

KINGSTONE

Contents

Foreword	3
The Core Idea	3
Building a World	4
Gold, Armour, and Magic Swords	4
Acknowledgements	4
Example Play	5
Characters	7
Foibles	7
Backgrounds	7
Nature's Keepers:	8
Elfin:	8
Burrowfolk	8
Fae	8
the Edified	9
Skill at Crafting	9
Strength of Character	10
Warrior's Resilience	10
the Lost	11
Anger	11
Greed	11
Mania	12
the Bestials	13
Force	13
Guile	13
Adroit	14
the Awoken	15
Undead	15
Elemental	15
Vegetation	15
Worldbearers	16
Descended	16
Diminished	16
Defenders:	17
Classes	18
Expert	18
Spellsword	19
Spellweaver	19
Power and Skills	20
Power	20
Acuity	20
Will	20
Spellcasting	21
Destruction	21
Transmutation	21
Restoration	21
Marks	22
Upgrades	23
1/S:	23
X/S	23
Discuss with the GM	23
Degrees of Success	25
Effect	25
Difficulty Classes	26
Spell DCs	26
How to (Not) Die	27
Resting	27
Restoration	27
Fester	27
Death	28
Stabilized	28
Resuscitated	28
Resurrection	28
Gear	29
Getting Ready	29
Weaponry	29
Specials	31
Focuses	32
Hacking	32
Example Enemies	33
Character Sheets	34



Foreword

Kingstone is a tabletop role-playing game, which means it's a set of rules for a story told between you and your friends. You each create a character, choosing a **Background**, **Class** and **Gear**. This character is your avatar in the collectively imagined fictional world that you'll be playing in. One of you will have to step up and take on the mantle of Game Master (GM), the primary creator of the world and arbiter of the rules. While the GM always has last say, don't be afraid to have a friendly chat about interpretations of the rules every now and then. After all, they're only gods *in* the game, not outside of it!

The Core Idea

of Kingstone is to allow for as much freedom as possible. Backgrounds are hugely broad, so that any character you imagine will at least fit vaguely into one. A sentient tornado? Elemental Awoken. Half-cat half-ogre? Either Guile Bestial or Diminished Worldbearer. Also, feel free to shrug the stereotypes completely. If your orc expert comes from an advanced, peaceful greenskin kingdom, then there's no need for them to be Lost. They could be Edified, or even Natures Keepers if you want.

Freedom is important to Classes too but is applied differently. Instead of trying to create an archetype for every type of warrior, wizard, and everything in between; why not just have Experts (who can be amazing warriors), Spellweavers (who can do two-thirds of all magic), and Spellswords (everything in between).



Building a World

With such varied classes and backgrounds, creating a world before your players make their characters would only serve to restrict them. Ideally, all of you gather and discuss what kind of setting you'd like to explore together. A group of new recruits in the Khan's horde, a Bardcore band on tour, the Four Horsemen sent to wreak as much havoc in a city as possible. With the initial idea, make your characters around it. Let the freedom of choice grow the world. Sure, your character is a three-inch-tall fairy, but where did she come from? Is there a Fae Kingdom, is she on the run? Finally, take some time together to flesh out the themes of the world. Is it war torn? Multicultural or supremacist? What's the most valuable material?

Gold, Armour, and Movement

In Kingstone players have no armour, because enemies have no turns. Instead, if you fail rolls, they get to influence you through Effect. This change pushes players much further into the spotlight and makes combat more efficient.

Gold is also non-existent in the rules of Kingstone. I find those kind of periphery rewards tedious and predictable. I prefer rewarding players through roleplay, e.g., lands, titles, marriages and Specials. Movement also doesn't exist, who wants to waste a turn they waited ten minutes for just to move eight squares? I'd fall asleep.

Acknowledgements

This section is reserved for Mum and Dad, who always allowed the lads to come over to play; and to Michael, Ryan and Jordan for sticking with my GMing for the last eight years. Also, to Maurice and Dima for playtesting Kingstone with us. Let me just say bowling is my favourite game to play at a foldable wheely-table.

Example Play

Three opportunists, seeing a smoking village as nothing more than a payday, saunter into the lakeside village of Lakeside Town. Pufta Throncrawler, a *Transmutation* and *Restoration* Spellweaver, notices a small green frog on the road. Ryeen, his player, decides that he'd like to communicate with the frog, to find out what's happened. The GM notes the desired outcome and asks Ryeen to describe how he casts the spell. Then, after the GM has calculated the spell's Difficulty Class (DC) with the player, Ryeen rolls two six-sided dice, adding his *Transmutation* Bonus and *Will*. Ryeen gets a nine, which just meets, and as such beats, the spell DC. He also marks down a line in his unfilled *Transmutation* column, not for succeeding, but for rolling. The GM describes in detail the horrifying expletives that the disturbed frog hurls at Pufta, before hopping away towards the centre of town.

Ashoog the Crispy Handed, a towering Expert, unslings her warhammer and charges after the frog, screaming. As she pounds the frog's puny mass into mush, she notices a horse sized frog laying an elegant bronze crown upon its own head. Smiling, they rush at each other.

Initiative, two six-sided dice adding *Ready* and *Power*, is rolled by each player. Each player marks a line in *Ready* for this. Enemies do not have their own actions. Farian son of Farius, a Spellsword, rolls the highest. As such, he rushes into action (descriptive, there's no movement either), and shoots a bolt of fire at the frog. *Destruction* spells roll against the target's Armour Class (AC) and do a baseline of two Harm. Unfortunately, his roll ($2d6 + \text{Dest} + \text{Will}$) of 9 does not beat an armour class of 11 and is within the Second Degree of Failure. This means Farian takes one Harm (fills in a circle) and

marks one line in his *Destruction* column. Even worse for Farian, the GM notices that King Frog's Quirk is that when anyone fails an attack against it, it can choose to immediately swallow them and deal one Harm at the start of their turn, each turn they remain inside. Farian disappears into its gullet with a satisfying *Thlock*.

Ashoog, remembering Farian getting thrown around in a bar fight earlier and being close to death, deems this unacceptable. Her player suggests that, instead of her warhammer doing its usual two Harm on hit, it instead deals one Harm and frees Farian. She then goes on to describe how Ashoog would like to place the warhammer head down, then kick the head as hard as she can swinging it up under the belly of King Frog, ejecting Farian. The GM likes the idea, loves the efficiency of the player stating her intended outcome and how it would go all at once, and adores the description. With an extra one to her roll from GM encouragement, she rolls a 14 ($2d6 + \delta\text{tr} + \delta\text{pow} + 1$), which is a Second Degree Success against an AC of 11. The GM decides the extra effect is another Harm, and so King Frog takes two Harm, and Farian is ejected coated in slime from the frog's fat folds. Ashoog marks two lines in her *Strength* column, due to being an Expert and choosing *Strength* as her Distinction.

Combat continues in order of initiative.



Characters

Character creation in Kingstone is purposefully vague. I don't want to make your characters for you, or to lock you into anything. Go wild. Get imaginative. If you want a half-dwarf half-starfish Spellsword who attacks his enemies by putting Restoration shields around himself and cannonballing into them, go for it. I'm in love. Or just an old babushka Expert. With a cane. Who is very Aware, for some reason.

Foibles

are things that distinguish your character from others like them, and every character starts with one. For example, a skilled craftsman who only gives his work out for free and refuses to make a profit. Or a holy papal knight who secretly worships an elfin god, despite never having met an elf. Have as many foibles as you like, but you will get one from your class, and any time you survive being knocked down in combat.

Backgrounds

What is a background? A vague collection of attributes to do with where you grew up. Or maybe it's who your parents were. Or maybe it's how others treat you. Or maybe it's just what you do for a living. Whatever it is, it has changed you in some ways, here they are.



Natures Keepers:

+1 *Acuity*

are often sentients who reject strict civilisation, preferring the freedom to be hunted by Dracosimians and get rained on a lot. From the **Elfin** with their long hair and pretentious accents, **Burrowfolk** in their dirty wet holes, to the **Fae**, who probably never realised civilisation was an option.

Elfin:

+1 *Knowledge*, +1 *Agility*

can be anything from your standard pointy eared sneerers to a race of crystalline noble librarians. There's a good chance you have the life expectancy of an average redwood, sleep in the lotus position, and thank wildlife after you hunt it.

Burrowfolk:

+1 *Ready*, +1 *Proficiency*

are either neverendingly needling for the new, or completely contented in the current. Tinkerers, toymakers, therapists, brewers, bowyers, baritones, palaeontologists, pathfinders or poets, if you're small and live in a hole, you can reasonably call yourself a member of the Burrowfolk.

Fae:

+1 *Awareness*, +1 *Charisma*

are thought of as spirits of an area, and love to sit on the periphery of regular folk's lives. If you jam kitchen drawers (GNU), live in big old circles, speak in riddles, have a pot of gold, or sprinkle magic dust on burly warriors, you're probably Fae.



the Edified:

+1 *Strength*, +1 *Knowledge*

's ancestors planted roots, and you're the tree that grew from them, as is the civilisation around you. It could be a mountain hold full to the brim with stocky Scottish hipsters, a floating island of Chernobog worshippers, or a seemingly sweet village with a synth situation.

Maybe Granny didn't raise a leech, and taught you a bit of her trade, so these days you're known for your **Skill at Crafting**. Or Dad sat on the council, and you sat on his lap. Suddenly, you were a baby with the **Strength of Character** of Genghis Khan. Or maybe you decided to be the last branch on your family tree and joined the vanguard. Who knew you had such **Warrior's Resilience** inside?

Skill at Crafting:

+1 *Acuity*

Sitting back relaxing as your automaton delivers you a fresh pint, arquebus on the wall, loom spinning, perfectly rolled ciggie in your lips. Each strike with your steam powered pickaxe cleaves more rock than the next six miners in line, and the foreman is very appreciative. Your swords cut through steel like a hot knife through butter, and your pauldrons sell like freshly buttered hot cakes. Whatever you do, it pays to be a skilled craftsman.

Strength of Character:

+1 *Will*

Cheers erupt from the tavern crowd as you finish your encore, a vindicated smirk on your face. Or maybe you're the reliable tavernkeep, grinning as the formerly enraptured patrons rush to the counter. Or even the noblewoman, smiling as she takes her portion of that night's earnings. Smiles got you where you are, so don't forget to keep it up.

Warrior's Resilience:

+1 *Power*

Whether it's a forced march, a barfight, or a battle, everyone else falls before you do. Something is inside of you, since that tattooed blue shaman blessed you as a baby, since your grandfather drank from that blood fountain, or since your mom got zapped in front of you as a child. However it happened, it won't let you stop fighting. Not for anything.



the Lost:

+1 *Endurance*, +1 *Charisma*

are simply those yet to be found, nothing is lost forever. You, your bloodline, your race, slipped on the way to your destiny. Sure, maybe you were tortured and mishandled by an evil god, doomed to be lost to **Anger** forever. Or cursed by a relic to have Sisyphean **Greed**. Or read one too many Hatebreak short stories, caught his **Mania**, and now praise an unfathomable elder god. But none of that's a good reason to stray from the path, right!?

Anger:

+1 *Power*

Scream it out. Eternally. That Adrenospider that bit you makes you lose it at the slightest provocation, and that's on top of your family getting cursed by a witch to kill each other. Unfortunately, you won the ensuing bloodbath. Also, you're a gladiator for the entertainment of some Descended creep civilisation. Sorry buddy, tough world.

Greed:

+1 *Acuity*

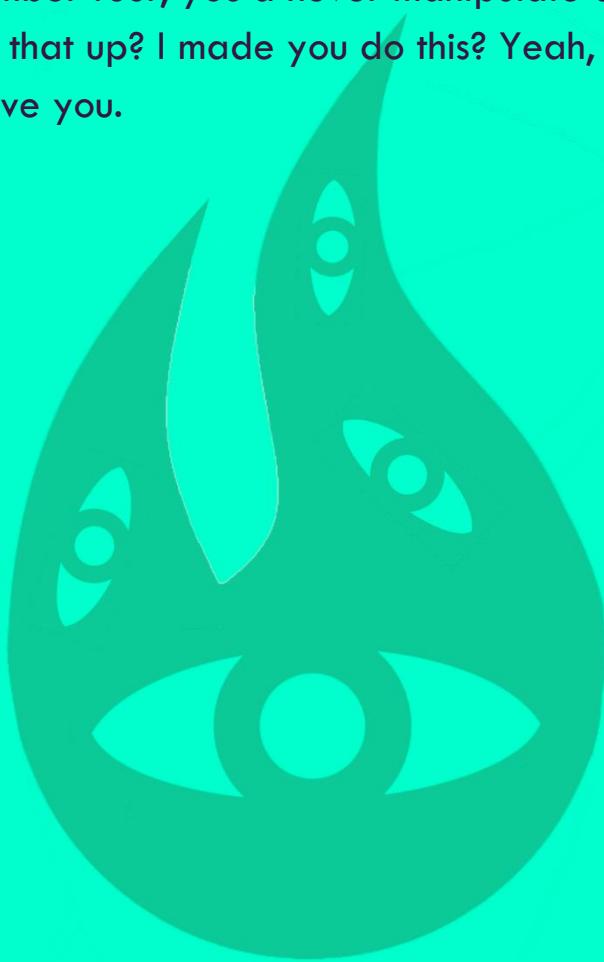
You can't get it off your mind, can you? You sick freak. I see that joy in you when you finally get it, the release. Don't forget that you'll be back here, obsessing, within a day. Coin, drugs, torture, you'll get your fix. No matter how many of your victim's ghosts are whispering in your ear. What horror made you this way? What pain?



Mania:

+1 Will

What separates you from everyone else? Let me think. You're not crazy for one. For two, you're kind. A kind, upstanding, genocidal Spellweaver. For three, you're not paranoid. What? No, I don't work with the King's Bureau. Anyway, number four, you'd never manipulate anyone. I'm crazy for bringing that up? I made you do this? Yeah, you're right. I'm so sorry. I love you.



the Bestials:

+1 Awareness, +1 Endurance

Your strength and tusks came from Grandpa. A three tonne elephantman, conceived in a circus accident, has a lot of **Force** to throw around. You have your mom's god given **Guile**, a literal forked tongue and serpentine lower half. And from me? When I saved that Skyrat Courtesan's son he decided to reward me in kind, with wings of the **Adroit** for you. So, I know you're only two, but when you're older you're going to save the world. Or destroy it. It'll look really cool either way.

Force:

+1 Power

Tales are told of the monstrous beastmen, plundering village after village with their snouts, scales, horns, and hooves. The truth is, you're just like everyone else. Complex, thoughtful, and self-interested. No one wants to hear that though; they'd rather an axe in the head than admit you might be sentient.

Guile:

+1 Will

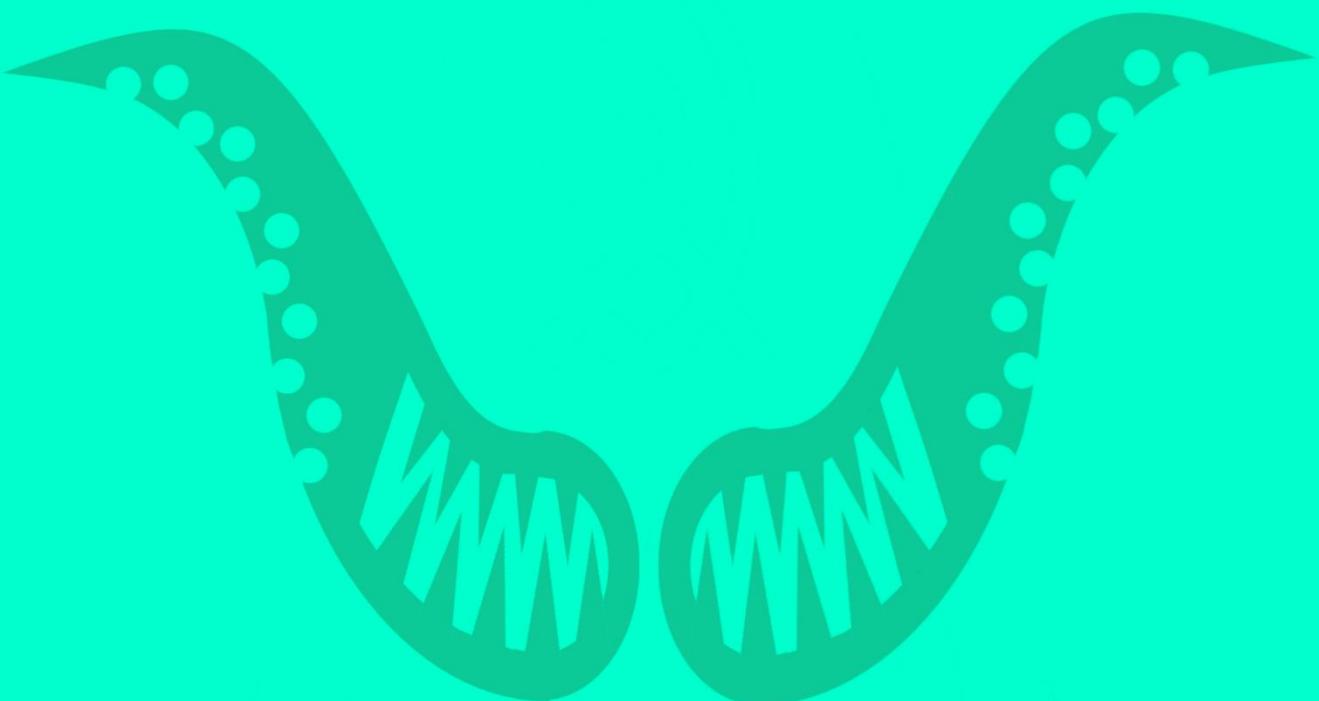
People call you a mongrel, a half-breed, a mule, but when you tell them to shut up, they do. Something about your form, whether you're part cat, dog, jackal, snake, lizard, dragon, it gives a weight to your words. If anyone can make a change, it's you.



Adroit:

+1 *Acuity*

Your other half, the wings, the beak, the haunches, or the ocelli, they made you quick. Mentally, or physically, most others can't match your pace. It humiliates them, sure, but you don't mind. You've already seen twenty ways you could deal with them before they've even opened their mouth.





the Awoken:

+1 *P*ower

First there was nothing. Then, you awoke. No gentle, placid, cooing into the world. No warm bundle, with pink cheeks and a divine giggle. Everything came all at once, like waking up with one leg hanging off a cliff. If you're **Undead**, welcome back. An **Elemental**, make sure to keep your rocks in a row. **Vegetation?** Reach for the stars. Or the sun. Or the ground.

Undead:

+1 *E*ndurance, +1 *K*nowledge

As you were before, you are again. Greyer, and with a tiny craving for brains, but still you. Oh wait, is this even your body? Do you remember life before? Or death between? What brought you back? Do you want to be back?

Elemental:

+2 *A*gility

Earth, water, fire, air, crystal, copper, bronze, platinum, silver, gold, silicone, cogs, hope, grief, love, fury, void, arcana, devotion, you're a force of nature. How much of you isn't?

Vegetation:

+1 *P*roficiency, +1 *R*eady

"And for all this, nature is never spent;

There lives the dearest freshness deep down things;"

-G.M Hopkins, 'God's Grandeur'

Never be trodden upon by the fires of industry. Fight back, dear tree, bush, fungus or fern. Fight back.



Worldbearers:

+1 *Will*

In millennia past, when the gods walked the earth, they created the **Descended**. Bespoke, perfect, angels and demons. Many lesser gods, in their jealousy, tried to recreate that perfection, and instead made the mutilated, babbling, hulking, half-forms called the **Diminished**. Yet, some lesser gods had the good sense to aim lower. They created the **Defenders**, races of gargantuan humanoids, treefolk, and avianoids.

Descended:

+1 *Charisma*, +1 *Agility*

Your smile can part an ocean and your laugh can move a mountain. When normal folk look at you, they are called back to simpler times when they believed in true good and evil. Before long you have friends, then followers, then supplicants. Entire towns see you in in their dreams, Kings sweat when you cross their land, sages prophesy your passing. There's power in your prettiness; a celestial burning.

Diminished:

+1 *Strength*, +1 *Ready*

Them sheeps you cooked up last week was lovely, have to go find more now. Don't forget to scratch your boil and collect your snot. How is you ever gonna find a boyfriend if he can't taste your boogers? Gah, life can be so hard, 'specially when those little pinkies with pitchforks come squealing about lost lambs. They made a good broth though, and their pitchforks made nice toof' picks.



Defenders:

+1 Strength, +1 Proficiency

It's hard work, and you've been doing it for centuries, but it's incredibly rewarding. They even have a festival devoted to you now, as thanks for helping stop that greenskin raid. Children as tall as your shins bring you flowers as thanks for saving their Pa in the flood. The elders reminisce about when you gave their ancestors the idea to found the village. If only you could shake the loneliness, the worry that you'll never find another like you.



Classes

Classes are simple, and there are only three. Either you are a magicless **Expert**, a semi-magical **Spellsword**, or a full-blown **Spellweaver**. Each has their own number of wounds, shown below. Though these Classes seem like rigid and small groups, trust me when I say, everything fits into at least one.



Expert:

You're great at, well, something. Choose any non-magical skill to gain double marks in. This means that every time you use that **Distinction**, instead of gaining one mark in a column, you gain two. Years of training could have made you this way, or a bloodline, or a fascination. Maybe you're a thief with the **Agility** of a hummingbird. Or a former guardsman with the **Awareness** of a hawk. Or an inventor who sold their soul for **Proficiency**. Remember, you can attack with skills other than **Strength** or **Agility**, there's many ways to skin a sphynx.

- ◊ Gain Two Weapons
- ◊ Gain One Special
- ◊ Gain One Distinction
- ◊ Gain a Foible related to your Class or Background



Spellsword:

Something intrinsic or extrinsic gave you access to one form of magic. Whether it be a god, a library, an oath, a tree or meditation. Some heavily armoured avengers got their magic from within. Some bow-wielding animal-friends got their power from books. Feel free to bash the stereotypes as a three-foot tall greenskin cleric who accidentally converted to the god of midwives by having so many accidental pregnancies. Life is good, hallelujah!

- ◊ Gain One Primary Focus
- ◊ Gain One Weapon
- ◊ Gain One Special
- ◊ Gain a Foible related to your Class or Background

Spellweaver:

This class means a full connection to the forces that shape the world, be they gods, the elements or the laws of physics. Sometimes they invade your dreams, sometimes you see them behind your eyes. Such raw power can really weigh down a form. Perhaps you like to transform into animals and hunt, or travel village to village, healing as you go. Maybe you like to turn commonfolk to mush and paint yourself red with the remains. The one thing that's certain, is that your sanity isn't.

- ◊ Gain One Primary Focus
- ◊ Gain One Secondary Focus
- ◊ Gain One Weapon or Special
- ◊ Gain a Foible related to your Class or Background

P&W and Skills

Your **P&W** is your **P**ower, **A**cuity, and **W**ill. Put one Two, one One, and one Zero in the triangles on your character sheet next to these attributes, in whatever order you'd like.

Power:

is your raw physicality, where **S**trength is your brute force, **E**ndurance is your ability to take punishment, and **R**eady is your muscle memory, reaction speeds, and preparation.

Acuity:

is your physical and mental dexterity. **A**gility is your nimbleness, **K**nowledge is your ability to interpret, store and recall information, and **P**roficiency is your mechanical skill and ability to craft.

Will:

is your mind's connection to the world; your groundedness. **C**harisma is your ability to influence others, and **A**wareness is both your sense of self and sense of your surroundings. Spellcasting is also contained under **W**ill and will be elaborated on in the next page.



Spellcasting

Casting a spell is like using other skills but takes a bit more practice to master. First, describe the effect you want to have in using your discipline. Then, check with your GM to ensure that outcome is covered by your discipline. After that, refer to the Spellcasting DC Chart unless your spell is a *Destruction* spell intended to cause harm. In that case, roll against the target's AC. Finally, roll, and don't forget to add your discipline's modifier and *Will*.

Destruction:

governs forms of magic intended to demolish, dismantle and devastate. Most frequently used in combat, as it deals **two** Harm by default, it can also be used for many things like lighting or fighting fires, breaking down doors, or deconstructing locks. Example spells include a small ball of flame, summoning a bolt of lightning, lashing with an ethereal tentacle, or spitting acid.

Transmutation:

governs forms of magic used to change the material of the world around you. It can be used in combat to deal **one** harm and to buff, and outside of combat in hundreds of ways. Invisibility, bull horns, necromancy, short-range teleportation, enchantment are just some applications of this discipline.

Restoration:

governs forms of magic used to heal, divine, and alter the mind. Don't forget that if healing fails, Fester can occur (see page XXX). Divination can allow you to ask the GM questions, which they will of course answer vaguely. You're also able to mess with memories, or even control enemies temporarily.



Marks

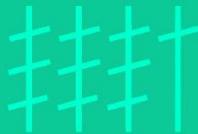
are gained every time you roll a skill, successfully or not. When you gain a mark, make a mark on your next column in that skill. When you have three marks on a column, move on to the next one. Remember GMs, rolling is a privilege, don't let them roll for facile tasks. If you have a Distinction in a skill, instead of adding one mark every time, add two. If your skill is a secondary focus, instead of each column requiring three marks, it instead requires six.

When you fill out all the columns in a set, fill in the matching bubble on your character sheet. A set is made of as many columns as the level in the skill you are trying to achieve. For example, to get from level zero to level one in Strength, I would need to fill one column. To get from level five to level six, I would need to fill out six columns. If you complete a set, the change is immediate. The next time you use that skill, it's in its new state.

After a session finishes, the group can give out marks based on three questions.

- ◊ “Who got the most into character?”
- ◊ “Who brought the most fun to the table?”
- ◊ “Whose Foible effected the game in an interesting way?”

If you are chosen for any of these questions, firstly, congratulations! Secondly, add a mark in any column of your choosing.



Upgrades

The page after this contains the table of what you get for levelling up in each skill. Firstly, as you get them, consider how they play out in action. For example, Awareness level two gives you +1 Acuity or Power for the rest of the session and can be used once every session. How does your character do that? Is it a second of meditation, reaching deep within to find a new well of Power? Or is it a paranoid quivering, driving your mind to be in permanent fight or flight?

1/S:

means once per session. Strength lvl 2 gives you +1 effect on a Strength roll, once every session. A session is however long you play for, there's no standard time, but if your GM thinks your group plays for a long time, they can split it into two sequential sessions.

X/S:

means X times per session, where X is a skill. For example, Charisma level 2 allows you to give another player +1 to any roll, as many times as your Charisma. At the time of unlocking the skill, you would be able to use it twice, but as you continue to level up, that would increase.

Discuss with the GM:

usually means to approach the GM with an expansion on the idea, or a whole new one. The goal of these upgrades is to get you excited with your character, tie them into the world, and have some fun roleplay.

<i>Power</i>	I	II	III	IV	V	VI
<i>Strength</i>	You can use weapon skills	1/S +1 effect to a <i>Str</i> roll	Work with the GM to make a new NPC that's as strong as you	1/S Reroll 1d6 on any roll you make	Roll an extra 1d6 on <i>Str</i> rolls	Once per <i>Str</i> roll, reroll one of the dice if you want to.
<i>Endurance</i>	+1 effect for rolls to resist poison, including alcohol	Gain one harm slot 	<i>End/S</i> Roll <i>End</i> + <i>Pow</i> vs 12 to heal one harm. On a fail, it festers	Non magical temperature doesn't affect you	<i>End/S</i> Choose to take harm instead of an ally	Gain two harm slots 
<i>Ready</i>	1/S Roll 1d6 + <i>Ready</i> vs 7 to get a free roll of any skill	1/S Roll <i>Ready</i> + <i>Pow</i> vs 9 to avoid harm	Gain 6 marks in <i>Prof</i> Choose one small item to never run out of, e.g., cigarettes	Every turn choose to move yourself up or down one in the turn order	1/S Pull something useful for the scenario out of your pocket, within reason	Roll 2d8 for initiative rolls and take either
<i>Acuity</i>	I	II	III	IV	V	VI
<i>Agility</i>	You can use weapon skills	+1 effect for rolls to hide	1/S Fully reroll any roll you just made	Gain 6 marks in <i>Cha</i> or <i>Prof</i> A side hustle becomes available to you, discuss with the GM	<i>Agi/S</i> Any skill roll other than <i>Agi</i> gains effect	Once per <i>Agi</i> roll, reroll one of the dice if you want to
<i>Knowledge</i>	1/S Get one more mark in any skill after a roll	Gain 3 marks in <i>Awa</i> If you don't know something, you know where to look to find it out	1/S Give another player 3 marks in a skill you are better at	Gain 6 marks in <i>Cha</i> You can read all languages	Replaces lvl 3 1/S Give another player 6 marks in a skill you are better at	1/S Ask the GM any question, they must answer honestly
<i>Proficiency</i>	Every time you roll <i>Prof</i> , roll it again (no mark for the second roll) vs 14 to double your effect	1/S rolls made with any one weapon have a +1 to hit for the rest of the session	1/S Give anyone, even yourself, +1 to a <i>Prof/W</i> stat for the rest of the session	<i>Prof/S</i> Reroll an allies 1d6	You invent something that gets the world's attention, discuss with the GM	Every time you take harm, deal one harm in return
<i>Will</i>	I	II	III	IV	V	VI
<i>Charisma</i>	Gain 3 marks in <i>Prof</i> +1 effect to <i>Prof</i> rolls to perform	<i>Cha/S</i> Give a player +1 to a roll	1/S Give an ally a free turn	A troupe starts to form around you, discuss with the GM	1/S Subtract two from a target's A/C, permanently	1/Campaign Persuade someone of anything
<i>Awareness</i>	<i>Awa/S</i> Immediately detect any enemies within the area	1/S Give yourself +1 <i>Acuity</i> or <i>Power</i> for the rest of the session	You can never be blinded, even by magic	1/S give everyone +3 to roll against a target until the start of your next turn	Pick any background, gain +1 to hit vs them, and always know how many are in your area	<i>Awa/S</i> Roll <i>Awa</i> + <i>Will</i> vs A/C, if you succeed, they lose 2 A/C for the rest of the session
<i>Destruction</i>	1/S +1 to a <i>Dest</i> roll	1/S Choose a weapon that does one harm. It now does two for the rest of the session	Your attacks target 2 enemies, roll against the highest A/C	Gain 6 marks in <i>Cha</i> Some part of your body is altered by the <i>Dest</i> magic	Your attacks target 4 enemies, roll against the highest A/C	Gain 12 marks in <i>Know</i> Each life to take heals you for 2 harm
<i>Transmutation</i>	1/S Give an ally +1 on a <i>Str</i> , <i>Agi</i> or <i>Cha</i> roll	<i>Tran/S</i> Reduce the negative effect of anyone's roll by 1	1/S Roll <i>Tran</i> , but cast a <i>Dest</i> or <i>Rest</i> spell	Long range doesn't affect your <i>Tran</i> rolls	You get wings, or another suitable mutation	Put two <i>Prof/W</i> points anywhere
<i>Restoration</i>	1/S Reduce how much harm an ally takes by <i>Rest</i>	Gain 3 marks in <i>End</i> You no longer age	Your spells now heal your <i>Rest</i> in harm	Gain 6 marks in <i>Str</i> or <i>Know</i> A church is built in your honour	You regain 1 harm at the end of every turn	If you die, you reform in 24 hours. Unless something happens, discuss that something with the GM



Degrees of Success

make up the main part of scaling harm in Kingstone. As your skills grow, you'll be more likely to get far above a Difficulty Class (DC), or far below. The consequences for this are shown in the table below.

etc	-4, -5	-2, -3	-1	DC	+1	+2, +3	+4, +5	etc
Nth Degree Failure	Third Degree Failure	Second Degree Failure	First Degree Failure	First Degree Success	Second Degree Success	Third Degree Success	Nth Degree Failure	
+N Effect	+2 Effect	+1 Effect	No Effect	Stated Effect	+1 Effect	+2 Effect	+N Effect	

Each degree of failure or success beyond the first adds an extra effect. If you get a first-degree failure, nothing happens. If you get a first-degree success, nothing beyond what was already intended to happen, happens. For example, a tinkerer rolls *Proficiency* + *Acuity* to give an ally's weapon a +1 for its next attack. The GM decides a DC of 10 is suitable. The player gets an 11 total, and so the stated effect occurs.

Effect:

Let's get wacky and pretend the player got an 8 in the above example, not an 11. With a DC of 10, that is two below, and is a second-degree failure. This gives the GM an opportunity. Often, harm can be chosen, as it scales easily and is easily applicable. (Fail a combat roll by three degrees, take two harm). In this case, the GM decides that one attack with that weapon of the GM's choosing will get a -1 on the roll. If the player had gotten a third-degree failure, the GM could have made it a -2 on the roll. Or -1 on the next two rolls. Or take two harm. Or break the weapon. Get creative, but not too harsh. On successes, just invert the logic.



Difficulty Classes

are decided by the GM to describe how hard something is to achieve. A DC of 10 is something the average person (not adventurer!) could do fifty percent of the time, like hitting a still target with an arrow from five metres away. A DC of 13 would be something that person could do once every thirty-six attempts, like land a blow on a heavily armoured knight. Keep in mind that adventurers start as somewhat ordinary people, so try not to pancake them too early.

Spell DCs:

are instead a discussion between player and GM. Consult the table below to discuss the spell's DC.

10			
Disciplines	+	-	Disciplines
All	+2 Long Range	-1 Short Range	All
All	+1 Damaged Since Last Turn	-1 Target Willing	All
Destruction, Transmutation	+2 Effects Another Target	-1 Target Loves You	All
Restoration	+3 Effects Another Target	-2 Per Other Spellcaster Helping	All
Destruction	+3 Doubles the Harm	-2 Enemy Surprised	All
Restoration	+3 Resurrection Attempt	-3 Target Died in the last Minute	Restoration
Restoration	+1 Per Time Target Has Been Resurrected	-3 Target Died in the last Day	Restoration



How to (Not) Die

Death can come quickly in Kingstone, if you have few harm remaining. Don't be afraid to run away and take some time to recover. Harm can be taken from any failed roll, and not all harm is physical. Psychic attacks, exhausting yourself on a problem, grief, or threats are some examples of this. Harm is regained by **Resting** or **Restoration**, but failed rolls can cause **Fester**. **Death** can occur when you lose one more harm than you have slots, and **Resurrection** can attempt to bring you back.

Resting

Every night after a full eight hours of sleep, you regain one harm, or make one harm slot no longer festered. That slot is still harmed. If you are being provided constant care by a healer (they don't rest), you may do either of the above again.

Restoration

By default, **Restoration** spells can heal one harm on a success, but more degrees of success, and **Restoration** level three, heal more. When you fail a **Restoration** roll to heal, the harm slot festers. Just like above, more degrees of failure mean more harm slots fester. Also, if your spell heals three harm by default because you have **Restoration** level three, it causes three harm slots to fester.

Fester

Festered harm slots do not heal magically, only with rest. If you fester more slots than you have harmed, only fester the harmed slots.



Death

Should you take one more harm than you have slots remaining, you fall unconscious. At the start of your next turn, roll two six-sided dice and add only your *Endurance*. Make one mark in *Endurance*. If you get a six or lower, you die. Each turn you aren't **Stabilized** or **Resuscitated** the number required increases by three. So, DC 7, DC 10, DC 13, etc. If your character survives the ordeal, gain a Foible for your troubles.

Stabilized:

You become stabilized when an ally succeeds in a *Proficiency* roll against the DC you tried to beat the last time you rolled. If they get to you before you must roll, it's a DC 4. After eight hours of being stabilized, regain one harm and become conscious.

Resuscitated:

You become resuscitated when an ally heals you magically.

If you are knocked down again this session, the DC to survive does not reset. Continue from what you would have had to beat the next time you rolled.

Resurrection

is dealt with entirely by *Restoration* rolls made with the Spell DC table. On a successful roll, the character should return with a sizeable Foible. Maybe they lost something of themselves, maybe they came back with something from someone else. If the roll ever fails, the character can no longer be brought back without going to wherever their soul is and bringing it back by hand.



Gear

is the **Weaponry** you put between you and the Hippotaur, and **Specials** are the healing potions you use after it slams a log sized warhammer into your chest.

Getting Ready

is done at the start of every session. Usually, this means you continue with what weapons you were using the previous session, but this allows you to quickly, and without the need to roleplay, a new loadout. As you only have two hands, you can take two one handed weapons (the second one is just for show), a one-handed weapon and a shield, a two-handed weapon, or a ranged weapon. If you are a Spellsword or Spellweaver, if you want to use your magic in the session, make sure you have that magic's focus in your hand. This means that Spellweavers who want to use both of their disciplines can hold no weapons, and Spellswords can only hold one weapon if they want to cast spells.

Weaponry

includes **Blades** like arming swords and daggers to slice them up, **Bludgeons** like maces to crack their ribs, and **Biters** like handaxes to take a pound of flesh. **Slashers** like greatswords and scythes to cut them down, **Slammers** like mauls to break their spine, and **Splitters** like greateaxes and bardiches to take the rest. **Drawn** weapons like bows and slings to pop them precisely, **Shot** weapons like crossbows and muskets (depending on your game) to drop them decisively, and **Thrown** weapons like daggers and shuriken to slump them stealthily.



S&A/S:

means the skill can be used Strength or Awareness per session, whichever is higher.

(S&A/S) ÷ 2:

means the same as above except halved, rounding up.

OH:

means on a successful attack, or On Hit.

One-Handed	Two-Handed	Ranged
Blades 1 Harm S&A/S OH roll again	Slashers 2 Harm (S&A/S) ÷ 2 OH choose SA other enemies to also deal the harm to	Drawn 2 Harm S&A/S choose to attack again
Bludgeons 1 Harm S&A/S OH reduce enemy AC by one	Slammers 2 Harm S&A/S OH reduce enemy AC by two	Shot 2 Harm (S&A/S) ÷ 2 make a missed attack hit
Bites 1 Harm S&A/S OH deal one extra harm	Splitters 2 Harm S&A/S OH deal one extra harm and reduce enemy AC by one	Thrown 1 Harm Always attacks twice

Shields:

Fnd/S – Roll **Fnd** + **Pow** vs 10 to block one harm on anyone.



Specials

are consumables that give you one-use bonuses. They are usually given as reward for quests or found in loot hoards. **Potions** are drunk, **Flasks** are thrown, and **Scrolls** are read. Each of these can do anything, give bonuses on your next attack, heal you, permanently increase your *PAW*, give marks. Example specials will be given below, which are the ones that can be chosen during character creation. If you're the GM, don't forget to scale specials as characters level!

Potions:

- Potion of Healing, regain one harm.
- Potion of Marks, gain two marks in any skill.
- Potion of Accuracy, next attack with a ranged weapon gets a +2.

Flasks:

- Flask of Fire, deals one harm to an enemy.
- Flask of Rage, reduces next harm taken by one.
- Flask of Electricity, roll *Agi* + *Accu* vs target AC, on a hit the damage is applied to two other enemies as well.

Scrolls:

- Scroll of Will, gain one *Will* for your next three turns.
- Scroll of Leaping, +2 effect on one roll to jump.
- Scroll of Slumber, one enemy falls unconscious (any effect can wake them).



Focuses

each focus requires one hand to wield. To use a focus, you must have a discipline that matches it, and only then can you cast spells of that discipline. **Primary Focuses** allow you to learn skills at the regular rate of three marks per column. **Secondary Focuses** only allow you to learn skills at a slower rate of six ticks per column. Once you choose which Discipline is your Primary focus, it cannot be changed, and you can only have one. Example Focuses are below, be as creative as you'd like.

Primary	Secondary
Staff	Amulet
Wand	Ring
Tome	Familiar
Orb	Tattoos
Crown	Cape
Horn	Robe
Greave	Voodoo Doll
Skull	Pipe
Drug	Belt

Hacking

Kingstone was made to be hacked. The current backgrounds can be alien species with some tweaks, disciplines can be psionic forms. Gear is general enough to be stone age to space age and classes are nearly shells. The biggest struggle would be upgrades, and even still, that's just a few tweaks. Feel free to get into some Lovecraftian horror, Machiavellian court drama, or Lucasian space opera. The system is your oyster.

<p>Big Rat AC: 7</p> <p>Quirk: instead of one effect from a failed roll, you can make the player roll End vs 7. On a fail, they take two harm.</p>	<p>Greenskin Shanka AC: 9</p> <p>Quirk: can reduce their harm taken by one, once per round.</p>
<p>Pter-orc-dactyl AC: 12</p> <p>Quirks: flight. For every other Pter-orc-dactyl in the fight effect from failing a roll is increased by one.</p>	<p>Skeletal Grudgebearer AC: 14</p> <p>Quirks: for every harm it takes, the person who dealt it receives a -2 to their next roll. Regains one harm every round.</p>
<p>Dracosimian AC: 13</p> <p>Quirks: effect from failing rolls on it is doubled. Each harm it deals increases AC by one until the start of the next round</p>	<p>Phase-Aligned Leprechaun AC: 16</p> <p>Quirks: steals a special at the start of the fight. After gathering six effect from failed rolls, disappears.</p>
<p>Horse-Sized Bacteria AC: 10</p> <p>Quirks: on any failed roll, for each effect it also creates an exact copy of itself but with half as many harm slots.</p>	<p>Skyrat Chevalier AC: 14</p> <p>Quirks: effect from failing rolls on them is doubled. Flight. On a failed roll, the player rolls Str vs 10 or takes one harm.</p>
<p>Dame Eris Tyche AC: 15</p> <p>Quirks: effect from failing rolls on her is doubled. All harm that effects the Warlich instead affects her. For every two harm she takes, returns one.</p>	<p>Warlich Ymir AC: 12</p> <p>Quirks: effect from failing rolls on him is tripled. For each harm he deals, he and the dame both heal one harm.</p>

Name	Background						Player	
	Distinction / Discipline						Class	
Power	Wounds						Spellcasting Difficulty	
Strength	Gear						All	
Endurance	Specials						All	
Ready	LH						All	
Acuity	RH						All	
Agility	Gear						All	
Knowledge	Specials						All	
Proficiency	LH						All	
Will	RH						All	
Charisma	Gear						All	
Awareness	Specials						All	
Destruction	LH						All	
Transmutation	RH						All	
Restoration	Gear						All	
	Specials						All	
	LH						All	
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Name

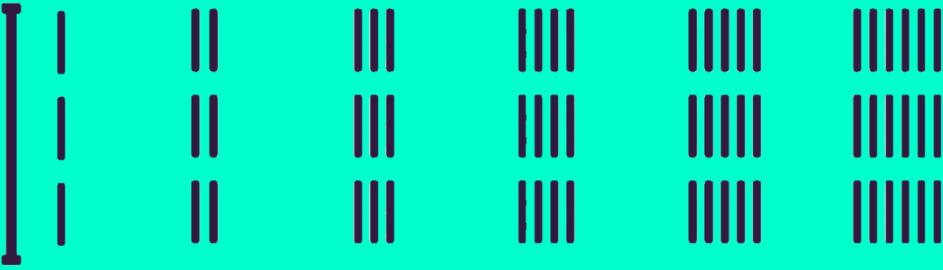
Foibles

Player

Power

0 → I → II → III → IV → V → VI

Strength

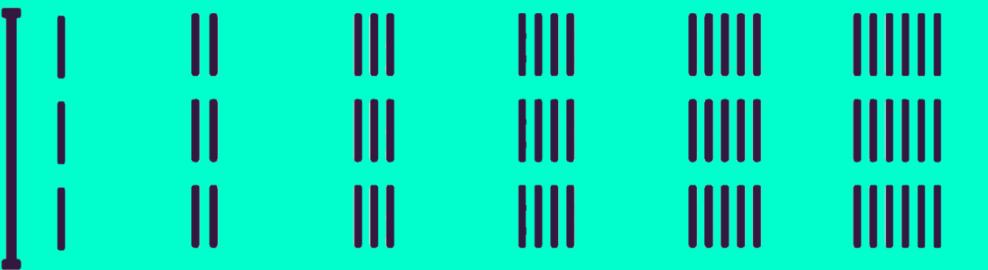


Endurance

Ready

Acuity

Agility

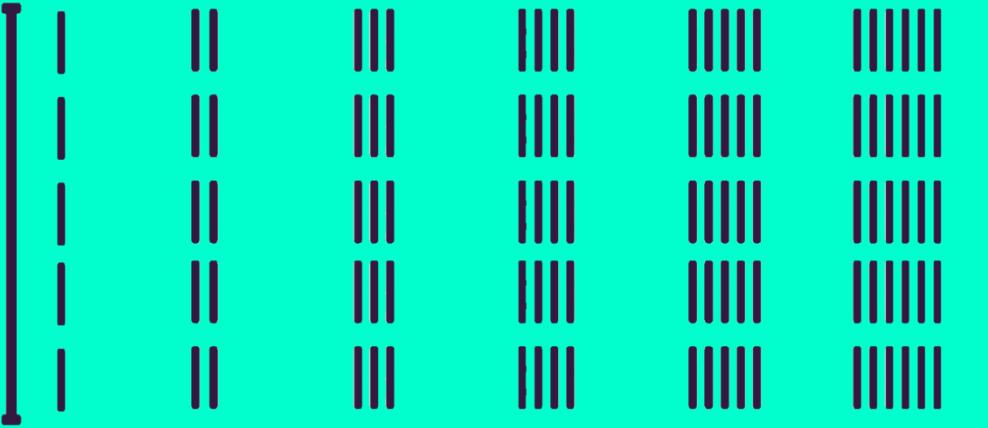


Knowledge

Proficiency

Will

Charisma



Awareness

Destruction

Transmutation

Restoration

End of Session Marks

Who got the most
into character?

Who brought the
most fun
to the table?

Who's Foible effected
the game in an
interesting way?



**'EASY TO PICK UP
HIGHLY CREATIVE
and FUN TO PLAY'**

Kingstone is a system made for those of us who love delving into our collective imagination, pulling out fascinating characters, intricate worlds, and lifelong memories; all while requiring next to no preparation.

If you can scrounge up a six-sided die, you're ready to go!