



WinterDawn

A Fantasy Role-Playing Game

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There's a race of men that don't fit in,
A race that can't stay still;
So they break the hearts of kith and kin,
And they roam the world at will.
They range the field and they rove the flood,
And they climb the mountain's crest;
Theirs is the curse of the gypsy blood,
And they don't know how to rest.

If they just went straight they might go far;
They are strong and brave and true;
But they're always tired of the things that are,
And they want the strange and new.
They say: "Could I find my proper groove,
What a deep mark I would make!"
So they chop and change, and each fresh move
Is only a fresh mistake.

And each forgets, as he strips and runs
With a brilliant, fitful pace,
It's the steady, quiet, plodding ones
Who win in the lifelong race.
And each forgets that his youth has fled,
Forgets that his prime is past,
Till he stands one day, with a hope that's dead,
In the glare of the truth at last.

He has failed, he has failed; he has missed his chance;
He has just done things by half.
Life's been a jolly good joke on him,
And now is the time to laugh.
Ha, ha! He is one of the Legion Lost;
He was never meant to win;
He's a rolling stone, and it's bred in the bone;
He's a man who won't fit in.

— Robert W. Service, *The Spell of the Yukon and Other Verses* (1911)

Book 1. Prologue

Introduction

My name is Max Boivin. I am the creator of WinterDawn and the SdA system and I would like to begin this book by thanking you for your interest in WinterDawn. I hope you and your friends will get countless hours of enjoyment and excitement from this game. Make sure to visit our website at WinterDawnRPG.com [<http://WinterDawnRPG.com>] for printable character sheets, cheat sheets and other game help.

What is a Role Playing Game?

The chances are that most of you are already familiar with the concept of role-playing game (RPG) but it seems to be a tradition that every RPG book start with an explanation of what is an RPG.

If you have picked up this book without any prior knowledge of what it is about, hopefully this section will enlighten you. If you are a veteran role player, you may safely skip this section but, reading it might give you a clue as to how I perceive role-playing.

A role-playing game, as the name indicate, is a game where you play a role. Players create a character with their own personality, qualities, flaws, past, skills, etc. Those characters will venture together, overcome obstacles, gather treasures, defeat villains, become villains, save the day, fail and sometimes die.

Unlike most games, the players don't compete against each other and there are no winners and losers. Role playing games are fundamentally collaborative group games. There is no well define goal to reach, number of points to get or conditions for victory; the goal of the game is to create an interesting and entertaining story as a group and the only way to "win the game" is by having fun.

Since there is no clear end-point in a role-playing game, the length of the game can vary greatly; some games will last for only a few hours but most games will extend on many play session of a few hours each and can end up lasting years!

The Game Master

Another big particularity of RPGs is that one of the player hold a special role: the Game Master (GM). Unlike the other players, the GM does not play a specific character but will give life to all the secondary characters and antagonists the characters of the other player will meet and face. Those characters are called non-player characters or NPCs. The GM also create and populate the world in which the adventures take place and will describe the sceneries and events of this world to the other players. The GM has the responsibility to prepare

some kind of adventure for the characters, propose the players hooks to allow their character to jump on such adventures and present encounters and challenges for the characters to overcome. The GM will also act in a way as a referee for the game. In a RPG, players can have their characters attempt to do anything. It would be impossible to try to cover every situation with a clear cut rule describing how such situation is to be resolved. This is where the GM as referee comes in; GMs have the responsibility to interpret the rules and decide how the plans of the players can be translated to the available mechanics. The GM also possesses a veto on basically everything in the game. They can decide to change or ignore a rule or to declare the plan of a player as unrealistic and not allow it. This power should be used with parsimony and restrained; if you want to alter or ignore a rule, make sure to discuss it with your player before encountering a situation where the rule is called upon (ideally before starting the game). If a player wants to attempt some crazy actions, instead of saying a strict no, the GM can try to tweak this action with the player to try to bring it back at an appropriate level of realism for the game being played or make the action extremely unlikely to succeed. If the GM decides to take this later road, once they allowed a player to attempt an action, even if they attributed to this action a difficulty level they were sure the character would fail, if this last one succeed by good fortune, the GM need to let the action be accomplished; it is now too late for veto. Being the GM of a group is more work but it is extremely gratifying. You get to create a world and present it to the other players, control many characters, and you take your friends on great adventure. Although it is the job of the GM to bring opposition to the characters, they do not oppose the players; GM and the other players work together to create a dramatic story. For this story to be interesting it will need challenges to overcome and this is the main responsibility of the GM.

What Material Do You Need to Play RPGs?

In order to play a role-playing game in general, you will need pencils, erasers, paper and dice. Some specific games require special material like playing cards, tokens, jenga™ blocks, etc.

To play WinterDawn specifically, all you need is the basic material required by most RPGs: something to write with, something to write on and polyhedral dice.

Polyhedral dice are dice of various shape and number of face. The classic set of polyhedral dice comes with 6 or 7 dice and include one die with 4 faces (d4, shaped as a pyramid), one die with 6 faces (d6, the cube used by so many games), one die with 8 faces (d8), one or two dice with 10 faces (d10, when two are included, one will usually be marked with “00”, “10”, “20”, “30”,... , up to “90”; this dice is sometime referred as a percentile dice, d% or d00), one die with 12 faces (d12) and one die with 20 faces (d20). WinterDawn uses all those dice (except the percentile one) and it would facilitate play to own a few full sets.

Although they are not required, many groups use miniatures for a visual representation of combats and other situation where knowing the precise position of each member of the party is important. Of course, any kind of distinctive token can be used in place of miniatures. Some groups will also completely forgo the use of such visual aids and rely completely on imagination and accurate description. There is no right or wrong answer here and

this is simply a matter of preferences.

One more thing you will need to play a role-playing game is at least one other person; you need to be at least two players, one impersonating a character and the other one taking the role of the GM.

Why I Play RPGs And Why You Should Give it a Try?

There is no other type of games that give you more freedom than role playing games. In RPGs, you are truly solely limited by your and your friends imagination. Video games can be a great hobby but your option will always be limited by what the developer thought off (or by the bugs they left in that you can exploit). Board games are also a lot of fun but you have clearly defined actions you can do and strict rules framing and narrowing your possibilities.

In role-playing games, you can have your character attempt to do almost anything (doesn't mean they're going to succeed). Whenever you face an obstacle, the obvious solution is not always the best and the best approach can be different from character to character. RPGs really encourage the players to think outside of the box and GM should rewards imaginative solution (as long as they are realistic in the game world).

Role playing games are also a good way to spend some social time with live people, away from the screen (of course, nowadays you can play online through video call but at least you are looking at someone's face). The fact that RPGs have so little limits as to the actions you can take and the story you can create, each game is truly unique and will create long-lasting shared memories with your friends.

There are other benefits from playing role-playing games that may be more specific to certain situations. Since playing RPGs is about getting into the skin of somebody else (your character), it can help develop empathy and empathy is what will save the world (or the lack thereof will doom it).

There is also many stories of stutterers who, while impersonating their character, lose their stutter, and sometimes, like in my own personal case, they can learn to lose their stutter in everyday life as well.

Role playing game can also be a fantastic teaching and learning tool. They can be used with children to have them solve problems in an engaging way, or to help them realize that their actions have consequences. It can also be used among adults to explore different "what if" scenarii or philosophical ideas and bring them to their logical conclusions in a ludic manner.

RPGs can also help anybody playing them develop their imagination, their problem solving skills, their confidence, their creative writing, their improvisation skill, their acting, their outgoingness and many other useful qualities.

What Qualities Do You Need to Play RPGs?

The only quality you really need to a RPG is to be able to spend a few hours with your fellow players without arguing and fighting over menial things.

Being imaginative and outgoing help but don't worry if you are not; those qualities will develop over time as you play.

Playing WinterDawn may require you to do some additions and subtractions but I tried to keep those to a minimum and to keep all maths very simple. The maths involved should be accessible to everybody able to count to a hundred and then some.

So, if you are able to spend an evening with some friends without it devolving into chaos and violence, congratulations, you have what it takes to play role-playing games.

Why Did I Create this System and Wrote this Book?

There is many role-playing systems (rule set) and games out there and a lot of them are very good, so why create a new one? Because there are many systems out there containing wonderful ideas. I admit it, I shamelessly pillage a lot of ideas from my favourite RPG systems, tweaked them and mashed them together to create WinterDawn. I also added some of my original ideas that I came up with over my years of playing RPGs.

I also had the desire to create a system more realist than many popular RPGs while keeping it simple enough to not be overcome with rules and details and to not slow the pace of the game too much.

While developing the SdA system, I tried to homogenize the rules so players have fewer mechanics to learn and the vast majority of the time, whenever they have to roll dice, the same mechanics are going to be used; almost everything in the SdA system is a skill check. The name SdA refers to the way most RPGs using polyhedral dice describe the number and type of dice to roll. 5d6 means to roll 5 dice with 6 faces. The "S" in SdA represents the skill level (+1) the player is about to test and the "A" represent the attribute governing this skill. For example, a character with an acrobatics skill of 2 and an agility (the attribute governing acrobatics) of 6, will roll 3d6 whenever they need to test their acrobatics. Combat will work in the same way, as casting magic, as resisting the effect of a spell or from the elements; all those are skills based.

The reason I went with this dice system is that it gives a good tactile feedback of the ability of your character. You can feel in your hand, before you roll, the difference between a task you are good at and one you are mediocre. Unlike when you are always rolling a 20 sided dice and adding different number to represent your competency, you can feel the varying odd of success, in your favour when you roll 5d12, not so much if you can only roll 1d4.

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The other things that was important for me to include in the SdA systems were a dynamic combat based on choice and trade-off from the player where you don't just spend your time waiting for your initiative number, damage and injuries with consequences, different types of armours and weapons which matter for more than cosmetic reasons, characters not based on classes and a progression not based on level but where skills increase as they are used. Most of those mechanics exist in other systems in one way or another, I recognize that, but I wanted to bring them all together in harmony, in the same system, in a coherent and easy to learn manner.

Book 2. The SdA system: Engine of the Game

Basic Mechanics

In order to add some objectivity and some randomness to role-playing games, some mechanics are used to define what a character can and can't do, how well-equipped they are to overcome different challenges and if they succeed or fail at whatever they are trying to accomplish.

Attributes

Six attributes define every character. Those are agility, power, constitution, erudition, persona and sagacity.

Attributes for a humanoid character will usually vary between 4 and 12. The highest the attribute score the better.

- Scores below 4 are crippling, since no test with that attribute can be rolled.
- Scores of 5 or 4 are considered weak.
- An average attribute has a value of 6 or 7.
- Scores of 8 or 9 are considered strong.
- Scores of 10 or 11 are considered exceptional.
- Scores of 12 are considered heroic.
- Scores of 20 or higher are considered supernatural.

Agility

This attribute represents the dexterity and nimbleness of the character. It covers fine motor skills, eye-hand coordination and balance.

Power

Power represents the physical strength and explosiveness of a character.

Constitution

A character's constitution represent not only his health but also their resistance to different types of punishment. Constitution also affect the rate at which a character recover from injuries.

Erudition

Erudition is the attribute for formal learning, academic knowledge and book-smartness.

Persona

This attribute represents the strength of personality and charisma of the character. Characters with a high persona score tend to be very polarizing individuals and will leave a strong impression on the people they meet.

Sagacity

Sagacity is the wisdom and common sense of the character. A down to earth, no non-sense, resourceful character would be one with a high sagacity score.

If erudition is the book-smart, sagacity will cover the street-smart. While erudition is very theoretical, sagacity is the practical side of things.

Dice

WinterDawn is played with polyhedral dice. 6 types of dice are used: 4 sided, 6 sided, 8 sided, 10 sided, 12 sided and 20 sided.

Those dice are usually referred to by the letter “d” followed by the number of faces (d4, d6, d8, etc). If a number is noted before the letter “d”, it is to represent the number of dice.

Example

“3d12” means 3 12 sided dice.

Skills

A large array of different skills covers what a character can reasonably be expected to do. Each of those skills is linked to one or, sometime, two or three attributes.

Some skills have five specialities under them. Those specialities are added to the parent skill when relevant.

Each skill is going to be described in the following chapter.

Skill specialities

Some skills are subdivided into specialities. Those skills should not be tested directly but tests should be made with one of the sub-skills.

The ranks of the skill and of the speciality being tested should always be added together.

Skill Test

Whenever a player desires to attempt an action with a chance of failure, the GM can ask to perform a skill test.

The number of dice to be rolled for a skill test is 1 + the number of ranks in the skill being tested. The type of dice is determined by the attribute[`lexicWord`] governing the skill being tested; the dice used must have no more face than the value of the attribute.

The combination of number of dice plus type of dice is called the dice-pool.

Some skills are governed by more than one attribute. In some cases, the circumstances will determine the appropriate attribute to use while in other, the choice will be left to the player.

Example

A skill with a rank of 3 will allow the player to roll 4 dice. If this skill is governed by an attribute with a value of 7, the player can roll 6 sided dice. His dice-pool for this test would then be of 4d6.

Even if a character has no rank in a skill, the player can always at least roll 1 die.

A test can involve more than one roll and/or more than one dice-pool. The different types of test will be discussed later in this chapter.

A skill test should only be asked for if the success or failure of an action will impact the narrative outcome.

Dice Pool and Roll

A dice-pool represents the number and type of dice available to a player for their character to perform a certain task or action.

A roll is the actual dice used to perform the task or action.

In most circumstances dice-pools and rolls will be the same but in some cases, a player can decide to roll fewer dice than their dice-pool would allow.

Success and Failure

To succeed on a skill test, a number of measure of success (MoS) equal or superior to a difficulty level must be obtained.

MoS (Measure of Success)

- Every dice showing 4 through 7, inclusively, represent 1 MoS.
 - Dice showing from 8 to 11 represent 2 MoSes.
 - Dice showing between 12 and 15 count for 3 MoSes.
 - Dice showing between 16 and 19 count for 4 MoSes.
 - Dice showing 20 count for 5 MoSes.
-

Loss

Dice showing 1 subtract 1 MoS. It is possible to end up with a negative number of MoSes which are called losses.

Many situations have dire consequences for rolling losses.

Difficulty Level

There is a vast difference in difficulty between different tasks; some are mundane and some can be near impossible.

Easy tasks need 1 MoS to be accomplished.

Such tasks have 50% chance of being successful when attempted by an average character untrained in the skill used.

Moderate tasks need 2 MoSes to be accomplished. An average character need to be at least initiated in the skill to be tested to be able to succeed at such a task.

Difficult tasks need 3 MoSes to be accomplished. Those tasks will be challenging for any average character, even if this one is well-trained in the skill being tested.

Very difficult tasks need 4 MoSes to be accomplished. Even a character highly trained in the skill being tested can be expected to fail such tasks about 2 times out of 3.

Near impossible tasks need 5 MoSes to be accomplished. A character accomplishing such a task in front of an audience will leave them in awe.

Legendary tasks need 6 or more MoSes to be accomplished. Witnesses of such accomplishment will have a hard time finding people to believe their recounting of the event.

Those numbers are for simple tasks which can be done in one action, in a short amount of time.

The difficulty level is either determined by the GM, by a roll made by an opponent or by different environmental factors.

Hits

MoSes exceeding the difficulty level are called hits.

Many skills, spells and other abilities have varying degree of effectiveness depending on the number of hits obtained on a roll.

Types of Test

Not all situation call for the same type of test; in some situations a character can take their time to overcome a static obstacle while in other circumstances time is of the essence. Sometimes an additional character will work against them or assist them. Some tasks are complex and will involve multiple skills and some others don't have a precise objective and a character will simply try to do as good as they can.

The different types of tests for those different situations are described below.

Static Test

A static test is a roll made against a difficulty level determined by the GM.

Difficulty level should be based on the inherent difficulty of task, not on how difficult the task should be for the character.

The skills chapter and adventuring chapter offer guidelines to determine difficulty level.

Opposed Test

An opposed test is one where two characters are working against each other for the completion of a task.

A roll is made for each character. The difference between those rolls become the number of hits scored by the characters with the most MoSes.

Losses are added to the hits of the winning party.

If both characters roll the same number of MoSes, the status quo is preserved.

In some circumstances, it is impossible or unclear to determine the status quo. In those occurrences, the GM should determine if one of the characters has the advantage; this character will win the opposed test in case of a tie.

Example

A rogue tries to sneak in a manor. Their stealth test will be opposed by a perception & vigilance made by the characters who could spot him. The guards expecting intruders and looking for them will have advantage on their tests while the rogue will have advantage when opposed by the unsuspecting occupants of the manor.

Open-Ended Test

Open-ended tests don't have difficulty levels but the number of MoSes will determine how well the task is performed. In essence, every MoS is a hit.

Examples of tasks for which an open-ended test would be appropriate would include playing a musical instrument, running as fast as one can, cooking a nice meal, building a shelter to spend the night, etc.

Rolling Test

Rolling test are tests that can be made in multiple rolls. The MoSes from every roll are added together to beat the difficulty level. They are used for tasks which can be worked on over time. Each roll will represent a certain amount of time passed.

Two types of rolling test exist: first fail and step back.

First Fail Rolling Test

A first fail rolling test allows the player to keep rolling and adding their MoSes until one roll get no MoSes.

Example

A thief trying to pick a lock could do so as a first fail rolling test; for every roll 6 seconds pass, if a roll obtain no MoSes before they reach the difficulty level they fail and have to start again.

Step Back Rolling Test

A step back rolling test does not fail upon a roll with no MoSes or on a roll with loses. The loses are simply subtracted from the MoSes accumulated. If the number of accumulated MoSes drop to 0, the test fails.

Example

A woodworker is building a cart. Every day they can make a Woodworking roll. If on a day they score some loses, they not only make no progress on that day but damage something they already built.

Assisted Test

In some circumstances two or more characters can work together on a task. When doing so, each character can make a roll and the MoSes are added together to beat a difficulty level.

The GM can put a limit on the number of characters who can effectively work on a task.

Example

Two characters try to move a large log; they can work together and add their MoSes to beat the difficulty level.

Assisted Test, Halved

Halved assisted test are used for tasks where an assistant help but does not double the efficiency of the work being done. In those cases, the main performer of the task count their MoSes normally while the assistants will only add half their MoSes to the total.

Group Test

A group test is in order when multiple allied characters are trying to perform the same action and are covering for each other.

Each player makes a roll. The MoSes from every roll are added and compared to the difficulty level.

The difficulty level for a group should be equivalent to the difficulty level[lexicWord] for a single character to

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perform the task multiplied by the number of individuals in the group.

Example

A group of 5 characters need to cross a narrow catwalk over a chasm. The difficulty level for an individual character to cross the catwalk would be of 2 on an acrobatics test. If the party decide to do it as a group, the difficulty level become 10 but the MoSes of every player are added together.

Composed Test

Composed test are tests which require two or more rolls made with different skills. The MoSes are added together to beat the difficulty level.

Example

Disabling a trap can be made with a composed test of mechanics, to understand the trap design, and sleight of hands, to disable it without triggering it.

Rolling Composed Test

In some case, a test is both composed and rolling.

In such a situation, the skills involved are alternated.

At least one roll of each Skill must be made.

Example

Picking a lock will require mechanics to understand the lock and sleight of hand to pick it. Difficult lock will have high difficulty level and will require multiple roll. The player will have to alternate between mechanics and sleight of hand every roll, until the lock is unlocked or until they fail the roll.

Mixed Test

A mixed test is simply a test that combines more than one of the previous types.

Example

If two characters are working on building a cart, they can make an open-ended assisted test.

Bonus and Malus

Characters can gain bonus or suffer malus depending on the situation they have to perform a task.

Bonuses come in two form: Additional MoSes or additional dice to a dice-pool.

Bonuses to MoSes are noted by a simple +1 MoS. Bonuses to a dice-pool are noted as +1d.

To benefit from bonus MoSes a player must have dice leftover in their dice-pool.

Bonuses giving extra dice can be used even with a depleted dice-pool.

Malus removes MoSes from a roll. They are noted as -1 MoS.

Resounding Success

For a roll to be considered a resounding success two conditions must be met:

1. The task attempted must be successful and
2. The number of MoSes obtained on the roll (before adding any bonus MoSes) must be equal or greater to the number of dice granted by the dice-pool for this task.

Resounding success can be used to regain spirit or gain experience. Details are given further in this chapter.

Complete Failure

A roll ending up with Losses (before any malus has been applied) is a complete failure of the character.

A complete failure can cause a lost of spirit or a gain of experience. While outside of combat, if a player rolls a complete failure they must make a Confidence & ego test with a difficulty level equals to 1 + the number of losses. If this roll is successful, the player can put an experience points in the failed skill. If the roll is

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unsuccessful, the character loses 1 spirit point per ranks in the failed skill.

Complete failures can also imply a complication. Some examples are given in the description of certain tasks.

In case of a complete failure on an opposed test, the losses are generally added to the roll of the opposing character.

Spirit

Spirit points represent both the stamina and moral of a character.

A dice-pool can never contain more dice than the current number of spirit points of the character.

The maximum amount of spirit points for a character is equal to the sum of his constitution, persona and sagacity.

Spirit will fluctuate vastly during play. Many circumstances can drain or raise the spirit of a character.

Spirit Drain

Common causes of loss of spirit points include fighting, long travel, restless nights, starvation, extreme weather, seeing an ally falls in combat, etc. Each will be described in their appropriate section.

While outside of combat, rolling a complete failure can cause a lost of spirit. Details in the complete failure section.

Increasing Dice Pool with Spirit

A player can also spend the spirit of their character to add dice to a dice-pool (before any roll is made). One die can be added at a cost equal to the current number of dice in the dice-pool. A player can add to a dice-pool a number of dice equal to the rank of the skill being tested.

Example

A character with a cooking skill of 3 would have a dice-pool of 4 dice. If the player wants to increase their chance of succeeding at creating a sumptuous meal, they could decide to spend 4 spirit points to add a die, 9 spirit points to add two additional dice ($4 + 5$) or 15 spirit points ($4 + 5 + 6$) to raise their dice-pool to 7 dice.

Regaining Spirit

A character can replenish their spirit in many ways: A good night of sleep, eating a good meal, being victorious in combat, witnessing a beautiful artistic performance, etc. Details about the different ways to regain spirit will be given in their respective sections.

Whenever a character wake up from a prolonged sleep, the player can regain half their constitution worth of spirit points.

While outside of combat, whenever a player rolls a resounding success, they can decide to regain 2 spirit point per MoSes instead of getting an experience point.

Improving Skills and Attributes

Experience is gained per skills and per attributes and cannot be transferred.

A character can gain experience for their skills in a few different ways:

- While outside combat, rolling a resounding success grant 1 experience point in the skill used.
- While outside combat, a player rolling a complete failure could gain an experience point if they succeed a Confidence & ego test. Details in the complete failure section.
- At the end of a combat, the GM should count the number of injuries boxes, major and minor, of all the characters opposing the party of players. This sum represents the number of experience points to be divided among the players. The players are free to distribute the experience they receive between the skills they used during this combat as they see fit.
- Finally, the GM is free to award experience points to a player when this one uses a skill in an original manner to advance a significant plot point.

A player can raise the rank of a skill at any moment by spending an amount of experience points linked to that skill equal to the current rank of the skill plus 1, multiplied by 4.

Example

A skill at a rank of 2 will cost 12 experience points $((2 + 1) * 4)$ to be raised to 3.

Skills subdivided in specialities does not directly gain experience but experience is attributed to the speciality being tested.

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speciality ranks are raised in the same manner as for skills but the rank of the parent skill should always be added to the rank of the speciality for calculation of the cost.

Skills subdivided in specialities are raised by lowering the rank of three different child specialities by 1 to raise the parent skill rank by 1.

Example

A character with an athleticism rank of 1, with the specialities climbing 2, running 1 and jumping 1, can subtract 1 from those three specialities, bringing back climbing to 1, jumping and running to 0 to increase athleticism to 2. This will not affect the dice-pool of any of the three specialities which were part of the trade but will increase the dice-pool of the other two athleticism specialities, lifting & pushing and swimming.

Every time a player uses experience to raise the level of a skill or a speciality, they can add 2 experience points in the attribute governing this skill. If this skill is governed by more than one attribute, the experience can be split between the governing attributes.

Attributes can be raised by spending an amount of experience points equal to the current level of the attribute.

Some traits can be purchased using skill or attribute experience. Details in the character creation section.

Whenever a player spend experience, either to raise a skill, raise an attribute or purchase a trait, they should note the amount of experience spent in the experience spent space of the character sheet. This has no mechanical advantages and serve solely for the GM to balance the challenges presented to the players.

Lowering specialities ranks to increase the parent skill does not give attribute experience and should not be included in then experience spent.

Mentoring

A character can help another improve a skill by mentoring. The mentor's skill rank must be above the skill rank of the apprentice by at least 2.

When the mentor uses the skill to perform a task, the apprentice has a chance of gaining experience.

If the task is of a type which can be assisted, the apprentice must assist with their own dice-pool. Whenever the mentor rolls a resounding success, both him and the apprentice can gain an experience point in the skill. If the apprentice rolls a resounding success, the normal rule apply.

If the task is one where assistance is impossible or impractical, the apprentice must look closely. If the mentor rolls a resounding success, the experience point is attributed to the apprentice.

Training and sparing

Two characters can work together to improve skills which require opposed test (can be the same or two different skills).

The two characters each make their roll normally but, whenever one of them rolls a resounding success both can put an experience point in the skill they were training.

Sparing is training for combat skills. The rules are the same as for regular combat but damage does not have to be rolled. For the characters to be eligible to gain any experience the combat must last 5 rounds.

The characters sparring do not gain experience based on the injuries boxes of their opponent but on the number of rounds they sparred.

For every 5 rounds, each character gains 1 experience point.

Sparing is not limited to two characters.

What is a character made off?

- **Name:** What the character is known as.
- **Race:** The racial make up of the character. Chose between High-Man, Highland Half-Man, Lowland Half-Man, Orc, Goblin, Hobgoblin, Elf, Faun and Troll.
- **Description:** The gender, age, height, weight and other details of the physical appearance of the character.
- **Attributes:** Agility, power, constitution, erudition, sagacity and persona. Those represent the base disposition of the character in each of these domains.
- **Skills:** The list of skills the character knows or has experience in.
- **Experience spent:** The amount of experience points the player spent to purchase skills, attributes or traits
- **Traits:** Special features making the character unique. Some are gained on character creation while others can be gained while playing.
- **Spirit:** A mix between moral and stamina, this is what keep the character going.
- **Health:** The number and type of injuries the character is currently suffering from as well as the different effects caused by those injuries.
- **Arsenal:** The list of weapons the character currently has on them ready to use.
- **Armour:** The current armour worn by the character and the tally of the total passive defence offered by this one.
- **Equipment:** All the different piece of equipment the character carries on their person.
- **Wealth:** The money carried by the character by denomination. Three types of coins exist: Copper, Silver and Gold.
- **Encumbrance:** A mix of weight and inconvenience of the equipment carried by the character including the weapons, armour, money, food and water.
- **Morality:** Where the character falls on the good and evil axis, their honour and faith.
- **Vice & Virtues:** Represent the inclination of the character towards different vices and virtues. Each virtue lies between two vice. The five virtues are courage, temperance, generosity, magnanimity and friendliness.

Skills

Skills are a big part of what defines a character. They are the interface with which the characters interact with the world around them.

Skills can be used in many ways, to overcome many types of obstacles. It may sometimes seem obvious which skill to use in a certain situation but a player can always think outside the box and take a different approach to solve the problem at hand.

Skills (and attributes) can also give information about how the character should be (role) played; a character with a high Confidence & ego will act differently than one with no ranks in this skill.

In the following chapter, each skill is going to be briefly described and given some example of use. Like everything in this book, those are simply guidelines and should not limit the players or GM in the way they want to use the skills.

The skills are presented in alphabetical order.

Acrobatics

Attributes: Agility

Acrobatics represents the capacity of a character to tumble, roll and balance themselves.

Acrobatics can be used to mitigate damage from falls, to walk on narrow ledges or pathways or to move while avoiding range attacks.

Every MoS rolled on an acrobatics test can negate one die from a damage roll dice-pool from falling (falling damage are explained in the adventuring chapter).

While performing a dodge roll manoeuvre, every MoS allow the character to move 1 metre. For every metre moved in this way, one MoS is subtracted from every range attack targeting the character.

Narrow ledge and pathway may reduced movement speed dramatically (details in the adventuring chapter). Every MoS on an acrobatics roll can add 1 meters per rounds to the movement speed, up to the regular movement speed of the character.

Skills

- Acrobatics (Agility): Balance and nimbleness. Used to mitigate fall damage and for doge rolling.
- Appraise (Sagacity): Used to determine the value and quality of things.
- Arts & Performance (Persona): Capacity to entertain or move an audience through art.
 - Acting: Used to play a role, impersonate, disguise or lie.
 - Dancing: The art of gracious movement.
 - Drawing & Painting: Creating visual image with paint, ink or charcoal.
 - Music & singing: Using musical instruments and one's voice to make beautiful sounds.
 - Oration & Poetry: Composing verses and reciting in an appealing manner.
- Athleticism (Power): The pure physical aptitude of a character.
 - Climbing: The ability to move over more or less vertical surface.
 - Jumping: Either vertical or horizontal, useful to go over some obstacles.
 - Lifting & Pushing: Moving heavy objects.
 - Running: Used to cover distance rapidly using one's legs.
 - Swimming: The ability to move in water.
- Charm & Persuasion (Persona): Convincing and seducing people.
- Cooking (Sagacity): Preparing fancy feast or large quantity of food.
- Confidence & ego (Persona or Sagacity): Resisting fear and intimidation.
- Crafting (Sagacity): Using raw material to create finished objects.
 - Metalworking: Range from pot and horseshoes to weapons, armour and jewellery.
 - Scribing: Writing texts, copying books and everything related to those activities.
 - Stone-cutting: Cutting stones, from basics rocks to precious gems.
 - Tailoring: Making clothes, sails, drapery and anything made with textile, canvas or leather.
 - Woodworking: From framing house to carving spoon, anything made out of wood.
- Detect Motive (Sagacity): Used to figure out if somebody is lying, to resist being conned or to resist taunt.
- Elementalism (Erudition or Persona): Magic relying on the study and control of the elements.

- Aether: The element of the spirit and soul, mainly used to control mind.
- Air: Can be controlled to create terrible gust of winds or to fly.
- Earth: Can shape the ground and stone.
- Fire: Control of the flame to devastating effects.
- Water: Can shape and manipulate water to create big wave or to calm the sea.
- Insult & Intimidation (Persona): To cause fear in someone, to influence them to do as told or to demoralize them and have them flee.
- Knowledge (Erudition): The mastery and knowledge of the facts of the world.
 - Geography: Knowledge of the features of the land and ability to draw and read maps.
 - Heraldry & Nobility: Knowledge of the lords and nobles and how to recognize their coat of arms.
 - History: Knowledge of the past events.
 - Linguistic: Knowledge of different languages.
 - Religions: Knowledge of the different systems of beliefs and of their rituals.
- Laws & Legal System (Erudition, Persona or Sagacity): Mastery of the laws and ability to argue them.
- Luck (Persona): The inherent good fortune of a character. Used in gambling or if a player take wild guess.
- Mechanics (Sagacity): Ability to understand and repair mechanical devices, notably traps and locks.
- Melee Combat (Agility or Power): Fighting up close.
 - 1-Handed Swords: Fighting with swords wielded in one hand.
 - 2-Handed Swords: Fighting with swords wielded in two hands.
 - Axes, Clubs & Maces: Fighting with tip heavy weapons wielded in one hand.
 - Brawling: Fighting unarmed or with really short weapons. Useful for grapple.
 - Polearms: Fighting with longer, hafted weapons, either in one or two hands.
- Mysticism (Persona or Sagacity): Magic taking its source from the gods.
 - Bless & Curses: Used to give benefits or penalty to allies and enemies.
 - Divination: Used to see remotely or peek in the past or future.
 - Cure & Heal: Used to cure diseases and heal injuries.
 - Necromancy: Speaking to, controlling and raising the dead.
 - Retribution: Bringing divine fury to defeat one's foes.

- Natural Healing (Constitution): The capacity of the character to recover from injuries without help.
- Range Combat (Agility or Power): Fighting from afar, at a distance.
 - Bows: Used with arrows, can reach long distance without sacrificing speed.
 - Crossbows & Firearms: Powerful but long to reload, once loaded, aim and shoot.
 - Javelins & Spears: Long hafted weapons to be thrown.
 - Slings: A piece of fabrics used to accelerate and launch stones or bullets.
 - Thrown: Used for throwing knives, axes, darts or small improvised projectiles.
- Reflex (Agility): Can be used for initiative or to avoid dangers.
- Resist Cold (Constitution): Used to prevent damage and lost of spirit from extreme cold.
- Resist Fatigue (Constitution): Used to resist the hardship of long travel and lack of sleep.
- Resist Heat (Constitution): Used to prevent damage and lost of spirit from extreme heat.
- Resist Hunger (Constitution): Used to prevent damage and lost of spirit from starvation.
- Resist Pain (Constitution): Used to ignore pain and avoid penalties from suffering.
- Resist Poison (Constitution): Used to resist toxins, poisons, spoiled food and anything harmful to the body while ingested or once in the blood stream.
- Resist Shock (Constitution): Used to resist concussive force and being stunned.
- Ridding (Agility): The ability to ride horses and other mounts.
- Science (Erudition): The mastery of concepts and theories regarding the natural world.
 - Alchemy & Chemistry: Used to create and analyse potions and explosives, so long as they do not rely on magic.
 - Botany: Knowledge of plants, their property and how to care for them.
 - Engineering & Physics: Used to calculate ballistics trajectory or load bearing for structures.
 - Medicine: Used to heal serious and life threatening injuries and diseases.
 - Zoology: Knowledge of animals, their habitats, their mode of living, their nutrition, etc.
- Seamanship (Sagacity): Everything one need to know to operate a ship or a boat.
- Shamanism (Sagacity): A form of magic coming from the spirits inhabiting nature.
 - Ancestors: Allows a shaman to see remote events or to peek in the past or future.
 - Beast: Allows the shaman to temporarily gain features from an animal.
 - Lakes & Rivers: Allows a shaman to control water.

- Mountains & Rocks: Allows a shaman to shape the ground and stones.
- Plants & Trees: Allows a shaman to control the growth of plants or to animate vegetation.
- Sleight of Hands (Agility): Manual dexterity, used notably for pickpocketing, cheating while gambling and reloading firearms.
- Sorcery (Persona): A form of magic coming from pacts with occult force.
 - Abyssal Magic: Dealing with demons and devils, the sorcerer can summon them to do their bidding.
 - Blood Magic: The sorcerer use the power of fresh blood to control and twist minds and bodies.
 - Chaos Magic: The sorcerer tap from the primordial force of the universe to transform and destroys things.
 - Death Magic: Dealing directly with Death, the sorcerer can gain power over undeads.
 - The Unknown: A mysterious force allowing the sorcerer to see remote events, peek in the future or the past or to drive their opponent insane.
- Stealth (Agility): The ability to move unseen or unnoticed.
- Survival (Sagacity): The ability to survive and thrive in the wild.
 - First-Aid: Used to heal superficial wounds and to stop light bleeding.
 - Foraging & Hunting: Used to find food while in the wild.
 - Navigation: Used to avoid getting lost while travelling.
 - Sheltering: Used to make camps and rest comfortably while in the wild.
 - [lexicWord]#Tracking*: Used to follow signs and trails left by a character or creature.
- Taming & Training (Persona): The ability to domesticate wild animals and to teach tricks to domesticated ones.
- Torture (Persona or Sagacity): Used to inflict pain without killing, either to extract information or simply for pleasure.
- Witchcraft (Erudition or Sagacity): A form of magic used to create magical trinkets, wands, potions, etc.
 - Balms & Potions: Used to create balms and potions with all kind of effects.
 - Curios: Used to create magical objects.
 - Fumes & Phials: Used to create bottles of liquid and gas to be thrown and broken to release the effect,

- Third Eye: Used to see remotely or peek in the past or future.
- Wands & Staffs: Used to create magical wands and staffs.
- Wizardry (Erudition): Form of magic based on the study of ancient formulas and rituals.
 - Abjuration: Protective and defensive form of magic.
 - Conjunction: Allows a wizard to summons creatures and have them serve them or to move instantaneously from one point to another.
 - Enchantment: Used to alter the abilities of allies, enemies or objects.
 - Evocation: Allows a wizard to create energy from nothing, mainly used to cause damage and destruction.
 - Illusion: Used to confound people and create images and sounds that aren't there.

Combat

A good story requires drama. Drama is conflict and conflicts can often turn to combats.

Different characters can adopt different approach to combat but the end goal is usually the same: survival.

Initiative

At the start of a combat, initiative should be rolled for every character. An initiative roll is an open-ended composed test of reflex and perception & vigilance.

Characters act in order of their initiative, from the highest to the lowest.

The initiative number of a character can change during a combat. The prevalent causes of initiative change are detailed further in this chapter.

Rounds

Combats are divided in rounds. A round is about 6 seconds (there are 10 rounds in a minute). This is more of an average than a fix measure.

Every round, the GM should called initiative number from the highest initiative counting down to the lowest.

When a character's initiative number comes up, it is their turn to act. On their turn, a character can perform actions and move up to their movement speed.

If their initiative is greater than 0, a character can delay their turn to the negative of their initiative number.

If a character delay their turn, their initiative return to normal on the following round.

If two or more have the same initiative score, the character with the most spirit acts first.

Example

A character with an initiative of 3 could decide to wait to act at -3.

Actions

Every round, a character can choose amongst the following actions:

- Melee Attack
- Range Attack
- Reloading a firearm or crossbow
- Casting a Spell
- Athleticism or Acrobatics action
- Stop bleeding through Medicine or First Aid
- Intimidation
- Taunt
- Inspire their ally
- Reassess the situation
- Use or interact with an object
- Any other action that can realistically be performed inside of roughly 6 seconds, at the GM discretion.

Those actions will be described in more details further in this chapter.

Performing Two Actions

If a character has an initiative greater than 0, they can choose to split their turn between their regular initiative number and the negative of their initiative number. By splitting their turn, a character can perform two actions, divide their movement or both. If the player decide to perform two actions, the total number of dice used for both actions cannot be greater than the largest dice-pool of those two actions.

Example

A character with an initiative of 4 decide to split their turn in two. On their initiative number they will intimidate an opponent. Their insult & intimidation skill grant them a dice-pool of 5d6. They also intend to perform a melee attack as their second action, at -4 initiative. Their relevant melee attack skill grant them 6d8. The total number of dice used for both actions can therefore not exceed 6 dice.

The player decide to use 4 dice for the intimidation and the remaining 2 for the melee attack.

Reaction

Reactions are actions performed out of turn. They do not count as part of the actions a character can perform and have their own dice-pool.

The most common reactions a player can perform in a rounds are the following:

- Defending against a melee attack
- Avoiding a range attack or spell attack
- Performing an attack of opportunity

More details about the specific of those reactions further in this chapter.

The total number of dice used for reactions in a round cannot exceed the number of dice granted by the reaction granting the largest dice-pool.

Example

A character is being targeted by a range attack and decide to dodge. Their acrobatics skill grant them 2d6, the player decides to use them.

Later in the same round, some circumstances would grant an attack of opportunity to the character. The relevant melee attack skill of the character would allow them 3d10. Since they already used 2 dice for a reaction, they can only roll 1 die for their attack of opportunity.

Free Actions

Free actions are actions which are either very swift to perform or can be done in simultaneously to another action or movement.

Talking, drawing a weapon (but not sheathing one) or dropping a held object are examples of common free actions. Those free actions do not require any dice roll.

In some cases, a character can be entitled to a free action which will require a dice roll. Resisting an intimidation or taunt attempt are typical examples of free actions calling for a test.

If a free action requires a test, the dice used do not count as part of the dice used for actions nor reactions.

Movement

A character can move up to their movement speed in a round. This movement can be split, evenly or not, part of it being performed at the initiative number, the rest happening at the negative of the initiative.

The movement can be made before or after an action or on its own.

Most humanoid characters have a movement speed of 9 meters per rounds.

The type of terrain can affect the distance a character can move in a round. Details will be provided further in this chapter.

Surprise

If some characters are surprised at the start of a combat, they roll initiative normally but every dice used for the perception & vigilance roll are calculated as part of the actions dice-pool and the dice rolled for the reflex roll are counted as part of the reaction dice-pool for the first round. The player can choose to roll less than the normal amount of dice granted by their perception & vigilance or reflex in order to keep more dice available for their action and reaction.

Example 1. Example

A character is being ambushed by some opponents. They would have access to 3 and 2 dice from their perception & vigilance and reflex skills respectively. The player decides to roll 2 dice for each, keeping an extra die for their action.

Range of Attack

The range of attack represents the distance at which a weapon can effectively attack. Every weapon has at least one range of attack but some are effective at more than one range of attack.

Range of attacks are divided into four types: close, medium, long and far.

Close, Medium and Long Ranges

Those ranges are used for melee combat.

- Close range is for unarmed combat or very short weapons like knives and daggers. In close range the opponent faces each other with no more than a metre between them.
- In medium range the opponent are facing each other with 1 and 2 metres between them. Most swords, maces and one-handed axes are most effective in medium range.
- When two opponents are facing each other with 2 or 3 metres between them they are considered at long range. Spears, halberds and great swords are at their best at long range.

If a weapon is noted with a range of attack followed by a negative number, the weapon can still be used at this range (and cause damage) but MoSes are subtracted from any attack roll made at this range.

More details about melee combat further in this chapter.

Far Range

Far range is for thrown or projectile weapons.

Every weapon effective at far range will be noted with a number next to the far range mention. This number represents the range increment in metres.

More details about the far range and range increment further in this chapter.

Melee Attack

If a character has an opponent inside the range of attack of a wielded melee weapon, they can attack this opponent on their initiative turn.

Every melee weapon has one or more melee combat specialities associated with it; the player choose one of those specialities to perform the attack. If an attribute is noted next to a speciality, this attribute must be used to build the dice-pool, otherwise, the player can choose between using power or agility.

Defending Against Melee Attack

If the character targeted by the attack has not used their whole dice-pool on this round, as a reaction, they can make a melee combat roll of their own to defend against the attack.

If the attacker is outside the range of attack of the defender, the defender will suffer malus to their roll. 1 MoSes is subtracted per difference in the range of attack.

Example

A defender with a close range weapon defending against a long range weapon will suffer -2 MoSes from the melee combat roll while a defender wielding a medium range weapon fighting at close range will receive -1 MoS on their roll.

Attacker & Defender

Whenever two characters are facing each other, one is considered the attacker while the other is considered the defender.

The attacker has to announce the number of dice they intend to use for the attack before they roll. The defender can use this information to select the number of dice they are going to use for their defence. The defender cannot change the number of dice used for their defence after the attacker made their roll.

The character acting on their initiative turn to attack will be considered the attacker while the character acting out of turn as a reaction is considered the defender.

In the case where the two characters have the same initiative number, they are both considered attackers. In this situation, the character with the most spirit announce the number of dice they are going to use first.

If a character uses a reaction to perform an attack of opportunity, they are considered the attacker while the target is considered the defender.

Flanking and Rearing

If a character is attacked by from the side or the back, they can still defend against the attack but will receive malus to their roll.

If attacked from the flanks, they receive -1 MoS on their roll.

If attacked from the rear, they receive -2 MoSes on their roll.

If they win the engagement or on their turn, a character can pivot to face their opponent without spending any movement or causing attack of opportunity.

Resolving a Melee Attack

The MoSes obtained on the melee combat roll of the characters facing each other are compared. The difference between the result of the two rolls is the number of hits scored by the character with the most MoSes.

The character the hits have been scored against lose 1 spirit points per hits.

The hits scored can also be used for control, damage or for a mix of both.

Damage can only be dealt if the character the hits are scored against is inside the range of attack of the weapon used by the character scoring the hits.

Control

Control are effects to change the situation of the combat in the favour of the character performing them.

A character can spend hits to apply one or more of the following effect:

- 1 hits: The character can move 1 metre inside the range of attack of their opponent without causing an attack of opportunity. This only protect against the attack of opportunity from the character the hits has been scored against. This can allow a character to move in the middle of the attack resolution.

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- 2 hits: The initiative of the character the hits have been scored against is lowered by 1.
- 2 hits: The character the hits have been scored against is moved by 1 metre in a direction decided by the player which scored the hits. A character moved in this way can trigger attack of opportunity. To push a character of a ledge or in a hole in this way, 1 additional hit must be expended.
- 4 hits: The character the hits have been scored against is disarmed. The weapon falls at the feet of their feet. The character who scored the hits can spend additional hits to send the weapon flying in a random direction. The weapon will land 1 metre away per additional hits spent.

Multiple effects (or the same effect multiple time) can be applied on the same attack.

Range Attack

If a character has a line of sight on an opponent and is equipped with a range weapon, they can try to hit them from a distance.

Every range weapon has one or more range combat specialities associated with it; the player choose one of those specialities to perform the attack.

If an attribute is noted next to a speciality, this attribute must be used to build the dice-pool, otherwise, the player can choose between using power or agility.

Doing a range attack in the range of attack of an opponent will grant this one an attack of opportunity.

Dodging a Range Attack

If a character is target by a range attack and is conscious of it, they can try to avoid the projectile by doing a reflex roll. The number of MoSes obtained on that roll will be subtracted from the range combat roll of the attacker.

Dodging cause attack of opportunity.

Size Modifier

The size of a character impact how hard they are to hit at range.

- Range attacks targeting mini characters receive -1 MoS.

- Range attacks targeting micro characters receive -2 MoSes.
- Range attacks targeting large characters receive +1 MoS.
- Range attacks targeting huge characters or bigger receive +2 MoSes.

Range Increment

The range increment of a far range weapon represent the maximum distance at which an attack can be made without suffering any malus.

Every time the range increment is passed 1 MoS is subtracted from the attack roll.

Example

A weapon with a range increment of 5 metres can be used up to this distance without any malus. If this weapon is used between 5 and 10 metres, 1 MoS is subtracted from the attack roll. If it is used between 10 and 15 metres, 2 MoSes are subtracted from the attack roll. If it is used between 15 and 20 metres, 3 MoSes are subtracted and so forth.

Resolving Range Attack

The attacker rolls their attack roll with the appropriate range combat speciality. From the MoSes obtained are subtracted all the malus which apply: the MoSes from the reflex roll of the target, the penalty inflicted by a dodge roll, the size modifier and the range increment penalty.

The remaining MoSes are the hits of the attack. For every hit one die of damage can be rolled. There is no control effects in range attack and the defender can't affect the attacker.

Damage

If the character scoring the hits is the attacker, they can roll 1 damage die per hits used. If they are the defender, 1 damage die is rolled for every 2 hits used.

The type of dice to be used for damage can not have more face than the damage indicated by the weapon. If the weapon's damage is noted as an attribute plus a number (usually power), the total is the maximum size of dice to be used.

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Before rolling the damage, the type of damage must be announced. Most weapons can deal one or more of the three following type of damage: piercing, cutting and bludgeoning.

If a type of damage is followed by a negative number, the weapon can still cause this type of damage but MoSes are subtracted from the damage roll.

The MoSes rolled on the damage roll are compared to the corresponding passive defence of the armour of the target. The difference is the hits of the damage roll.

For every hits on the damage roll the character receiving the damage must tick one injury box. All the injuries boxes ticked must be on the same line. The character receiving the injury can decide if the injury boxes are ticked on a new line (if one is available) or if they are added to a line with previously ticked injury boxes.

If the amount of injury boxes is greater than what is available on a line, the character becomes incapacitated.

If a damage roll cause a major injury or worst, extra effects are added to the injury depending on the type of attack.

Damage Effect

If a major injury box is ticked, an additional effect is applied depending on the type of damage.

Cutting and piercing attacks cause bleeding wounds while bludgeoning attack can stunned the target.

Bleeding

Piercing major injuries cause a level 1 bleeding wounds while cutting major injuries cause a level 2 bleeding wounds.

For every bleeding wounds a character suffer they can either subtract one die from every power and agility dice-pool or one bleeding wounds get one level more severe.

Example

A character received 1 piercing major injury and 1 cutting major injury. Both are bleeding, the first one is a level 1 wound while the second one is a level 2 wound. The character's melee combat dice-pool is of 5d8. If the player rolls the whole 5 dice, the bleeding wound from the piercing injury will advance to level 2 while the bleeding wound from the cutting injury will advance to 3. The player decide to roll 4 dice. Their bleeding wounds from the piercing injury will advance to 2 but the bleeding wound from the cutting injury will remain at 2.

If a level 3 bleeding wound is aggravated, the character becomes incapacitated and start bleeding to death.

Stunned

Bludgeoning major injury cause the character receiving it to become stunned. The player must make a resist shock test. This test does not count as part of the dice-pool for the round but has its own dice-pool.

The number of MoSes obtained is the limit of dice which can be used on the next round. This limit is raised by 1 on every subsequent rounds until the end of the combat or until every dice-pool is back to normal.

Incapacitated

If a character becomes incapacitated they fall prone, their movement speed is reduced to 0 and all their dice-pool are reduced to 0 dice. The character is still aware of its surrounding but cannot perform any action. They can only talk very low.

If a character becomes incapacitated while suffering one or more bleeding wound start bleeding to death.

If a character becomes incapacitated through a bludgeoning attack, they become unconscious.

Bleeding to Death

When a character starts bleeding to death, the player must make a natural healing test. The character will die after a number of minutes equal to the MoSes obtained on the natural healing test + 1.

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Unconscious

If a character is made incapacitated by a bludgeoning weapon, they become unconscious.

While unconscious, the character is totally oblivious to its surrounding. The only action the character can do is a resist shock rolling (step back) test. The character regain consciousness when 10 MoSes are accumulated or at the end of the scene.

Dead

If a character receive any damage while incapacitated, they die.

An ally can try to reanimate a dead character with a first-aid static test or a medicine rolling (first fail) test. The difficulty level for both those test is equal to the number of minutes passed since the character died plus 1. Each roll takes one minute.

Shield defence

Characters wielding shield can, once per round, used it to protect themselves against damage.

Shield have the special attribute shield defence, a number representing the protection offered.

The player willing to cause damage to the character using their shield must spend an amount of their attack hits equal to the shield defence before they can spend hits to roll damage.

Example

A character is attacking an opponent wielding a shield with a shield defence of 1. The attacker scores 3 hits on their attack roll and wants to roll damage. The defender decide to use their shield so the attacker must spend one hit to overcome the shield defence and can then roll 2 damage dice.

Damage to Armour

When a character is receiving damage, instead of ticking injury boxes they can permanently reduce the protection of every type offered by one piece of armour by 1 per injury boxes.

If the protection of a piece armour of armour is dropped to 0 for all types, the piece is ruined and fall apart.

Damage can not be reduce in this way by natural armour.

Attack of Opportunity

An attack of opportunity is a melee attack done as a reaction to certain conditions.

The most common cause of attack of opportunity are: * A character moving inside the range of attack of an opponent.

- A character doing a range attack inside the range of attack of an opponent.
- A character casting a spell inside the range of attack of an opponent.
- A character fixing a wound inside the range of attack of an opponent.
- A character reloading a weapon inside the range of attack of an opponent.
- A character doing a reflex roll to avoid a range attack.
- Any other action made inside the range of attack of an opponent that require to take the attention away from this opponent.

A character can only do one attack of opportunity per round.

A character is only entitled to an attack of opportunity if the triggering condition happens in his line of sight (in front of him or on his flanks). Attacks of opportunity done on a target on one of the flank receive -1 MoS.

If a character moves inside the range of attack of an opponent, the attack of opportunity can only be done at the start of the movement (if the character is already inside the range of attack and line of sight) or when the character enters the range of attack or line of sight (If the movement started outside the range of attack or line of sight).

If a character is inside the range of attack of multiple opponent, they can provoke multiple attacks of opportunity.

While performing an attack of opportunity, a character is always considered the attacker. The target of an attack of opportunity is normally considered the defender, even if the attack happens on their turn.

Attacks of opportunity grant the attacker +1d to their roll, therefore, even if a character's dice-pool is completely depleted they can still roll at least one die (of the appropriate type for the attribute they use for the attack).

Grappling

Grappling an opponent give access to special control effects. To initiate a grapple the character must be at close range and score at least 2 hits on a brawling attacks.

To perform a brawling attack the character must be at close range and wielding the appropriate type of weapon or have at least one free hand.

Once a character is grappled, their movement speed becomes 0, and they receive -1 MoS on all their power and agility rolls.

Both the grappler and the grappled can only attack each other (but can defend against other) and every attacks other than brawling ones receive an additional -1 MoS. Neither can use their shield defence.

A grappled character can reverse the situation and become the grappler by spending 1 hit from a brawling attack against their grappler.

Two or more characters can grapple an opponent together. Each potential grappler must make their attack to enter grapple normally. The malus suffered by the grappled character are cumulative.

Moving

When a character is grappling an opponent, they can move with this last one in any direction by 1 metre per hit scored on a brawling roll.

This control effect cannot be used to move the grappled character off the ledge of a building or in a hole. To do so, the throw effect is in order.

Throw

A throw allows a grappled to send the grappled character to the ground.

In order to do so, 2 hits from a brawling roll must be spent.

The grappled character is now prone. The grappler can either go prone with the thrown character and make it pinned or release the grapple and remain standing.

Pinned

A pinned character suffer the same restrictions as a grapple character but receive an additional -1 MoS on their power and agility roll (-2 MoSes total).

A pinned character can reverse the situation and become the one doing the pinning by spending 2 hits from a brawling attack against the character pinning them.

Choke

A grappling character can attempt to choke the grappled character.

To do so, the grappling character must spend 3 hits from a brawling roll.

A choke can be broken by the choked character by spending 2 hits from a brawling roll.

A choked character cannot become the grappler until they break the choke.

At the start of their turn, on every round, a choked character must make a resist fatigue test with a difficulty level equal to the number of round passed since the beginning of the choke. This test does not count against the dice-pool for this round or as an action. If the test is failed, the character become unconscious. The character can regain consciousness when 10 MoSes are accumulated on a resist fatigue rolling (step back) test.

Cutting and Piercing Attack While Grappling

If a grappling character scored some hits on a brawling roll against the grappled character, they can use some of those hits to roll for damage. If the damage is of type cutting or piercing, the protection from the armour is ignored.

Example

A character grappling an opponent try to stab the grappled character with a dagger. They score 2 hits and decide to use them for piercing damage. The damage roll result in 4 MoSes, those do not need to be compared to armour so the grappled character must tick 4 injury boxes on the same line.

Spirit Surge

At the end of a combat, every character on the victorious side can roll either a resist fatigue or a Confidence & ego open-ended test. Each character gains 2 spirit points per MoSes they obtained on their roll.

Special Manoeuvres

Some special manoeuvre allow a character to perform two actions on the same initiative number.

Special manoeuvre still require the character to split their dice-pool.

Charge

A charge consist of running followed by an attack.

To perform a charge a character must be at a distance to their target at least equal to their movement speed.

The charging character must make a running test. Each MoS allow the character to move an extra 2 metres. The MoSes unused to reach the target can be added to the charge attack roll.

The target of the charge is entitled to an attack of opportunity (if the charging character enter their range of attack) but both characters are considered attackers.

A charge can not cause a disarm.

Defensive Stance

A defensive stance is a way for a character to trade all offensive capability for a more effective defence.

To enter a defensive stance, on their initiative turn a character can roll a melee combat open-ended test. The MoSes obtained can be kept until the start on the character next turn and spent to oppose the melee attack rolls made against the character.

Example

A character adopts a defensive stance and rolls 4 MoSes. A first opponent attack them and obtains 3 MoSes on their attack roll. The defending character uses 3 of their MoSes to nullify the attack of the opponent. If a second opponent attacks the defender and obtained 2 MoSes, the defender can use their left over MoS to reduce the attack to 1 hits.

Dodge rolling

A character can move by doing a dodge roll, making them harder to be hit by range attacks.

The player must make an acrobatics test. For every MoS obtained the character can dodge roll for 1 metre.

For every metre moved in this way, all range attack made against this character during this round receive -1 MoS.

If the character rolling pass in the range of attack of one or more opponents, they can make an attack of opportunity.

Mounted Combat

Moving with a mount does not require a test.

Bringing a mount which is not combat trained in the range of attack of an opponent require a riding test. The difficulty level of such a test is equal to 1 + 1 per size category bigger than the mount. If the mount is entering the range of attack of multiple opponents, the difficulty level is added for all those opponents and a single test is made. If the test is failed, the mount refuse to enter the range of attack.

Mount have their own dice-pool but act on the initiative of the rider.

A charge made while mounted use the running skill and dice-pool of the mount.

Jumping over obstacles require a ridding test from the rider and a jumping test from the mount. The difficulty level for both those tests is related to the obstacle to overcome, as per the athleticism rules. The hits from the riding test can be transferred to the mount's jumping test. If the riding test fails, the mount refuse to jump. If the jumping test fails, the mount fails to pass the obstacle.

When the mount or the rider receive a major injury the rider must make a riding test to remain on the mount. The difficulty level for this test is equal to the number of major injury suffered by the rider and the mount

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(added together).

If a rider falls from a mount they may suffer damage as per the regular falling rules.

Mounted characters cannot perform dodge rolling nor shield wall.

While fighting an opponent on foot, the mounted character is considered to be on high ground.

A character on foot cannot choke a mounted character and all their control attacks cost 1 extra hits.

More detailed on mounted combat in the chapter about vehicle.

==Prone

A character can chose to get prone or become prone due to adverse circumstances.

Getting prone takes 2 metres of movement.

Getting up from being prone takes half a character's movement.

While prone, moving takes twice as much movement (every metre moved count as 2 metres).

A prone character receives -2 MoSes on all melee combat rolls against a standing character.

A prone character receives -2 MoSes on all range combat rolls except crossbows & firearms rolls, which receive +1d.

A character targeting a prone character with a range attack receive -1 MoS on their attack rolls and the range increment malus is doubled.

Getting prone behind cover can increase the protection offered, at the GM discretion.

Kick Up

A prone character can get up by doing an acrobatics test. Every MoS reduce the movement needed to get up by 1 metres. This provoke attacks of opportunity.

Reassessing the Situation

A player can use their action or part of their action to reroll their initiative. They must use the new initiative number even if it is lower.

Inspire

A character can make a short speech to motivate their allies.

The player does an oratory & poetry test. For every MoS they can distribute 2 spirit points among their allies (excluding themselves).

Intimidation

A character can try to intimidate an opponent.

The player makes an insult & intimidation roll opposed by a Confidence & ego test from the target.

The Confidence & ego test of the target does not count as part of their dice-pool.

Intimidation functions as a far range weapon with a range increment of 5 metres for the distance malus.

There is no size modifier.

For every hits on the insult & intimidation roll, the target lose 2 spirit points.

Taunt

A character can provoke a target.

The player must make an insult & intimidation test opposed by a detect motive test by the target.

The detect motive test of the target does not count as part of their dice-pool.

Taunt functions as a far range weapon with a range increment of 5 metres for the distance malus. There is no size modifier.

Starting from their next turn, every action not directed against the taunting character have a dice-pool reduce by -1d per hits on the insult & intimidation roll. The dice-pool of the target recover 1 dice per turn.

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Example

A character tries to taunt an opponent. The taunter rolls 4 MoSes on their insult & intimidation roll. The target rolls only 1 MoS on a detect motive rolls. The taunter scores 3 hits. On their next turn, if the target does any action not targeted against the taunter, their dice-pool will be reduced by 3 dice. On the following turn, the malus will be reduced to 2 dice, then 1 dice, then the effect will be dissipated.

Shield Wall

If two or more characters are wielding a shield with the special attribute hide behind shield, they can form a shield wall.

Every frontal attacks made against characters in a shield wall receive -1 MoS, on top of any malus granted by the hide behind shield special.

While used to make a shield wall, shield cannot be used to reduce attack hits for damage in their regular manner.

Characters in a shield wall can only move at the speed on the slowest character.

Characters in a shield wall act at their regular initiative but every movement must be made at the lowest initiative among the party of the shield wall.

Shrugging Off Wounds

A character can decide to spend their turn or part of their turn shrugging off wounds.

To do so, the player must chose a line of injury boxes with minor injuries ticked but no major injury. The player than do a resist pain test with a difficulty level equals to the total number of injury boxes ticked. If the roll is successful, one injury box can be unticked.

In case of a complete failure, one more injury box is ticked for every loss.

Throwing Non-Range Weapon

Every weapon and objects can be thrown with the thrown skills.

Every thrown attack made with a weapon or object not specifically made for throwing receive a malus.

- Small objects and weapons which can be more or less contained in one hand (knives, small rocks, tomatoes, mugs, etc) receive -1 MoS and have a range increment of 5 metres.
- Medium objects and weapons which are used with one hand (arming swords, skillets, books, etc) receive -2 MoSes and have a range increment of 4 metres.
- Large objects and weapons which usually require two hands to use (great swords, chairs, pumpkins, etc) receive -3 MoSes and have a range increment of 3 metres.

Two Weapons Fighting

Characters equipped with a weapon in each hand can do two attacks on the same initiative number.

The dice-pool must be split normally.

The second attack receive -1 MoS.

Casting Spell

Characters with spell casting abilities can cast spells in combat.

Casting a spell causes attack of opportunity.

If attack hits are scored against a character while they are casting a spell, the casting fails.

More details on casting spell in the magic chapter.

Terrain Modifiers

Different types of terrain can affect combat. Terrain can hinder or advantage characters depending on the situation and on how they use the different obstacles.

Cover

Cover makes a character harder to hit.

Cover is divided in 4 categories according to how much of the character's body is hidden.

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- $\frac{1}{4}$ cover: Attacks made against a character behind this type of cover receive -1 MoS.
- $\frac{1}{2}$ cover: Attacks made against a character behind this type of cover receive -2 MoSes.
- $\frac{3}{4}$ cover: Attacks made against a character behind this type of cover receive -3 MoSes.
- Full cover: Attacks cannot be made against character fully covered.

It is possible that a cover apply to both opponents simultaneously.

Character of different size can receive different protection from the same cover.

Difficult Terrain

Different types of terrain can hinder the movement of characters.

Difficult terrains are divided in four categories, according to how much they hinder movement.

- Minor impediment: Every 2 metres moved count for 3. If a character runs on such terrain, 1 MoS is used not to fall.

Example

Loose rocks on the ground or large exposed tree roots.

- Medium impediment: Every metre moved on such terrain counts for 2. If a character runs on such terrain, 2 MoSes are used not to fall.

Example

Muddy ground or moderately steep hill.

- Severe impediment: Every metre moved on such terrain counts for 3. If a character runs on such terrain, 3 MoSes are used not to fall.

Example

Icy ground or marshy land.

- Extreme impediment: Every metre moved on such terrain counts for 4. It is impossible to run on such terrain but an athleticism or acrobatics test can increase the movement at the GM discretion.

Example

Thick bush or jagged rocks.

High Ground

Attacking a character on lower ground gives the character on high ground +1d.

Book 3. Spells

Introduction

This is place holder text.

Spell Description

Fireball

A ball of fire explode, burning everyone in the blast radius.

Components

Essence: Fire

Duration: Instantaneous

Target: Sphere

Effect: Damage + Burning

Range: Sight

Save: Reflex (Dodge)

Description

The radius of the sphere is 1 metre per MoS obtained on the damage roll. Every character caught in the first metre from the centre of the sphere will take the full damage rolled. The damage is reduced by 1 for every additional metre away from the centre.

Every character caught in the radius of the explosion can do a reflex roll as a reaction. For every MoS obtained on that roll, the character can move 1 metre away from the center of the explosion.

Example

A sorcerer cast a fireball nearby 1 metre away from an enemy. Due to a good roll on casting, the Sorcerer rolls 3d8 burning damage and obtains 3 MoSes. The fireball will thus have a radius of 3 metres.

The enemy situated at 1 metre from the centre of impact would then receive the full 3 level of burning injury. This enemy can use their reaction to move away from the centre of the explosion; 2 MoSes. Enough to move just at the edge of the blast radius and reducing the damage to 1.

Book 4. Appendices

Appendix A: Test

This is a test appendix where some information need to go.

Appendix B: Lexicon

Here is a list of terms which are used in very specific manner. Every time you see a word written in this format, you can find its definition in this section.

character

A person in the game, either controlled by the GM or one of the other players.

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