

Eda

Preface

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 game. While still having magic, wonders and amazing adventure. Magic and supernatural things usually have higher consequences both for someone using it and anyone that gets targeted by it.

Living in Eda can be tough and deadly. It was not always this way; once upon a time, the stories tell about a prosperous land where most people lived in peace and harmony. The name Eda itself is said to have meant “Wonderous” in an ancient language long forgotten. Nowadays not many still believe in the legends, and they are mostly whispered quietly over a drink in a dimly lit tavern or hiding in your home.

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 only, and your group might feel like changing some aspects to make it more fun.

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 d10 dice** of different colors to represent **01-100**:

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

Example: 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

It is up to the group to decide how long to play, but a general tip is to keep sessions around **4-5 hours** for both getting into stories but at the same time not play on fumes but everyone is different so do what is most fun for you and 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.

Playing the Game

Checks

Roll **2d10** (01-100).

- **Success:** Roll **UNDER** or **EQUAL** to your Skill/Attribute.
- **Failure:** Roll **OVER** your Skill/Attribute.
- **Critical Success:** Doubles under skill (11, 22, 33...). A Critical Success deals **Max Damage**: Weapon Base Damage + tens digit of the Skill (e.g., 70 Skill = +7). This replaces the normal damage calculation for that hit.
 - **Difficulty Bypass:** In non-combat checks, a Critical Success automatically fulfills the required Degrees of Success for any difficulty level.
- **Degree of Success:** The value of the primary die (tens digit). For example, a roll of 48 grants 4 Degrees of Success.

Difficulty Modifiers

Difficulty	Requirement (DoS)	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

- **Advantage:** Roll twice, take the **best** result (lowest number).
- **Disadvantage:** Roll twice, take the **worst** result (highest number).

Character Creation

To create a character, you make choices that customize them to be interesting and fun. A character consists of: 1. **Ability Scores** 2. **Genome** 3. **Heritage** 4. **Skills** 5. **Talents** 6. **Archetype** 7. **Course of Life** 8. **Equipment**

Ability Scores

These determine your raw abilities. They affect skill baselines and are used in dice rolls.

- **Strength (STR)**: Raw power. Needed to carry heavy armor and weapons.
- **Agility (AGI)**: Nimbleness, flexibility, aim. Sync between mind and body.
- **Intelligence (INT)**: Deduction, memory, understanding languages, puzzles.
- **Mind (MND)**: Focus, will, determination. Sensing the supernatural.
- **Charisma (CHA)**: Social influence, charm, leadership.
- **Constitution (CON)**: Physical resilience, survival instinct, health.

Genome

Determines your raw potential and base stats. Select one animal totem to get your base ability scores.

Nature	STR	AGI	INT	MND	CHA	CON
The Bear	70	65	60	40	60	65
The Raven	50	55	80	65	70	40
The Lynx	60	70	55	65	60	50
The Owl	50	65	70	75	50	50
The Ox	60	60	60	60	50	70
The Fox	50	65	65	50	70	60

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**, and usually a choice of one **Combat Style**.

Hearth-born

The sturdy folk of the clans. You were raised to survive the frost, tend the fire, and hold the line.

- **Trait: Stoic Endurance.** Once per session, you can ignore all penalties from Exhaustion or Cold for one hour.
- **Heritage Skills:** Trained in **Survival** and **Crafting**.
- **Starting Equipment:** A sturdy iron cook-pot or a carved wooden idol of a Hearth-God.

Dvergr

Born of stone and ancient frost. Your people are the master-smiths who once thrived in the deep halls, now mostly lost to the ice.

- **Trait: Unyielding.** You have +10 to MND checks to resist Intimidation, Fear, or magical influence.
- **Heritage Skills:** Trained in **Engineering** and **Appraise**.
- **Starting Equipment:** A masterwork whetstone (adds +1 to next damage roll after use, 1/day) or a pouch of “Deep-Salt.”

Wild-walker

You belong to the wastes. While others huddle behind walls, you find your way through the blizzards of the Fjordlands.

- **Trait: Scout’s Eye.** You cannot be surprised while in the wilderness, provided you are conscious.
- **Heritage Skills:** Trained in **Navigation** and **Nature**.
- **Starting Equipment:** A hand-drawn map of a secret mountain pass or a weather-beaten compass.

Warg-touched

The blood of the Great Wolf runs thin in your veins. You are more beast than man, a feral omen of the Wolf-Age.

- **Trait: Primal Instinct.** You have +10 to **Perception** and **Tracking**. You can see in low light as if it were bright light.
- **Heritage Skills:** Trained in **Tracking** and **Athletics**.
- **Starting Equipment:** A necklace of predator teeth or a heavy cloak made of wolf pelt.

Blighted

You carry a slow decay. Whether a curse of the Old Gods or a rot from the black ichor, you are marked for a lonely life.

- **Trait: Deadened Nerves.** You gain +2 Armor DR (Natural) as your skin hardens and numbs.
- **Heritage
- Skills:** Trained in **Medicine** and **Investigation**.
- **Starting Equipment:** A supply of heavy, lavender-scented bandages or a small bell to warn others of your approach.

Hollow-born

You were touched by the black ichor before birth. You are a living mutation, a fragment of the “Hollowed” force in human skin.

- **Trait: Ichor Siphon.** You can consume the black ichor of defeated Hollowed creatures to restore 1d10 HP, but doing so causes you to lose 1 **Mind Point** due to **Fear**.
- **Heritage Skills:** Trained in **Occult Knowledge** and **Intimidate**.
- **Burden: Monstrous.** You start with a visible mutation. Most NPCs will be wary, hostile, or fearful on sight.
- **Starting Equipment:** A porcelain mask to hide your mutations or a small vial of inert black ichor.

Umbral-kin

A fragment of the Eternal Night given form. You are pale, silent, and unsettling, as if you don't quite belong in the physical world.

- **Trait: Shadow Blend.** You have +20 to **Stealth** checks while in dim light or darkness.
- **Heritage Skills:** Trained in **Stealth** and **Perception**.
- **Burden: Sun-Sick.** You take a -10 penalty to all rolls while in direct sunlight.
- **Starting Equipment:** A sheer black veil or a shard of obsidian that never feels warm.

Course of Life & Journal

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, usually **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.
Aid	INT	Bandage wounds, fix broken bones.

Alchemy	INT	Create potions and brews.
Anatomy	INT	Knowledge of body structure.
Animal Training	CHA	Train animals.
Appraise	INT	Estimate value of items.
Athletics	STR	Climbing, jumping, physical feats.
Barter	CHA	Negotiate prices.
Bluff	CHA	Deception.
Botany	INT	Plant knowledge.
Climbing	STR	Scaling walls/trees.
Crafting	INT	Making items.
Diplomacy	CHA	Negotiation and peace-making.
Disguise	INT	Changing appearance.
Drive Vehicle	AGI	Controlling carts/wagons.
Engineering	INT	Mechanics, gadgets.
Entertain	CHA	Performance.
History	INT	Knowledge of the past.
Intimidate	CHA	Coercion through fear.
Investigation	CHA	Interrogation, finding clues.
Linguistics	INT	Read/write languages.
Medicine	INT	Treating disease/injury.
Nature	INT	Knowledge of the wild.
Navigation	INT	Finding your way.
Occult Knowledge	INT	Magic, monsters, dark beings.
Perception	MND	Spotting hidden things (Sixth Sense).

Persuade	CHA	Convincing others.
Religion	INT	Knowledge of gods/cults.
Riding	AGI	Riding mounts.
Seafaring	INT	Boating knowledge.
Stealth	AGI	Hiding and moving silently.
Survival	CON	Enduring harsh environments.
Swimming	CON	Moving in water.
Thievery	AGI	Pickpocket, lockpicking.
Tracking	INT	Following trails.
Warfare	INT	Tactics and strategy.

Combat Styles

Combat Styles represent your character's training in specific forms of combat. Unlike general skills, these determine which weapons you can use effectively and often unlock specific talents.

At character creation, you typically choose **one Combat Style** from your Heritage or background.

Finesse

Attribute: AGI Applicable Weapons: Daggers, Short Swords, Rapiers. Style Talents:

- **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). Style Talents:

- *None specific yet. Relies on general combat talents.*

Two-Handed

Attribute: STR Applicable Weapons: Great Swords, Great Axes, Bastard Swords (2H). Style Talents:

- **Breaker (T2):** Action (1 AP): Powerful blow. Ignores Armor DR. If damage > 10, target is knocked Prone.

Polearms

Attribute: STR Applicable Weapons: Short Spears, Pikes, Halberds. Style Talents:

- **Sentinel (T2):** Reaction: Attack enemy entering your reach. On hit, their movement becomes 0 for the turn.

Marksman

Attribute: AGI Applicable Weapons: Short Bows, Long Bows, Crossbows. Style Talents:

- **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: Make one attack. If it hits, you deal your weapon damage three times (without Attribute bonus).

Throwing

Attribute: AGI Applicable Weapons: Thrown Daggers, Hand Axes, Javelins. Style Talents:

- **Far Throwing (T2):** Throw humanoid 20m.

Unarmed

Attribute: STR Applicable Weapons: Fists, Natural Weapons, Grappling. Style Talents:

- **Brawler (T2):** Action (1 AP): Grapple check. Success: Target Restrained. Deal Unarmed Dmg as free action each turn held.

Shields

Attribute: STR Applicable Weapons: Bucklers, Round Shields, Tower Shields. Style Talents:

- **Blocker (T1):** Unlock the **Block** reaction. Use Shield skill to reduce damage.
- **Shield Bash (T1):** Strike with shield (Dmg = Shield DR + STR).
- **Shield Master (T2):** Passive: Adjacent allies gain +5 Defense. Reaction: After a successful Block, make a free Shield Bash attack.
- **Shield Edge (T3):** Give advantage against enemy pinned by shield.

Talents

Talents are special abilities or moves. You gain them 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	Requirement	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 (+20 Attack, No Defense).
Breathless	T1		Hold breath for 5 minutes.
First Strike	T1		Action (1 AP): Make an attack. If acting in the Rearguard , deal +5 Damage .
Marked for Death	T1		Action: Target is “Marked”. The next ally to hit them deals +5 Damage .
Vanguard’s Lead	T1		If you move 3m+ in the Vanguard , one ally gains Momentum (Precision) 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 +10 to all Active Defense rolls (Dodge/Parry/Block).
Dodge	T1		Reaction: AGI check to avoid attack.
Expert	T1		Advantage on one skill check/day.
Bird-man	T1		Pet bird (Carry message, Hunt, Track).
False Persona	T1		Assume a disguise; cannot use other talents.
Horsemanship	T1		Advantage on Riding checks (1/day).
Parry	T1		Reaction: Opposed AGI check to parry melee.
Bounce Back	T1		Advantage on check to avoid Prone.

Mounted Combat	T1		+5 Damage while mounted.
Information Network	T1		Access to thieves' network for info.
Move and Attack	T2		Move 10m and attack as single action.
Resistance	T2		Choose damage type; reduce by 50%.
Curiosity	T2		Advantage on INT checks.
Favored Weapon	T2		+5 Attack with specific weapon.
Flurry of Blows	T2		Action: Make one attack. If it hits, you deal your weapon damage three times (without Attribute bonus).
Tactical Guard	T2		Action: Give an ally in the Rearguard +10 to their next Defense roll .
Vengeful Retort	T2		Rearguard: If you took damage this round, your next attack has Advantage .
Exploit Opening	T2		Rearguard: Deal +10 Damage if the target missed an attack against you or an ally this round.
Harrying Strike	T2		Action: Target has Disadvantage on their next Defense roll.
Bloodied Fury	T2		If your HP is < 50%, all your attacks deal +1d6 damage .
Empower	T2		Action (1 AP): Spend 1 MP. Your next attack this turn deals +10 damage .
Guardian	T2		Redirect attack on ally to self (1/round).
Jack of all Trades	T2		Lowest skills set to second-lowest value.

Defender	T2		+1 Defense Action.
Holy Weapon	T2		Coated in “holy” poison (+2 Damage).
Caregiver	T2		+20 on Aid rolls.
Merciless	T2		Advantage on attacks vs injured enemies.
Commanding Order	T2		Give a ally in the same phase and turn +10 to hit
Redirection	T2		Give ally a reaction to avoid/block (1/encounter).
Bolster	T2		Reaction: Ally gets +5 Attack.
Coordinated Assault	T2		If an ally hit this target earlier this round, you gain +10 to Hit .
Pack Tactics	T2		If an ally is within 2m of your target and has already moved or acted, gain Advantage on attack.
Fake Attack	T2		Action: Target avoids any more attacks this round.
Cleave	T2		Passive: When you kill an enemy, you may immediately make a free attack against another nearby enemy.
Dual Wielding	T2	Two Weapons	Passive: +10 Parry. Action (1 AP): Attack with both weapons (one roll). Hit: Combined weapon damage + Attribute.
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 Stomach	T3		Advantage vs Poison/Toxins.
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 Armor DR) if the target is Prone or Stunned.
Tempo	T3		+10 to Initiative.
Shape Shift	T3		Werewolf form (+10 STR, Claw 7dmg).
Durable	T3		+5 Natural Defense.
Flanking	T3		Advantage if ally is on opposite side.
Vanguard Reflexes	T3		Passive: You recover 1 Reaction at the start of every round (up to your max pool).
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 +10 Initiative.
Master of Defense	T4		Passive: You gain Advantage on all Active Defense rolls (Dodge/Parry/Block).
Steel Resolve	T4		Passive: Gain +2 Damage Reduction (DR) 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	Requirement	Description
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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	Requirement	Description
Dirty Fighting	T1		Advantage vs surprised enemies.
Streetwise	T1		Advantage on INT checks re: crime.
Sneak Attack	T1		+5 Damage vs unaware enemy.

Brutality	T1		Deal an additional +1d6 damage on all successful melee attacks.
Intimidation	T1		Force Morale check (CHA 50+).
Fence Contacts	T2		Sell stolen goods.
Disguise Mastery	T2		Disguise 50+ required.
Dark Vision	T2		See in dark.
Mystic Shroud	T3		Invisibility for 3 turns (Darkness).

Zealot Talents

Driven by faith and fanaticism.

Name	Tier	Requirement	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.
Holy Aura	T2		Allies within 10m gain +1 Damage Reduction (DR) and +10 to all Active Defense rolls (Dodge/Parry/Block).
Blood Offering	T2		Sacrifice 5 HP for +10 Damage.
Strength in Grief	T3		+5 Attack/Defense for 1 turn.
Dark Channel	T3		Aura +5 Dmg/Advantage to allies, take 3 dmg/turn.

Death Awakens	T4		Revive ally with 15 HP (1/day).
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Warden Talents

Guardians of nature.

Name	Tier	Requirement	Description
Detect Illness	T1		Diagnose disease/curses.
Naturalistic Bolster	T1		Grant 5 Temp HP (1/long rest).
Sylvan Whisper	T1		Speak with animals/plants.
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 Perception in mountains.
Ocean's Blessing	T2		Resist 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	Requirement	Description
Hopeless Resilience	T1		Resistance Psychic, Adv 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	Requirement	Description
Survival Instinct	T1		Advantage on Survival.
Animal Handler	T1		Pet mechanics.
Endurance Training	T1		Increase Max HP (amount undefined).
Precision Strikes	T2		+5 Attack vs creatures.
Trap Expertise	T2		Set traps (+2 Dmg).

Coordinated Assault	T2		+5 Attack for allies.
Uncanny Defense	T2		Reaction: Halve damage.
Slayer's Fury	T2		+10 Hit/Dmg (1/long rest).
Heroic Sacrifice	T2		Take damage for ally.
Apex Predator	T2		Sense supernatural.
Toughened Resolve	T3		Resistance Psychic.
Slayer's Mark	T3		Mark target (+2 Dmg for everyone).
Alertness	T3		Cannot be surprised.
Master Tactician	T3		Grant allies Advantage (1/long rest).
Improved Toughened Resolve	T3		Immunity Psychic.
Tactical Awareness	T4		Advantage Initiative.

Veteran Talents

Seasoned warriors.

Name	Tier	Requirement	Description
Combat Awareness	T1		Advantage Perception (Ambush).
Tactical Maneuvering	T2		Move 10m free action.
Defensive Stance	T2		Reduce damage by 2.
Weapon Specialization	T2		+1 Dmg, +5 Hit with chosen weapon.
Unyielding Defender	T2		Absorb half ally damage.
Shield of the People	T3		Redirect attack to self.

Heirloom Relic	T3		Item with +5 bonus.
Inspiring Presence	T4		Allies +20% Attack/Saves.
Guardian Aura	T4		Allies +5 Defense, Resist Fear.
Tactician's Insight	T5		Allies +5 Dmg vs enemy.

Witch Talents

Users of dark magic.

Name	Tier	Requirement	Description
Eldritch Sight	T1		See magic auras.
Hex Craft	T1		Cast hexes/curses (MND).
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 MP for Double Damage spell; take 5 necrotic damage.

Noble Talents

Aristocrats and leaders.

Name	Tier	Requirement	Description
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Commanding Presence	T1		Allies +5 Attack/Skill.
Courtly Grace	T1		Advantage CHA vs Nobles.
Master of Influence	T2		Influence others to do tasks.

Derived Attributes

HP & MP

- **Health Points (HP)**: Equal to your **CON** attribute. (Falls to death at 0 HP).
- **Mind Points (MP)**: MND / 4. Used for talents, magic, and fear.

Fear

- **Fear**: is a force that erodes your **MIND**. Anything that causes Fear reduces your current **Mind Points** directly. Unlike HP, Mind Points do not naturally recover without rest or special items. If your Mind Points reach 0, you get the condition **Frightened** until recover MIND points fully.

Combat

Initiative

Only the **Player Characters** roll for Initiative. Each player rolls against their **AGI**.

- **Success**: The player acts in the **Vanguard Turn** (before the enemies).
- **Failure**: The player acts in the **Rearguard Turn** (after the enemies).
- **Group Coordination**: Players in the same turn (Vanguard or Rearguard) can act in any order they choose themselves if not clockwise.

Actions

On your turn, you get **2 Action Points** and **1 Zero Cost Action**.

Standard Actions

- **Move (1 AP)**: Up to Speed (AGI / 10 meters).
 - **Evasive Maneuver**: If you move at least 3 meters during your turn, you gain **+10 to all Active Defense rolls** (Dodge, Parry, Block) until the start of your next turn.
- **Attack (1 AP)**: Use your equipped weapon.
- **Use Talent/Skill**: Variable cost.
- **Prepare (1 AP)**: Save an action as a Reaction.

The Wait Action

A player in the **Vanguard Turn** can spend **a free Action** to **Wait**. This drops them to the **Rearguard Turn**, effectively trading initiative for better positioning or observation.

- **Momentum**: By waiting and observing the enemy, the player gains **Momentum**. When acting in the Rearguard Turn, they may choose one benefit:
 - **Precision**: +10 to their next skill check or attack. ## Damage & Health
- **Damage**: Fixed base value + Modifiers. Damage is reduced by **Defense** before being applied to HP.
- **Death**: At 0 HP.

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.
Light	Bushes, crates, furniture, other creatures.	-10 to Hit for the attacker.
Heavy	Stone walls, large trees, corners.	-20 to Hit for the attacker.
Full	Behind a solid wall, inside a room.	Cannot be targeted by direct attacks.

- **Directional:** Cover only applies if the object is physically between the attacker and the target.
- **Bypassing:** An attacker can negate cover by moving to an angle where the cover no longer obscures the target.

Reactions & Active Defense

Survival depends on your ability to react to incoming threats. Characters have a **limited pool of Reactions** for an entire encounter. **Reactions:** Calculated as **(MND / 2)**. Use the **tens digit** of the result as your total pool of Reactions for the **entire encounter**. (Example: MND 55 / 2 = 27.5, which gives **2 Reactions**). These do not refresh every round and must be used strategically.

Active Defense Options:

When you are targeted by an attack, you may spend one of your limited Reactions to perform one of the following:

- **Dodge (AGI) / 2:**
 - **Success:** You move out of the way. You take **No Damage**.
 - **Failure:** You take **Full Damage**.
- **Parry (Relevant Combat Style):**
 - **Success:** You deflect the blow. Reduce incoming damage by your **Weapon Damage**.
 - **Failure:** You take **Full Damage**.

- **Block (Combat: Shields):**
 - **Success:** You catch the blow on your shield. Reduce incoming damage by **Double Shield DR**.
 - **Failure:** The shield still absorbs some impact. You take **Half Damage**.

Conditions

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

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 Action Point .
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

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

Effect	Mechanical Effect
Bleeding	You are losing blood. Take 2 Damage at the start of each of your turns. This effect can be stopped with a successful Medicine check or if you receive any form of healing.
Burning	You are on fire. Take 2 Damage at the start of each of your turns. You can spend 1 Action Point to attempt an Agility check to douse the flames.
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 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 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.
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. You can hold your breath for CON / 10 minutes (minimum 1). After this, you gain 1 level of Exhaustion every minute. If you reach level 3, you die instead of falling unconscious.

Equipment & Economy

Currency is **Silver Pieces (sp)**. 100 copper pieces (cp) = 1 silver piece (sp).

Common Goods & Services

Item	Cost	Unit	Notes
Grains & Foodstuf			
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

Weapons

Name	Damage	Cost	Req
Fist	2	-	-
Dagger	4	15sp	AGI>50
Short Sword	5	40sp	STR>40
Long Sword	7	75sp	STR>50
Bastard Sword	8	120sp	STR>50
Great Sword	10	250sp	STR>65

Hand Axe	6	30sp	STR>50
Great Axe	11	220sp	STR>65
Short Spear	7	50sp	STR>50
Mace	6	60sp	STR>50
Short Bow	6	80sp	AGI>50
Long Bow	8	150sp	AGI>50
Crossbow	8	200sp	STR>55

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
Light Armor			
Clothes	0	-	-
Fur-Lined Garb	0	40sp	-
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
Dvergr Plate	4	2000sp	STR>80

Shields

Shields are providing Defense and used with the **Block** reaction.

Type	Defense	Requirement	Cost
Small Round Shield	1	STR > 40	40sp
Round Shield	2	STR > 55	100sp
Square Shield	2	STR > 60	120sp
Metal Shield	3	STR > 65	250sp

General Equipment

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.
Iron Spikes (x10)	2sp	For climbing or jamming doors.
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.
Holy Water	50sp	Deals 1d10 dmg to undead/demons.

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 MND 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 MP 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 (1d6 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.

Magic & Rituals

Magic draws power from despair and requires **Mind Points (MP)**. MP Limit: MND / 4.

Spells

Most spells cost **5 MP** unless stated otherwise.

Spell	MP	Effect
Confuse	5	-5 Combat Style to target.
Commanding Tale	5	Persuade someone.
Freeze in Place	5	Chance to immobilize.
Medusa Glare	10	Turn to stone.
Rain Storm	5	Obscures vision.
Form of a Beast	5	Transform (2 Actions).
Quicksand	5	Immobilize target.
Mind Shield	5	Double defense vs witchcraft (1 hr).
Charm Animal	5	Make animal friendly.
Poison Touch	5	Inflict 7 damage.
Gaze of Salamander	5	Dark vision / thermal.
Identify	5	Understand magical items.
Alter Winds	5	Change wind speed.
Diagnose Disease	5	Detect illness.
Forest Entangle	5	Entangle in vegetation.
Endure Elements	5	Resistance hot/cold.
Feather Step	5	Ignore rough terrain.

Wind Shield	5	+20 Defense vs Ranged.
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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 MP + Material Cost (Gold/Ingredients).
- **Check:** Roll **MND** vs Difficulty 50 (unless stated otherwise).
- **Failure & Fear:**
 - **Success:** The ritual works as intended.
 - **Great Success (Roll < 1/5 MND):** No MP cost, or the effect is doubled/enhanced.
 - **Failure:** No effect. Lose MP and Materials. **Lose 2 additional MP due to Fear.**
 - **Critical Failure (Roll 95-100):** The ritual backfires. The GM determines a negative consequence. **Lose 5 additional MP due to Fear.**

Ritual List

Ritual	Time	MP	Materials	Effect
Animate Plant	1h	10	Grave Soil (5g)	Creates a Vine-Shrouded (HP 15, STR 50) for 24h.
Animate Object	1h	10	Quicksilver (10g)	Turns a medium object into a Construct (HP 12, DR 5) for 24h.
Mud Golem	2h	15	Heart of Warrior	Creates a Mud Golem (HP 30, DR 2, STR 60) for 24h.
Soul Eater	1h	20	Fresh Corpse	+10 to one Attribute for 1 day. Lose 3 MP (Fear).

Summon Python	10m	10	Snake Skin	Summons a Giant Snake (Bestiary) for 1 hour.
Dimension Gateway	4h	25	Star Dust (50g)	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 MP lost to Fear.
Visions of Future	1h	15	Mirror (20g)	Advantage on next related check.
Sea Storm	4h	30	Salt/Sea	Summons a storm (5km radius) for 1d6 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

Progression

This system 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:** Rolling **Doubles** (11, 22, 33...) that are **ABOVE** your Skill Value.
 - *Example:* Skill 30. Roll 44. (Fail + Doubles) -> **Fumble**.
 - *Example:* Skill 80. Roll 44. (Success + Doubles) -> **Critical Hit**.

- **The Reward:** When you Fumble, increase that skill by **1 point** permanently. This represents learning from a spectacular failure.

End of session

At the end of every session, all players receive **5 Experience Points (XP)**. This represents the general experience and growth gained from 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 **2 points**.
- **Unlock Skill:** 5 XP to turn an untrained skill into a Trained skill.