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.*

*-The Men Who Don't Fit In*

*by Robert W. Service,*

*The spell of the Yukon, and Other Verses (1911)*

# Book 0: 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 for printable character sheets, cheat sheets and other game help.

### What is a Role Playing Game?

The chance 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 an RPG is.

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 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 is no winners and losers. Role playing game are fundamentally collaborative group game. 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 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.

The *GM* also create and populate the world in which the adventure take place and will describe the scenery and events of this world to the other players. The *GM* also have 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 has to be resolved. This is where the *GM* as referee comes from; *GMs* have the responsibility to interpret the rules and decide how the crazy plans of the players can be translated in 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 attempts 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 to the game being played or make the action extremely unlikely to succeed. If the *GM* decide*s* 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 to 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, to get to 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 role playing game in general, you will need pencils, erasers, paper and dice. Some specific games require special material like playing cards, tokens, jengatm 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 is 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 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 game. 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 games is truly unique and will create long lasting shared memories with your friends.

There is 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 amongst adult 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 player 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 is many systems out there containing wonderful idea. 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 tired 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 is 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 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 skill 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.

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 always rolling a 20 sided dice and adding different number to represent your competency, you can feel the varying odd of success, in you favour when you roll 5d12, not so much if you can only roll 1d4.

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.

### Guidelines, Not Rules

The goal of a role playing game should be to collaboratively create a story. All the players, including the *GM*, should work together toward this goal. If the rules ever get in the way of the story, the *GM* can always decide to put them aside, tweak them, bend them.

It is also always possible at the start of a new campaign to have a discussion amongst the players and decide if some of the rules are going to be ignores or modified. If you do so, it would be advise to keep the modification through out the game or, if you realize it was a mistake or that it need a little more modifications, make sure to discuss it with everyone involved before changing anything.

In reason of the flexibility of the rules, I rather see them as guidelines. This is not a rules book but a guide book. Throughout this book, I will still use the term “rules” but it is always intended as a soft rules or a guidelines.

Of course, every modifications of those guidelines need to be approved by the *GM*. As part f their role as referee. *GMs* always have the last word when it come to guidelines interpretation, modification or abolition.

### Exposing my Biases

I tried to design the *SdA system* to allow different style of play. Some people prefer more fantastic games, some prefer more gritty one. Some *GM* will run game of epic proportions where the *characters* need to save the world while other will present scenarii much more toned down. There is no correct type of game. The best option is the one your group of players enjoys the most.

Even though I tried to minimize my bias toward one specific type of play, some will still be apparent in the fundamental design of the system. In a desire of transparency, I decided to be upfront about it and declare my biases right here, in the introduction of the book. I hope you won't take this as meaning that if your preferences vary, *WinterDawn* won't be adapted for your style of play (and I hope even more that it is not the case).

When it comes to magic, I always preferred setting where magic is rare, strange and scary. Only a few people can practice it, sometimes it have to be done underground, without the authorities or the non-initiated finding out.

As for the power level of the *characters*, I always enjoy starting out a game with *characters* who are barely more competent than the average person of the setting. Slightly above average. I truly enjoy experiencing the growth of a *character* until they become exceptional individuals. I believe that what makes someone a hero is not their aptitudes, skills and abilities but the way they act in extraordinary situations.

I can see the appeal of epic game but I always been more inclined toward more toned down scope, campaign where *characters* pursue more personal goals. I like those *characters* to be mostly good but, to have them in very grey situations where there is no perfectly palatable solution.

I also enjoy more realistic game with deadly combats, where you have to think twice before resorting to violence.

I usually run combats with miniatures on a hexagonal grid with the *characters* facing toward a point (instead of an edge) so there is two hexes in front of the *character* two on their side (one on each) and two in their back.

Finally, I have to add, I always add a bias towards orcs and against elves. I tried to keep all the race more or less balanced but, even though there are not necessarily more powerful, I find the orcs cooler than the rest. I'm sure many people will disagree with me and that is perfect.

### About the Organization of this Book

I tried to present the information in this books in the manner that made the most sense to me. Many RPGs begin by presenting the *character* creation and, since this is the first thing you do before playing, I can see how this make sense but, I always felt like knowing about what skills and abilities you get and how they alter the mechanics is not that useful if you don't know how the basic mechanics function. For that reason, I try to present the basics of the SdA systems and building up from there. If you feel like this order is counter-intuitive, feel free to jump around to whatever section you desire but be warned that as you get further in the book, the assumption will be made that you read through the previous sections.

After each section, I will include a summary of the main points of the section. You will also find at the end of the books a very useful appendices section, full of charts and cheat sheets for a wide variety of situations.

As you may have already noticed, this book is divided in sub books (you are currently reading chapter 0). I wanted this book to be all inclusive and give you everything you need to play instead of have you purchase a player's handbook, then a *GM* guide, then a bestiary, then a world setting, etc. I might not be the best financial decision but I realize money is scarce. My desire was to offer the best value and an unlimited number of hours of play for the investment you made in this book.

### About the Writing Style of this Book

This chapter excepted, I aimed while writing this book to use a technical style and focus on clarity rather than style. For that reason, I didn't bother too much with repetitions or to add flourish to the text. I tried to used simple sentence structure and plain English.

Throughout the book I used as much as I could gender neutral pronouns in an effort to be as inclusive as I could. I decide to go with the grammatically controversial singular “they”, “their” and “themself”.

I also decided to design the SdA system on a metric basis. Movement and weapon range are calculated in metres, weight are calculated in kilograms and temperature is in Celsius. The reason I favoured the metric system over the imperial one is for it's international adoption and simplicity. Even someone who has never been exposed to the metrics systems can grasp it's way of being subdivided rather quickly. It is much easier to remember and to calculate with a system where everything is based on base 10 rather than remembering that 16 ounces make a pound and 14 pounds make a stone but 12 inches make a foot while 3 feet make a yard but it takes 1760 yards to make a mile.

The metric system also avoid confusion when a decimal notation is used. If something is 5.3 pounds you have to know that it is actually 5 pounds and 4 ounce and 6 drachms and 1 scruple and some minims. And this is even without mentioning the possible confusion between the ounce and the troy ounce!

If you categorically refuse to use the metric system, a conversion chart is available at the end of the book with corresponding measure not exact but close enough to not break the systems and simple enough to calculate mentally (for example, 1 metre become 3 feet instead of 3 feet and 3 inches, a.k.a 3¼ or 3.25 feet).

You will find at the end of this book an extensive appendices section. My aim was to allow players with a basic to intermediate grasp of the rules to be able to play using only this last section.

### About the Art of this Book

You will find that the art in this book is scares; this was an economical decision. Art is time consuming and expensive and the page count illustrations would add would have had a repercussion on the price. And had we decided to print in full colour to give justice to the art, this book would have become inaccessible to many potential players. Maybe one day, a special edition of WinterDawn will be published, in full colour, jammed pack with full page illustrations; one can only hope.

What was not an economical decision was the style of the art. I wanted this book to be immersive and look to a certain point like an object that could exist in the world of WinterDawn. For that reason, the illustrations in this book are inspired by medieval illuminations, most notably from the Maciejowski Bible.

## Terms Definition

As you might have already noticed in the introduction, some terms are written in *italics*. This is to indicate that the term is used in a very specific way and refer precisely to an element of the game. Those terms should be explained as they are introduced and their definition can also be found in the lexicon section at the end of this book. I do feel like it is a good idea to define some of the most basics ones here to avoid unnecessary confusion. If you are familiar with RPGs, those terms should already be familiar to you.

### Player

The term player refers to a real world person sitting at the table, either controlling a in-game *character* or being the *GM*.

### Character

A *character* refers to an individuals in the game world, either controlled by the *GM* or by another player.

### GM (Game Master)

A player fulfilling a special role of describing the scene, impersonating the *characters* not controlled by the other players and acting as a referee.

### Attributes

The physical and mental aptitudes of a *character*. 6 *attributes* compose a *character*: *Agility*, *Power*, *Constitution*, *Erudition*. *Persona* and *Sagacity*.

### Skills

Represent the different types of action a *character* can perform and how competent they are at it.

### Test (Skill Test)

Whenever a player attempts an action that could succeed or fail (and if there is dramatic outcome to success or failure) a *skill test* can be demanded by the *GM*.

*Test* consist of one or more *rolls* which must obtain a number of *MoSes* equal or superior to a *difficulty level*.

Different type of *test* exist for different situation and each one will covered later in this book.

## Meet our Party of Adventurers

Throughout this book gameplay example will illustrate the different concepts presented. Those example will feature a fictitious group of players and their *characters*.

# 

# Book 1: 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 cannot 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.

An average *attribute* has a value of 6 or 7.

Scores of 5 or 4 are considered weak.

Scores below 4 are crippling, since no test with that *attribute* can be rolled.

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* represent the dexterity and nimbleness of the *character*. It covers fine motor skills, eye-hand coordination and balance.

#### Power

*Power* represent 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* represent the strength of personality and charisma of the *character*.

C*haracters* 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 of the *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 no 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* 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 less 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 task 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 other 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 to 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.*

L*osses* 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 make a roll. The *MoSes* from every rolls are added and compared to the *difficulty level*.

The *difficulty level* for a group should be equivalent to the *difficulty level* for a single *character* to 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.

#### 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 r*esounding 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.

R*esounding 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, courage & 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 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 player.

### 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 vastly fluctuate 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 fall in combat, etc. Each will be describe 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 an additional 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 different 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 an prolonged sleep, the player can do a *confidence, courage & ego* roll. For every *MoSes* the *character* regain 1 *spirit point*.

While outside of combat, whenever a player rolls a *resounding success*, they can decide to regain 1 *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, courage & 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 amongst 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.

*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*, brining 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 *traits*, 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 steps.

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 looks 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 points 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 *round* they sparred. For every 5 *rounds*, each *character* gain 1 *experience* *point*.

Sparing is not limited to two *characters*.

### On the Side: What is a Characters 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*

-T*raits*: 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.

-*Honour*: Represent how well the *character* keeps their words.

-*Vice & Virtues*: Represent the inclination of the *character* toward different *vices and virtues*. Each *virtue* lies between two vice. The five *virtues* are *courage*, *temperance*, *generosity*, *magnanimity* and *friendliness*.

### In Short: Basic Mechanics

-*Dice pool* are composed of a number of dice equal to the number of ranks in the *skill* being tested +1, with a number of face equal or inferior to the value of the *attribute* governing the *skill*.

-*Dice pool* are limited by the current number of *spirit points*.

-Dice showing between 4 and 7, inclusively, count for 1 *MoS*, between 8 and 11 count for 2, between 12 and 15 count for 3, between 16 and 19 count for 4, 20 count for 5.

-Dice showing 1 count for -1 *MoS*.

-If more 1 are rolled than *MoSes*, the negative *MoSes* are called *losses*.

-*MoSes* over the *difficulty level* are called *hits*.

-In case of a *static test*, if the number of *MoSes* is equal or greater than the *difficulty level*, the roll is successful.

-In case of a *opposed test*, the *character* with the most *MoSes* wins the opposition. In case of a tie, either the staus quo remains or the *character* with the *advantage* wins the opposition.

-In case of an *open-ended test*, the number of *MoSes* determine how well the task is accomplished.

-In case of a *rolling test*, many rolls can be made, the *MoSes* of each being added together until the *difficulty level* is reached or, in the case of a *first fail rolling test*, a *complete failure* is rolled or, in the case of a *step back rolling test*, the number of *MoSes* falls to 0.

-In case of an *assisted test*, more than one *character* can roll the same skill and add their *MoSes* together. For t*est* that can be *assisted* partially, only half the *MoSes* can be added.

-In case of a *group test*, everyone implicated must roll the skill being tested, the average of all the *MoSes* is used for the whole group.

-In case of a *componsed test*, multiple rolls with different *skills*, by one or many *characters*, are made. The *MoSes* are added and compared to the *difficulty level* for a complex task.

-Multiple type of test can be combined to form  *mixed test*.

-A *difficulty level* of 1 represents an easy task; an average untrained *character* has 50% chance of successes.

-A *difficulty level* of 2 represents a moderate task. An average untrained *character* can not succeed at such a task.

-A *difficulty level* of 3 represents a difficult task.

-A *difficulty level* of 4 represent a very difficult task; even highly trained *character* would be challenge by such a task.

-A *difficulty level* of 5 represent a near impossible task; witness of such an accomplishment will be awed.

-A *difficulty level* of 6 or higher represent a legendary difficulty; you have to see it to believe it.

-Rolling a number of *MoSes* equal to the available *dice pool* is a *resounding success.* If the *character* is outside of combat, a *resounding success* grant them either 1 *experience point* for the *skill* or 1 *spirit point* per *MoSes* rolled.

-Rolling *losses* is a *complete failure*. If outside of combat, a *confidence, courage & ego* test with a *difficulty level* equal to 1 + the number of *losses* must be made. If this test is successful, the *character* gain 1 *experience point* if the *skill* which failed. If the *confidence, courage & ego*  test is unsucessful, the *character* loses a number of *spirit points* equal to the rank of the *failed skill.*

-*Experience points* are gained and spent per *attribute*, *skill* and *speciality* and can not be transferred or exchanged.

-*Skills* can be raised by spending an amount of *experience points* equal to the current rank of the *skill* +1, multiply by 4.

-Whenever a player increase the rank of a *skill* they can distribute 2 *experience points* amongst the governing *attributes* of the *skill*.

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

-*Skills* with *specialities* can be raised by subtracting one rank from 3 different *specialities* under that *skills.*

*-Specialities* of *skills* can be raised by spending an amount of *experience points* equal to the current rank plus the rank of the parent *skill* plus 1, multiplied by 4.

## Skills

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

*Skills* can be used in many way, to overcome many different type of obstacles. It may sometime seems 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, courage & 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. The associated *attribute(s)* is indicated in on the first line.

### Acrobatics

*Attribute: Agility*

*Acrobatics* represents the capacity of a *character* to tumble and roll and balance themself.

*Acrobatics* can be used to mitigate damage from falls, to walk on narrow ledges or pathways or as an *active defence* against range attacks.

Every *MoS* rolled on an *acrobatics* test can reduce one *MoS* from a damage roll from falling (falling damage are explained in the *adventuring* chapter).

Every *MoS* rolled on an *acrobatics active defence* and used to moveare added to the *active defence* against range attack of the *character* (*active defence* is described in the *combat* chapter).

Narrow ledge and pathway may reduced *movement* *speed* dramatically (details in the *adventuring* chapter). Every *MoS* on a *acrobatics* roll can add 1.5 meters per rounds to the *movement speed*, up to the regular *movement speed* of the *character*.

### Appraise

Attribute: Sagacity

*Appraise* is used to determine the value of items, it is the *skill* to avoid being ripped-off. It is also used to evaluate the quality of gemstones or artistic pieces.

Not every object require an *appraise* test to have an idea of its value; the value of common, everyday items should be pretty well known to the *character*. A test can be asked when a *character* is trying to have an idea of the value of a rare item, an intricately decorated one, or an unusual large quantity of a basic item.

The number of *MoSes* rolled represent the precision of the evaluation. Rare or unique items can deduced *MoSes* from the roll. The *GM* must decide of the appropriate rating.

Of course, value is not intrinsic to an objects but is subjective and different *characters* can value an object differently. Circumstance can also greatly affect the value of an item; water in the desert will be much more valuable than by a spring. The *appraise skill* give in idea of how an item should be valued by the average person considering the actual circumstances.

### Arts & Performance

Attribute: Persona

*Character* with artistic inclination can use *arts & performance* to entertained or create piece of arts.

*Arts & performance* can help improve the predispositions of the assistance toward the *character*... or completely ruin them.

*Arts & performance* can be used to increase the spirit of an audience; for every *MoS* rolled 1 *spirit points* can be given to a member of the audience. This test can be *assisted* or *composed*. For every roll, for every character participating, 5 minutes must be spent (for example: 3 *characters* doing one roll each will require 15 minutes, if they want to do 2 rolls each, the time is increased to 30 minutes).

*Arts & performance* test are usually *scaling test*.

#### Acting

This is the *speciality* to impersonate somebody else. This allows a *character* to disguise themself, change their voice, recite lines, etc. This *speciality* can also be used to convincingly lie.

#### Dancing

This is the art of gracious and expressive movement. A good dancer is usually very appreciated at party.

#### Drawing & Painting

*Drawing & painting* allow a *character* to represent on paper, velum or canvas, landscape, portrait or any other pictures they can imagine.

#### Music & Singing

This allow a *character* to play musical instruments and know popular songs.

The *GM* can ask the *character* to chose instruments they know and give penalty if this one is trying to play from an unfamiliar instrument.

If a *character* try to sing along a song started by some other singer, penalties can be given if the song is from a foreign culture or not a popular one.

#### Oration & Poetry

This is the ability to make eloquent speech and to compose and recite poetry. This *speciality* is not only useful for lovers and tortured poets but also to politicians and skalds.

### Athleticism

Attribute: Power

*Athleticism* represents the pure physical power of the *character*. It is not about grace and finesse but there is still technique involved in mustering strength.

#### Climbing

Sometime while adventuring, walls and cliffs get in the way and need to be climbed. Obviously, not all surface are equal and therefore, the difficulty should be adjusted accordingly.

*Climbing* is usually *composed test*; on each test the *character* can ascend a little more. On a complete failure, the *character* falls.

While *climbing* a tree, every two *MoSes* allow the *character* to ascend 1 metres.

While *climbing* a rocky surface like a cliff, one *MoS* is needed simply not to fall. 2 or 3 additional *MoSes* are needed to ascend 1 metres, depending on the smoothness of the surface.

While *climbing* a man-made wall, 1 *MoS* is needed not to fall. 3 or 4 additional *MoSes* are needed to ascend 1 metres, depending on the finish of the wall.

Different circumstances can affect the climb; *climbing* in the rain can subtract 1 or more *MoSes* for every roll while having *climbing* tools can reduce the number of *MoSes* needed to ascend.

The *GM* should determine the *difficulty level* of the climb and inform the *player* before this one attempt the climb.

#### Jumping

*Jumping* come in two variety: horizontal and vertical.

For vertical jump, the *character* can jump ¼ of their height plus ¼ more for every 3 *MoSes*.

Horizontal jump are a little more complex since there is a big difference between a standing jump and a running jump.

If the *character* uses no movement before *jumping*, they can jump 1 metres plus 1 metres for every 3 *MoSes*.

If the *character* uses half their movement before *jumping*, they can jump 1 metres plus 1 metres for every 2 *MoSes*.

If the *character* uses their whole movement before *jumping*, they can jump1 metres plus 1 metres for every 1 *MoSes*.

If the *character* run before *jumping* they can add the *MoSes* from the *running* test used to cover a distance (not the *hits*) to their *jumping* roll.

#### Lifting & Pushing

It could be raising a portcullis by hand, flipping a table or pushing a boulder, *lifting & pushing* is concerned with moving heavy objects.

If attempting to lift something, a *character* can lift 45 kilograms plus 45 kilograms for every *MoS* rolled.

The *GM* can decided to subtract some *MoSes* from the roll if the object being lifted is awkward to grip or slippery.

If attempting to push something more or less round, a *character* can push 90 kilograms plus 90 kilograms for every *MoS* rolled.

If attempting to push something more or less flat, a *character* can push 45 kilograms plus 45 kilograms for every *MoS* rolled.

The *GM* can decided to subtract some *MoSes* or reduced the *difficulty level* from the roll due to a slippery terrain, a slope or other circumstances that may influence the *character*'s ability to push something heavy. Common sense should be used.

#### Running

When a *character* need to cover a lot of ground in a short period of time, *running* is the solution.

While in combat, a *running character* can in a round move, in addition to their regular movement, half their *movement speed* per *MoS*.

*Critical failure* on a *running* test make the *character* prone. *Losses* cause 1 *minor injury* each. The *GM* can decide to allow an *acrobatics* test to mitigate this result.

If the *character* runs for many consecutive *rounds*, starting from the second *round,* they must *split their dice pool* to make a *resist fatigue* check with a *difficulty level* of one for every two *rounds* the *character* has been running. Every missing *MoS* are subtracted from the number of *MoSes* on the *running* test.

#### Swimming

If a *character* end up in the water, *swimming* will allow them to avoid drowning.

While *swimming*, a *character* can move in a round half their movement speed plus 1 metres for every *MoS* rolled.

On a *critical failure*, the *character* must make a *resist fatigue* test with a *difficulty level* equal to twice the number of *losses*. On a failure, they use their whole turn to not drown. On a *critical failure* on that last test, the *character* start sinking.

The *encumbrance* of a *character* influence is ability to swim. For every ½ of their *encumbrance* limit they are carrying, one *MoS* is subtracted from their *swimming* test.

The type of water will also influence the difficulty, at the *GM* discretion. Water with moderate current going against the *character* could subtract one *MoS* while *swimming* with current could add 1. The bonus and malus could be increased for stronger current. The *GM* can also decided to subtract distance from the base movement of a *character* in a similar way to *difficult terrain* (described in the *combat* chapter).

*Swimming* in bad weather is also significantly more difficult. *MoSes* can be deduced from roll and, in the case of particularly bad weather, the *GM* could ask for a *swimming* to not drown and to move at all.

### Charm & Persuasion

Attributes Persona

In some situation, combat is not the best approach to solve a conflict; it can be more appropriate to use *charm & persuasion*.

If the target of the *charm & persuasion* so desire, they can oppose the test with either a *confidence, courage & ego* or *detect motive* roll.

If the target of the *charm & persuasion* is unfamiliar with the *character*, one *MoS* is subtracted from their roll. If the target is unfriendly, two *MoSes* is deducted. If the target is hostile, 3 *MoSes* are negated.

If the *character* offer the target something this one desire, they can receive bonus *MoSes*, at the discretion of the *GM*.

In case of a *critical failure*, the target disposition toward the *character* could deteriorate or the target could decide to do the opposite of what the *character* was attempting to convince them to do.

### Confidence, Courage & Ego

Attribute: Persona or Sagacity

*Confidence, Courage & Ego* is not a *skill* that call to action but is none the less very useful.

Every time a *character* roll a *critical failure* they can make a *Confidence, Courage & Ego* test with a difficulty equal to the level of the *skills* failed (maximum 6). If the roll is successful the *character* can mark an *experience point* next to the *skill*. If the test is a failure, the *character* lose 1 *spirit points* for every missing *MoSes*.

*Confidence, Courage & Ego* can also be used to resist *Charm & Persuasion* or *insult & Intimidation*.

### Cooking

Attribute: Sagacity

No test is needed to prepare a regular meal with the appropriate ingredients.

If a *character* wants to prepare an elaborate meal, a feast, a meal for a large quantity of people, not having access to a proper kitchen or preparing a meal with not quite the sufficient ingredients, a test may be required.

The difficulty of the test is influenced by the different complications.

The *difficulty level* for *cooking* is 1 for every 4 portions of food prepared. This is doubled if an insufficient quantity of ingredients are available or if the cook does not have access to a well fitted kitchen. If both situations are combined, the difficulty is 1 per portion of food prepared. This test can be *assisted*.

If preparing a sumptuous feast, 1 *MoS* is needed per guest. The test can be *composed* and *assisted*.

*Hits* add to the quality of the food and can be distributed among the guest and added to a *confidence, courage & ego* test to regain *spirit points* (details in the *spirit, injuries and health* chapter).

### Crafting

Attribute: Sagacity

Buying equipment can be expensive; an alternative is to craft your own. You can also turn this *skill* in to a lucrative occupation.

*Crafting* is separated by type of material. Objects made of only one type of material can be made with a *composed test* with the appropriate speciality. More complex object made of many different material should be made with *mixed test*.

More details on *crafting* is available in the *crafting* chapter.

#### Metalworking

This is useful to create weapons and armour but also all other kind of objects made of metal.

#### Scribing

Creating beautiful books with clear text and vibrant illuminations is done through the *manuscripts* speciality. It also include the skills needed to bound a book together.

#### Stonecrafting

Stones has always been used to create tools and shelter. With *stonecrafting* a *character* can join this ancient tradition from the dawn of time.

#### Tailoring

This speciality is useful to create clothes, some type of armour, sails or any other objects made out of cloth, canvas, leather, fabric, etc.

#### Woodworking

Trees are a very useful resource: abundant, versatile, easy to harvest and transform. Due to this fact, many objects are made out of wood and *woodworking* is sure to come in handy for an adventurer.

### Deduction & Logic

Attribute: Sagacity

If a *character* wants to investigate a crime, look for clues, try to solve a puzzle or any other activity requiring *deduction & logic*, a test can be made. The *GM* can also allow the *player* to *roleplay* the scene instead of making a test. In this case, the level of the *skills* should serve as an indication as to how to *roleplay* the *character*.

If a test is made, it can either be made as a *fixed test*, where the difficulty represent the complexity of a puzzle or as a *scaling test* where the number of *MoSes* represent how much clues the *character* finds.

### Detect Motive

Attribute: Sagacity

Not everybody is honest and straight forward and sometime being mislead can have dire consequences. A *character* can avoid being lead astray by someone else by succeeding a *detect motive* test.

*Detect motive* is usually done as an *opposed test* against *charm & persuasion* or *acting* (when used to lie).

### Elementalism

Attribute: Erudition or Persona

*Elementalism* is a form of magic based on the control of the five elements of *aether*, *air*, *earth*, *fire* and *water*.

This form of magic was first developed by the elves and is based on knowledge of the elements and a memorization of recitations and movement.

It is important for the caster to speak and a clear audible voice and to be able to move freely. It is thus impossible for an elementalist to cast a spell while silenced, while sneaking or while restrained.

Like all magic, *elementalism* comport risks; the caster can lose control of the elements with dire consequences.

More details will be given about *elementalism* is the *magic* chapter.

#### Aether

*Aether* is a mysterious element hard to understand for the non-initiate. According to elementalists, *aether* is what souls and minds are made off. It is the element of the void, where there is no *air*, no *water*, no *earth* or *fire* there is *aether*.

*Aether* magic affect the minds and souls of people and allow to some other spells like *teleportation* and *protection*.

#### Air

Controlling the air, an elementalist can create powerful winds to knock down enemies, move objects remotely, fly or even turn into air themself.

#### Earth

Shaping the ground, melting rocks, turning their skin to stone, the control of *earth* if full of possibilities to defend and to harm.

#### Fire

Probably the most aggressive of the elements, *fire* does have some peaceful use for cooking and lighting but dealing damage is its main purpose.

The teaching of *fire* elements is often frown upon, especially to students who haven't proven their good nature.

#### Water

Not so useful while in the desert but devastating while at sea, a *water* elementalist can create massive waves that can sink ship or high pressure jets that can cut skin. *Water elementalism* is also useful as protection, mainly against fire.

### Insult & Intimidation

Attribute: Persona

Causing fear in people can be quite the powerful *skill*. *Insult & intimidation* can allow a *character* to get information or can demoralized an enemy in combat.

While attempting *insult & intimidation*, the target can *opposed* the test with a *confidence, courage & ego* roll.

If the *insult & intimidation* roll has more *MoSes* than the *confidence, courage &* ego roll, the target lose 1 *spirit points* for every *MoSes* (not *hits*) on the *insult & intimidation* roll and their *initiative* and *dice pool* are reduced by 1 for every *MoSes* over the *confidence, courage & ego* roll for the next round. Both the *dice pool* and the *initiative* recover at 1 per round.

If the *character* attempting the *insult & intimidation* received damage from their target more than they dealt to this one, 2 *MoSes* are deduced from the their roll.

If the *character* dealt more damage to the target of the *insult & intimidation* than they received, the *courage, confidence & ego* roll of the target receive -2 *MoSes*.

### Knowledge

Attribute: Erudition

Not everybody is made for combat and violence; some prefer books and *knowledge*.

Having a knowledgeable *character* in a party can be quite useful to have access to vital bit of information.

*Knowledge* *specialities* can be used to test if a *character* knows something at this very moment or can be used to make research and acquire *knowledge* about a specific subject.

#### Geography

*Geography* is the *knowledge* of the landscape and natural features. It also allows the *character* to understand or make maps. *Knowledge* of *geography* also helps a *character* to avoid getting lost while travelling long distance and to shorten the length of travel.

If a *character* draws a map, the number of *MoSes* represent how precise and accurate the map is. Note the number of *MoSes* obtained while creating the map.

The largest the area represented the more *MoSes* is needed to have the map useful at all.

A *character* can make a *mixed test* with *geography* and *painting and drawing* to create a beautiful map and increase its value.

#### Heraldry & Nobility

The *knowledge* of the nobles, who they are, how to recognize them, recognize their coat of arms, knowing their ranks, their allies and as much information as you can about the rulers of the land.

If a *character* tries to identify a noble or a coat of arm, the *difficulty* is influence by the rank and notoriety of the noble (more important noble are easier to identify), the origin of this one (the further they are from the harder to identify) and the amount of information known about the noble.

#### History

*History* does not necessarily repeat itself but it often rhyme, therefore, having a deep *knowledge* of *history* can help avoid the mistake or the past or emulate the great successes of our predecessors.

*Difficulty level* for *history* test is higher the further the events the *character* tries to remember, the more obscure the fact is or if the *character* tries to remember events relating to a culture foreign to their own.

Having a general idea of an important event from one own culture that happen in living memory would be an easy test while remembering specific details of log past event of low significance and from a different culture would be near impossible.

#### Linguistic

*Linguistic* is the knowledge of languages, actual and ancient, familiar and foreign.

Every *character* start by knowing one native language at a *fluent level* a knowing *bastard* at a *intermediate* level. *Bastard* is a lingua franca shared by all the race, which is a mix of words from all the different languages.

Languages come in three levels: *basic*, allowing to understand the general idea of a conversation and to know enough word to make broken communication, *intermediate*, which allow a *character* to communicate on basic subjects and *fluent*, allowing a *character* to have any conversation as a native speakers. Every ranks in *linguistic* allow the *character* to raise *language know* by two level; they can either get a new language at a *intermediate* level, raise one from *basic* to *fluent*, raise two from *basic* to *intermediate* or from *intermediate* to *fluent* or any other combinations.

The *GM* can decide to limit the language available to a *character* to those they have been exposed to (either through conversations or books).

If a *character* attempt to understand a text or a speech in a language they are not fluent in, they can make a *linguistic* test. The difficulty of this test depends on the complexity of the speech or text, if the *character* has an *intermediate*, *basic* or none at all *knowledge* of the language or if they know a related language. The *GM* can decide to keep the actual difficulty secret and release information based on the roll of the *character. Critical failure* may leads the *character* to misinterpret the text or speech and get the wrong information from it.

#### Religions

This is *knowledge* of the different *religions* and religious rituals and beliefs of the world.

When a *character* try to identify a religion or to recall facts about a religion the difficulty of the test is influenced by how obscure the religion is, how specific the information to be recalled is and how foreign is the religion.

### Laws & Legal Systems

Attribute: Erudition, Sagacity or Persona

This *skill* is concerned by knowledge of the laws, how it applies and how to argue it.

Test difficulty is increased if dealing with laws of regions or cultures foreign to the *character* or if a culture is heavily regulated and bureaucratic. Obscure or absurd laws can also be harder to know.

If a *character* is defending themself of an accusation of a crime, or if they are trying to convince of the guilt of someone else, they can use *laws & legal systems* instead of *charm & persuasion*.

### Luck

Attribute: Persona

Some people seems to be born under a good star while for other, things seems to never turn their way.

*Luck* can be used as an *opposed test* while two or more *characters* are gambling.

It can also be used in situations where a *character* take a random guess, trying to pick a path, pretending to know someone and giving a name, eating unidentified berries that might be poisonous, etc.

### Mechanics

Attribute: Sagacity

Repairing mechanical or clockwork objects, creating, setting and disabling non-magical traps, creating steam, water or spring powered machine can be done with the *mechanics skill* (large or complex project could require the *engineering skill*).

For creating traps, the *character* require adequate material. A *scaling test* is made and the number of *MoSes* is noted. This is going to be the *difficulty level* to disarm the trap.

While setting a trap, a *stealth*, *sleight of hand* or *foraging & hunting* scaling test is made. The number of *MoSes* represent how hard the trap is to detect.

To repair objects, the *GM* must determine a difficulty based on the complexity and the state of the object.

Picking lock is made as a *mixed test* of *mechanics* and *sleight of hands*. More details in the *adventuring* chapter.

### Melee Combat

Attribute: Agility or Power

This is the *skill* to fight thing up close, with or without weapons.

More details are given in the *combat* chapter.

#### 1-Handed Axes, Clubs & Maces

This is the use of close range weapons consisting of a shaft, usually rather top heavy, light and short enough to be used one handed.

Those weapon can be favoured by people with little money or people needing to fight enemies in heavy armour. Maces and clubs can also be slightly less deadly (but not necessarily less incapacitating) than bladed weapons.

Those weapons can be used quite efficiently in combination with a shield.

#### 1-Handed Swords

This is for the use of swords light and short enough to be used efficiently with one hand.

Not particularly useful against heavy armour or against enemies with *mid range* weapons, it is although very convenient to carry on a daily basis.

Those type of swords are often combined with shield.

#### 2-Handed Swords

This is for the use of longer and heavier swords that require two hands to be used efficiently.

Since this type of swords does not allow to use a shield, they are often time favoured by fighter wearing heavy armour.

#### Dagger, Pugilism & Wrestling

When you have to get very close and personal, when you want to grapple or try to throw your opponent on the ground, this is the *speciality* to use.

*Dagger, pugilism & wrestling* gives access to special control attacks which can be invaluable against heavily armoured opponents; sometime the only way to defeat a fighter in full plate armour is to throw them on the ground and to stab them with a dagger in the eye slit of their helmet.

#### Polearms

This is for the use of long hafted weapons like poleaxes, spears, halberds and great swords.

Most of those weapons require two hands to be used but spears can be used quite efficiently with one hand and combined with a shield.

Most of those weapons can attack at *mid range*.

Polearms are often the primary weapons of soldiers and fighter expecting trouble, keeping a sword or an other smaller weapon as a back-up.

### Mysticism

Attribute: Persona or Sagacity

*Mysticism* is a form of magic coming from the gods. It is generally only performed by very pious *characters*, *characters* acting in a way that please a god or gods they serve or a someone chosen by a godly being.

Different gods will favour different type of spells and sometime frown upon the usage of certain others. They might also demand that their servant adopt a strict code of conduct, incarnate certain virtues or perform certain act to grant them more power.

More details will be given on the specific in the *magic* chapter.

#### Bless & Curse

The *spells* under that *speciality* are designed to buffs allies and debuff enemies. Although they do not cause damage directly, they can still be a game changer in combat.

#### Cure & Heal

*Character* well versed in this type of *mysticism* are often sought after ally of those who get in a lot of trouble.

Cure & Heal allow the mystic to help the sick and wounded to get better faster or to a an extend that would not naturally be possible.

#### Divination

This *speciality* allow a *character* to see remotely or in the future or in the past. This can be very useful to gather all kind of information that would not be otherwise available.

#### Necromancy

*Necromancy* is the *speciality* dealing with everything related to death. It encompass *spells* to help people peacefully passes in the afterlife, talk to the dead, dismiss spirits and ghosts or even raise the dead or resurrect *character*.

Many people will show a lot of distrusts toward necromancer.

#### Retribution

This is the *speciality* dealing with godly wrath. *Spells* under that *speciality* are to cause damage to enemies and little else.

### Natural Healing

Attribute: Constitution

This *skill* represents the rate at which a *character* heals on their own.

When a *character* has sustained *injuries*, after a full night of rest they can make a *natural healing* test to heal some of those *injuries*.

The *character* can use 5 *MoSes* to recover from being *incapacitated*, 3 *MoSes* to transform 1 *major injury* to 3 *minor injuries* and 1 *MoS* to remove a *minor injury*. *Minor injuries* from the conversion of a *major injury* can not be healed in the same turn.

A critical failure on a *natural healing* test cause 1 *minor injury* per *losses* over *MoSes*.

When a *bleeding character* falls *unconscious* they must make a *natural healing* test. The *character* is going to bleed out after one minute per *MoSes* if they are not helped.

More details in the *spirit, injuries and health* chapter.

### Perception & Vigilance

Attribute: Sagacity

This *skill* represent the awareness of the *character* to their surrounding. The *GM* can ask a *player* to do a *perception & vigilance* test whenever there is something important that the *character* could see or miss. On the other hand, a *character* can ask the *GM* to do a *perception & vigilance* test when they are actively looking for something.

*Perception & vigilance* is the *skill* used to opposed *stealth* or *sleight of hand* (when used to pickpocket or cheat).

*Perception & vigilance* can also be used in combat to roll *initiative*; this represent the rapidity at which the *character* can assess and analyse the situation to make decision.

### Range Combat

Attribute: Agility or Power

This is the *skill* to fight from afar, with all type of range weapons.

More details are given in the *combat* chapter.

#### Bows

One of the oldest weapons invented, the *bow* is essentially a piece of wood put in tension to release arrows.

There is of course variations of *bows*, recurve, composite, long, short, etc, but they all essentially works in the same way.

#### Crossbows & Firearms

Crossbows are in a sense an evolution of the bow but they operate differently enough to be part of a different *speciality*.

Firearms are a new invention created by the goblins, quite deadly but somewhat unreliable.

Crossbows and firearms are different in a lot of way but when it come to shooting, you aim and press a trigger.

#### Javelins & Spears

Throwing pointy sticks is a very old method of hunting and warfare but is still widely used throughout the land.

This *speciality* is only used to throw javelins and spears. Those weapons can often also be used in melee combat but in this case the *polearms* *skill* is used.

#### Slings

*Slings* may look simple or like a child's toy but they can certainly be deadly. They also have the advantage of being light and easy to carry, or conceal, and any pebbles can be used as munitions (although, specialized munitions are more deadly).

#### Thrown

This is the *speciality* to throw knives, axes, darts, rocks or other small weapons and objects thrown by hand. Any object can be thrown but objects not designed or balanced to be thrown receive penalties on attack roll (details in the *combat* chapter).

### Reflex

Attribute: Agility

*Reflex* represents the quickness at which a *character* can react.

It can be tested to avoid or mitigate the effect of some traps and spells and some *character* will rely on their *reflex* to determine when they can act in *combat*.

Situations that call for a *reflex* test are described in their respective sections.

*Reflex* can also be used in combat to roll *initiative*. This represent a *character* relying on the quickness of their nerves to react to the situation.

### Resist Cold

Attribute: Constitution

Being accustomed to freezing temperature allow a *character* to *resist cold* better. Frostbite and hypothermia can be real problems while adventuring. Details are given in the *adventuring* chapter.

### Resist Fatigue

Attribute: Constitution

Adventuring can be a very exhausting activity. Long travel, lack of sleep, over *encumbrance* and fighting are all very taxing on a *character*. *Resist fatigue* allow a *character* to deal better with those circumstances.

### Resist Heat

Attribute: Constitution

Similar to *resist cold* but for extreme heat. Heat stroke, sun burns, dehydration and exhaustion all can cause real problems to for adventurer while in extreme heat. Details are given in the *adventuring* chapter.

### Resist Hunger

Attribute: Constitution

Different situation can make food scarce and starvation can greatly affect a *character* in all their actions the same way *pain* does. *Resist hunger* allows a *character* to go longer without food before getting the negative effect of inanition.

### Resist Pain

Attribute: Constitution

Pain can be a debilitating thing. When they receive a *major injury*, a *character* must make a *resist pain* test with a difficulty equal to twice the number of *major injuries* (including the new one they just received). If the test is failed the *character* receive -1 to all their attributes until their *major injuries* are healed.

*Resist Pain* is also used against *torture*.

### Resist Poison

Attribute: Constitution

This is the *skill* to resist the effect of poison, either it they are administrated to the *character* against their will or knowledge or if they take it voluntarily (drugs and alcohol come to mind).

Poison have a potency index by dose which is used as the difficulty for the test. More detailed in the adventuring chapter.

### Resist Shock

Attribute: Constitution

Concussive force can stun and shock a *character*, making dazed and confuse and making it hard for them to act. *Resist shock* allow a *character* to better keep their composure and clarity of mind when subjected to such a trauma.

### Ridding

Attribute: Agility

Horses, camels, wolves, or any other beasts when ridden, will not always act in the way the rider desire and different circumstances can make it hard for a rider to stay on their mount.

Having a mount perform an action it is not trained for (for example: fighting on a horse which is not trained for war) may require a *ridding* test.

More complex manoeuvres (for example: jumping over tall wall) can also require a test.

The difficulty of those test is influenced by the type of mount and the difficulty of the task. More details is given in the *vehicle* chapter.

Receiving a *major* injury while mounted can dismount the rider. A *ridding* test is needed to stay on the mount. The difficulty is equal to the number *hits* of the attacker.

### Science

Attribute: Erudition

Unlike *knowledge*, *science* is more about concepts and principles and less about specific details to remember; it is more of a method.

With *science,* a *character* can analyse a situation and draw conclusions based on the observed phenomena.

#### Alchemy & Chemistry

Combining different elements to create compounds is the *speciality* of *alchemy & chemistry*. This can be used to be produce poisons, explosive or potions of all kinds, as long as they are not rooted in magic.

More details about the specific of creating poisons, potions and explosives in their respective *chapter*.

#### Botany

This is the *science* of plants and trees; knowing how to identify them, how to grow and care for them, which one is dangerous or comestible, etc.

#### Engineering & Physics

Very useful *speciality* to design and build all kind of structures and machines, from bridge to siege engine.

*Engineering & physics* can also be used to calculate ballistic arcs, preventing tunnel from collapsing or finding the weak spot in a structure.

#### Medicine

*Medicine* is the science of diagnosis, prevention and treatment of diseases and injuries. Having a member of the party versed in *medicine* can literally save lives.

More details on *medicine* in the *spirit, injuries and health* chapter.

#### Zoology

The study of the behaviour, structure, physiology, classification, and distribution of animals.

This *speciality* can be used to identify rare and exotic beasts and knows relevant facts about them.

### Seamanship

Attribute: Sagacity

*Seamanship* is the *skill*, technique and practice of handling a ship or a boat. It also encompass everything related to life aboard.

More details in the *vehicle* chapter.

### Shamanism

Attribute: Sagacity

*Shamanism* is a type of magic coming from the natural spirits inhabiting everything and of the ancestors.

The shaman learn to understand those spirits and to channel them into themself to use their powers.

More details about *shamanism* in the *magic* chapter.

#### Ancestors

Communicating with the spirit of the *ancestors* allow a shaman to get information about remote, past or future events.

#### Beasts

A shaman can contact spirits of the *beasts* to talk to animals get some features of a beast. A powerful shaman can even transform themself into an animal of any size gaining all their physical *attributes*.

#### Lakes & Rivers

Spirits of *lakes & rivers* can grant a shaman the power to control water. It is specially useful when on or near the sea or rivers, where the shaman can create huge waves to sink ships or calm an angry ocean for easier travel.

#### Mountains & Rocks

The spirits of *mountains & rocks* can allow the shaman to manipulate stones, shape it, become it, go through it.

Stone being a very frequent material used for building, a shaman with a good connection to the spirits of *mountains & rocks* be quite devastating.

#### Plants & Trees

A shaman in touch with the spirits of *plants & trees* can have those grow and be shaped according to their desire. This shaman is fearsome when encountered in the woods.

### Sleight of Hand

Attribute: Agility

*Sleight of hand* represent the manual dexterity in performing task requiring precision.

*Sleigh of hand* is used for many different actions, notably pickpocketing, picking lock, reloading firearms, cheating while gambling, etc.

More details will be given on each on those activity in the *adventuring* chapter.

### Sorcery

Attribute: Persona

The power of *sorcery* comes from different pacts and agreements between the sorcerer and different occult entities.

A sorcerer is not necessarily evil but the path of *sorcery* can quite easily drive its followers to a very dark place. For that reason, sorcerers are often fear and ostracised.

#### Abyssal Magic

*Abyssal magic* is the *speciality* of dealing with demons, devils and infernal being and subjugating them to one's will.

A sorcerer can with *abyssal magic* summon demons and devils to do their biding or transform themself to gain demonic attributes.

Dealing in *abyssal magic*, a sorcerer risk having demons turning against them or gaining demonic traits if they push the limit of their power.

#### Blood Magic

This is the magic to tap power directly from the blood of living creatures. A *blood magic* sorcerer need fresh blood to conjure power, either their own or from a nearby *character*. With this power, the sorcerer can control mind and twist body.

#### Chaos Magic

*Chaos Magic* power come from the primordial fabric of the universe, before the world was formed. *Chaos Magic* give access to a sorcerer to all kind of spell transforming the nature of things or destroying them.

#### Death Magic

A sorcerer versed in *death magic* get their powers from Death itself and this comes at a price; the sorcerer must offer lives to Death to get its favour.

Getting the favour of Death allow a sorcerer to raise and control undead. Powerful sorcerer can even resurrect dead allies.

#### The Great Ancient Unknown Magic

*The Great Ancient Unknown* is a very mysterious source of power. Even sorcerer regularly resorting to its power can not claim to really understand it.

*The Great Ancient Unknown magic* allow a sorcerer to see remotely, far away events or past and future ones. It also sorcerer to twist reality and influence people's mind.

Relying frequently on *The Great Ancient Unknown* for power will eventually drive a sorcerer insane.

### Stealth

Attribute: Agility

*Stealth* is the art of moving and acting silently or without being noticed.

A *character* attempting to *stealth* will do a scaling test. The number of *MoSes* they obtained will be the difficulty for a *perception & vigilance* test for any *character* who might see them.

If the *character* doing the *perception & vigilance* test is on the look out for infiltrator, they get the *advantage*, otherwise, the *advantage* goes to the stealthy *character*.

### Survival

Attribute: Sagacity

Life can be harsh when out adventuring. *Survival* equips a *character* with the necessary *skills* to survive and thrive in the harshest conditions.

More details about *survival* are given in the *adventuring* chapter.

#### First-Aid

Not quite as potent as *medicine*, *first-aid* can still increase the chance of survival of a party.

Details about *first-aid* are given in the *spirit, injuries and health* chapter.

#### Foraging & Hunting

*Foraging & hunting* can be an alternative to carrying rations of food and water with you when adventuring.

Although many part of hunting can be divided into other *skills* like *tracking* and *range combat*, this speciality is made to accelerate the processes and allow the *player* to quickly solve the food issue.

With *foraging & hunting* a *character* can find food while in the wild.

For every *MoS* rolled, the *character* can find food and water for one day for one *character* by spending an hour at it. *Hits* can be used to feed more people, keep food and water for other days or reduce the time spent to find food (minimum one hour).

For example: a *character* rolls 4 *MoSes* on a *foraging & hunting* check. They can decide to find food for 4 people for one day by spending 4 hours foraging, or finding food for 3 people for one day by spending 2 hours or have food for 2 people for 2 days, spending 4 hours or feeding 1 people for a day and 1 for 2 days by spending 2 hours.

Fishing is included in *foraging & hunting*.

Harsh environment like desert can deduce *MoSes* from a *foraging & hunting* roll, at the *GM* discretion.

#### Navigation

*Navigation* allows a *character* to travel over land or over sea without getting lost.

While travelling for a whole day, a *character* can travel 5 kilometres per *MoS* on their navigation roll if moving on foot.

If the party is trying to reach a particular location, the distance can be calculated and the navigating *character* can do a composed check. The difficulty is 1 per 5 kilometres the party has to cover. The number of roll needed to reach the difficulty represent the number of full day of travel needed to reach the destination.

If following a road or a river, the number of *MoSes* are doubled.

If the party posses a map of the region, a member can make a *geography* test and add their *MoSes* up to the number of *MoSes* obtained while creating the map (this number should be given with each map) to the *navigation* rolls total.

Particularly harsh or difficult terrain, mountain, desert, swamp, etc, can deduce *MoSes* from a *navigation* roll, at the *GM* discretion.

If travelling by horses, boat or other vehicle, the distance travelled will be greater. Details in the *adventuring* chapter.

#### Sheltering

While spending night in the wild, having a good shelter can make life easier.

When about to camp, a *character* can do a *sheltering* roll. For every *MoSes* rolled, a member of the party can add one *MoS* to either a *resist cold*, *resist heat*, *resist fatigue*, *natural healing*, *perception & vigilance* or *confidence, courage and ego* test done while spending the night or in the morning.

Inhospitable terrains can deduce *MoSes* from a *sheltering* test, at the *GM* discretion.

#### Tracking

*Tracking* is the art of recognizing and following the signs and trails left by a creature or *character*.

If *tracking* a *character* being stealthy, the number of *MoSes* obtained on the *stealth* test are deduced from the *tracking* roll.

*Tracking* can be done on two different scale; it can be done over long distance, while travelling overland for many days or, done on a small scale, within a day, inside a few tens of kilometres.

When tracking on a large scale, the number of *MoSes* on the *tracking* roll limit the number of *MoSes* that can be obtained on a *navigation* roll.

When *tracking* someone on a small scale, a tracker can do one *tracking* roll per hour. For every *MoS* obtained the tracker can move 2 kilometres toward the target in that hour. Of course, the target can keep moving during that time.

### Taming & Training

Attribute: Persona

*Taming & training* allows a *character* to domesticate and train animals. This is a catch all *skill* for most things dealing with gaining trust or obedience of animals.

Domesticating a wild animal can be a lengthy process. Everyday the *character*, while in presence of the animal to be tamed, can do a *taming & training* roll against a *confidence, courage & ego* roll from the animal. The tamers *hits* are tallied from day to day. When this tally equal the number of *spirit points* (current, not maximum) of the animal, this one become domesticated. Whenever the animal scored hits they are subtracted from the tally.

Domesticating an animal does not make it trained to be mounted or to perform any trick. A tamer can teach *skills* to a domesticated animal by doing a *training & taming* roll per day. For every *MoS* the animal can test the *skill* being trained and gain experience points in the regular manner.

More details will be given in the *vehicle* chapter.

### Torture

Attribute: Persona or Sagacity

*Torture* is the cruel art of inflict as much pain as possible without killing the victim. It can be used to extract information, to punish for wrong doing or simply for the fun of it, out of sadism.

When subjecting someone to *torture*, the test is opposed by *resist pain*. Every time the torturer scores a *hit*, the victim lose 1 *spirit point*. Despite the result of those two rolls, every round of *torture* cause 1 *minor injury* to the victim.

### Witchcraft

Attribute: Erudition or Sagacity

Witches (the term is used for males and females) practice a type of magic relying on wands and potions. They can enchant objects to hold spell that can then be released when the witches desire. This type of magic require more preparation time up front than any other type of magic but end up being easier at casting time.

More details about *witchcraft* in the *magic* chapter.

#### Boons & Jinxes

Witches can create trinkets and potions to temporarily increase or decrease *skills*, *attributes* or *spirit* of the bearer or drinker.

#### Charm

This is the speciality to create potions and philtres to influence a target mind and feeling.

#### Flare & Ward

*Flare & ward* is the most combat orientated type of *witchcraft*. It is used to create wand and staff charged with harmful spells or object granting the bearer some protection against different type of attacks and damage.

#### Polymorphism

Transforming themselves, others or inanimate things is the object of *polymorphism*.

#### Third Eye

*Third eye* allows a witch to see remote place, long past events or yet to come ones. A favourite of the fate teller, although, most of them en up being charlatans rather than genuine witches.

### Wizardry

Attribute: Erudition

*Wizardry* is a form of magic coming from deep and involved study of ancient formula and manipulation of reagents.

*Wizardry* has been developed a long time ago by the high-men, has an evolution and systematization of *witchcraft*. *Wizardry* has since became it's own very potent discipline and the two types of magic are not quite distinct.

Wizards can still prepare part of their spells in advance, gathering the reagents and putting them together according to the proper ritual but, the main of the incantation still need to be done just before releasing the spell.

*Wizardry* is divided in schools of magic, each one specialized in a different type of effects from their spells.

More details about *wizardry* in the *magic* chapter.

#### Abjuration

The school of *abjuration* is specialized in protective and defensive magic. Having an *abjuration* wizard in a party can definitely increase the chance of survival of its member.

#### Conjuration

Conjurer summons creatures to do their biding for them. It can be for simple tasks like delivering a message or for dangerous undertaking like fighting for them.

Experienced conjurer can also master the art of teleportation allowing them to travel great distance instantaneously.

#### Enchantment

Enchanters use their magic to increase the capability of their ally, render their enemy impotent or to create powerful magic items.

Enchanter can change the nature of reality and turns one thing into another.

#### Evocation

*Evocation* is the *speciality* to create from nothing. It is typically seen as the magic of the big blast and explosion. *Evocation* has indeed a lot of very aggressive spells but is not limited to damage dealing.

#### Illusion

*Illusion* is often seen as a lesser form of magic by wizard not verse in the art but, an experienced *illusionist* is far from being resourceless to get themself out of sticky situation.

### Create Your Own

The *skills* presented here should cover most of the activity performed by a *character*. They are intended to be used broadly and there can even be some overlap between two different *skills*. *Player* and *GM* should be able to negotiate and discuss what *skill* to use to perform a certain task and how the test will be resolved. Of course, like in every other situation, the *GM* word on *skills* is law.

If you feel like your *characters* often perform an action which is definitely not cover under any of the *skills* described in this chapter, feel free to design a new one. Use the *skills* presented here as models. Be sure to discuss this new *skill* with your gaming group and make sure that everybody is comfortable with the addition.

### In Short: Skills

-*Acrobatics* (*Agility*): Balance and nimbleness. Used to mitigate fall damage and for *range active defence*.

-*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, Courage & Ego* (*Persona* or *Sagacity*): Resisting fear and intimidation.

-*Crafting* (*Sagacity*): Using raw material to create finish objects.

-*Metalworking*: Range from pot and horseshoes to weapons, armour and jewellery.

-*Scribing*: Writing texts, copying books and everything related to those activity.

-*Stonecrafting*: 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 or to resist being conned.

-*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 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.

-*Melee Combat* (*Agility* or *Power*): Fighting up close.

-*1-Handed Axes, Clubs & Maces*: Fighting with tip heavy weapons wielded in one hand.

-*1-Handed Swords*: Fighting with swords wielded in one hand.

-*2-Handed Swords*: Fighting with swords wielded in two hands.

-*Dagger, Pugilism & Wrestling*: 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 it 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, controlling and raising the dead.

-*Retribution*: Bringing divine furry 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, heavy encumbrance.

-*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 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 Great Ancient 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.

-*Tracking*: Used to follows 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.

-*Boons & Jinxes*: Used to alter the luck and abilities of allies and enemies.

-*Charm*: Used to influence people minds.

-*Flare & Ward*: Used to protect from damage and to inflict some.

-*Polymorphism*: Used to transform oneself, others or objects into different beasts and things.

-*Third Eye*: Used to see remotely or peek in the past or future.

-*Wizardry* (*Erudition*): Form of magic based on the study of ancient formulas and rituals. Require reagents to compose spells.

-*Abjuration*: Protective and defensive form of magic.

-*Conjuration*: 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 either a *reflex* or *perception & vigilance* test, at the discretion of the player controlling the *character*.

*Character*sact 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 organized in *rounds*. A *rounds* is about 6 seconds (there is 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 until every *character* had their turn.

Each *character* can perform one or two actions and one movement on their *initiative* number.

*Characters* with an *initiative* greater than 0 can decide to delay their turn to the negative of their *initiative* number. Example: A *character* with an *initiative* of 3 could decide to wait to act at -3.

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.

#### Surprise

If some *characters* are surprised at the start of a combat, they roll *initiative* normally but can only act on the first round at the negative of their roll, if this one is greater than 0. If they roll 0 or less, they can only act from the second round.

The number of dice used to roll *initiative* are also deduced from any other *dice pool* the surprised *characters* are going to use during the first round.

### Actions

Every *rounds*, each character can *move* up to their *movement speed* and do one or two of the following actions:

- Melee Attack

- Range Attack

- Casting a Spell

- Athleticism or Acrobatics action

- Stop bleeding through Medicine or First Aid

- Intimidation

- 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 action s will be described in more details further in this chapter.

### Performing Two Actions

*Character* with an *initiative* greater than 0 can perform two actions in a round. The first action must be performed at their normal initiative number while the second action will be performed at the negativeof their *initiative*.

Some situations can also allow a *character* to perform a second action, regardless of their *initiative*, as a *reaction*. *Reactions* are described further in this chapter.

If a *character* decide to perform two actions instead of one, they must *split their dice pool* between the two actions.

### Dice Pool Splitting

If a player wants their *character* to perform two actions in a round they must split their *dice pool* between the two actions.

The total number of dice used for both actions cannot be greater than the number of dice granted by the actions allowing the actions giving the biggest *dice pool*. Only the number of dice and not the type of dice is of concern in *dice pool splitting*.

Example: A player wants to intimidate a target before attacking it. The *character’s* *insult & intimidation skill* grant them a *dice pool* of 3d6 while their *melee attack skill* allow them a *dice pool* of 5d8. The player decide to use 2d6 for the intimidation roll, which they will do at their *initiative* number. That would leave them 3d8 for their attack, which will be done at the negative of their *initiative* number.

### Free Actions

*Free actions* are actions which do not count as part of the two actions allowed in a round. They are either very swift actions or actions which can be performed simultaneously to other actions or movement.

Talking, drawing a weapon (but not sheathing) or dropping a held object are example of *free actions*.

*Free actions* do not require a test; If a task require a test, it is not a *free action*.

### Reactions

*Reactions* are actions which can be performed out of the *initiative* order, when some conditions are met.

*Reactions* do not count as part of the two allowed actions but any dice used in a *reaction* must be subtracted from the *dice pools* of any other action performed as per the *dice pool* splitting rule.

*Reactions* are very common in a round. The most common type of *reactions* are:

- Defending against a melee attacked

- Avoiding a range attack

- Resisting intimidation or a spell

- Attack of opportunity

More details further in this chapter.

### 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 it’s 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 further in this chapter.

### Range of Attack

The *range of attack* represent the distance at which a weapon can effectively attack. Every weapon has at least one *range of attack* but some are effective at a variety of *range of attack*.

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

#### Close, Medium and Long Range

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 face 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, mace 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.

Everyweapon effective at *far range* will be noted with a number next to the *far range* mention. This number represent 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*.

Examples: 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 *reactions* to perform an *attack of opportunity*, they are considered the attacker while the target is considered the *defender*.

#### Flanking

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.

- 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 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 *hits* one dice 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.

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* are the *hits* of the *damage* roll.

For every *hits* on the *damage* roll the *character* receiving the damage must thick one injuries *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* or *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.

#### Unconscious

If a *character* is made *incapacitated* by a *bludgeoning* weapon they becoming *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 15 *MoSes* are cumulated 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.

#### Shield defence

*Characters* wielding shield can, one per run, used it to protect themselves against damage.

Shield have the special *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 roll2 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* enter 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 dice (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 art close range and score at least 2 *hits* on a *dagger & wrestling* attacks.

To perform a *dagger & wrestling* attack the *character* must be 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 *dagger & wrestling* 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 *dagger & wrestling* 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 *dagger & wrestling* 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* allow a *grappled* to send the *grappled* *character* to the ground.   
In order to do so, 2 *hits* from a *dagger & wrestling* 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 *dagger & wrestling* 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 *dagger & wrestling* roll.

A *choke* can be broken by the *chocked* *character* by spending 2 *hits* from a *dagger & wrestling* roll.

A *chocked character* cannot become the *grappler* until they break the *choke*.

A the start of their turn, on every round, a *chocked 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 cumulated on a *resist fatigue rolling (step back) test*.

#### Cutting and Piercing Attack While Grappling

If a *grappling character* scored some *hits* on a *dagger & wrestling* 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, courage & 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 combart 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 obtaine 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 an *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 horse. The *difficulty level* for this test is equal to the number of *major injury* suffered by the rider and the mount (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.

#### Inspiring Ally

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

The player do a *oratory & poetry* test. For every *MoS* they can distribute 1 *spirit points* amongst their allies (excluding themself).

#### Intimidation

A *character* can try to intimidate an opponent.

The player makes a *insult & intimidation* roll opposed by a *confidence, courage & ego* test from the target.

The *confidence, courage & 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 a *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 actions 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.

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 socres 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 *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* amongst the party of the *shield wall*.

#### Throwing Non-Range Weapon

Every weapons 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 lesscontained 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.

-¼ cover: Attacks made against a *character* behind this type of cover receive -1 *MoS*.

-½ cover: Attacks made against a *character* behind this type of cover receive -2 *MoSes*.

-¾ 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* is 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 is 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.

### Managing Combat with Miniatures

In some situation it may be beneficial to use miniatures to keep track of what is happening in combat. This is specially useful in large fight with many *characters* or in fight taking place in complex terrain.

Different manner of managing combat with miniatures exist, each with their advantages and inconveniences. Here are some examples.

#### Hex Grid

The main advantage of hexagonal grid is that the centre of each hex is at the same distance to all surrounding hexes.

The main disadvantage of hexagonal grid is that it might be harder to come by or to create.

To simply gameplay, each hex should represent 1 metre. In that way, a *character* with a *movement speed* of 9 metres per *round* can move 9 hexes on normal terrain.

While playing on a hex grid, *character* should be facing toward one of the point of the hex they are standing in.

Random scatter roll can be done using a six sided dice with 1 being in front of the character, slightly on the left and going clockwise.

The hexes on each side of the hex where the *character* stands and the whole line they make are the *flanks*. The hexes behind the *flanks* line is the *rear* of the *character*.

#### Square Grid

The main advantage of the square grid is its ease of access or of creation. Anyone can create a square grid on any surface with a pen and a ruler.

The main disadvantage of the square grid is the diagonal movement being of a longer distance than the horizontal or vertical one.

One of the way to solve this is to count each diagonal as 1 square or counting every other diagonal movement as 2 meters instead of 1 metre. This does not give an exact representation but it is simpler than calculating the hypotenuse of every diagonal movement.

To simply gameplay, each square should represent 1 metre. In that way, a *character* with a *movement speed* of 9 metres per *round* can move 9 squares on normal terrain.

Random scatter roll can be done using a eight sided dice with 1 being in front of the character and going clockwise.

The square on each side of the *character* and the line they form represent the *flanks*. The squares behind this line are the *rear*.

#### Gridless map

It is totally possible to manage combat with miniatures but without any kind of grid. The *GM* and *players* can simply agree on a measure representing 1 metre, ideally in relation to the size of the miniatures, and either use a ruler, a marked string, a divider compass or simply estimating distances by eye.

In this case, random scatter can either be rolled with a six or eight sided dice, as agreed by the group beforehand. If you where so inclined, you could even use a 12 sided dice, in the way of a clock, to roll the random scatter.

The *flanks* will be every position situated on an imaginary line perpendicular to the *character* direction. Everything behind that line is the *rear*.

### On the Side: Armour is Very Effective!

Attacking heavily armoured opponent is not an easy task. Simply slashing and poking at armour is not likely to seriously injured an adversary.

The various form of armour are more or less effective against certain types of attacks. For this reason, experience fighters can often been seen carrying more than one weapon or versatile weapons like the poleaxe.

More high-end armour, like the full plate suit designed by the Highlander Half-Men, is very expensive but render the wearer near invulnerable.

Contrary to popular believe, such armour does not render the wearer slow or clumsy; the weight is very well distributed across the body and the joints are designed to give more mobility than needed.

When facing an opponent equipped with such an amazing defence, it is often wise to use more refine approach than simply hitting on the steel encasing them.

One strategy could be to try to drain their *spirits points*, either by intimidating them, demoralizing them or exhausting them. Such a tactics obviously bear the risk of having one's own *spirit points* depleted.

Another popular approach is to try to *grapple* and wrestle with the armoured opponent, trying to send them on the ground or to stab them in a vulnerable point of the armour.

Of course, some would say that the wisest strategy while facing significantly better armoured opponent would be to turn around and run away.

### In Short: Combat

*-* At the start of a combat, every character roll *initiative*: this is either a *perception & vigilance* or *reflex* test.

-Each *round*, the *GM* do a countdown from the highest *initiative* to the lowest.

-*Characters* act on their *initiative* number.

-*Characters* with an *initiative* greater than 0 can decide to wait and act at the negative of their *initiative*.

-*Characters* with an *initiative* greater than 0 can also split their *dice pool* to perform two actions. The second action will be performed at the negative of their *initiative*.

- A *character* being targeted by a *melee combat* attack can defend themself as a *reaction* by rolling a *melee combat* roll of their own.

-The *MoSes* from both rolls are compared. The *character* with the most *MoSes* win the engagement.

-The difference between the number of *MoSes* is the *hits* of the winner of the engagement.

-The *character* winning the engagement can spend *hits* to control the situation or to inflict damage.

-The control option are as follow:

1 *hits:* the *character* can move 1 metre inside the *range of attacks* of their opponent without causing *attack of opportunity.*

*2 hits*: the *character* can move their opponent by 1 metre in any direction. An extra *hit* is required to push them off a ledge.

4 *hits*: the *character* can *disarm* their opponent. For every additional *hit* spent the weapon land 1 metre away in a random direction.

- For damage, if the *character* scoring the *hits* is the attacker, they can roll 1 die of damage per *hit.* If they are the defender, they must spend 2 *hits* to get one damage die.

- When targeted by a range attack, if they are aware of being targeted, the *character* can do a *reflex* roll to oppose the *range combat* roll of the attacker.

-If the attacker score some *hits*, they can roll one die of damage per *hit*.

-For both melee and range attacks, the *MoSes* obtained on a damage roll are compared to the armour worn by the target.

-For every *hit* obtained on a damage roll, the target must tick one *injury boxes*. All *injury boxes* must be on the same line.

-If a player doesn’t have *injury boxes* available on one line to tick, they become unconscious.

-*Piercing* damage cause 1 level of *bleeding.*

-*Cutting* damage cause 2 level of *bleeding*.

-When performing a *power* or *agility* action, a player must either reduce their *dice pool* by 1 per *bleeding wound* or aggravate the *bleeding wounds* by 1 level.

-*Bludgeoning* damage makes the target stunned. The target of the attack makes a *resist shock* test. On the next turn, the number of *MoSes* obtained on the *resist shock* test is the limit of the *dice pool* size for the next round. This limit increase by 1 per round.

## Spirit, Injuries and Health

Adventuring is a dangerous activity. Many different situations can damage the spirit or health of a *character* to various extent. Thankfully, most *injuries* can be healed, either naturally, through *medicine* and *first-aid* or through magic. Spirit will come back after a good rest, a good time with friends, a sumptuous meal or a brilliantly performed show.

### Spirit

Spirit represent the will to overcome obstacle of a *character*. It is a mix between stamina and moral.

By default, the maximum number of *spirit points* of a *character* is the sum of their *constitution*, *sagacity* and *persona* *attributes*. Some circumstances can raise the maximum *spirit* over this sum.

Whenever a *character’s constitution*, *sagacity* or *persona* increase, their maximum *spirit* will increase by the same number.

The current amount of *spirit points* held by a *character* limit the size of every *dice pool*.

#### Using Spirit Points

*Spirit* can be spent to add dice to a *dice pool*.

In order to add one die to a *dice pool* the player must spend an amount of *spirit points* equal to the number of dice currently in the *dice pool*.

In a round, a player can buy a number of dice equal to the rank of the *skill* being tested.

Test of untrained *skills* cannot be improved by *spirit*.

Example: A *character* has a *swimming skill* of 2. Their *dice pool* for a *swimming* test will be of 3 dice. The player decide to buy some extra dice for an important test. They buy their maximum allowed of 2 extra dice for 7 *spirit points*, 3 for the first dice and 4 for the second. They can now make their roll with 5 dice.

#### Common Causes of Spirit Lost: Fighting

Every attack *hits* scored against a *character* cause the loss of 1 *spirit point*.

If a *character* become *incapacitated* in combat, all the other *characters* on their side must make a *confidence, courage & ego* test. The *difficulty level*  of this test is equal to 2 \* the number of ally *incapacitated*. The *character* lose 1 *spirit point* per missing *MoS*.

#### Common Causes of Spirit Lost: Death of an Ally or Friend

If a acquaintance, friend or ally of a *character* dies, when this last one learn about it, they must make a *confidence, courage & ego* test. The *difficulty level* for this test is 2 for an acquaintance, 4 for a friend or relative and 6 for a party member or close relative.

If the relationship with the deceased was unfriendly, the *difficulty* is reduced by 2, meaning that no test is needed for a acquaintance and the difficulty for a party member is reduced to 4. There is no such thing as an unfriendly friend.

If the death was a violent one, the *difficulty* is increased by 2. If the *character* witness this violent death, the *difficulty* is increased by an additional 2.

If the death was expected, for example due to a long illness or old age, and the *character* had an opportunity to say good bye, the *difficulty* is halved.

For every missing *MoS* 1 *spirit point* is lost.

#### Common Causes of Spirit Lost*:* Insult and Intimidation

*Insult & intimidation* can also cause lost of *spirit points*. When a *character* is being insulted or intimidated they can oppose it with a *confidence, courage & ego* roll. If the *insult & intimidation* scores *hits*, the intimidated/insulted *character* loses 1 *spirit points* per *MoSes* on the *insult & intimidation* roll (not the *hits*, the total *MoSes*).

#### Common Causes of Spirit Lost: Long Travel

Long travel will also drain the *spirit* of a *character*. At the end of a day with significant travel, a *resist fatigue* test is made. The *difficulty* is 1 for every 2 hours travelled. If a *character* has between 1 and 1.5 time their *encumbrance* limit, the *difficulty* is 1 per hour travelled. If their *encumbrance* is more than 1.5 their limit, the *difficulty* is raised to 1 per half-hour travelled.

For every missing *MoS* 1 *spirit point* is lost.

#### Common Causes of Spirit Lost: Lack of Sleep

*Character* ideally needs at least 6 hours of sleep per day. If for some reason they are not able to get that much sleep in a 24 hours period they must make a *resist fatigue* test. The *difficulty* is 1 per missing hour (or 6 – hours slept).

For every missing *MoS* 1 *spirit point* is lost.

If the *character* has multiple consecutive days with insufficient sleep, the difficulty is accumulated.

If the *character* is both lacking sleep and did a long travel, only one test is made but the *difficulty* are added.

#### Common Causes of Spirit Lost: Lack of Food

A *character* needs at least two meals a day (regular meals, feast count as two meals). At the end of a day, if a *character* missed meals, they must make a *resist hunger* test. The *difficulty level* of that test is the number of meals skipped.

If a *character* spend multiple consecutive days without having 2 meals, the *difficulty level* is the number of meals missed since the last day the *character* had their 2 meals.

#### Common Causes of Spirit Lost: Extreme Weather

Spending prolonged period of time in the heat or in the cold can drain someone *spirit*.

Both heat and cold are separated in 3 level of inconvenience. For cold they are: *cold*, between 10º Celsius and 0º Celsius, *freezing*, between 0º Celsius and -15º Celsius and *frigid*, below -15º Celsius.

For heat, the 3 level are: *hot*, between 30º Celsius and 40º Celsius, *scorching*, between 40º Celsius and 50º Celsius and *blistering*, over 50º Celsius.

For every 4 hours spent in *cold* or *hot* temperature, a *character* must make a *resist cold* or *resist heat* test with a *difficulty level* of 1 per 4 hours.

In *freezing* or *scorching* temperature, the *difficulty level* is 1 per 2 hours.

In *frigid* or *blistering* temperature, the *difficulty level* is 1 per hour.

Those difficulty accumulate. If the temperature change classification before a test is required, if the *character* was half-way through a test, cut the time for the test in the new classification by half.

For every missing *MoSes* 1 *spirit point* is lost and for every 2 missing *MoSes* 1 *minor injury* is gained. Additional *MoSes* can be used for the next test.

For example: A *character* is outside in *cold* temperature for a while. After 4 hours, he makes a first test at *difficulty* 1. He gets 3 *MoSes*, the test is passed and 2 *MoSes* are saved. 2 hours later, the temperature drop to freezing, a test is not needed immediately but since the *character* was half way toward his next test the next test will be in 1 hour instead of 2. So, after another hour (7 in total), a second test is needed with a *difficulty* of 2. Since 2 *MoSes* were saved from the first test, the *character* does not need to roll. After another 2 hours (9 hours total), the *character* need to roll again, the *difficulty level* is 3. Hopefully, they won't have to spend the night outside. And he will be able to get to warm soon.

Clothing, shade and sheltering can reduce the *difficulty* of *resist cold* and *resist heat* test.

If a *character* spend a long and predetermined amount of time outside, for example of spending a night outside or doing a round of watch, to simplify the process the *GM* can ask for only one test at the end of the exposure time, with the final difficulty.

#### Common Causes of Spirit Lost: Getting Drunk

If a *character* has been drinking alcohol, they might need to do a *resist poison* test.

The *GM* should call for such a test if the *character* attempt to do an action require test.

The *difficulty level* of such a test is equal to 1 per portion of alcohol. A portion of alcohol is equal to half a litre of beer, ale or cider, a quarter litre of wine or an eight of liquor. The *difficulty level* is the total portion of alcohol consumed since the *character* started drinking, until he stopped drinking for 2 hours, where the *difficulty* reduce by 1 and keeping dropping by 1 for every following hour.

While still drinking, for every missing *MoS* not only 1 *spirit point* is lost but also *agility*, *power*, *erudition* and *sagacity* are reduced by 1 and 1 *MoS* is added to every *confidence, courage & ego* test.

When the *character* has stopped drinking for at least 2 hours, for every *hits,* they regain 1 *spirit points* and 1 *agility*, *power*, *erudition* and *sagacity,* until they regained he *spirit points* and *attributes* lost from drinking and the free *MoSes* to *confidence, courage & ego MoSes* are reduced at the same rhythm.

For example: A *character* drank a whole litre of whisky, 8 portions of alcohol, when somebody else want to pick a fight with them. It is not relevant to know exactly how drunk the *character* is so a test is called. The *difficulty level* is 8 and 3 *MoSes* are rolled. The *character* lose 5 *spirit points* and their *agility*, *power*, *erudition* and *sagacity* are reduced by 5 (but they will have 5 free *MoSes* if he need to do a *confidence, courage & ego* test). This is going to be a tough fight.

After the fight is over, the *character* stop drinking and try to sober up. After a 6 hours of sleep, the associate of the brawler from the night before burst into his room. Time to see how drunk the *character* still is. The *difficulty level* was 8 from all that whisky, after two hours it dropped by 1 and by 1 more for every additional hour, the *difficulty* is now 3. 4 *MoSes* are rolled, 1 *spirit points* is regained as well as 1 point of all the *attributes* that have been reduced, they are still 4 points under normal. Time to flee!

#### Regaining Spirit Points: Full Night of Sleep

When a *character* spend at least 6 hours of sleep uninterrupted, if they do not suffer from any *major injury* (after any *natural healing* test he can make), he can roll either a *resist fatigue* or *confidence, courage & ego* test.

For every *MoS* 1 *spirit points* is regained.

#### Regaining Spirit Points: Victory!

When a fight is over, every *character* not currently *incapacitated* or *dead* on the winning side can do a *confidence, courage & ego* test and gain 1 *spirit point* per *MoS*.

If there is no clear winning side, no such test should be allowed.

#### Regaining Spirit Points: Flawless Successes

Every time a *character* rolls a *resounding success* he can chose to regain 1 *spirit point* for every *MoS* on the roll instead of gaining an *experience point* in the *skill* or *attribute* tested.

It is not expected that this option would be commonly favoured but in some circumstances, a surge of *spirit points* can seem more important than an *experience point*.

#### Regaining Spirit Points: Feast

If lacking food drain the *spirit* of a *character*, a sumptuous feast can raise it. After enjoying such a meal a *character* can make a *confidence, courage & ego* test and gain 1 *spirit point* per *MoS*.

If the *character* preparing the feast rolled more *MoS* than needed to cover the number of guests, those *hits* can be distributed among guests and added to the *confidence, courage & ego* test.

#### Regaining Spirit Points: Entertainment

A *character* can do an artistic performance to inspire and raise the moral of an audience. They roll for one of the *speciality* of *arts & performance* and distribute 1 *spirit point* per *MoS* to the members of the audience.

This test can be both *assisted* and *composed* but for every person taking part in the performance and for every roll made the performance last at least 5 minutes.

For example, 3 *characters* doing 1 roll each, the performance will last 15 minutes. If they want to do 2 rolls each, the performance will last half an hour.

#### Regaining Spirit Points: Love

Spending intimate time with a significant one allow a *character* to do a *confidence, courage & ego* test and regain 1 *spirit point* per *MoSes*.

### Injuries

## Magic

# Book 4: Adventuring

### Climbing

### Jumping

### Moving Heavy Objects

### Swimming

### Falling

#### Acrobatics

### Camping

#### Sheltering

#### Standing Guard

#### Getting Food

# 

# Book 5: Bestiary

## A Book of Monsters & Villains

In order to have an interesting game, the *GM* needs to offer challenge to the other players. One common type of challenge for the players to overcome is combat.

For combat to remain interesting and challenging over time, it is important to vary the type of opponents and antagonists. To help the *GM* propose a wide variety of enemies, here is a list of different beasts, monsters, villains and other *character* (regrouped by general family or type) to stand in the way of the player.

More *character* will be offered on the WinterDawn website (WinterDawnRPG.com) overtime. Feel free to visit the online bestiary if you do not find what you desire in those pages.

Any *GM* can also create their own monsters, either by modifying the one present in this book or from the WinterDawn website or from scratch by picking and choosing *attributes*, *skills*, *traits* and equipment appropriate for the creature being designed.

## Animals

### Ant, Giant

### Armadillo

### Badger

### Bat

### Bat, Giant

### Bear, Black

### Bear, Brown

### Bear, Polar

### Bird, Chicken

### Bird, Crow

### Bird, Eagle

### Bird, Ostrich

### Bird, Owl

### Bird, Sparrow

### Bird, Turkey

### Bird, Vulture

### Bison

### Camel

### Cat

### Centipede, Giant

### Cow

### Coyote

### Crab, Giant

### Crocodile

### Deer

### Dog

### Dolphin

### Donkey

### Elephant

### Fish, Large

### Fish, Shark

### Fish, Small

### Fly, Swarm

### Fox

### Frog

### Frog, Giant

### Goat

### Horse

### Horse, Pony

### Horse, War

### Hyena

### Iguana

### Iguana, Giant

### Lion

### Monkey, Chimpanzee

### Monkey, Gorilla

### Monkey, Macaque

### Moose

### Narwhal

### Octopus

### Octopus, Giant

### Panther

### Pig

### Pig, Wild

### Raccoon

### Rat, Giant

### Rat

### Rhinoceros

### Scorpion

### Scorpion, Giant

### Snake, Large

### Snake, Small

### Spider

### Spider, Giant

### Squirrel

### Tortoise

### Tortoise, Large

### Turtle

### Turtle, Large

### Whale

### Wolf

### Yack

### Zebra

## Animated Objects

### Chair of Constriction

### Clockwork Man

### Devouring Puddle

### Flying Weapon

### Flying Weapon, Shield

### Gargoyle

### Golem, Clay

### Golem, Flesh

### Golem, Steel

### Golem, Stone

### Guardian Door, Steel

### Guardian Door, Stone

### Guardian Door, Wood

### Homunculus

### Living Armour

### Mimic

### Scarecrow

### Tsukumogami

## Arcane

## Atrocities

### Aqrabuamelu

### Arachne

### Basilisk

### Behemoth

### Capricorn

### Chimera

### Chupacabra

### Cockatrice

### Gorgon

### Harpy

### Hydra

### Kraken

### Leviathan

### Tarrasque

### Ziz

## Demons

Cat Sìth

## Devils

## Divine

## Faes

## Fantastical Beasts

### Centaur

### Feathered Snake

### Griffon

### Hyppogriff

### Kitsune

### Manticore

### Mermaid

### Minotaur

### Naga

### Pegasus

### Phoenix

### Roc

### Sasquatch

### Sphinx

### Unicorn

### Warg

### Yeti

## Giants

### Ogre

### Oni

### Goliath

### Stonecoat

### Giant

### Vulcanian

### Titan

### Cyclops

### Etitn

### Jötunn

## Great Worms

Drake

Dragon

Wyvern

## Humans

Ash Man

## Orcs

## Planar

Cynocephal

Bast

## Shapeshifters

Werewolf

Tanuki

Werebear

Myrmidon

Doppelgänger

## Undeads

### Banshee

### Death Knight

### Draugr

### Floating Skull

### Ghoul

### Lich

### Mummy

### Revenant

### Reaper

### Skeleton

### Skeleton, Lieutenant

### Vampire

### Vampire, Old

### Will O' the Wisp

### Wraith

### Zombie

### Zombie, Fast

## Vegetal

Blodeuwedd

Treefolk

Dryad

# Book 7: Appendices

## Attributes, Skills and Difficulty

|  |  |
| --- | --- |
| Attributes Level | |
| < 4 | Deplorable |
| 4 - 5 | Weak |
| 6 - 7 | Average |
| 8 - 9 | Strong |
| 10 - 11 | Exceptional |
| 12 - 19 | Heroic |
| 20 + | Inhuman |

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| --- | --- |
| Skills Level | |
| 0 | Untrained |
| 1 | Novice |
| 2 | Intermediate |
| 3 | Advanced |
| 4 | Specialist |
| 5 | Elite |
| 6 + | Master |

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| Difficulty Level | |
| 1 | Easy |
| 2 | Moderate |
| 3 | Difficult |
| 4 | Very Difficult |
| 5 | Near Impossible |
| 6 + | Legendary |

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## Athleticism Specialities

|  |  |
| --- | --- |
| Running | Jumping (Standing) |
| ½ *movement \* MoSes* | 1m + (1m \* (*MoSes* / 3)) |
| Climbing | Jumping (Running Start) |
| -Tree: 1m \* *MoSes*  -Rough cliff: (1m \* (*MoSes* / 2)) – 1  -If climbing a smooth cliff: (1m \* (*MoSes* / 3)) – 1  -Rough wall: (1m \* (*MoSes* / 3)) – 1  -Smooth wall: (1m \* (*MoSes* / 4)) - 1 | - ½ *movement used: 1m + (1m \* (MoSes / 2))*  -All *movement* used: 1m + (1m \* (*MoSes*)  -All *movement* used and running: 1m + (1m \* (*MoSes* + used *MoSes* from running test*)*) |
| Swimming | Jumping (Vertical) |
| *½ movement*  + (1m \* *MoSes*) | ¼ height + (¼ height \* (*MoSes* / 3)) |
| Lifting | Pushing |
| 45kg + (45kg \* *MoSes*) | -Something flat: 45kg + (45kg \* *MoSes*)  -Something round: 90kg + (90kg \* *MoSes*) |

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## Combat

|  |
| --- |
| Common Actions |
| Melee Attack |
| Range Attack |
| Casting a Spell |
| Acrobatics Action |
| Athleticism Action |
| Heal a Wound or Injury |
| Rerolling Initiative |
| Intimidation |
| Persuasion |
| Interact with the Environment |
| Use a Consumable |

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| --- | --- |
| Damage Roll | |
| Roll 1 die for every *hit* on a *cutting*, *piercing* or *bludgeoning* attack. | |
| *MoS* | Injury |
| 1 | Minor  (4th Minor become Major) |
| 2 | Major  (4th Major become Incapacitated) |
| 3 | Incapacitated  (Additional Injuries cause Death) |

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| Control Manoeuvres For Melee Attacks | |
| Hits | Effects |
| 1 + | Can move 1 metres per *hits* inside the *range of attacks* of the target without causing *attack of opportunity*. |
| 2 + | Can lower the target *initiative* by 1 per 2 *hits* or can move the target by 1 metres per *hits*. |
| 4 + | Can *disarm* the target. For every *hits* over 4, the weapon is sent flying 1 metres from the target in a random direction. |

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| Control Manoeuvres For Dagger, Pugilism & Wrestling | |
| Additional options on top of the regular *control manoeuvres.* | |
| Hits | Effects |
| 1 + | Enter *grapple* range or If *dominant*, leave *grapple* range  or  Become *dominant* |
| 2 + | If *dominant*, can start a *choke or* If *chocked* can break free  or  If non *dominant*, can leave *grapple* range. |
| 4 + | Throw the target on the ground, prone. Can *pin* or leave the *grapple* range. |

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| Effects of Major Injuries | | |
| *Cutting* | 2 *Bleeding* Wounds | Every time an *agility* or *power* based action is attempted, 1 additional *minor injury* per *bleeding* wound is taken. |
| *Piercing* | 1 *Bleeding* Wound |
| *Bludgeoning* | *Stunned* | The number of dice that can be rolled in a turn is limited to the number of *MoSes* on a *resist shock* test. The *recovery* is 1 die per *round*. |
| All | *Pain* | Must succeed a *resist pain* test with a *difficulty* equals to twice the number of *major injuries* (including this one being tested for). On a failure, receive -1 to all *attributes*. |

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| Incapacitated Wound Effects | |
| Bleeding | Will bleed to death after a number of *minutes* equals to the number of *MoSes* obtained on a *natural healing* test. |
| Stunned | Become *unconscious* for 15 minutes - 1 minute per *MoS* on a *resist shock* test. |

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| Active Defence | |
| Melee | *Melee combat* test made as a reaction, opposing one melee attack.  -1 *MoS* if attacked from the flank.  -2 *MoSes* if attacked from the back. |
| Range | *Acrobatics* test, for every *MoSes* can move 1 metres, for every *MoSes* used to move oppose all range attacks. |

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| Death |
| A *character* can reanimate a *dead* *character* by succeeding a *medicine* test with a *difficulty* equals to half the number of *rounds* the *character* has been *dead*. |

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| Damage to Armour |
| When receiving a *major injury* he can reduce this one to a *minor injury* by permanently reducing the *passive defence* of a piece of armour by 1 for every types of attack. |

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| Range of Attack | | | |
| Close | Mid | Long | Range |
| 1 metres  Toe-to-toe | 2 metres | 3 metres | Depend on the weapon |

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| Melee Combat Range Difference Malus for Control Attacks |
| -1 *MoSes* per range difference. |

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| --- | --- | --- |
| Size Bonus to Active Defence Against Range Attacks | | |
| Micro | Mini | Small |
| 2 | 1 | 0 |
| Medium | Large | Huge |
| 0 | -1 | -2 |

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| --- | --- | --- | --- |
| Range Increment | | | |
| Every time the range of a *long range* is passed, the target receive a bonus to *active defence*, depending on their size. | | | |
| Micro | Mini | Small | Medium + |
| 2.5 | 2 | 1.5 | 1 |

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| Combat Manoeuvres | |
| --- | --- |
| Aimed Attack | An attack can be aimed at a specific body part but the defender receives a bonus to his *active defence*. Details below. |
| Charge | Must be at least at a distance equals to the *movement speed*.  Roll a *running* test, the *hits* can be added to defeat the *passive defence* or to impose a more severe effect for a *control attack*. *Charge* can not *disarm*.  The target is entitled to an *attack of opportunity*. |
| Choke | At the start of every of their turn, a *chocked character* must make a *resist fatigue* test. The *difficulty* is equals to the number of rounds since the *choke* started.  On a failure, the *chocked* *character* become *unconscious*. |
| Execution | After entering *grapple* can immediately make a *cutting* or *piercing* attack at -1 *MoS*. |
| Defensive Stance | The *MoSes* from an *melee combat* rolls are saved to be used as *active defence* against one or more attacks. |
| Kick-Up | Get up from *prone* with an *acrobatics* test. Every *MoS* reduced the *movement* needed by 1 metres. |
| Lunge | Must succeed a *control* attack to get in *range of attacks*.  Can immediately make a *cutting*, *piercing* or *bludgeoning* attack at -1 *MoS*. |
| Mounted Combat | Must make a *riding* test to bring a horse not trained for combat in the *range of attack* of an hostile *character*.  When receiving a *major injury,* must make a *riding* test with a *difficulty* equals to the *hits* of the attack.  Can make *charge* using the *running* skill of the mount. No need to split the *dice pool*.  Can not make an *acrobatics active defence*.  If using the full movement of the mount, receive +1 *active defence*, +2 if the horse is *running*.  Can not be *chocked* by a *character* on foot.  *Character* on foot receive -1 *MoS* on all *control* attack.  Mounted *character* fighting *character* on foot are considered to be on *high-ground*. |
| Prone | Take 2 metres of *movement* to get prone, half *movement* to get up. *Movement speed* is halved.  Receive -2 *MoSes* on attacks (except for *crossbow & firearms* which receive +1 to the *speciality)* and *melee active defence*. Can not make an *acrobatics active defence*. Receive +1 *active defence* against all range attacks and *range increment* malus is doubled. |
| Reroll Initiative | Can reroll *initiative* either with *reflex* or *vigilance*.  Must use the new *initiative* number, even if it is worse. |
| Shield Wall | Two or more *characters* with shield with the special *hide behind shield* can lock their shield together and *MoS* +1 *active defence* for attacks from the front.  The *characters* can only move together, at the lowest *initiative* number but can attack at their regular *initiative*. |
| Throwing Non-Range Weapons | - 2 *MoSes* for one handed weapons, - 3 *MoSes* for two handed weapons.  *Range increment* is 4 metres. |
| Two Weapons Fighting | If equipped with two one handed weapons, can make two attacks at the same *initiative* number.  The first attack receive -1 *MoS, t*he second receive -2 *MoSes*. |

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| Aimed Attacks Bonus to Defender Active Defence | | | | | | | |
| Head | + 2 | Arms | + 2 | Legs | + 2 | Torso | + 1 |
| Note: For long ranged attacks, the bonus is applied once plus once per *range* *increment*. | | | | | | | |

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| Common Causes of Attack or Opportunity | |
| Actions done inside the *range of attack* of an hostile *character* | |
| Moving | Range attack |
| Reloading crossbow or firearm | *Acrobatics active defence* |
| Casting a *spell* | Interacting with the environment |
| *Charge* | Using a consumable |

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| Cover | |
| ¼ | + 1 *active defence* |
| ½ | + 2 *active defence* |
| ¾ | + 3 *active defence* |
| Full | Can not be attacked  Can not attack |

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| High Ground | Low Ground |
| +1 *active defence* | - 1 *active defence* |

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| Difficult Terrain | |
| Minor | - 1.5 metres to *movement speed.* - 1 *MoS* to *running* |
| Medium | - 3 metres to *movement speed.* - 2 *MoSes* to *running* |
| Severe | - 4.5 metres to *movement speed.* - 3 *MoSes* to *running* |
| Extreme | *Movement speed* reduced to 1.5 metres. *Acrobatics* or *Athleticism* test to move more. |

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| Hex Grid Scatter Direction |
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| Square Grid Scatter Direction |
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## Health

## Spirit

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| Common Cause of Spirit Loss | |
| Fighting | 1 *spirit point* lost per *hits* on an attack to the *character*.  If an ally become *incapacitated*, must make a *confidence, courage & ego* test. D*ifficulty* = 2 \* number of *incapacitated* allies. 1 *spirit point* lost per missing *MoS.*  If 2 + people than the opposing side, - 2 to *difficulty*. If the opposing side has 2 + people, + 2 to *difficulty*. |
| Complete Failure | *Confidence, courage & ego* test. *Difficulty* = ranks of the *skill* failed + *losses* (up to 6). 1 *spirit point* lost per missing *MoS.* |
| Death of an Ally or Friend | On the news of a death, make a *confidence, courage & ego* test. 1 *spirit point* is lost per missing *MoS*.  *Difficulty* = 2 for acquaintances, 4 for friends/relatives, 6 for party members/close relatives. - 2 to *difficulty* if the relationship was unfriendly. If said farewell, *difficulty* \* ½. |
| Insult and Intimidation | *Insult & intimidation* is opposed by *confidence, courage & ego*. If the *insult & intimidation* test get more *MoSes*, the target lose 1 *spirit point* per *MoS* on the *insult & intimidation* test. |
| Long Travel | On a *resist fatigue* test, 1 *spirit point* is lost per missing *MoS*.  < *encumbrance limit = difficulty* 1 for 2 hours travelled  < 1.5 \* *encumbrance limit* = *difficulty* 1 for every hour travelled  > 1.5 \* *encumbrance limit* = *difficulty* 1 for ½ hours travelled. |
| Lack of Sleep | 1 *spirit point* lost per missing *MoS* on a *resist fatigue* test with a *difficulty* of 6 - hours slept in the day. If lack of sleep and long travel, *difficulty* are added. |
| Lack of Food | On a *resist hunger* test, 1 *spirit point* lost per missing *MoS. Difficulty* = 2 – meal eaten during the day. *Difficulty* cumulative from day to day until 2 meal are eaten. |
| Extreme Weather | See: *extreme weather* chart in the *adventuring* section. |
| Getting Drunk | 1 *spirit point* and 1 *agility*, *power*, *erudition* and *sagacity* is reduced by 1 per missing *MoS* on a *resist poison* test.  *Difficulty* is 1 per portion of alcohol drank*.*  2 hours after the last drink, can test to regain those lost *spirit point* and *attributes*. D*ifficulty* is reduce by 1 every 2 hours. |

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| Common Way to Regain Spirit Points | |
| Full Night of Sleep | After a full night of sleep (6 hours of uninterrupted sleep), if the *character* suffer no *major injury* (after any *natural healing* test allowed), they recuperate 1 *spirit point* per *MoS* on a *resist fatigue* test. |
| Victory | At the end of a combat, every non *incapacitated* *character* on the victorious side can do a *confidence, courage & ego* test and recuperate 1 *spirit point* per *MoS.* |
| Flawless Successes | When rolling a *resounding success*, 1 *spirit point* can be recuperated per *MoS* instead of gaining 1 *experience point*. |
| Feast | When taking part in a feast, a *character* can regain 1 *spirit point* per *MoS* on a *confidence, courage & ego* test. If the *character* preparing the feast scored *hits* on his *cooking* test, he can distribute them to the different guests. |
| Entertainment | *Character(s)* doing an artistic performance can distribute to the audience 1 *spirit point* per *MoS* on their *arts & performance* test. |
| Love | Spending time with a significant one allow to recuperate 1 *spirit point* per *MoS* on a *confidence, courage & ego* test. |

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## Adventuring

| Fall Damage | | | | | |
| --- | --- | --- | --- | --- | --- |
| For every meter fallen, roll 1 dice of *bludgeoning* damage.  The size of the dice if determined by the size of the *character*.  *Acrobatics* and *bludgeoning passive defence* reduce the number of dice to be rolled. | | | | | |
| Micro | Mini | Small | Medium | Large | Huge + |
| d4 | d4 | d6 | d8 | d10 | d12 |

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| Extreme Weather | | |
| On a *resist cold* and *resist heat* test, for every missing *MoS* 1 *spirit point* is lost and for every 2 *MoSes* missing 1 *minor injury* is received. | | |
| Level | Temperature | Difficulty and Effects |
| Cold | < 10º Celsius | *Difficulty =* 1 per 2 hours |
| Hot | > 30º Celsius |
| Freezing | < 0º Celsius | *Difficulty =* 1 per 1 hours |
| Scorching | > 40º Celsius |
| Frigid | < -15º Celsius | *Difficulty =* 1 per ½ hours |
| Blistering | > 50º Celsius |

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| --- | --- | --- | --- |
| Alcohol and Getting Drunk | | | |
| Type of Alcohol  Portion Size | Beer, Ale, Cider ½ litres | Wine  ¼ litres | Liquor and Spirits  ⅛ litres |
| Effects of Alcohol | | | |
| While drinking | Every missing *MoSes* on a *resist poison* test cause the lost of 1 *spirit points,* reduce *power*, *agility*, *erudition* and *sagacity* by 1 and 1 *MoS* is added to every *confidence, courage & ego*.  *Difficulty* = the number of portions of alcohol consumed.  If more than one test is made, the result is not cumulative but the worst result is always the one in effect.  The alterations are temporary and are recovered when the *character* sobers up. | | |
| 2 hours after last drink | Every *hits* on a *resist poison* test allow a *character* to regain 1 *spirit point* and recover 1 rank to *power*, *agility*, *erudition* and *sagacity* and lose one free *MoS* for *confidence, courage & ego* until the effect of the alcohol is dissipated.  *Difficulty* = the number of portions of alcohol consumed – 1 per 2 hours since the last drink. | | |

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## Equipment

| Weapons | | | | | | |
| --- | --- | --- | --- | --- | --- | --- |
| Name | Skill | Attacks | Range | Dam. | Enc. | Special |
| Swerd | 1-Handed Sword | P - 1 / C / B - 2 | C – 1 / M | POW + 4 | 5 | Half-Swording |
| Longsword | 2-Handed Sword / 1-Handed Sword - 1 | P / C / B - 2 | C – 1 / M | POW + 4 | 6 | Half-Swording  Murder Stroke |
| Hunting Knife | Dagger, Pugilism & Wrestling | P - 1 / C | C | POW + 2 | 1 |  |
| Roundel Dagger | Dagger, Pugilism & Wrestling | P | C | POW + 2 | 1 |  |
| Flint-Lock Musket | Crossbow & Firearm (AGI) | P | F (35m) | 12 | 7 | Fine Motor Reload |
| Musket Stock | Polearms (POW) | B | M | POW + 2 | +1 | Need a musket |
| Winged Spear | Polearms | P / C - 1 | M / L | POW + 6 | 8 | Lever |
| Flanged Mace | 1-Handed Axe, Club & Mace | B | M | POW + 4 | 5 |  |
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## Skills List

| Skills | Attributes | Page |
| --- | --- | --- |
| Acrobatics | Agility | 45 |
| Appraise | Sagacity | 45 |
| Arts & Performance  Acting  Dancing  Drawing & Painting  Music & Singing  Oratory & Poetry | Persona | 46 |
| Athleticism  Climbing  Jumping  Lifting & Pushing  Running  Swimming | Power | 47 |
| Charm & Persuasion | Persona | 49 |
| Confidence, Courage & Ego | Persona or Sagacity | 49 |
| Cooking | Sagacity | 49 |
| Crafting  Metalworking  Scribing  Stonecrafting  Tailoring  Woodworking | Sagacity | 50 |
| Deduction & Logic | Sagacity | 51 |
| Detect Motive | Sagacity | 51 |
| Elementalism  Aether  Air  Earth  Fire  Water | Erudition or Persona | 51 |
| Insult & Intimidation | Persona | 52 |
| Knowledge  Geography  Heraldry & Nobility  History  Linguistic  Religions | Erudition | 52 |
| Laws & Legal Systems | Erudition, Persona or Sagacity | 54 |
| Luck | Persona | 54 |
| Mechanics | Sagacity | 54 |
| Melee Combat  1-Handed Axes, Maces & Clubs  1-Handed Swords  2-Handed Swords  Dagger, Pugilism & Wrestling  Polearms | Agility or Power | 55 |
| Mysticism  Bless & Curse  Cure & Heal  Divination  Necromancy  Retribution | Persona or Sagacity | 56 |
| Natural Healing | Constitution | 57 |
| Perception & Vigilance | Sagacity | 57 |
| Range Combat  Bows  Crossbows & Firearms  Javelins & Spears  Slings  Thrown | Agility or Power | 57 |
| Wizardry  Abjuration  Conjuration  Enchantment  Evocation  Reflex | Agility | 58 |
| Resist Cold | Constitution | 58 |
| Resist Fatigue | Constitution | 59 |
| Resist Heat | Constitution | 59 |
| Resist Hunger | Constitution | 59 |
| Resist Pain | Constitution | 59 |
| Resist Poison | Constitution | 59 |
| Resist Shock | Constitution | 59 |
| Ridding | Agility | 59 |
| Science  Alchemy & Chemistry  Botany  Engineering & Physics  Medicine  Zoology | Erudition | 60 |
| Seamanship | Sagacity | 61 |
| Shamanism  Ancestors  Beasts  Lakes & Rivers  Mountains & Rocks  Plants & Trees | Sagacity | 61 |
| Sleight of Hand | Agility | 61 |
| Sorcery  Abyssal Magic  Blood Magic  Chaos Magic  Death Magic  The Great Ancient Unknown Magic | Persona | 62 |
| Stealth | Agility | 63 |
| Survival  First-Aid  Foraging & Hunting  Navigation  Sheltering  Tracking | Sagacity | 63 |
| Taming & Training | Persona | 65 |
| Torture | Persona or Sagacity | 65 |
| Witchcraft  Boons & Jinxes  Charm  Flares & Wards  Polymorphism  Third Eye | Erudition or Sagacity | 65 |
| Wizardry  Abjuration  Conjuration  Enchantment  Evocation  Illusion | Erudition | 66 |

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## Character Sheet

This *character sheet* is intended as an example. You can get full size *character sheet* on our website [www.WinterDawnRPG.com](http://www.WinterDawnRPG.com/) or design you own.

## Lexicon

*Advantage*: In the case of *opposed test*, one *character* has the *advantage*. In case of a tie, if the situation absolutely call for a winner, the *character* with *advantage* wins.

*Agility*: The nimbleness and dexterity of a *character*.

*Assisted test*: A test where more than one *character* can roll and add their *MoSes* together.

*Attack of opportunity*: An attack made as a *reaction* when a *character* expose himself to an opponent.

*Attribute*: Represent the physical, mental and social predispositions of a *character*.

*Bleeding*: A type of wound causing the lost of blood of a *character*.

*Bludgeoning*: A type of attack made with a blunt, concussive force.

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

*Choke*: A manoeuvre made by a *control* attack which can put the target to sleep.

*Complete failure*: A roll with no *MoSes* or with *losses*. Can cause the lost of *spirit points* or the gain of *experience points*.

*Composed test*: A test where multiple roll can be made over multiple rounds or a long period of time.

*Constitution*: The physical endurance of a *character*.

*Control*: A type of attack not aiming at causing damage but at changing the circumstances of the combat.

*Cutting*: A type of attack made with a blade or a other sharp edge.

*Dice Pool*: The number of dice available in a *round* or for one action. The number of dice to be used is equal to the *skill* being tested rank plus 1. The type of dice used can not have more face than the level of the *attribute* governing the *skill*.

*Difficulty level*: The number of *MoSes* that must be obtained to accomplish a task.

*Dominant*: When two or more *characters* are fighting in *grapple* range, one side is going to be considered *dominant.*

*Encumbrance*: A mix between the weight of an object and how cumbersome it is.

*Erudition*: The academic knowledge of a *character*.

*Experience point*: A mark made next to a *skill*, a *speciality* or an *attribute* representing a step toward advancement of this *skill*, *speciality* or *attribute*.

*Fixed test*: A test against a *difficulty level* determined by the *GM* or by some circumstances.

*Resounding success*: A roll with as many *MoSes* as the number of dice available in the *dice pool*.

*MoS*: Represent a measure of success in a dice roll. Dice showing 4 or more count for 1 *MoS*. Dice showing 8 or more count for 2 *MoSes*; showing 12 or more count for 3 *MoSes*; 16 or more count for 4 *MoSes*; 20 count for 5 *MoSes*. Dice showing 1 count for -1 *MoS.*

*GM*: The game master. *GMs are special players controlling all the secondary, tertiary and supporting, characters, as well as describing the world and the event outside of the control of the characters of the other players.*

*Grapple*: The shortest range of combat, when two or more opponents are wrestling toe to toe.

*Grappled*: When two or more *characters* are fighting in *grapple* range, they are considered *grappled*.

*Group test*: A test multiple *characters* have to make at the same time and where the *MoSes* from one *character* can be transferred to another *character*.

*Hits*: The number of *MoSes* over the *difficulty level* or the roll opposing the action.

*Incapacitated*: A state of injury when a *character* is no longer able to fight or act.

*Initiative*: While in combat, the order in which *character* can act. At the start of a combat, each *character* either roll a *reflex* or a *vigilance* test to determine their *initiative. Initiative* will change during a combat.

*Loss*: The number of 1 rolled over the number of *MoSes*. They are negative *MoSes*.

*Major injury*: A severe injury, not directly life threatening but with some consequences.

*Minor injury*: A superficial injury that does not directly impact the abilities of a *character*.

*Mixed test*: A series of test made with different *skills* to accomplish a more complex task.

*Movement speed*: The distance in metres a *character* can move in a *round* (6 seconds).

*Opposed test*: A test where the *difficulty level* is determined by a test made by an opposing *character*.

*Passive defence*: Represent the protection granted by the armour, man-made or natural, worn by a *character*.

*Persona*: Represent the personality and charisma of a *character*. Also represent the strength of character.

*Piercing*: A type of attack made with a pointy thing.

*Player*: A real world person either controlling a *character* or being the *GM*.

*Power*: The pure physical strength of a *character*.

*Reactions*: An actions that can be made by a *character*, out of turn, while not on his *initiative* number.

*Recovery*: Some abilities reduce a target *dice pool*, *spirit points*, *attributes*, etc. Such abilities often have a *recovery* rate, this is the speed or frequency at which the effects dissipate.

*Round*: In combat, a measure of time of approximately 6 seconds giving the opportunity to every *character* involved to act.

*Sagacity*: The common sense and familiarity with common everyday knowledge of a *character*.

*Scaling test*: A test without a specific *difficulty level*. The number of *MoSes* generally represent how well the task is performed.

*Skill*: Represent the aptitude and expertise of a *character* in a task or type of task.

*Speciality*: Some *skills* are subdivided into 5 *specialities*.

*Spirit point*: A representation of both stamina and moral. The amount of *spirit points* varies wildly during play and limit the number of dice which can be use in a roll.

*Splitting the dice pool*: While in combat, keeping some dice from one's *dice pool* to perform a second action or a reaction.

*Stunned*: A state inflicted to a *character* when he receive a concussive blow that limit the *dice pool* of this one.

*Unconscious*: A state where a *character* is *incapacitated* and knocked out.

*Range of attack*: The distance at which a weapon can attack, divided in *grapple*, *close*, *mid* and *long*.

*Pinned*: A state where a *character* is *prone*, *grappled* and non *dominant*.

*Charge*: A special combat manoeuvre allowing a *character* to run and strike on his *initiative* number.