

System

Game Master

The person in charge of the game is known as the Game Master. This system document assumes you are familiar to traditional tabletop Role-playing games.

It must be stressed that the Game Master's word is final and absolute. They are the person in charge of the game, and whatever they say counts from a rules perspective. There will be parts of the game when a Game Master's judgement is necessary.

System guidelines and functions

The system has a broad set of general rules-of-thumb to follow. All the following rules should be taken as a guideline, and the Game Master's word may override them.

1. Specific rules take precedence over general rules. If there are contractions, a specific rule should be used over a general one.
2. When rounding is necessary, round downwards.

Dice

The base dice used for the system is the *d10*, or a 10-sided dice. A percentile roll, the *d100*, may be made by using 2d10, treating the first roll as the value of the tenth digit, and the second roll as the value of the ones digit.

Characteristic scores

Characteristic scores are key to a character's basic construction. They are an abstraction of a character's basic abilities and characteristics, of everything from their physical to mental attributes, to weapon skills.

The following characteristic scores exist.

Strength

Abbreviated as STR.

Strength is a character's basic ability to achieve physical feats. These are mostly those that involve feats of strength, such as lifting, or carrying items, but also include acts such as climbing, and jumping.

Unarmed melee, and brute melee weapons utilise STR rolls.

Melee Weapon Strength

Abbreviated as MWS.

Melee weapon strength represents a character's familiarity, and proficiency in utilising complex melee weapons.

All non-unarmed, and brute melee weapons utilise MWS rolls.

Agility

Abbreviated as AGL.

Agility represents a character's dexterity, physical flexibility, and nimbleness. A character's initiative is also determined by AGL.

Unarmed ranged weapons utilise AGL rolls.

Ranged Weapon Strength

Abbreviated as RWS.

Ranged weapon strength represents a character's familiarity, and proficiency in utilising complex ranged weapons.

All non-unarmed ranged weapons utilise RWS rolls.

Toughness

Abbreviated as TGH.

Toughness represents a character's physical resilience and natural defence capabilities. This covers a wide range of different situations, from resisting status effects such as poison, to retaining consciousness after sustaining damage, to surviving when potentially lethal damage is taken.

Mind

Abbreviated as MND.

Mind is a abstraction of mental processes and abilities. It covers a character's intelligence, their ability to process and retain information, and their mental capacity and willpower. MND is also used when resisting mental status effects, and to resist damage to memory or mental functions.

Charisma

Abbreviated as CHA.

Charisma is a character's ability to charm and coerce. This may be derived from an innate ability to manipulate, but may involve other characteristics, including a character's physical attractiveness, and a character's ability to speak.

Perception

Abbreviated as PER.

Perception is a character's ability to notice and perceive their surroundings. This include complex uses of senses, the ability to detect small details, and the ability to passively, and actively detect other characters' actions.

Degrees of Success and Failure

A single degree of success is counted for every ten a d100 roll beats a base difficulty. For example, if a check difficulty was 50, and the d100 roll was 30, we would say that roll had 2 degrees of success.

The degree of failure is similar, but counts every ten a d100 roll is above a base difficulty. If a check difficulty was 50, and the d100 roll was 72, we would say that roll had 2 degrees of failure.

Checks

Checks are split into two major types.

Basic Checks

All basic checks are made in a similar fashion. In order to make a check, first determine a the check's difficulty. A basic, challenging difficulty check is equal to the character's relevant characteristic point.

The following chart may be used to help determine the difficulty of checks. Please note modifiers are applied to the difficulty of the check, not the roll.

Difficulty	Modifier
Trivial	+40
Simple	+30
Routine	+20
Standard	+10
Challenging	0
Hard	-10
Very Hard	-20
Painstaking	-30
Impossible	-40

After a difficulty has been determined, roll a d100 and compare the roll to the difficulty. If the roll is lower than the difficulty, the check succeeds.

Skill Checks

Skill checks are made when a character utilises a known skill. Making a skill check is the same as making a basic check.

Characteristic Checks

Characteristic checks are made using the base characteristic of a character. The mechanics for characteristic checks vary depending on the situation.

Untrained skill checks

Untrained skill checks are made when a character does not possess a skill, but wishes to make a check untrained. In these circumstances, the rules are the same for making a trained skill check, but all modifiers receive an additional -10.

Difficulty	Modifier
Trivial	+30
Simple	+20
Routine	+10
Standard	0
Challenging	-10
Hard	-20
Very Hard	-30
Painstaking	-40
Impossible	-50

Other Characteristic Checks

Characteristic checks are also made in other situations, such as when resisting status effects, rolling in combat, and most other circumstances when skills do not apply. Making these checks is the same as making a basic check.

Opposing Checks

An opposing check is made when a character uses a skill or characteristic against another character. In these situations, a basic check is made for both characters with the applicable modifiers. The character with the least degrees of failure, or the most degrees of success wins.

In an opposing check, it is impossible for both parties to fail, or succeed. # Combat

Combat is designed to be challenging and deadly. It utilises a damage model based on wounds, rather than hit points.

Damage System

Wounds

Each location tracks wounds. Bodily locations include:

- Head
- Right arm
- Left arm
- Torso
- Right leg
- Left leg

Each location may sustain three types of damage.

1. **Flesh-wounds:** A hit that results in no immediate danger. However, they can build up. Three flesh-wounds create an injury.
2. **Injury:** A strike that is damaging. Each injury on a location grants a -5 modifier to utilising that location.

3. **Critical Injury:** An injury that disables the location entirely. If this is to the head or torso, it creates a mortal injury.
- Upon receiving a critical injury, make a TGN check. On failure, the location is removed. This does not apply to the head or torso.
 - The number of injuries to each location needed to form a Critical Injury on a normal human, or human-like creature:
 - Arms: 10
 - Legs: 10
 - Head: 5
 - Torso: 20

Mortal Damage

Once a character receives a mortal injury, they become unable to function. If they are not stabilised within two turns, they must start rolling toughness checks every turn. If at any point they fail this check, they die.

Weapons

Each weapon possesses a percentile chance of inflicting an injury. This is represented by a weapon's DP, or Damage Percentile. If a roll for damage beats (comes below) this value, an injury is inflicted.

If the roll for damage fails, a flesh-wound is inflicted instead.

If the roll surpasses four degrees of success, it automatically inflicts a critical injury.

Armour

Armour is available for each location. A piece of armour will possess an armour modifier. The armour modifier is added to the difficulty when rolling to hit.

Locational Damage

Region	Dice
Head	1-10
Right arm	11-20
Left arm	21-30
Torso	31-70
Right leg	71-85
Left leg	86-00

Modifiers

Status Effects

Status effects are additional effects applied onto characters. These effects may be beneficial, or negative.

- Blindness

- Charmed
- Deafness
- Fatigue
- Fright
- Incapacitation
- Inspiration
- Paralysis
- Poison
- Rush
- Stun

Combat Flow

Initiating Combat

When initiating combat, all character should roll initiative equal to (x)d10, where x is equal to the tenth digit of the AGL score.

If the attack is unexpected by the defenders, each attacker receives (in arbitrary order) one extra full turn before initiative is taken into account.

Turn actions

Turns are comprised of two actions. Unless otherwise specified, a non-movement action immediately ends the turn.

- **Move:**
 - Move within the movement speed of the character.
- **Sprint:**
 - Move twice the movement speed of the character. This ends the turn.
- **Defend:**
 - Defend against the next attack. An attack the following turn has a -10 to hitting the defender.
- **Ranged / Melee Attack:**
 - Make the appropriate roll (MWS or RWS) to hit the enemy. The attacker may choose to make an aimed shot at a -20 to hit.
 - Roll a d100 to determine the location hit. Refer to Locational Damage for chart.
 - On success, make a roll against the weapon's DP.
 - Repeat roll to hit and damage for each attack(s) per action.
- **Magic Attack:**
 - Make a magic roll based on the type of magic user.
 - On success, apply spell effects to target. The target may make an agility roll to dodge (MOD -20) if their AGL score is above 30.
- **Other Actions:**
 - Use any other action that may be used outside of combat.

Races

The description of races are typically not crucial to gameplay. Races are mostly for role-play and worldbuilding purposes, and may be omitted entirely for certain settings. The core system includes three generic races.

Race Generalisation

Characteristics Score Increase

A race may provide a basic increase to characteristic scores. This is typically in the form of a base increase, (+5, etc.) or as a random dice-based increase (1d10, etc.)

Age

The age range of a race indicate the ages during which a member of a race is typically considered an adult. This can vary between societies of races, and can be waved by the Game Master depending on the situation. A player may choose to play an exceptionally young, or old character, and in those situations, it is the responsibility of the Game Master to either deny the choice, or balance the character in respect to the player's choices.

Age is not key to any core game mechanics.

Speed

The base speed for humanoid creatures is 10m. Other forms of creatures, and potentially races, may have different speeds.

Skill Training

The race will typically provide training in skills.

Fégée

Characteristics Score Increase: Gain +15 to CHA and MND or +5 to any three characteristics scores.

Age: Fégée typically mature at around 16 - 19 years old, and live for up to a century and a half.

Fée wisdom: Gain training in any four MND or CHA skills.

Goule

Characteristics Score Increase: Gain +20 to TGH and +10 to STR, MWS, or RWS, or +5 to any three characteristics scores.

Age: Goule typically mature at around 18 - 22 years old, and live for up to a century.

Labour is power: Gain training in any four STR, MWS, or RWS skills.

Human

Characteristics Score Increase: Gain +20 to any characteristic or +2 to all characteristics.

Age: Humans typically mature at around 16 - 19 years old, and live for less than a century.

Jack of all trades: Gain training in any two skills.

Classes

Classes are key to a character's basic build. They may provide skills, equipment, and additional features and abilities.

Class Generalisation

Skills

A class will typically provide training in skills.

Equipment

A class will typically provide a set of equipment.

Class Feature

A class will typically provide a class feature. A class feature is an ability or bonus available to all users of that class from the beginning.

Channeller

Skills: Gain any five skills.

Equipment: Start with the following equipment:

1. One piece of light armour *or* A dagger.
2. A casting item.
3. A knapsack with additional items and supplies.

Class Feature: Gain +5 in any characteristic.

Fighter

Skills: Gain four STR, TGH or AGL skills, one MDN or CHA skill, and one PER skill.

Equipment: Start with the following equipment:

1. One piece of medium armour *or* One piece of light armour and any ranged weapon.
2. Any melee weapon and a shield *or* Two melee weapons.
3. A knapsack with additional items and supplies.

Class Feature: Gain +10 in MWS or RWS.

Magician

Skills: Gain any five skills.

Equipment: Start with the following equipment:

1. One piece of light armour *or* A dagger.
2. A casting item.
3. A knapsack with additional items and supplies.

Class Feature: Gain +5 in any characteristic.

None

Skills: Gain any six skills.

Equipment: Start with the following equipment:

1. Any weapon.
2. Any armour.
3. A knapsack with additional items and supplies.

Class Feature: Gain +10 in any characteristic.

Rogue

Skills: Gain two AGL skills, two MDN or CHA skill, and two PER skill.

Equipment: Start with the following equipment:

1. One piece of light armour.
2. Any light melee weapon *or* Any light ranged weapon.
3. A knapsack with additional items and supplies.

Class Feature: Gain training in Sleight of Hand *or* Stealth *or* +10 in AGL or PER.

Skills

A list of skills in the basic system.

STR Skills

- Athletics
- Climb
- Martial Arts
- Smithing

AGL Skills

- Acrobatics
- Animal Handling
- Contortion
- Crafting
- Disable Device
- Escape
- Penmanship
- Ride
- Sail
- Sleight of Hand
- Stealth
- Surgery
- Swim
- Tracking

TGH Skills

- Survival

MND Skills

- Appraise
- Arcana
- Artificing
- Bureaucracy
- Business
- Calligraphy
- Culture
- Drawing
- Ecology
- Engineering
- Etiquette
- Forgery
- Geography
- History
- Insight
- Linguistics
- Logic
- Medicine
- Nature
- Paining
- Philosophy
- Politics
- Psychology
- Religion
- Religion
- Statistics
- Strategy

CHA Skills

- Barter
- Blu
- Charm
- Courting
- Deception
- Diplomacy
- Disguise
- Instruction
- Intimidation
- Leadership
- Performance
- Persuasion
- Temptation

PER Skills

- Deduce Motive
- Detect Trap
- Investigation
- Lip Reading
- Navigation

Equipment

Weapon Classification

Weapons are classified into a few broad categories. More categories may be created depending on the needs of the world or story.

Brute Melee

Complex Melee

Complex Ranged

Light Melee

Light Ranged

Unarmed Melee

Unarmed Ranged

Armour Classification

Armour are classified into a few broad categories. More categories may be created depending on the needs of the world or story.

Light

Medium

Heavy

Shields

Magic

The core ideas of magic operate on a single system. Magic spells are a combination of a technique, an aspect, and a form.

Techniques

- Commanding
- Conjuring
- Illusion*
- Infusion
- Invocation
- Knowledge*
- Mimic*
- Mutation*
- Protection

Techniques marked with an asterisk (*) do not need to invoke an aspect.

Aspects

- Acid
- Air
- Arcane
- Body
- Celestial
- Chaos
- Dark
- Death
- Earth
- Egg
- Electricity
- Fire
- Force
- Ghost
- Glass
- Gravity
- Ice
- Life
- Light
- Metal
- Mind
- Nature
- Order
- Poison
- Sand
- Sleep
- Stone
- Time
- Vision
- Water
- Wood

Forms

- Arc
- Aura
- Beam
- Being
- Burst
- Dispel
- Entomb
- Object
- Projectile
- Pure
- Self

Fluid Magic System

The fluid magic system is dependent on a dynamic system of difficulty and exhaustion.

Scale	Difficulty
Inconsequential	0
Minor	10
Normal	15
Somewhat significant	30
Significant	60
Grand	90
Immense	120
Universal	200

Technique	Difficulty
Mutation	10
Invocation	10
Conjuring	20
Illusion	20
Mimic	20
Commanding	30
Protection	30
Infusion	30
Knowledge	30

Level	Modifier
Level 1	+10
Level 2	+10
Level 3	+20
Level 4	0
Level 5	0
Level 6	0
Level 7	0
Level 8	0
Level 9	0
Level 10	0
Level 11	0
Level 12	-10
Level 13	-20
Level 14	-30
Level 15	-40
Level 16	-50
Level 17	-60
Level 18	-70
Level 19	-85
Level 20	-95

Level modifiers apply to both exhaustion and difficulty.

In order to calculate difficulty, add the base from the technique and the scale, and any additional modifiers. A successful cast requires a d100 roll that is lower than the total difficulty.

Speciality in a technique allows for a -20 to difficulty.

Exhaustion is equal to the difficulty squared divided by 70 ($\text{dif}^2 / 70$) rounded to the nearest five.

Exhaustion decays at a rate of 10/hour.

Rigid Magic System

Differences Between Systems

There are two types of magic systems.

The core difference is that rigid spells allocate magical energy beforehand, whereas fluid modify magical energy in real time. This is particularly pertinent in situations when those who use the fluid system (Channellers) use rigid (Magician) spells.

Spells

Light

Level: 1

Mana: 5

Casting time: Instant

Effects: Creates a small orb of light, roughly ~5cm in diameter. The orb gives off around 30 lux.

Speed

Level: 1

Mana: 5

Casting time: Instant

Effects: Infuses a creature with speed. For the next 10 minutes, they move at twice their normal speed.

Awareness

Level: 1

Mana: 10

Casting time: Instant

Effects: Infuses a creature with increased awareness. For the next 10 minutes, they gain a +1d10 to checks involving awareness or perception.

Heal

Level: 1

Mana: 15

Casting time: Instant

Effects: Heals two wounds from any non-mortally injured location on a creature.

Summon Armour

Level: 3

Mana: 20

Casting time: Instant

Effects: Summons a suit of armour. Quality of armour determined by degrees of success.

Explosion

Level: 5

Mana: 30

Casting time: Instant

Effects: Creates an explosion with 1d10 meters radius. Deals damage with DP50 to all creatures within blast radius.

Arc Lightning

Level: 5

Mana: 25

Casting time: Instant

Effects: Create electricity which arcs with ease from living being to living being. Deals damage with 20DP to all creatures within 5 meters of each other. Conductive objects can be used as a medium to extend the lightning's reach.

Healing Aura

Level: 2

Mana: 25

Casting time: Instant

Effects: Creates an aura with a radius of 10 meters. Heals two random wounds randomly from all creatures within the aura.

Ensnare

Level: 1

Mana: 20

Casting time: Instant

Effects: Traps an enemy in pure magical energy for 1d10 turns. During this time, they cannot take actions, but remain fully conscious.

Spark of Anger

Level: 4

Mana: 20

Casting time: Instant

Effects: Deals damage with DP10 to the target. Triggers an enrage, which gives the target an additional +1d10 to all attacks and damage for 10 turns.

Flare

Level: 2

Mana: 10

Casting time: Instant

Effects: Launches a bright flare in a direction with an initial velocity of 30 m/s. The flare gives off around 300 lux.

Glaciate

Level: 9

Mana: 20

Casting time: Instant

Effects: Entombs a creature or object in ice. They are disabled until it melts.

Poison Touch

Level: 3

Mana: 15

Casting time: Instant

Effects: Infuses a target with poison. They take poison damage with DP30 each turn for 5 turns.

Gravity Well

Level: 6

Mana: 35

Casting time: Instant

Effects: Creates a gravity well which sucks all objects within 20 meters into it. The gravitational force is equivalent to 0.5g.

Ray of Fire

Level: 4

Mana: 25

Casting time: Instant

Effects: Creates a beam which lights everything it touches on fire. It deals damage with DP40 to all creatures hit, and inflicts an additional DP30 burning damage for 5 turns.

Scalding Stream

Level: 5

Mana: 30

Casting time: Instant

Effects: Creates a beam of boiling water. Deals damage with DP60 to all creatures hit, and inflicts an additional DP30 burning damage for 2 turns.

Aggravate

Level: 3

Mana: 25

Casting time: Instant

Effects: Triggers enrage, which gives the target an additional +1d10 to all attacks and damage for 10 turns.

Banish to Dust

Level: 4+

Mana: 40

Casting time: 3 turns, Instant

Effects: Disintegrates an object. Size of object depends on casting level. Cannot target creatures larger than small in size. Can never target humans.

Dimension Gate

Level: 12

Mana: 70

Casting time: 6 turns, 10 minutes

Effects: Creates a dimension gate.

Portal

Level: 2

Mana: 35

Casting time: Instant

Effects: Creates a portal to a certain location. The destination may not be the intended target, depending on the degrees of failure or success.

Hypnosis

Level: 9

Mana: 40

Casting time: Instant

Effects: The target makes a MND save. On failure, they fall under the caster's control for 1d10 minutes. Degree of control varies depending on degrees of failure or success. Cannot be used on the same person again within 48 hours if failed.

Monsters