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System

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. A 10 rolled for the tenth digit represents a 0, unless both are rolled 10, in which case they collectively form a 100.

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 characteristics exist.

Melee weapon strength

Abbreviated as MWS.

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

All melee weapons that are not classified as *Unarmed Melee* or *Brute Melee* utilise MWS rolls.

Ranged weapon strength

Abbreviated as RWS.

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

All ranged weapons that are not classified as *Unarmed Melee* utilise RWS rolls.

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 also utilise STR 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 also utilise AGL 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 an 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 others, but may involve other characteristics, including a character's physical attractiveness, and a character's ability to speak publicly.

Perception

Abbreviated as PER.

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

Checks

Basic & characteristic checks

Basic checks are all made in a similar fashion. In order to make a check, first determine the check's difficulty. A basic, challenging difficulty check is equal to the character's relevant characteristic point. This is also known as a **characteristic check**.

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

Check difficulties for basic and trained skill checks and their corresponding modifiers. Please note modifiers in general are applied to the difficulty of the check, not the roll.

Difficulty	Modifier
Trivial	+40
Simple	+30

Difficulty	Modifier
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, though the player may choose which characteristic they wish to invoke. The results and means through which an action is taken as a result may be affected by the characteristic utilised.

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.

Check difficulties for untrained skill checks.

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

Opposing checks

Opposing checks are 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 closest to success, or with the greatest success, succeeds the check.

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

Skills

A list of skills in the basic system.

- Acrobatics
- Animal Handling
- Appraise
- Arcana
- Artificing
- Athletics
- Barter
- Bluff
- Bureaucracy
- Business
- Calligraphy
- Charm
- Climb
- Contortion
- Courting
- Crafting
- Culture
- Deception
- Deduce Motive
- Detect Trap
- Diplomacy
- Disable Device
- Disguise
- Drawing
- Ecology
- Engineering
- Escape
- Etiquette
- Forgery
- Geography

- History
- Insight
- Instruction
- Intimidation
- Investigation
- Leadership
- Linguistics
- Lip Reading
- Logic
- Martial Arts
- Medicine
- Nature
- Navigation
- Painting
- Penmanship
- Performance
- Persuasion
- Philosophy
- Politics
- Psychology
- Religion
- Ride
- Sail
- Sleight of Hand
- Smithing
- Stealth
- Strategy
- Surgery
- Survival
- Swim
- Tracking

Skill progression

Skills have levels that go from 1-10. Each level above 1 provides an additional +5 to checks against that skill. A basic training in a skill provides a level 1 skill. In order to progress levels, upgrade points (UP) may be spent.

1 UP should cost 1000 EXP.

Number of UP needed to progress from each level

Level	Cost (UP)
1	2
2	4
3	6
4	12
5	20
6	32
7	42
8	84
9	136

Combat

Damage system

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

Wounds

Each location tracks **wounds**. These represent physical damage done to a location. Body locations include:

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

Each location may sustain three types of damage.

- **Flesh-wounds:** A hit that results in no immediate danger. However, little things build up, and one must be wary of these minor injuries. Four flesh-wounds form an injury.
- **Injury:** A strike that is physically damaging. Each injury on a location grants a -5 modifier to utilising that location.
- **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, a character must make a TGH check. On failure, the location may be removed entirely. 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.

Region	Hits
Arms	10
Legs	10
Head	5
Torso	20

The dice rolls when hitting, and their corresponding regions.

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

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.

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 stages, an action, and a move. 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 for each of the weapon's speed. A weapon with 3 speed may roll damage 3 times.
 - 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 20.
- **Other Actions:**
 - Use any other action that may be used outside of combat.

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 **starting equipment**. The item marked *A knapsack with additional items and supplies*. should be filled by the Game Master with items relevant to the setting or adventure at hand.

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: You have with you the abilities of a lucky few. The natural means to channel arcane energy through your body and form it as you wish.

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: 1) Gain +10 in MWS, or 2) gain +10 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: You have strived in your studies to unlock the doors to the world of the arcane. Through your hard work, and sacrifice, you have achieved your goals, and can cast the magic you have learned.

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 +8 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: Your past is well, a little dodgy to say the least. You've almost certainly been involved in some sort of unsavoury behaviour, but you've learned from these experiences as well. Gain training in *1)* Sleight of Hand, or *2)* Stealth, or *13* +10 in AGL or PER.

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.

Light Melee

Dagger

Range: 10m

DP: 10

Speed: 3

Light Ranged

Normal Melee

Shortsword

Range: 0m

DP: 40

Speed: 2

Longsword

Range: 0m

DP: 60

Speed: 1

Normal 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

Leather

Rating: -15

Gauntlet

Rating: -10

Medium

Heavy

Shields

Magic

Techniques

Techniques are verbs.

Classical techniques include the following:

- To command
- To conjure
- To infuse
- To know
- To mutate

Free-form techniques are any transitive action verbs.

Aspects

Aspects are nouns.

Classical elements include the following:

- Aether
- Air
- Earth
- Fire
- Metal
- Water
- Wood

Concrete aspects are concrete nouns.

Abstract aspects are abstract nouns, in referring to ideas, qualities, and conditions.

Collective aspects are collective nouns, in referring to a collective of people or things.

Proper aspects are proper nouns.

Forms

Forms are always concrete nouns. They indicate the form in which the aspect will be cast to.