban problems and organizational conflicts.

Climbing *(Chapter 11)*: Might skill for vertical movement across walls, cliffs, and obstacles.

Combat Archetype *(Chapter 4)*: Specialization focused on direct confrontation and tactical combat.

Command *(Chapter 8)*: Social stance using authority and certainty to direct behavior.

Comfort *(Chapter 11)*: Empathy skill for immediate emotional first aid and co-regulation.

Concentration Checks *(Chapter 8)*: Rolls to maintain focus during long actions when interrupted or distracted.

Construction *(Chapter 11)*: Craft skill for building physical structures from basic materials.

Convince *(Chapter 8)*: Social stance using reason, evidence, and structured arguments.

Cooking *(Chapter 11)*: Craft skill for food preparation and performance-enhancing meals.

Cosmic Tier *(Chapter 6)*: Levels 41-50, dealing with reality-shaping power and universal threats.

Counseling *(Chapter 11)*: Empathy skill for conversational healing and talk-based trauma support.

Culture *(Chapter 11)*: Lore skill for understanding different societies and their customs.

Dancing *(Chapter 11)*: Grace skill for artistic movement and cultural expression.

Danger Sense *(Chapter 11)*: Awareness skill for detecting threats through instinct and observation.

Debate *(Chapter 11)*: Presence skill for structured verbal sparring and persuasive reasoning.

Declaration Phase *(Chapter 5)*: First phase of rounds where participants announce intended actions.

Deduction *(Chapter 11)*: Intellect skill for drawing conclusions from evidence and logical reasoning.

Design *(Chapter 11)*: Craft skill for planning and problem-solving through form and function.

Diplomacy *(Chapter 11)*: Presence skill for creating accords and mitigating conflicts.

Discipline *(Chapter 11)*: Resolve skill for maintaining habits and standards under stress.

Divine Connection *(Chapter 11)*: Spirit skill for channeling higher powers and divine intervention.

Divine Touched *(Chapter 2)*: Character trait providing spiritual authority and blessing abilities.

Dodge *(Chapter 11)*: Grace skill for evading attacks and environmental hazards.

Double Elite Wealth *(Chapter 1)*: Special condition when both parents roll 95+ on generational wealth.

Double Orphans *(Chapter 1)*: Special condition when both parents roll 3-8, granting resilience bonus.

Economics *(Chapter 11)*: Lore skill for understanding trade, commerce, and financial systems.

Eidetic Memory *(Chapter 2)*: Character trait providing perfect recall and research mastery.

Emotional Intuition *(Chapter 2)*: Character trait for reading true emotions and providing comfort.

Empathy System *(Chapter 8)*: Comprehensive mechanics for emotional intelligence and care relationships.

Endurance *(Chapter 11)*: Might skill for sustained effort and environmental resistance.

Engineering *(Chapter 11)*: Intellect/Craft skill for building complex systems and mechanical design.

Enhancement Options *(Chapter 2)*: Fate Point purchases during character creation for improved dice rolls.

Entwined Fate *(Chapter 2)*: Companion option sharing mystical destiny with another character.

Etiquette *(Chapter 11)*: Grace skill for navigating customs and social expectations.

Extended Actions *(Chapter 8)*: Major projects requiring weeks to years, broken into discrete tasks.

Failed Transfer *(Chapter 1)*: When coin flip fails and generational wealth doesn't reach character.

Faith *(Chapter 11)*: Spirit skill for holding to beliefs despite despair or doubt.

Fashion *(Chapter 11)*: Presence skill for understanding and using style trends effectively.

Follow *(Chapter 8)*: Social stance using humility or apparent submission to control perception.

Grappling *(Chapter 11)*: Might skill for wrestling, pinning, and non-lethal subdual.

Grief Processing *(Chapter 11)*: Resolve skill for coping with loss and life disruption.

Habit Formation *(Chapter 11)*: Resolve skill for creating reliable routines with narrative impact.

Healing *(Chapter 11)*: Empathy skill for first aid, wound care, and recovery assistance.

Heart Mechanics *(Chapter 8)*: Empathy-based system for emotional energy and relationship management.

Heavy Lifting *(Chapter 11)*: Might skill for moving massive objects and feats of strength.

Helper Skills *(Chapter 11)*: Comprehensive list of all techniques for assisting other characters.

History *(Chapter 11)*: Lore skill for understanding past events, cultures, and patterns.

Initiative Questions *(Chapter 8)*: Narrator prompts determining turn order based on relationships and stakes.

Inner Strength *(Chapter 11)*: Spirit skill for drawing on spiritual reserves and mental resistance.

Innovation *(Chapter 11)*: Craft/Intellect skill for creating new solutions and techniques.

Insight *(Chapter 8)*: Social stance using observation and emotional clarity to expose dynamics.

Instant Actions *(Chapter 8)*: Activities completed in seconds, allowing immediate responses.

Intimidation *(Chapter 11)*: Might or Presence skill for applying fear or implied force.

Investigation *(Chapter 11)*: Intellect skill for piecing together clues and following evidence.

Invocation *(Chapter 11)*: Spirit skill for calling on greater forces for aid or judgment.

Knowledge Archetype *(Chapter 4)*: Specialization focused on information, research, and analysis.

Languages *(Chapter 11)*: Intellect skill for understanding and speaking foreign tongues.

Leadership *(Chapter 11)*: Presence skill for long-term influence over teams and organizations.

Leatherworking *(Chapter 11)*: Craft skill for hide preparation and leather item creation.

Linguistic Prodigy *(Chapter 2)*: Character trait for learning languages instantly with communication bonuses.

Living Library *(Chapter 2)*: Character trait providing vast knowledge and cultural fluency.

Logic *(Chapter 11)*: Intellect skill for identifying flaws and contradictions in reasoning.

Long Actions *(Chapter 8)*: Complex tasks requiring hours of sustained focus, creating vulnerability.

Long-term Planning *(Chapter 11)*: Resolve skill for holding to distant goals across time.

Magical Arts *(Chapter 11)*: Spirit skill for casting spells and manipulating arcane forces.

Marathon Running *(Chapter 11)*: Might skill for sustained long-distance movement.

Masonry *(Chapter 11)*: Craft skill for stonework and stone construction techniques.

Master Artisan *(Chapter 2)*: Character trait for creating masterworks with innovation bonuses.

Mathematics *(Chapter 11)*: Intellect skill for calculations, geometry, and abstract reasoning.

Meditation *(Chapter 11)*: Spirit skill for mental discipline and inner peace cultivation.

Melee Combat *(Chapter 11)*: Might skill for fighting with weapons or fists in close quarters.

Memory Palace *(Chapter 11)*: Intellect skill for advanced memorization techniques.

Mental Fortitude *(Chapter 11)*: Resolve skill for resisting fear, despair, and mental intrusion.

Milestone Levels *(Chapter 7)*: Every 5 skill improvements grants broader character benefits.

Music Theory *(Chapter 11)*: Lore skill for composition, harmony, and musical structure.

Narration Phase *(Chapter 5)*: Final phase where GM describes combined results of all actions.

National Tier *(Chapter 6)*: Levels 31-40, addressing civilization-level crises and continental threats.

Natural Leader *(Chapter 2)*: Character trait for commanding respect and inspiring others.

Navigation *(Chapter 11)*: Awareness skill for finding direction and reading maps.

Negotiation *(Chapter 11)*: Presence skill for reaching agreements and making deals.

Networking *(Chapter 11)*: Presence skill for building and maintaining social connections.

Observation *(Chapter 11)*: Awareness skill for noticing details and spotting clues.

Occultism *(Chapter 11)*: Lore skill for forbidden knowledge and ritual logic.

Pain Tolerance *(Chapter 11)*: Might skill for functioning despite injury or suffering.

Pattern Recognition *(Chapter 11)*: Intellect skill for seeing connections and identifying trends.

Perfect Balance *(Chapter 2)*: Character trait providing impossible acrobatics and poise.

Performance *(Chapter 11)*: Grace/Presence skill for entertainment and artistic expression.

Persistence *(Chapter 11)*: Resolve skill for continuing effort despite setbacks or obstacles.

Phoenix Spirit *(Chapter 2)*: Character trait for faster recovery and turning failure into strength.

Physical Archetype *(Chapter 4)*: Specialization focused on athletic prowess and environmental mastery.

Politics *(Chapter 11)*: Lore skill for understanding government and power structures.

Pottery *(Chapter 11)*: Craft skill for ceramic creation and firing techniques.

Prayer *(Chapter 11)*: Spirit skill for communicating with higher powers.

Project Completion *(Chapter 11)*: Resolve skill for ensuring things get finished despite obstacles.

Psychology *(Chapter 11)*: Empathy skill for understanding mental states and behavioral patterns.

Public Speaking *(Chapter 11)*: Presence skill for addressing crowds and formal presentations.

Purification *(Chapter 11)*: Spirit skill for cleansing corruption and spiritual affliction.

Rally *(Chapter 11)*: Presence skill for inspiring courage and action in others.

Reading Emotions *(Chapter 11)*: Empathy skill for sensing feelings and unspoken truths.

Reaction Phase *(Chapter 5)*: Second phase where participants can redirect or assist actions.

Recovery *(Chapter 11)*: Resolve skill for accelerating healing from trauma or breakdown.

Regional Tier *(Chapter 6)*: Levels 21-30, dealing with state-level issues and small wars.

Religion *(Chapter 11)*: Lore skill for theological knowledge and comparative faith.

Repair *(Chapter 11)*: Craft skill for diagnosing and restoring broken items.

Reputation Management *(Chapter 11)*: Presence skill for controlling public perception.

Research *(Chapter 11)*: Intellect skill for extracting knowledge from archives and libraries.

Resolution Phase *(Chapter 5)*: Third phase where everyone rolls dice simultaneously.

Rhetoric *(Chapter 11)*: Lore skill for structured argument and persuasive reasoning.

Ritual *(Chapter 11)*: Spirit skill for coordinated actions that alter larger energies.

Search *(Chapter 11)*: Awareness skill for focused examination of areas and objects.

Short Actions *(Chapter 8)*: Complex tasks requiring sustained focus across multiple rounds.

Silver Tongue *(Chapter 2)*: Character trait for master persuasion and social manipulation.

Skill Advancement *(Chapter 7)*: Rolling under 17 after using skill in session improves it.

Sleight of Hand *(Chapter 11)*: Grace skill for concealment, manipulation, and quick finger work.

Smithing *(Chapter 11)*: Craft skill for metalworking and weapon/armor creation.

Social Archetype *(Chapter 4)*: Specialization focused on people skills and influence networks.

Social Grace *(Chapter 11)*: Grace skill for charm, flirtation, and effortless likability.

Social Work *(Chapter 11)*: Empathy skill for coordinating services and protecting vulnerable populations.

Soul Reading *(Chapter 11)*: Spirit skill for perceiving core nature and hidden history.

Spirit Sense *(Chapter 11)*: Spirit skill for detecting unseen entities and spiritual presences.

Spiritual Insight *(Chapter 11)*: Spirit skill for interpreting omens, dreams, and divine signs.

Staggered Rewards *(Chapter 7)*: Benefits rotate through 5 cycles to keep advancement fresh.

Status Triggers *(Chapter 13)*: Conditions that automatically apply status effects during encounters.

Stealth *(Chapter 11)*: Grace skill for avoiding detection and moving unseen.

Strategy *(Chapter 11)*: Intellect skill for long-term planning and tactical thinking.

Street Tier *(Chapter 6)*: Levels 1-6, focused on local problems and personal conflicts.

Stress Management *(Chapter 11)*: Resolve skill for coping with pressure and environmental strain.

Support Archetype *(Chapter 4)*: Specialization focused on healing, helping, and team coordination.

Survival *(Chapter 11)*: Awareness skill for living in wilderness and finding resources.

Swimming *(Chapter 11)*: Might skill for water movement and aquatic activities.

Sympathy *(Chapter 8)*: Social stance using emotional resonance and shared humanity.

Systems Design *(Chapter 11)*: Intellect skill for creating efficient processes and structures.

Tactics *(Chapter 11)*: Intellect skill for short-term combat and conflict planning.

Tags *(Chapter 13)*: Persistent properties of threats that define behavior and capabilities.

Tailoring *(Chapter 11)*: Craft skill for designing and crafting garments.

Teaching *(Chapter 11)*: Empathy skill for imparting knowledge and empowering others.

Technical Savant *(Chapter 2)*: Character trait for understanding devices and invention abilities.

Therapy *(Chapter 11)*: Empathy skill for long-term treatment of mental trauma.

Threat Value (TV) *(Chapter 13)*: Numeric rating for balancing encounters - PC Tier × 3.

Tracking *(Chapter 11)*: Awareness skill for following physical trails and behavioral patterns.

Tracker's Gift *(Chapter 2)*: Character trait for following any trail and environmental reading.

Trauma Recovery *(Chapter 8)*: System for healing from mental, emotional, and spiritual damage.

Unbreakable Will *(Chapter 2)*: Character trait providing immunity to mental effects.

Universal Resolution *(Chapter 5)*: Core mechanic where everything uses dice vs Target Value.

Unseen Movement *(Chapter 2)*: Character trait for enhanced stealth and environmental blending.

Vigilance *(Chapter 11)*: Awareness skill for sustained attentiveness over extended periods.

Warding *(Chapter 11)*: Spirit skill for creating protective barriers and sanctified zones.

Weapon Effectiveness Matrix *(Chapter 10)*: System showing which weapons counter others tactically.

Weaving *(Chapter 11)*: Craft skill for textile creation and fabric arts.

📦 Appendix: For Designers, Modders, and Dreamers

> *"This system was built not as a fortress, but as a foundation. What you build on top of it is your story now."*

Welcome. If you're reading this section, you're likely a fellow designer, developer, or storyteller with ideas of your own. *Socio-: Stories of Us* was made to be forked, adapted, reskinned, expanded, and sold. This appendix outlines how to do so with clarity, legality, and creative integrity.

🛠️ Licensing and Attribution

This game is licensed under **Creative Commons Attribution (CC BY)**.

You may:

- Copy, share, and distribute this work
- Remix, transform, and build upon it
- Sell your derivative works

As long as you:

- Attribute the original work to:

> *Grant A. Murray (2025), aka GM Discovery — Socio-: Stories of Us (An Open-Source Collaborative Tabletop Roleplaying Game)*

- Include a visible attribution notice in your rulebooks, SRDs, or digital listings

That's it. No royalties, no permission needed. Just credit your roots and build something meaningful.

🔀 Ways to Expand or Fork

You can build on *Socio-* in any of these ways—or forge your own path:

Fork Type	Description
Setting Overlay	Introduce your own world, factions, history, and tone. Keep core mechanics intact.
Thematic Remix	Shift genre emphasis—e.g. horror, utopia, sci-fi, magic-realism—while using lifepath and helper systems.
Module Creation	Add specific systems: magic, warfare, vehicles, politics, crafting trees, faction tools.
One-Shot Adventures	Design scenarios using existing rules. Showcase the system's social dynamics and helper cards.
New Helper Cards	Create custom tools for niche roles, team synergies, or magical interactions.
Trait & Tag Packs	Expand narrative tools with mechanics for identity, ideology, or transformation.

Fork Type	Description
Alt Progression Tracks	Replace tiers with thematic milestones (e.g. Mythic Journeys, Corporate Ascension, Divine Awakening).
Solo Mode / GMless Variants	Build interpretive engines for emergent storytelling using player-led systems.
Digital Tools	Create apps, generators, SRDs, or character builders to support the ecosystem.

⚖️ What *Not* to Do

While you're encouraged to remix freely, please avoid:

- **Implying official endorsement** without explicit permission
- **Reskinning without credit** (CC BY requires attribution even for heavy remixes)
- **Disregarding core safety principles** (you can change tone, but do not publish tools that encourage harm or remove consent structures)

We don't gatekeep content—but we *do* care about ethical design.

🔮 Intentions Behind the System

If you're adapting *Socio-*, keep in mind what it was built for:

- **Cooperation over competition**
- **Mechanics that reward interdependence**
- **Emotional intelligence as tactical depth**
- **Accessibility without infantilization**
- **A place for systems thinkers, poets, survivors, and builders to feel seen**

It's okay to drift from that, but understand: *the bones of this system remember what it was made for*. If your story is different, own that difference proudly.

📚 Developer Tools (Coming Soon)

We plan to release:

- **A Designer's SRD (System Reference Document)** with stripped-down mechanics
- **Pre-built templates** for helper cards, archetypes, skill trees
- **Threat & Tag libraries** to support expansion
- **Fork Spotlights** showcasing great community adaptations

Stay tuned at **[your website or GitHub]**, or email **[your contact]** if you want to contribute early.

🧭 The Forker's Code

This code is not a rulebook. It is a guidepost—a values-rooted reminder of what Socio-: Stories of Us was built for.

You are invited to fork this system if you:

- 📕 Create meaningfully — not just reskin, but remix, reframe, reimagine
- 🤝 Attribute openly — your creativity shines brighter when it honors its roots
- 🛡️ Respect consent — in play, in tone, in the stories you invite others into
- ❤️ Honor Love as a design principle — build systems that care for people
- 🧠 Promote Truth through transparency, clarity, and mechanical coherence
- ⚖️ Embrace Balanced Accountability — especially in collaborative and adversarial play
- 🌱 Consider Well-being and Sustainability — in the content you create and its impact
- 🕸️ Build Community — by inviting others in, not gatekeeping them out
- 🔍 Innovate — not to be new for novelty's sake, but to serve what the moment asks
- 🖐️ Protect Freedom — of imagination, expression, and creative autonomy

The fork is not a betrayal.
It is the continuation of the story.

Go forth and make stories of us.

✊ The Fork is the Point

The system you now hold was not built to be sacred.
It was built to be *shared*.

If you remix this game and make it more kind, more sharp, more strange, more yours—we've already succeeded.

Make stories of us.