

EDA CORE RULEBOOK

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EDA

Winter had arrived, snowflakes gently falling down to the ground. Jonah had finished helping his father put the horses in the stable. It was still not too cold, a wool sweater was enough to hold the cold at bay for now. A river passed by the back side of the house. Jonah walked to get water for dinner. Fog covered the water this morning, reaching out and massaging the grass on each side like fingers playing a beautiful tune on the piano. He bent down to fill up his bucket, something dark suddenly reached out and Jonah was never seen again.

Introduction

Eda is a dark fantasy roleplaying game of magic, wonder, and perilous adventure. While the world is filled with supernatural forces, magic often carries heavy consequences for those who dare to wield it.

Life in Eda is harsh and often short. It was not always so; legends speak of a prosperous land where peace and harmony once reigned. The name Eda itself is said to mean “Wondrous” in a long-forgotten tongue. Today, few believe these old stories, and they are whispered only in the safety of dimly lit taverns or behind locked doors.

Common people are scared not only of darkness, monsters, and other creatures roaming the countryside but also of religious fanatics, powerful clans, and corrupt governments. Rulers are often bandits, scoundrels, and men trying to prey on the weak. Then there are diseases, harsh weather, and pests eating the crops. Life is not easy for those trying to do good.

What is a Roleplaying Game?

A tabletop role-playing game is played with a group of friends. One acts as a game master (GM). The rest will take control of a player character (PC). The players act through their character and let their character make decisions. The GM will be the world around the players and guide them. Together the players and the GM create a collaborative adventure.

The primary goal is that everyone should have fun. The rules laid out in this book are for guidance, your group might feel like changing some aspects on how you feel to play the game and that is great! Homebrewing of the rules are encouraged.

The game is divided into Adventures and Campaigns.

- **Adventure:** A short story or quest.
- **Campaign:** A series of adventures connected together by a continuing storyline.

Dice Mechanics

Dice are used to decide outcomes of uncertain actions. Eda uses two 10-sided dice to represent numbers from 01-100, referred to as a d100.

- **Primary Dice:** Represents the 10s (00, 10, 20... 90).
- **Secondary Dice:** Represents the 1s (0-9).

EXAMPLE: ROLLING THE DICE

A “70” on the primary and “5” on the secondary equals 75.

Two “0”s equal 100.

Note on Rounding: When dividing values (e.g., Skill / 2), always round down. Example:
 $75 / 2 = 37$.

Game Sessions

While the duration of play is up to each group, sessions typically last 4–5 hours. This allows enough time for the story to unfold without causing player fatigue. Ultimately, you should choose a pace that ensures the most enjoyment for your group.

Session 0: It is always a good idea to have a first session where you don’t adventure fully but make sure everyone has a character created, backstories are done, and expectations are set regarding the tone of the game.

Core Mechanics

Checks

When a character attempts an action with an uncertain outcome, the game master (GM) will call for a check. To make a check, roll a d100 (two ten-sided dice).

- **Success:** Roll under or equal to your skill or attribute value.

- **Failure:** Roll over your skill or attribute value.

Success is not only if you succeeded in something or not. Eda uses degree of success to see how good you performed something. Failure might also have different consequences but is decided by the GM only and not measured by dice. A failure is a failure.

Degree of Success (DoS)

Eda uses a “blackjack” style system where you want to roll as high as possible without exceeding your skill value. The quality of your success is measured by the degree of success (DoS).

- Calculating DoS: Your DoS is equal to the tens digit of your successful roll.
 - *Example:* A roll of 48 provides 4 DoS.

EXAMPLE: CALCULATING DoS

Bjorn (Skill 70) attempts to track a wolf.

- He rolls a 65: Success! The tens digit is 6, so he achieves 6 DoS.
- He rolls a 12: Success! The tens digit is 1, so he achieves 1 DoS.
- He rolls a 75: Failure! He achieves 0 DoS.

Critical Success

- **Critical Success:** A pair (11, 22, 33...) that is under or equal to your skill value.
 - **Combat:** Deals critical damage (weapon damage + tens digit of the skill) AND inflicts a **Wound** (see Damage & Health section).
 - **Non-Combat:** Automatically fulfills the required degrees of success for any difficulty level.

Difficulty Modifiers

Some tasks are harder than others and the GM might require a minimum number of degrees of success to succeed.

EXAMPLE: BJORN SWIMMING IN THE RIVER

Bjorn ended up in the river with his chainmail and a strong current, while he can swim he is struggling to reach the shore.

- He rolls a 65: Success! The tens digit is 6, so he achieves 6 DoS. The GM had decided 2 DoS would be enough in this case.

DIFFICULTY	REQUIREMENT	DESCRIPTION
Easy	0 DoS	Routine tasks with no significant pressure.
Routine	1 DoS	Standard professional tasks.
Challenge	2 DoS	Demanding tasks requiring focus and skill.
Hard	4 DoS	Significant obstacles; requires expertise.
Extreme	6 DoS	At the edge of human capability.
Near Impossible	8 DoS	Practically legendary feats; requires a Master.

Advantage & Disadvantage

When you have advantage or disadvantage, you roll d100 as normal, but you can swap which die is the primary (tens) and which is the secondary (units). This allows you to choose between two possible results from a single roll.

- **Advantage:** You select the best result. The best result is defined as the successful roll that provides the highest degree of success (DoS).
- **Disadvantage:** You must take the worst result.

EXAMPLE: ADVANTAGE SWAP

Bjorn (Skill 70) rolls with advantage. He rolls a 2 and a 6.

- Option A: 26 (2 DoS)
- Option B: 62 (6 DoS)

Bjorn picks 62. It is still under his skill (70), but it provides a higher DoS.

Opposing Rolls

When two characters compete (e.g., an arm wrestling match or hiding from a guard), both make a check.

- **Highest Successful Roll Wins:** If both succeed, the character with the highest successful roll wins (degree of success).
- **Single Success:** If one succeeds and the other fails, the successful character wins.
- **Double Failure:** If both fail, the situation remains unchanged.

Pushing the Limit

Before rolling, a player can declare they are “Pushing.”

- **Effect:** You gain advantage on the roll.
- **Cost:** Regardless of success or failure, you lose 10 instinct points (IP).

Instinct points (IP) represent your character’s subconscious and willpower. They are a pool of points that can be spent to push yourself or are lost when facing horrific sights. If your instinct points reach 0, you become frightened. See section Body & Mind in character creation for how to calculate your maximum IP.

Character Creation

Character creation is the process of defining your protagonist’s strengths, history, and motivations. A character is defined by the following elements:

1. **Lineage:** Your raw physical and mental potential.

2. **Body & Mind:** Derived values for health and instinct.
3. **Heritage:** Your cultural background and innate traits.
4. **Skills:** Specialized training and knowledge.
5. **Talents:** Unique abilities and combat maneuvers.
6. **Combat Styles:** Mastery of specific weapon categories.
7. **Course of Life:** Your character's history and goals.
8. **Equipment:** The gear you carry into the wilds.

EXAMPLE: CHARACTER CREATION (BJORN THE BRAVE)

Step 1: Lineage: Bjorn chooses Lineage A. Attributes: STR 70, AGI 65, LOG 60, INS 40, CHA 60, CON 65.

Step 2: Body & Mind: He calculates 65 HP (equal to CON), 20 IP ($INS / 2$), and a pool of 6 Reactions (tens digit of AGI).

Step 3: Heritage: He picks Clansman. Trait: Grim Resolve. Skills: Trained in Survival and Intimidate. Gear: A whetstone and a flask of "North-Burn."

Step 4: Skills: Bjorn is already trained in survival and intimidate from his heritage. He chooses 3 more trained skills: athletics, warfare, and perception.

Step 5 and 6: Talents & Combat Styles: Bjorn selects the shield wall talent and the one-handed & shield combat style.

Step 7: Course of Life: Bjorn is a veteran of the Frost Wars, seeking to protect his village from the creeping ice. He is brave but cautious.

Step 8: Equipment: Bjorn starts with 60 sp from his Clansman heritage. He purchases a Hand Axe (30sp), a bedroll (2sp), a tinderbox (2sp), and 5 days of rations (10sp). He also carries his whetstone from his heritage, leaving him with 16 sp.

Lineage

Determines your raw potential and base attributes. Select one lineage option to get all your attributes.

- Strength (STR): Raw power and strength.

- Agility (AGI): Nimbleness, flexibility, aim..
- Logic (LOG): Deduction, memory, understanding languages, puzzles.
- Instinct (INS): Focus, will, determination, subconscious.
- Charisma (CHA): Social influence, charm, leadership.
- Constitution (CON): Physical resilience, health.

LINEAGE OPTION	STR	AGI	LOG	INS	CHA	CON
Lineage A	70	65	60	40	60	65
Lineage B	50	55	80	65	70	40
Lineage C	60	70	55	65	60	50
Lineage D	50	65	70	75	50	50
Lineage E	60	60	60	60	50	70
Lineage F	50	65	65	50	70	60

Body & Mind

- Health Points (HP): Equal to your CON attribute.
- Instinct Points (IP): Equal to $INS / 2$. Used for talents, magic, and resisting fear.
- Reaction Pool: Tens digit of AGI (e.g., AGI 65 = 6 reactions). The amount of reactions during a full encounter.

Heritage

Your heritage defines your upbringing, innate traits, and starting social standing. Every heritage provides a signature trait, two heritage skills in which you are automatically trained, a unique piece of starting equipment, a set amount of starting currency, and usually a choice of one combat ctyle.

Clansman

The wind cuts like a knife in the wild lands, and graves are dug shallow in the frozen earth. Your people survive on loyalty, debt, and the grim knowledge that winter kills the weak.

- **Trait: Grim Resolve.** Once per day, when your life or honor is on the line, you may add your CON or INS tens digit as a bonus to any check.

- **Heritage Skills:** Trained in Survival and Intimidate.
- **Starting Equipment:** A whetstone, a flask of “North-Burn” spirits, or a carved bone token.
- **Starting Currency:** 60 sp.

Clergy

Silence hangs heavy in the temple, broken only by the desperate prayers of the sick. Whether a true believer or a charlatan in a frayed robe, you have walked among the dying and seen what men will do when the gods turn their backs.

- **Trait: Unwavering.** You have advantage on checks to resist intimidation, fear, or magical influence.
- **Heritage Skills:** Trained in Religion and Medicine.
- **Starting Equipment:** A holy symbol (chipped), a small box of salt, or a roll of clean bandages.
- **Starting Currency:** 50 sp.

Farmer

Mud, toil, and the biting frost—these are the only constants. A bad harvest is a death sentence, and hunger is a wolf that never sleeps.

- **Trait: Sturdy-Built.** You can ignore all penalties from the first level of exhaustion.
- **Heritage Skills:** Trained in Nature and Athletics.
- **Starting Equipment:** A heavy wood-axe, a small bag of hardy seeds, or a sturdy iron cook-pot.
- **Starting Currency:** 30 sp.

Artisan

In a world of rust and ruin, things must be forged to last. The smell of hot iron and oil is more comforting than perfume, and a well-made tool is worth more than a crown.

- **Trait: Eye for Detail.** You have advantage on appraise or engineering checks to identify flaws or value in physical objects.
- **Heritage Skills:** Trained in Crafting and Engineering.
- **Starting Equipment:** A set of masterwork tools, a leather apron, or a small bag of scrap metal.

- **Starting Currency:** 60 sp.

Merchant

Gold is the only shield that doesn't rust. Raised among the chaotic markets and dangerous trade routes, survival meant spotting a lie before it was spoken.

- **Trait: Master of Coin.** You have advantage on barter or persuade checks when negotiating prices or trade deals.
- **Heritage Skills:** Trained in Barter and Appraise.
- **Starting Equipment:** A set of brass scales, a concealed dagger, or a map with safe routes marked.
- **Starting Currency:** 120 sp.

Noble

Drafty halls filled with the ghosts of past glories were your playground, teaching the bitter taste of pride without gold. The world may have forgotten your family's honor, but you have not.

- **Trait: Silver Tongue.** You have advantage on persuade or diplomacy checks when dealing with authority figures or high-society.
- **Heritage Skills:** Trained in Diplomacy and History.
- **Starting Equipment:** A heavy signet ring (worth 10sp), a fine but frayed cloak, or a letter of debt owed to your family.
- **Starting Currency:** 100 sp.

Outcast

While decent folk sleep behind locked doors, you learned to be invisible, eating scraps and sleeping with one eye open. Society rejected you, so you learned to survive without it.

- **Trait: Hardened Survivor.** You have learned to live on the fringes of society. You have advantage on Stealth and Survival checks when in urban environments or ruins.
- **Heritage Skills:** Trained in Occult Knowledge and Investigation.
- **Starting Equipment:** A rusted knife, a lucky charm made of bone, or a heavy hood.
- **Starting Currency:** 40 sp.

Course of Life

Describe your character. Are you generous? Do you like animals? What are your goals? Keep a journal of your adventures, friends, and enemies.

Skills

Skills represent your character's training and experience.

- **Base Skill:** Your base score in any skill is equal to its associated Attribute / 2.
- **Trained:** You are specialized in this skill. A Trained skill is equal to its associated Attribute in full. At character creation, you gain 2 Trained Skills from your Heritage, 1 Combat Style, and select 3 additional Trained Skills from the list below. After that you can increase your skills by using XP. Only trained skills can be improved by XP. To “unlock” an untrained skill into a trained skill you need to spend 5 XP at once, representing dedicated training. After that, you can increase the skill score using XP.

Skill List

SKILL	ATTRIBUTE	DESCRIPTION
Acrobatics	AGI	Balance, tumbling.
Alchemy	LOG	Create potions and brews.
Animal Training	CHA	Train animals.
Appraise	LOG	Estimate value of items.
Athletics	STR	Scaling walls/trees, jumping, swimming, physical feats.
Barter	CHA	Negotiate prices.
Bluff	CHA	Deception.
Crafting	LOG	Making items.
Diplomacy	CHA	Negotiation and peace-making.
Disguise	LOG	Changing appearance.
Drive Vehicle	AGI	Controlling carts/wagons.
Engineering	LOG	Mechanics, gadgets.
Entertain	CHA	Performance.

History	LOG	Knowledge of the past.
Intimidate	CHA	Coercion through fear.
Investigation	LOG	Interrogation, finding clues.
Linguistics	LOG	Read/write languages.
Medicine	LOG	Treating disease/injury, anatomy, first aid.
Nature	LOG	Knowledge of the wild, plants, and animals.
Navigation	LOG	Finding your way.
Occult Knowledge	LOG	Magic, monsters, dark beings.
Perception	INS	Spotting hidden things (Sixth Sense).
Persuade	CHA	Convincing others.
Religion	LOG	Knowledge of gods/cults.
Riding	AGI	Riding mounts.
Seafaring	LOG	Boating knowledge.
Stealth	AGI	Hiding and moving silently.
Survival	CON	Enduring harsh environments.
Thievery	AGI	Pickpocket, lockpicking.
Tracking	LOG	Following trails.
Warfare	LOG	Tactics and strategy.

Combat Styles

Combat styles represent your character's training in specific forms of combat. They have a base value of attribute / 2 and become the full attribute when trained. They determine which weapons you can use effectively and often unlock specific talents.

At character creation, you can choose one combat style if your heritage don't say otherwise.

Finesse

- **Attribute:** AGI
- **Applicable Weapons:** Daggers, Short Swords, Rapiers.

- **Riposte (T2):** Reaction. After a successful Parry, make an immediate counter-attack with that weapon.

One-Handed

- **Attribute:** STR
- **Applicable Weapons:** Long Swords, Hand Axes, Maces, Bastard Swords (1H).
- **Swift Blade (T1):** Passive. Drawing or sheathing a one-handed weapon is a zero cost action.

Two-Handed

- **Attribute:** STR
- **Applicable Weapons:** Great Swords, Great Axes, Bastard Swords (2H).
- **Breaker (T2):** Action (1 AP). Powerful blow. Ignores defense. If damage > 10, target is knocked prone.

Polearms

- **Attribute:** STR
- **Applicable Weapons:** Short Spears, Pikes, Halberds.
- **Sentinel (T2):** Reaction. Attack enemy entering your reach. On hit, their movement becomes 0 for the turn.

Marksmanship

- **Attribute:** AGI
- **Applicable Weapons:** Short Bows, Long Bows, Crossbows.
- **Calm Shooting (T1):** Passive. Ranged attacks treat Heavy cover as Light, and ignore Light cover.
- **Crossbow Expert (T1):** +1 Damage with crossbows.
- **Far Shooting (T2):** Ranged weapon range +25%.

- **Flurry of Arrows (T2):** Action (1 AP). Make one attack. If it hits, you deal your weapon damage three times (without DoS).

Throwing

- **Attribute:** AGI
- **Applicable Weapons:** Thrown Daggers, Hand Axes, Javelins.
- **Far Throwing (T2):** Action (1 AP). Opposed STR (athletics) check vs target STR. On success, throw humanoid 20m. Target takes 5 damage per 5m thrown.

Unarmed

- **Attribute:** STR
- **Applicable Weapons:** Fists, Natural Weapons, Grappling.
- **Brawler (T2):** Action (1 AP). Opposed STR (unarmed) check vs target AGI or STR. Success: Target restrained. Deal unarmed damage as a free action each turn held.

Shields

- **Attribute:** STR
- **Applicable Weapons:** Bucklers, Round Shields, Kite Shields, Tower Shields, Greatshields.
- **Blocker (T1):** Unlock the block reaction. Use shield skill to reduce damage.
- **Shield Bash (T1):** Strike with shield (Damage = Shield Defense + DoS).
- **Shield Wall (T2):** Passive. Adjacent allies gain +2 Defense. Reaction: After a successful Block, make a free Shield Bash attack.
- **Shield Edge (T3):** You have advantage on attacks against an enemy you have immobilized with your shield.

Talents

Talents are special abilities or moves. You gain one at the start of the game and then by spending Experience Points (XP).

The Talent Pyramid

To ensure a broad base of abilities, you must follow the Talent Pyramid. You cannot specialize in high-tier powers without a foundation of lower-tier skills.

- Tier 1: Cost 5 XP.
- Tier 2: Cost 10 XP.
- Tier 3: Cost 15 XP.
- Tier 4: Cost 20 XP.

The Rule of More: At any time, you must have more talents in a given tier than you have in the tier directly above it. (Common Talents). * Example: To take your first Tier 2 talent, you must have at least two Tier 1 talents. To take a second Tier 2 talent, you must have at least three Tier 1 talents.

Archetype Path Rule: To take an Archetype Talent of Tier 2 or higher, you must already possess at least one talent from that same Archetype in the tier directly below it.

Common Talents

NAME	TIER	DESCRIPTION
Focus	T1	Action: Your next attack this turn has advantage.
Overdrive	T1	Action (1 AP): Your next attack this turn adds degree of success (tens digit of roll) to damage.
Berserk	T1	Action: Enter frenzy (advantage on all attacks, cannot use reactions).
First Strike	T1	Action (1 AP): Make an attack. If acting in the rearguard, deal +5 damage.
Vanguard's Lead	T1	If you move 3m+ in the vanguard, one ally gains momentum (regain 1 reaction) for free.
Desperate Attack	T1	Move 5m with attack action.
The Charge	T1	Move up to Speed in a straight line and make a melee attack. If 3m+, deal +5 damage. No reactions.

Smart Fighting	T1	Passive: While in cover, you gain advantage on all active defense rolls (dodge/parry/block).
Dodge	T1	Reaction: AGI check to avoid attack.
Expert	T1	Advantage on one skill check/day.
Parry	T1	Reaction: AGI check to parry melee. On success, reduce damage by weapon damage + DoS.
Bounce Back	T1	Advantage on check to avoid prone.
Relentless Pursuit	T2	Move 10m and attack as single action.
Battle Scarred	T2	Choose damage type; reduce by 50%.
Harrying Strike	T2	Action: Target has disadvantage on their next defense roll.
Bloodied Fury	T2	If your HP is < 50%, all your attacks deal +5 damage.
Empower	T2	Action (1 AP): Spend 1 IP. Your next attack this turn deals +10 damage.
Jack of all Trades	T2	Lowest skills set to second-lowest value.
Cleave	T2	Passive: When you kill an enemy, you may immediately make a free attack against another nearby enemy.
Dual Wielding	T2	Req: Two Weapons. Passive. +10 Parry. Action (1 AP). Attack with both weapons (one roll). Hit: Combined weapon damage + DoS.
Blind Fighting	T2	Ignore penalties for fighting in darkness or against invisible enemies.
Counter Attack	T3	Reaction: When hit, halve the damage and immediately make a melee attack against the attacker.
Duelist	T3	Passive: You gain +1 additional Reaction pool for the encounter.
Iron Will	T3	When you take damage, gain 1 Focus Point. Spend 1 pt for +5 to a roll or 2 pts for a free Reaction.
Coup de Grace	T3	Action: Deal double damage (ignores defense) if the target is prone or stunned.
Tempo	T3	Advantage on initiative checks.
Durable	T3	+5 Natural Defense.
Unyielding Spirit	T3	Once per long rest, if you would fall to 0 HP, you instead stay at 1 HP and gain 10 Temp HP.
Battle Plan	T4	Party gets advantage on initiative checks.

Master of Defense	T4	Passive: You gain advantage on all active defense rolls (dodge/parry/block).
Steel Resolve	T4	Passive: Gain +2 Defense against all physical attacks.
Combat Transcendence	T4	Action: For 3 rounds, you gain advantage on all defense rolls and do not spend reactions to dodge.

Troubadour Talents

Use music and stories to influence or curse.

NAME	TIER	DESCRIPTION
Storyteller	T1	Advantage on CHA to inspire/persuade.
Witty Response	T1	Advantage on skill check after witty retort.
Beauty	T1	Advantage on CHA vs attracted targets.
Eyes of the Night	T1	Low-light vision, advantage on perception in dark.
Shadow Step	T2	Move 10m ignoring opportunity attacks (end in shadow).
Hex Craft Novice	T2	Weave curses/blessings.
Blade Dancer	T2	+2 Dmg and advantage on melee for 1 turn.
Veil of Illusion	T2	Invisibility for 1 round.
Dirge of Despair	T3	Enemies in 15m get -5 Attack for 3 turns.
Siren's Call	T3	Charm creature (CHA 60+).
Harbinger's Lament	T4	15 Psychic Dmg + Stun to enemies in 20m.

Thug Talents

Ruthless street fighters.

NAME	TIER	DESCRIPTION
Dirty Fighting	T1	Advantage vs surprised enemies.
Streetwise	T1	Advantage on LOG checks re: crime.
Sneak Attack	T1	+5 damage vs unaware enemy.

Intimidation	T1	Force morale check (CHA vs INS) or target has disadvantage rest of the round.
False Persona	T1	Assume a disguise; cannot use other talents.
Information Network	T1	Access to thieves' network for info.
Merciless	T1	Advantage on attacks vs injured enemies.
Fence Contacts	T2	Sell stolen goods.
Disguise Mastery	T2	Disguise 50+ required.
Exploit Opening	T2	Rearguard: Deal +10 Damage if the target missed an attack against you or an ally this round.
Fake Attack	T2	Action: Target avoids any more attacks this round.
Mystic Shroud	T3	Invisibility for 3 turns (Darkness) (non combat).
Flanking	T3	Advantage if ally is on opposite side.

Zealot Talents

Driven by faith and fanaticism.

NAME	TIER	DESCRIPTION
Vigil	T1	+5 Perception when guarding.
Rites	T1	Remove minor curses/contamination.
Whispered Secrets	T1	Advantage on occult/magic ID.
Healing Touch	T2	Restore 10 HP to ally. Once a day.
Holy Aura	T2	Allies within 10m gain +1 defense and advantage on all active defense rolls.
Blood Offering	T2	Sacrifice 5 HP for +10 Damage.
Holy Weapon	T2	Coated in "holy" poison (+2 damage).
Caregiver	T2	+20 on Aid rolls.
Martyr's Shield	T2	Take 50% of damage meant for an ally within 5m.

Strength in Grief	T3	Advantage on all attack and defense rolls for 1 turn.
Dark Channel	T3	Aura +5 dmg/advantage to allies, take 10 dmg/turn.
Death Awakens	T4	Revive ally with 15 HP (1/day).

Warden Talents

Guardians of nature.

NAME	TIER	DESCRIPTION
Detect Illness	T1	Diagnose disease/curses.
Naturalistic Bolster	T1	Grant 5 Temp HP (1/long rest).
Sylvan Whisper	T1	Speak with animals/plants.
Bird-man	T1	Pet bird (Carry message, Hunt, Track).
Healing Leaf	T2	Create poultice (10 HP).
Guardian's Resilience	T2	+5 Defense in home terrain.
Stone's Fortitude	T2	Resistance to Blunt, +5 CON checks.
Peak Vision	T2	Advantage on perception in mountains.
Ocean's Blessing	T2	Resistance Cold, Water breathing.
Tide Caller	T2	Slow enemies (Half Speed).
Entangling Vines	T2	Immobilize foes (STR check).
Spirit Walker	T3	Commune with spirits.
Avalanche Strike	T3	10m cone, knock prone.
Storm Watcher	T3	Detect storms, survival advantage.
Canopy Cloak	T3	Invisibility in woods.

Wanderer Talents

Cursed souls.

NAME	TIER	DESCRIPTION
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Hopeless Resilience	T1	Resistance psychic, advantage vs curses.
Ghostly Presence	T1	Phase through objects (1 turn).
Cursed Aura	T2	Enemies -5 Attack/Saves.
Shadow Shield	T2	Absorb 3 damage.
Bane of Fate	T3	5 Dmg AOE + -5 Penalty.
Fortune's Reversal	T3	Enemy misses or backfires.
Teleport	T3	20m teleport to shadow.
Spiritual Shackles	T3	Immobilize + 5 Dmg.
Abyssal Reckoning	T3	<10 HP -> Resistance All, +5 Defense.
Master of Misfortune	T3	Double curse penalties.
Fate's Embrace	T4	Invincible 3 turns.
Cursed Rebirth	T4	Revive with 15 HP (1/long rest).

Huntsman Talents

Masters of the hunt.

NAME	TIER	DESCRIPTION
Survival Instinct	T1	Advantage on survival.
Animal Handler	T1	Advantage on animal training checks.
Endurance Training	T1	Increase Max HP by 5.
Hunter's Mark	T1	Action: Target is marked. You deal +2 damage to them.
Precision Strikes	T2	+5 Attack vs creatures.
Trap Expertise	T2	Set traps (+2 Dmg).
Uncanny Defense	T2	Reaction: Halve damage.
Slayer's Fury	T2	Advantage to hit and +10 damage (1/long rest).
Apex Predator	T2	Sense supernatural.
Pack Tactics	T2	If an ally is within 2m of your target, gain advantage on attack.

Toughened Resolve	T3	Resistance Psychic.
Slayer's Mark	T3	Action: Target is marked. All allies deal +5 damage to them.
Alertness	T3	Cannot be surprised.
Master Tactician	T3	Grant allies advantage (1/long rest).
Improved Toughened Resolve	T3	Immunity Psychic.

Veteran Talents

Seasoned warriors.

NAME	TIER	DESCRIPTION
Combat Awareness	T1	Advantage on perception (ambush).
Mounted Combat	T1	+5 Damage while mounted.
Tactical Maneuvering	T2	Move 10m free action.
Defensive Stance	T2	Reduce damage by 2.
Weapon Specialization	T2	+1 Dmg, +5 Hit with chosen weapon.
Guardian	T2	Redirect attack from an adjacent ally to yourself (1/round).
Redirection	T2	Give ally a reaction to avoid/block (1/encounter).
Shield of the People	T3	Redirect all attacks against an adjacent ally to yourself for 1 round.
Heirloom Relic	T3	Item with +5 bonus.
Vanguard Reflexes	T3	Passive: You recover all spent reactions at the start of every round.
Inspiring Presence	T4	Allies gain advantage on the first roll of the encounter.
Guardian Aura	T4	Allies +5 defense, resist fear.
Tactician's Insight	T4	Allies +5 dmg vs enemy.

Witch Talents

Users of dark magic.

NAME	TIER	DESCRIPTION
Eldritch Sight	T1	See magic auras.
Hex Craft	T1	Cast hexes/curses (INS).
Rituals	T2	Perform powerful, utility-focused rituals (see rituals section).
Coven Bond	T2	+2 Spell Rolls near witches.
Familiar	T3	You gain a spiritual familiar (Raven, Cat, or Toad). It can scout, share its senses and deliver spells.
Hex Ward	T3	Advantage on all rolls to resist or cleanse hexes and curses.
Abyssal Affinity	T3	Spend 2 IP for Double Damage spell; take 5 necrotic damage.
Shape Shift	T3	Werewolf form (+10 STR, Claw 7dmg).

Earl Talents

Social dominance and diplomatic authority.

NAME	TIER	DESCRIPTION
Sanctuary of Status	T1	Enemies must pass an INS check (vs your CHA) to target you with an attack if you haven't struck yet.
Gilded Words	T1	Successful persuade checks also charm the target (advantage on subsequent social checks) for 1 hour.
Master of Etiquette	T1	You can never be surprised in social situations and always act first in social encounters.
Sovereign Mandate	T2	Action (1 IP): Command a creature to "Halt", "Flee", or "Kneel". They must pass an INS check or obey for 1 round.
Noble Aegis	T2	Allies within 5m gain advantage on all checks to resist fear, charm, or mind-control.
High Stakes Negotiator	T2	You can use CHA instead of AGI for initiative rolls.

Right of Passage	T3	Action (1/Encounter): You and your allies can move through enemy spaces without triggering opportunity attacks for 1 round.
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Encounters

Combat in Eda is resolved in a series of rounds. Each round represents approximately 10 seconds of in-game time. During a round each combatant take one turn each.

Initiative

At the start of every round, only the player characters (PCs) roll for initiative. Roll a check against your AGI.

- **Vanguard Turn (Success):** If you succeed, you act before the enemies.
- **Rearguard Turn (Failure):** If you fail, you act after the enemies.
- **Enemies:** All enemies act between the vanguard and rearguard turns.
- **Group Coordination:** Players acting in the same turn (Vanguard or Rearguard) may act in any order they choose.

Actions

On your turn, you receive 2 Action Points (AP) and 1 Zero Cost Action.

Standard Actions

- **Move (1 AP):** Move a distance up to your Speed (AGI / 10 meters).
 - **Evasive Stance:** If you move at least 3 meters during your turn, you gain the evasive status until the start of your next turn. You gain +3 defense against all attacks while you are evasive.
- **Attack (1 AP):** Make an attack using a combat style.
 - **Multiple Attack Penalty (MAP):** If you perform more than one attack action in a single turn, any attack after the first is made at /2 skill chance.
- **Help (1 AP):** Assist an ally within melee range, granting them advantage on their next action.
- **Interact (1 AP):** Open a door, light a torch, or manipulate an object.

- **Swap Weapon (1 AP):** Draw or sheathe a weapon.
- **Mount/Dismount (1 AP):** Get on or off a mount or vehicle.
- **Stand Up (1 AP):** Rise from a prone or seated position.
- **Use Talent/Skill (Variable):** Use an ability as described in its text (usually 1 AP).
- **Prepare (1 AP):** Save an action to be used as a reaction later in the round.

The Wait Action

A player in the vanguard turn can spend their zero cost action to wait. This drops them to the rearguard turn, effectively trading initiative for better positioning, observation, or recovery.

- **Momentum:** By waiting and observing the enemy, the player gains momentum. When acting in the rearguard turn, they regain 1 spent reaction to their pool.

Damage & Health

- **Damage:** Total damage is calculated as weapon base damage + degree of success (DoS).
- **Reduction:** Damage is reduced by defense (armor/shields) before being applied to HP.
- **Death:** At 0 HP.

Wounds & Injuries

Combat in Eda is dangerous. While Hit Points (HP) represent your overall health, **Wounds** and **Injuries** represent physical trauma that degrades your ability to fight.

1. Bleeding Wounds

Every attack that deals damage (after armor reduction) inflicts a **Bleed**.

- **Trigger:** Any damaging hit.
- **Effect:** Bleeding acts as **Negative Damage Reduction**. For every stack of Bleeding you have, you take **+1 extra damage** from all future attacks.
 - *Example:* If you have 3 Bleeding stacks and an enemy hits you for 5 damage, you take **8 damage** (5 + 3).
- **Stacking:** Bleeding stacks indefinitely during combat.

- **Duration:** Bleeding stacks persist until the end of the combat encounter, representing the cumulative toll of minor injuries opening up your defenses.
- **Treatment:** A successful **Medicine check** (Action) can remove all bleed.

2. Injuries

When a character suffers a **Critical Hit** (rolling doubles under the attacker's skill, e.g., 11, 22, 33), they suffer an **Injury** in addition to the normal damage.

- **Roll:** The player always roll a d100 on the **Injury Table**.
- **Effect:** The table provides both a narrative description and a mechanical penalty (e.g., Stunned, Disadvantage, Broken Limb).
- **Note:** Injuries are distinct from Bleeding and have their own specific durations/cures.

Injury Table (d100)

ROLL	SEVERITY	NARRATIVE PROMPT	MECHANICAL EFFECT
01-10	Minor	Glancing Blow - A jarring hit that rattles you.	Stunned: You lose your next Half Action.
11-20	Minor	Deep Gash - A painful cut but clean.	Pain: -10 to your next check due to shock.
21-30	Minor	Knocked Senseless - Ringing ears and blurred vision.	Disoriented: Disadvantage on all Logic and Instinct checks for 1d4 rounds.
31-40	Moderate	Leg Wound - Muscle torn or bone chipped in the leg.	Hobbled: Movement speed halved until healed.
41-50	Moderate	Arm Wound - Deep trauma to the arm or shoulder.	Weakened Grip: Disadvantage on checks using that arm (Attacks, Climbing) until healed.
51-60	Moderate	Head Trauma - A severe blow to the skull.	Concussion: -10 to Logic and Instinct permanently (or until fully rested/healed).
61-70	Severe	Broken Ribs - Breathing is agony.	Winded: You cannot take the "Sprint" action. -10 to Constitution checks.
71-80	Severe	Internal Injury - Organs bruised or ruptured.	Vulnerable: You take double damage from Bleeding stacks (e.g., +2 damage per stack instead of +1).

81-85	Severe	Mangled Limb - An arm or leg is crushed or ruined.	Useless Limb: The limb is unusable. If leg, prone and crawl only. If arm, drop items.
86-90	Severe	Severed Extremity - Fingers, toes, ear, or nose lost.	Permanent Loss: -5 to relevant checks (e.g., Dexterity, Charisma) permanently.
91-95	Lethal	Mortal Wound - A strike to the heart, throat, or brain.	Dying: You immediately drop to 0 HP and begin dying.
96-99	Lethal	Severed Limb - Arm or leg chopped off.	Amputation: Limb is gone. Constitution check or pass out immediately.
00	Fatality	Instant Death - Decapitation or heart destroyed.	Dead: Character is instantly killed.

Healing & Recovery

- **Bleeding:** Removed automatically at end of combat, or via Medicine (Action) during combat.
- **Minor Injuries:** Heal naturally after a Long Rest.
- **Moderate Injuries:** Require Medical attention.
- **Severe Injuries:** Require Surgery.
- **Lethal/Permanent:** Require high-level Magic or unique prosthetics to mitigate.

Combat Example: The Pack Attacks

Bjorn (AGI 65) and his companions Astrid (AGI 75) and Erik (AGI 50) are trekking through the Frostwood when three Gray Wolves emerge from the trees.

Round 1: Initiative

- Bjorn rolls a 42 (Success). Acts in the Vanguard Turn.
- Erik rolls a 28 (Success). Acts in the Vanguard Turn.
- Astrid rolls a 81 (Failure). Acts in the Rearguard Turn.

Vanguard Turn (Bjorn & Erik)

1. Bjorn (Action 1 - Move): Moves 6 meters to intercept Wolf 1. Gains Evasive Stance (+3 Defense).
2. Bjorn (Action 2 - Attack): Swings his Long Sword (STR 70). Rolls 25. Hit!
 - *DoS*: 2 (Roll 25).
 - *Damage*: 7 (Base) + 2 (DoS) = 9 damage.
 - *Result*: 9 - 1 (Wolf Defense) = 8 damage. Wolf 1 is injured (4/12 HP) and gains **1 Bleed Stack**.
3. Erik (Action 1 - Move): Erik moves next to Astrid to protect her.
4. Erik (Action 2 - Help): Erik uses Help to spot for Astrid, giving her advantage on her next attack.

Enemy Turn (Gray Wolves)

- Wolf 1 (Injured, 1 Bleed): Bites Bjorn. Rolls 55 (Hit).
 - Bjorn spends his 1st Reaction (out of 6) to Block. He rolls a 30 (3 DoS).
 - *Reduction*: 2 (chain mail) + 2 (shield defense) + 3 (DoS) = 7. The wolf's 6 damage (1 base + 5 DoS) is fully negated.
- Wolf 2: Moves to flank Bjorn. With pack tactics, it has advantage. It rolls 15 and 70. Taking the 15: Hit!
 - Bjorn spends his 2nd reaction to dodge. He rolls a 42. Success! (Dodge now only requires a standard success). Bjorn leaps away from the snapping jaws.
 - *Result*: No damage taken.
- Wolf 3: Moves into melee with Bjorn. It bites with pack tactics (advantage), rolling 48 and 80. Taking the 48: Hit!
 - Bjorn spends his 3rd reaction to block. He rolls a 60 (6 DoS).
 - *Reduction*: 2 (Chain Mail) + 2 (Shield Defense) + 6 (DoS) = 10. The wolf's 6 damage (1 Base + 5 DoS) is fully negated.

Rearguard Turn (Astrid) 1. Astrid (Action 1 - Attack): Fires her short bow at Wolf 1. She has advantage (from Erik). She rolls 15 and 60. Taking the 15: Hit! * *DoS*: 1 (Roll

15). * *Damage*: 6 (Short Bow) + 1 (DoS) - 1 (Wolf Defense) + 1 (Wolf Bleed) = 7 damage. Wolf 1 is defeated! 2. Astrid (Action 2 - Move): Moves to higher ground for safety.

Round 2: The Fight Continues

Vanguard Turn (Bjorn & Erik)

1. Bjorn (Action 1 - Attack): Swings at Wolf 2 (adjacent). Rolls 45. Hit!
 - *DoS*: 4 (Roll 45).
 - *Damage*: 7 (base) + 4 (DoS) - 1 (wolf defense) = 10 damage. Wolf 2 is severely wounded (2/12 HP) and gains **1 Bleed Stack**.
2. Bjorn (Action 2 - Attack): Quick follow-up on Wolf 2. Rolls 30. Hit!
 - *DoS*: 3 (Roll 30).
 - *Damage*: 7 (base) + 3 (DoS) - 1 (wolf defense) + 1 (Wolf Bleed) = 10 damage. Wolf 2 is defeated!
3. Erik (Action 1 - Move): Moves 5 meters to engage Wolf 3.
4. Erik (Action 2 - Attack): Swings his hand axe (STR 60). Rolls 35. Hit!
 - *DoS*: 3 (Roll 35).
 - *Damage*: 6 (Base) + 3 (DoS) - 1 (Wolf Defense) = 8 damage. Wolf 3 is injured (4/12 HP) and gains **1 Bleed Stack**.

Enemy Turn (Gray Wolves)

- Wolf 3: Attempts to bite Erik. Rolls 50. Hit!
 - Erik spends his 1st Reaction to Parry with his Axe. He rolls 40 (4 DoS).
 - *Reduction*: 6 (axe base) + 4 (DoS) = 10. The wolf's 6 damage (1 base + 5 DoS) is negated.

Rearguard Turn (Astrid)

1. Astrid (Action 1 - Attack): Fires at the last remaining wolf (Wolf 3). Rolls 32. Hit!
 - *DoS*: 3 (Roll 32).

- *Damage:* 6 (Base) + 3 (DoS) - 1 (Wolf Defense) + 1 (Wolf Bleed) = 9 damage. Wolf 3 is defeated!

Cover

Cover is a vital part of tactical survival. Represents the difficulty of hitting a target partially or fully obscured by the environment.

Cover Types

TYPE	EXAMPLES	MECHANICAL EFFECT
None	Open field, empty hallway.	No bonus.
Half	Bushes, crates, furniture, other creatures.	Disadvantage for the attacker.
Full	Behind a solid wall, inside a room.	Cannot be targeted by direct attacks.

Reactions & Active Defense

Survival in Eda depends on your ability to react to incoming threats. However, physical and mental exhaustion is a factor—characters have a limited pool of Reactions for an entire encounter.

- **Reaction Pool:** Your total pool of reactions for the entire encounter is equal to the tens digit of your AGI (e.g., AGI 65 provides 6 reactions).

CONSERVING YOUR STRENGTH

In Eda, combat is fast and brutal. Because your Reaction Pool is finite, every choice to Dodge, Parry, or Block is a strategic gamble. Once your reactions are spent, you are left completely vulnerable. Players must decide whether to expend their energy early or save it for the enemy's most devastating strikes.

Active Defense Options

When you are targeted by an attack, you may spend 1 Reaction from your pool to perform one of the following:

- **Dodge (AGI Check):**
 - Success: You move out of the way. You take no damage.
 - Failure: You fail to move in time. You take full damage.
- **Parry (combat style check):**
 - Success: You deflect the blow with your weapon. Reduce incoming damage by your weapon damage + DoS.
 - Failure: Your guard is broken. You take full damage.
- **Block (shield skill check):**
 - Success: You catch the blow on your shield. Reduce incoming damage by your shield defense + DoS.
 - Failure: The shield absorbs some impact. You take half damage.

Conditions & Status Effects

Conditions represent various physical, mental, or situational states that can affect a character. Most conditions are temporary, but they can be deadly if ignored.

Fear is a force that erodes your instinct. Anything that causes fear reduces your current IP directly. Unlike HP, IP does not naturally recover without rest or special items. If your IP reaches 0, you gain the condition frightened until you recover your maximum IP.

Morale check: A check to resist fear or intimidation. This is an opposing roll (e.g., attacker's CHA vs. target's INS).

CONDITION	MECHANICAL EFFECT
Blinded	You cannot see. All your attacks have disadvantage. You automatically fail any check relying on sight. Attackers have advantage on attacks against you.
Frightened	You are overwhelmed by fear. You have disadvantage on all skill and attribute checks. You cannot willingly move closer to the source of your fear.
Hidden	You are unseen and unheard. You have advantage on your next attack. If you attack or move into the open, the condition ends. See stealth skill for more details.

Immobilized	Your movement is restricted. Your speed is 0. You cannot use the move or the charge actions. You have disadvantage on dodge checks.
Prone	You are lying on the ground. Ranged attacks against you have disadvantage, but melee attacks against you have advantage. Standing up costs 1 AP.
Restrained	You are immobilized and have disadvantage on all attack rolls. Attackers have advantage on attacks against you.
Stunned	You are momentarily dazed. You cannot take actions or reactions. Attackers have advantage on attacks against you.
Unconscious	You are totally unaware of your surroundings. You are prone and stunned. You automatically fail all checks. Any successful attack against you is a critical success.

Status effects represent the toll of the environment and biological needs on the body.

EFFECT	MECHANICAL EFFECT
Bleeding	Your defenses are compromised. You take +1 damage from all attacks per stack of Bleeding. Stacks indefinitely. Removed by Medicine check.
Burning	You are on fire. Take 2 damage at the start of each of your turns. You can spend 1 AP to attempt an agility check to douse the flames. (routine, 1 DoS for small fires, challenge, 2 DoS for large).
Cold	Extreme cold numbs your body. You have disadvantage on all agility checks. If you do not find warmth, you must succeed on a constitution check (routine, 1 DoS) every hour or take 2 damage.
Exhaustion	You are physically or mentally spent. Exhaustion has 3 levels: 1. Disadvantage on all attribute checks. 2. Speed is halved and disadvantage on all skill checks. 3. You fall unconscious. A full rest removes 1 level of exhaustion.
Heat	Blistering heat drains your stamina. You double your consumption of water. If you do not have water, you must succeed on a constitution check (routine, 1 DoS) every hour or gain 1 level of exhaustion.
Poisoned	Toxins are in your system. You have disadvantage on all strength and constitution checks. Take 1 damage at the start of each of your turns unless the poison is neutralized with a constitution check (challenge, 2 DoS).
Starvation	You lack nourishment. After 3 days without food, you gain 1 level of exhaustion every 24 hours. This cannot be recovered until you eat a full meal.

Suffocating	You cannot breathe. In calm situations, you can hold your breath for CON / 10 minutes (minimum 1). In high-stress situations (combat), you must succeed on a constitution check every round or gain 1 level of exhaustion. If you reach level 3, you die.
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Environmental Hazards

Falling

Gravity is a lethal foe. When you fall from a height of 3 meters or more, you take damage upon landing.

- **Damage:** 5 damage for every 3 meters fallen.
- **Mitigation:** You may attempt an Acrobatics check (Challenge, 2 DoS) to halve the falling damage.

Adventuring

Downtime

During periods of extended peace or between adventures, characters enter Downtime. Provided they have access to settlements or trade hubs, players may spend their currency on equipment, repairs, or lifestyle services. Downtime is also an ideal time for roleplaying personal goals, such as training, research, or tending to wounds.

Rest & Recovery

Normal Rest

A standard rest requires at least 8 hours of sleep. Minor interruptions do not negate the benefits of a rest, provided no significant physical exertion occurs.

- **HP Recovery:** You recover 4 + (CON Tens Digit) HP per night of normal sleep.
- **IP Recovery:** You recover INS Tens Digit IP per night of normal sleep.

Injuries & Diseases

In *Eda*, getting hurt means more than just losing Hit Points. When a character is pushed to their breaking point, they suffer lasting injuries that require time and care to heal.

Injury System

(See **Wounds & Injuries** section in Combat for details on Critical Injuries and Bleeding.)

Disease System

In the grime and filth of *Eda*, disease is a constant companion. Poor hygiene, tainted water, and untreated wounds claim more lives than any monster.

Transmission * **Airborne**: Close proximity to infected. * **Bloodborne**: Bites, scratches, sharing needles/blades. * **Ingested**: Tainted food/water. * **Touch**: Direct skin contact.

Sample Diseases

- **Gut-Rot (Dysentery)**
 - *Transmission*: Ingested (Tainted water, spoiled food).
 - *Incubation*: 1 day.
 - *Effect*: Violent vomiting and cramps. The character cannot recover Hit Points or Exhaustion from rest.
 - *Cure*: Clean water, bed rest, and *Charcoal Paste* (Alchemy/Nature).
- **Filth Fever (Sepsis)**
 - *Transmission*: Bloodborne (Untreated deep gash or dirty blade).
 - *Incubation*: 1d10 hours.
 - *Effect*: High fever and delirium. The character suffers Disadvantage on all INS and LOG checks and cannot receive natural healing.
 - *Cure*: Amputation (if on limb), Maggots (to eat rot), or strong antibiotics (rare).
- **Lung-Blight (Consumption)**
 - *Transmission*: Airborne (Close contact, coughing).
 - *Incubation*: 1d10 weeks (Long dormancy).
 - *Effect*: Chronic cough and bloody phlegm. -20 to Athletics checks, and strenuous activity causes 1d10 damage.

- *Cure*: None known. Symptoms managed with *Soothing Tea* (Herbalism).
Move to dry climate helps.

- **The Shakes**

- *Transmission*: Ingested (Eating infected meat/cannibalism).
- *Incubation*: 1d10 months.
- *Effect*: Uncontrollable tremors. -20 to DEX/AGI checks and Disadvantage on all attacks.
- *Cure*: None.

Medical Treatment

Treatment in *Eda* is not for the faint of heart. Without modern anesthesia, surgery is a trauma in itself.

The Medicine Skill * **Medicine**: Stop *Bleeding*, stabilize dying. * **Long-Term Care (Challenge, 2 DoS)**: Treat disease, aid natural healing (+2 HP/day). * **Surgery (Hard, 4 DoS)**: Repair severe injuries. * **Amputation (Extreme, 6 DoS)**: Remove limb to cure severe disease/injury.

The Cost of Treatment * **Pain**: Surgery requires a CON check (Challenge, 2 DoS). Failure means the patient loses 1d10 IP from the trauma/pain. If IP reaches 0, the character passes out (Unconscious). * **Shock**: If the surgery fails (Medicine check failed), the patient takes damage equal to the “Pain” roll and gains 1 level of Exhaustion. * **Tools**: Improvised tools (rusty knife, fire) give Disadvantage. Proper tools (scalpel, clamps) are required for surgeries without penalty. * **Sanitation**: Performing surgery in a dungeon or swamp gives -20 penalty.

Herbalism & Supplies * **Bitter-Moss**: Chewed to numb pain (Advantage on Pain CON check). * **Fire-Water**: High-proof alcohol. Used to sterilize (removes Sanitation penalty) or dull pain. * **Cauterization**: Using fire/hot iron to stop bleeding/amputate. Stops bleeding instantly but deals 1d10 fire damage and causes a Pain check.

Integration with Rules * **Conditions**: Diseases often inflict existing conditions like *Exhaustion*, *Poisoned*, or *Bleeding*. * **Infected Condition**: A character with an active disease or untreated Severe Injury is *Infected*. They cannot recover HP from natural rest.

Equipment & Economy

Currency is based on the weight and purity of precious metals. While many remote clans still rely on barter, most settled areas use a standardized coinage system.

Denominations

- **Copper (cp):** A thin, stamped copper disc used for everyday purchases.
- **Silver (sp):** The standard unit of trade. Most goods are priced in silver pieces. (100 cp = 1 sp).
- **Gold (gp):** Large, heavy coins often dating back long in history. Used only for significant transactions, such as buying land or high-quality livestock. (100sp = 1 gp).

Hacksilver & Barter

In the rugged wilds, coins are often rare. Travelers frequently use Hacksilver—pieces of silver jewelry, arm-rings, or even coins cut into halves or quarters—which are valued by weight.

Outside major trade hubs, barter is the primary form of exchange. A character might trade a bundle of furs for a night's stay and a hot meal. When haggling over significant trades, the GM may call for a CHA or Appraise check. Opposing rolls for haggling might occur.

Common Goods & Services

ITEM	COST	UNIT	NOTES
Grains & Foodstuffs			
Wheat	1cp	1 kg	Standard crop
Flour	2cp	1 kg	Ground grain
Salt	5cp	100g	Essential preservative
Spices (Common)	1sp	100g	Pepper, mustard seeds
Spices (Exotic)	10sp+	100g	Saffron, cloves
Honey	5sp	1 jar	Natural sweetener
Livestock			
Chicken	1sp	1 bird	Lays eggs
Goat	50sp	1 animal	Milk and meat
Sheep	30sp	1 animal	Wool and meat
Pig	40sp	1 animal	Meat

Cow	200sp	1 animal	Milk and labor
Ox	150sp	1 animal	Heavy labor
Horse (Draft)	300sp	1 animal	Hauling
Horse (Riding)	500sp	1 animal	Faster travel
Materials			
Canvas	2sp	1 sq. meter	Heavy cloth
Cotton/Linen	5sp	1 sq. meter	Standard clothing material
Silk	50sp	1 sq. meter	Luxury material
Iron Ingots	10sp	1 kg	For smithing
Steel Ingots	50sp	1 kg	High-quality arms/armor
Timber (Firewood)	1cp	1 bundle	Burns for 4 hours
Timber (Building)	5sp	1 beam	For construction
Services & Lodging			
Simple Meal	1sp	1 serving	Stew and bread
Feast	10sp	1 serving	Fine meats and wine
Ale	2sp	1 gallon	Standard tavern fare
Wine (Common)	5sp	1 bottle	Local vintage
Inn Stay (Common)	2sp	1 night	Shared room/straw bed
Inn Stay (Private)	10sp	1 night	Private room, warm bath
Carriage Travel	1sp	per 5km	Road travel
Message Courier	5sp	per city	Reliable delivery

Equipment & Weapons

Weapons

NAME	DAMAGE	COST	REQ	NOTES
Fist	2	-	-	-

Dagger	4	15sp	AGI>50	-
Sling	4	5sp	AGI>40	Range 20m. Uses stones (free).
Short Sword	5	40sp	AGI>40	-
Long Sword	7	75sp	STR>50	-
Bastard Sword	8	120sp	STR>50	-
Falchion	8	60sp	STR>55	Brutal: +1 damage on critical success.
Great Sword	10	250sp	STR>65	-
Hand Axe	6	30sp	STR>50	-
Great Axe	11	220sp	STR>65	-
Short Spear	7	50sp	STR>50	-
Pike	8	90sp	STR>60	Reach: Can attack enemies up to 3m away.
Mace	6	60sp	STR>50	-
Morning Star	7	80sp	STR>55	Spiked: Ignores 1 point of armor defense.
Warhammer	7	70sp	STR>60	Crushing: Ignores 1 point of shield defense.
Short Bow	6	80sp	AGI>50	-
Long Bow	8	150sp	AGI>50	-
Crossbow	8	200sp	STR>55	-
Weighted Net	-	20sp	AGI>50	Entangle: Hit targets are restrained.
Caltrops	-	10sp	-	Area Denial: Covers 2m sq. AGI check or 2 dmg + immobilized.

Armor

Armor protects you by providing Defense, which is subtracted from incoming damage. Armors are categorized by weight, which determines the penalties applied to the wearer.

TYPE	DEFENSE	COST	REQ	NOTES
Light Armor				

Clothes	0	-	-	-
Gambeson	1	50sp	-	Thick quilted cloth. Can be worn under other armor for +1 (Max 3).
Fur-Lined Garb	0	40sp	-	Advantage on checks vs cold.
Thick Fabric	1	30sp	-	-
Leather	1	80sp	-	-
Studded Leather	1	200sp	-	-
Medium Armor				
Hide Armor	1	120sp	STR>40	-
Ring Mail	2	250sp	STR>45	-
Scale Mail	2	450sp	STR>50	-
Brigandine	2	650sp	STR>55	-
Heavy Armor				
Chain Mail	2	300sp	STR>50	-
Lamellar Armor	3	700sp	STR>65	-
Plate Armor	3	800sp	STR>70	-
Master-crafted Plate	4	2000sp	STR>80	-

Helmets & Accessories

TYPE	DEFENSE	COST	REQ	NOTES
Open Helmet	+1	60sp	-	Protects the head. Penalty: -5 to perception.

Full Great Helm	+2	200sp	STR>60	Maximum protection. Penalty: -15 to perception.
Reinforced Greaves	+0	80sp	-	Advantage vs leg-based “crippled” effects.

Shields

Shields provide Defense and are used with the Block reaction.

TYPE	DEFENSE	REQUIREMENT	COST	NOTES
Wicker Shield	1	-	10sp	Cheap and fragile.
Buckler	1	STR > 30	25sp	Small, easy to carry.
Small Round Shield	1	STR > 40	40sp	Standard light shield.
Round Shield	2	STR > 55	100sp	Reliable protection.
Square Shield	2	STR > 60	120sp	Covers more of the body.
Kite Shield	3	STR > 65	180sp	Almond-shaped, excellent coverage.
Metal Shield	3	STR > 70	250sp	Very durable.
Tower Shield	4	STR > 80	500sp	Massive. Disadvantage on stealth.
Iron-Hold Greatshield	4	STR > 85	800sp	Master-crafted stone/metal hybrid.

Adventuring Gear

ITEM	COST	WEIGHT/NOTES
Torch (x3)	1sp	Burns for 1 hour.
Lantern	10sp	Requires Oil.
Flask of Oil	2sp	Burns for 4 hours.
Rope (15m)	5sp	Hemp.
Grappling Hook	15sp	Attaches to rope. Advantage on climbing checks.

Iron Spikes (x10)	2sp	For climbing or jamming doors.
Crowbar	10sp	Advantage on STR checks to pry objects.
Rations (1 day)	2sp	Dried meat/bread.
Waterskin	1sp	Holds 2 liters.
Bedroll	2sp	For sleeping in the wild.
Tinderbox	2sp	Used to light fires.
Iron Pot	10sp	For cooking and boiling water.
Whetstone	5sp	Use during rest. Adds +1 to the next damage roll.
Clean Bandages (x5)	5sp	Required for Medicine checks without penalty.
Needle & Thread	2sp	Repair gear or stitch wounds (medicine advantage).
Manacles (Iron)	30sp	Restrains a character. Requires key or hard thievery check.
Holy Water	50sp	Deals 1d10 dmg to undead/demons.

Alchemical & Herbal Items

ITEM	COST	EFFECT
Weapon Oil	10sp	Applied to metal gear. Prevents rust for 24 hours in wet conditions.
Blood-Stanch Herb	15sp	A bitter paste. Immediately stops the bleeding status.
Numbing Mash	20sp	A herbal chew. Ignore penalties from 1 level of exhaustion for 1 hour.
Troll Fat Candle	5sp	Burns for 6 hours. Waterproof; stays lit in rain or snow.
Stilling-Dust	40sp	Potent narcotic. Removes fear and pain (ignore 2 levels of exhaustion), but causes -10 LOG for 4 hours.

Relics & Curios

In the world of Eda, special items are rare and often carry a price—either in coin or in the toll they take on the soul.

ITEM	EFFECT	LORE/NOTE
Amulet of Clarity	Advantage on checks to resist fear.	Wearer takes 1 damage per hour as the stone siphons corruption.
Blood-Stained Dagger	Deals +5 damage against enemies already below max HP.	A relic from the “Bleeding Land” campaign.
Shadow-Veil Cloak	Advantage on stealth checks in dim light or darkness.	While worn, the user feels a cold dread (-5 to INS checks).
Silver-Bell	Rings softly when undead or demons are within 20m.	Blessed by the Zealots of the Sun.
Cold-Iron Shackles	Prevents the use of spells and rituals by anyone bound in them.	Used by witch-hunters to transport prisoners.
Marrow-Bone Flute	Using the Perform skill grants +5 IP to an ally (1/day).	Carved from the bone of a forgotten saint.
Void-Glass Lens	Allows the user to see invisible spirits and magic auras.	Extensive use causes temporary blindness (1d10 hours).
Vanguard Bracers	Your first attack in a combat encounter has advantage.	Emblazoned with the crest of the High Vanguard.
Duelist's Cape	Gain +1 Reaction pool while not wearing heavy armor.	A swirling silk cape designed to confuse opponents.

Folk Curios & Occult Ingredients

In the shadowed corners of Eda, practitioners of the old ways utilize macabre components to tether their magic to the physical realm. These items are rarely found in shops, often requiring desecration or dangerous harvesting.

ITEM	MECHANICAL EFFECT & OCCULT SIGNIFICANCE
Elf Stone / Elf Shot	Ancient flint arrowheads. Grants +5 defense vs ranged attacks and protection against fey curses.
Desecrated Remains	The small skeletons of the unbaptized. Grants advantage on occult knowledge checks when communing with spirits.
Bone Knots	Finger bones tied with sinew. Grants advantage on thievery (lockpicking) checks as they “whisper” to the mechanism.
Sacrificial Blood	Collected during a lunar event. Restores 1 IP if used as a component in a ritual.

Hanging Torso	A preserved human torso. Grants advantage on intimidate checks; its presence unsettles the living.
Amber Resin	Warm to the touch. Grants advantage on medicine checks, specifically related to childbirth or vitality.
Obsidian Glass	Sharp and cold. Used to trap minor spirits; grants advantage on INS checks to resist ghosts.
Hazel Dowsing Rods	Naturally attuned to water and metal. Grants advantage on navigation when searching for resources.
Tanned Human Skin	Pliable and etched with runes. Grants advantage on hex craft when used as parchment.
Oiled Severed Head	Preserved in rare salts. Required for the <i>Talk with Dead</i> ritual; grants a more compliant spirit.
Eclipse Hair	Shorn from a victim during a lunar eclipse. A necessary component for high-tier curses.
Omens of the Gut	Freshly harvested entrails. Used for lithomancy; grants advantage on the next check related to the future.
Hallowed Grave Soil	Soil taken from a master craftsman's grave. Grants advantage on <i>animate plant</i> or <i>animate object</i> rituals.
Cold Iron	Unworked iron. Deals 1d10 damage to fey creatures and prevents them from entering a warded circle.
Etched Skulls	Skulls of scholars or warriors. Requirement for the <i>Talk with Dead</i> ritual.
Cinerary Ash	The remains of a powerful witch or warlock. Acts as a potent component for necromancy rituals.
Vitriol Mucus	Extracted from venomous beasts. Grants advantage on alchemy when brewing lethal poisons.
Ancient Mirror	A tarnished, silvered mirror. Reflects curses back at the caster (advantage on resistance checks).
Sulfur Salts	Stinking yellow powder. Deters insects and low-tier demons; grants advantage on survival.
Warded Rowan Sticks	Bound with red thread. Grants advantage on INS checks to resist or detect incoming magic.

Silver Filigree	Pure silver shavings. Deals 1d10 damage to lycanthropes and wards against their presence.
Eagle Stone	A hollow geode found in high nests. Grants advantage on perception when used as a focus.

Magic & Rituals

Magic draws power from despair and requires IP. **IP Limit:** INS / 2.

Spells

All spells require a successful INS check to be cast (including required DoS).

SPELL	IP	DIFFICULTY	EFFECT
Confuse	5	Routine (1 DoS)	-5 Combat Style to target.
Commanding Tale	5	Routine (1 DoS)	Persuade someone.
Freeze in Place	5	Routine (1 DoS)	Immobilize target (INS vs CON check to resist).
Medusa Glare	10	Challenge (2 DoS)	Turn to stone for 5 rounds (INS vs CON check to resist).
Rain Storm	5	Routine (1 DoS)	Obscures vision.
Form of a Beast	5	Challenge (2 DoS)	Transform (2 actions).
Quicksand	5	Routine (1 DoS)	Immobilize target (INS vs AGI check to resist).
Instinct Shield	5	Routine (1 DoS)	Double defense vs witchcraft (1 hr).
Charm Animal	5	Routine (1 DoS)	Make animal friendly.
Poison Touch	5	Routine (1 DoS)	Inflict 7 damage.

Gaze of Salamander	5	Routine (1 DoS)	Dark vision / thermal.
Identify	5	Routine (1 DoS)	Understand magical items.
Alter Winds	5	Routine (1 DoS)	Change wind speed.
Diagnose Disease	5	Routine (1 DoS)	Detect illness.
Forest Entangle	5	Routine (1 DoS)	Immobilize target (INS vs AGI check to resist).
Endure Elements	5	Routine (1 DoS)	Resistance hot/cold.
Feather Step	5	Routine (1 DoS)	Ignore rough terrain.
Wind Shield	5	Routine (1 DoS)	Advantage on defense vs ranged.

Rituals

Rituals are powerful, utility-focused magical operations that cannot be cast in combat. They require a prepared space, specific ingredients, and significant time.

Ritual Rules

- Requirements: Must have the Rituals (T2) Witch Talent.
- Time: 1 Hour (Standard).
- Cost: 10 IP + Material Cost (Gold/Ingredients).
- Check: Roll INS vs difficulty (DoS). Most standard rituals require 1 DoS (routine). Powerful rituals may require 2-4 DoS.

Ritual Outcomes

- Success: The ritual works as intended.
- Critical success (pair under skill): No IP cost, and the effect is doubled or enhanced.
- Failure: No effect. Lose IP and materials. Lose 2 additional IP due to fear.

- Critical failure (roll 95-100): The ritual backfires. The GM determines a negative consequence. Lose 5 additional IP due to fear.

Ritual List

RITUAL	TIME	IP	MATERIALS	EFFECT
Animate Plant	1h	10	Grave Soil (5sp)	Creates a Vine-Shrouded (HP 15, STR 50) for 24h.
Animate Object	1h	10	Quicksilver (10sp)	Turns a medium object into a Construct (HP 12, Defense 5) for 24h.
Mud Golem	2h	15	Heart of Warrior	Creates a Mud Golem (HP 30, Defense 2, STR 60) for 24h.
Soul Eater	1h	20	Fresh Corpse	+10 to one attribute for 1 day. Lose 3 IP (fear).
Summon Python	10m	10	Snake Skin	Summons a Giant Snake (Bestiary) for 1 hour.
Dimension Gateway	4h	25	Star Dust (50sp)	Portal between two known circles.
Sickening Curse	1h	15	Hair/Blood	Target takes -1 Max HP/day. Permanent until Cleanse.
Cleanse	1h	10	Pure Water	Removes one curse or restores 10 IP lost to fear.
Visions of Future	1h	15	Mirror (20sp)	Advantage on next related check.
Sea Storm	4h	30	Salt/Sea	Summons a storm (5km radius) for 5 hours.
Talk with Dead	1h	10	Skull	Ask spirit 3 questions. They cannot lie.
Create Artifact	24h	50	Rare Components	Permanently enchant an item. High backfire risk.

Game Master Section

Progress Clocks

Progress clocks are a visual tool used by the game master to track the flow of events, the progress of a complex task, or the approaching threat of a looming danger.

A clock is a circle divided into segments—typically 4, 6, or 8. As events unfold, the GM fills in these segments to represent progress.

Types of Clocks

- **Objective Clocks:** Used to track the players' progress toward a goal, such as “Sneak into the Fortress” or “Research the Ancient Curse.”
- **Danger Clocks:** Represent a growing threat or a countdown to a negative event, such as “The Guards are Alerted” or “The Ritual Completes.”
- **Linked Clocks:** Sometimes, one clock must be completed before another can begin. For example, a “Find the Secret Entrance” (4 segments) clock might need to be filled before the “Infiltrate the Vault” (6 segments) clock starts.
- **Mission Clocks:** Track the overall progress of a large-scale operation or adventure.

Filling a Clock

Segments are usually filled based on the outcome of rolls:

- **Success:** Fill 1 segment.
- **Critical success:** Fill 2 or 3 segments.
- **Failure on a risky action:** The GM may fill 1 or 2 segments on a related danger clock.

Why Use Clocks?

Clocks provide transparency and tension. They allow players to see exactly how close they are to success or disaster, making their choices feel more impactful. They are especially useful for situations that shouldn't be resolved by a single roll but require a series of actions.

Running the Game

This section provides concrete guidance for managing the challenges of Eda at the table.

Handling Lethality & Success

Eda is a dangerous world. Success is never guaranteed, and failure should always carry weight.

The Cost of Failure

Avoid “nothing happens” on a failed roll. Instead, introduce a concrete consequence:

- **Strength Failure:** You force the door open, but your shoulder is bruised (Lose 1d10 HP) or your crowbar snaps.
- **Logic Failure:** You decipher the map, but it takes so long that the sun sets, consuming time and light resources.
- **Agility Failure:** You sneak past the guard, but drop a pouch of 5 sp that clatters on the stone.

Success with a Cost

Sometimes a player fails a roll by a small margin. You can offer them the choice to succeed at a cost.

- *Example:* “You catch the ledge, but the strain costs you 5 IP as panic sets in.”

Practical Rules Application

- **The Art of the Roll:** Only call for a roll when:
 1. The character is under pressure (time, danger, or social stakes).
 2. The outcome is uncertain.
 3. Failure has a concrete consequence.
- **Narrating degrees of success (DoS):** Use the DoS to describe the quality of the action:
 - 1 DoS (Routine): You get the job done, but it’s messy or takes effort.
 - 4 DoS (Hard): You perform the task with professional grace and efficiency.
 - 8 DoS (Near Impossible): You perform a legendary feat that leaves witnesses in awe.

Progression

The progression system in Eda rewards failure and provides consistent growth, ensuring low skills improve quickly while high skills plateau.

The Fumble Points

- Trigger: Your skill improves immediately when you roll a Critical Fumble.
- Definition of Critical Fumble:
 1. Rolling a pair (11, 22, 33, ..., 00) that is ABOVE your skill value.
 - *Example:* Skill 45. Roll 77. (Fail + pair) -> fumble. Skill increases to 46.
- The Reward: When you Fumble, increase that skill by 1 point permanently. This represents learning from a spectacular failure.

Milestones & Growth

After every major encounter, significant discovery, or successful completion of a goal, the GM awards players 2–5 Experience Points (XP). As a general rule, players should receive about 5 XP for every day of active adventuring.

Spending XP:

- Buy Talents: T1 = 5 XP, T2 = 10 XP, T3 = 15 XP, T4 = 20 XP.
- Increase attributes: +1 to any attribute = 10 XP.
- Steady Training: 1 XP increases a trained skill score by 1 point.
- Unlock Skill: 5 XP to turn an untrained skill into a trained skill.