

The Core Interaction Model

1. The GM describes the circumstances the characters are in. Does the player need to be involved? If No, Goto 5.
2. If the player needs to be involved, The players describe what their characters are attempting to do or avoid doing
3. Is it reasonable for the character to do what the player wants the character to do? If Reasonable, Goto 5.
4. If it's uncertain if its reasonable, then ascertain the difficulty and assign target numbers and have the player roll for them.
5. The GM ascertain the outcome and narrate the results of the circumstances that the players. Go back to step 1.

Circumstances

The basic role of your GM is to provide you with a description the facts or conditions connected with or relevant to an event or action your character is in. These are the circumstances your character finds themselves in. Eventually these circumstances will escalate into a difficult, unpleasant, dangerous, or embarrassing situation. These circumstances are called predicaments. Predicaments are generally resolved with die rolls, however this need not be a definite rule.

Predicaments

Predicaments are circumstances where your characters outcome is uncertain and certain resolution mechanics need to be employees by you and the GM to determine the outcome.

Resolution to Predicaments

There are nine separate ways a predicament can be resolved:

Fail Catastrophically

This is a critical failure. The cost for this sort of failure means the outcome the actor was intending failed. Additionally things have turned worse for that actor as well in unrelated areas or with a sense of finality. For example if a thief was attempting to pick the lock of a door, then it should be determined that they did not pick the lock. The trap in the door was triggered. Everyone in the party must now determine if they are now poisoned. And no further attempts may be made (finality). In the event that overcoming this complication was required for the party to accomplish their overall objectives, the GM must instead make the events turn to the worse in other areas. In the above example this would mean that in their attempts to pick the lock, the thief slipped, and knocked the torch out of the hands of the person carrying it, and the tapestry the door is behind is now on fire. Or the torch is now out and no one can see. The idea here is to heighten tension and make the attempt require larger efforts of heroics.

Costly

This is one step away from a critical failure. The cost should be related to the outcome the player or monster was attempting. For example if the thief was attempting to pick the lock of a door, then it should be determined that they did not pick the lock, but they did trigger the trap in the door, and everyone in the party must now determine if they are poisoned.

Fail

This is a normal failure. In the example of our thief would not have been able to pick the lock, but the lock would not be jammed, and he would still have his pick.

Fail in Style

This is one step above a failure. It is still a failure, but something else has happened that moves the story forward in a more difficult path, but without accomplishing the goals. In the example of the thief, he wouldn't have picked the lock, but he did spring the trap and the door was opened, but everyone in the party must determine if they are poisoned. This is the classic fail forward approach.

Tie

A tie succeeds unless this was a contest between two parties, in which case the outcome is that neither party gets what they want and it should be treated as a fail in style for both sides. This is useful for social interactions or for contests of strength or agility.

Succeed

The individual who attempted to do something accomplishes what they set out to do. In the example of the thief, the door is unlocked, and is no longer being held shut by the locking mechanism.

Succeed in Style

The individual who attempted to do something accomplishes what they set out to do, and they got some hidden bonus or style out of it. In the example of the thief, the door is unlocked, and is no longer being held shut by the locking mechanism, and the thief now understands how that lock is constructed and the next one that is just like it will be easier to open.

Critical Success

The individual who attempted to do something accomplishes what they set out todo, and they got a substantial hidden bonus or style out of it. In the example of the thief, the door is unlocked, and is no longer being held shut by the locking mechanism, and the thief now understands how locks made by that locksmith are constructed so any lock within this facility will be easier to open.

Serendipitous Success

The individual who attempted to do something accomplishes what they set out todo, and they got a substantial hidden bonus or style out of it that is completely unrelated to the task being attempted. In the example of the thief, the door is unlocked, and is no longer being held shut by the locking mechanism, and the thief now understands how locks made by that locksmith are constructed so any lock within this facility will be easier to open. In addition, the thief see's the trap on the door as well, and has a normal success to disarm it. The best way to see a Serendipitous success is to see this as two completely independent successes on one die roll. In the event that a complication requires more than one success a Serendipitous success will, in addition to everything above, add an additional success to the success pool.

Die Mechanics

In the event that a degree of success or failure is needed please consult the table below as follows. Find the row for the die you are using for resolution. If the die you are using for resolution is not listed pick the one that is closest. The μ represents the target number for the complication that is being attempted. The σ represents the basic size of each gap mathematically speaking. Compare the actors resulting die roll to the column below and look at that columns heading. Then go read the description of each sort of results and narrate to the players how the complication resolves.

	σ	Catastrophic (-4 σ)	Costly (-3 σ)	Fail (- 2 σ)	Fail (- 1 σ)	Fail in Style (-1)	Tie (μ)	Succeed (1 σ)	In Style (2 σ)	Critical (3 σ)	Serendipitous (4 σ)
	σ	----	---	--	-		*	+	++	+++	++++
Normal percentages		0.1%	2.1%	13.6%	34.1%			34.1%	13.6%	2.1%	0.1%
1d6	2.0	-3		-2	-1			1	2	3	
1d8	2.0	-4	-3	-2		-1		1	2	3	4
2d6	2.0	-6	-5	-4	-3 - - 2	-1		1 - 3	4	5	6
3d6 (d20)	3.0	-9	-8 - -7	-6 - - 5	-4 - - 2	-1		1 - 4	5 - 6	7 - 8	9
4d7 (d30)	4.0	-15	-14 - - 10	-5 - - 9	-4 - - 2	-1		1 - 4	5 - 9	10 - 14	15

Rounding

During the resolution of a conflict you may be asked to perform some mathematical operation that will leave you with a number that has a decimal point or fraction. When this occurs you will round the result off to the a whole number as the last step you perform in calculating result number for the resolution. When this happens you should use a method called Stochastic Rounding.

The following rule is applied where you have the number $x.y$. An additional d10 (**d**) is rolled. If **d** is less than y you round down to x . If **d** is more than y you round up to $x + 1$. if **d** = y then you roll **d** again.

Other Options Include

- 1. Truncate - To truncate a number you drop the numbers found past the decimal point. The following rule is applied where you have the number $x.y$ the y is dropped. This is the easiest method to follow.
- 2. Round Down - To round the number to the smallest integer that is not less than the number being rounded that is a whole number. The following rule is applied where you have a number $+x.y$ you replace it with x . If you have $-x.y$ replace it with $-x-1$. This approach, over time, will favor the opponents of the players.
- 3. Round Up - To round the number to the greatest integer that is not greater than the number being rounded that is a whole number. The following rule is applied where you have a number $+x.y$ you replace it with $x + 1$. If you have $-x.y$ replace it with $-x+1$. This approach, over time, will favor the players.
- 4. Round Off - To change a number into an approximation having fewer significant digits. The following rule is applied where you have a number $+x.0$ thru $x.499$ is replaced with $+x$, while $+x.5$ thru $+x.999$ is replaced with the integer $+x + 1$. If you have $-x.0$ thru $-x.499$ then replace it with $-x$. if you have $-x.5$ thru -0.999 is replaced with the integer $-x - 1$. This approach is in alignment with the most common method of rounding numbers.
- 5. Round Towards the Mean - To round a result towards the expected value of the set. {TODO: Insert Rules}

Skills at various Levels

Each level of a character has a separate system for resolving predicaments when dice are needed. A player may choose tNo use a resolution system from a level that is below the the character's current level if they choose to do so.

Level 0 - Commoner

The commoner has skills, but the provide no bonuses to him from a mechanics perspective. They are there for background and story telling. The GM may use them to ascertain what makes sense for the character to be doing.

Each character has four basic stats that are measured in plusses and minuses. Each plus is a plus one to the die roll for resolution. Each minus is a minus one for the die roll. These rolls are made against a target number.

Level 1 - Apprentice

Once the character has become an apprentice, they get to add their skill level to their ability score pluses and minuses. These rolls are made against a target number.

Level 2 - Journeyman

Once a character has become a Journeyman, they gain the ability to help each other out. A character who is attempting to accomplish something may have another journeyman add their skill level to the roll being made, as long as the skill that is being used is helpful and applies. They do not get to add their ability score pluses and minuses.

Level 3 - Master

Once a character has become a master, they gain the ability to establish a task chain for the task being attempted. A task chain is established by the master making a related skill roll against a target number determined by the GM. The degree to which the master beats or misses the target number may be applied as a bonus or deficit to the following skill roll. Common skills used by the master might include leadership, strategy, tactics, or the skill the other characters are attempting as the master instructs and helps the other accomplish their task. A master who begins a task chain may not participate in any rolls further down the chain, however chains may be nested together by multiple masters working together to oversee others working on a task.

4 - Grand Master

Once a character has become a Grand master, they gain the ability to establish a success pool. {EXPAND} Stats as an EV as a commoner + Skill level as an apprentice vs. a target number plus the ability to start a task chain plus the ability to pool excess successes for future.

5 - Apotheosis

Once a character has entered into the state of Apotheosis, they gain the ability to convert ability scores into successes. They also gain the ability to transfer or consume ability scores from lesser characters. {Expand}

Stats as an EV as a commoner + Skill level as an apprentice vs. a target number plus the ability to start a task chain plus the ability to pool excess successes for future. Plus the ability to convert ability scores into successes by taking damage to them.

Abilities, Skills, and Masteries

Physical

These ability scores measure how the hero's body reacts to the challenges encountered by heroes on their journey through the world.

Muscle

Muscle measures bodily power, athletic training, and the extent to which you can exert raw physical force.

Ranged Combat

Your Ranged Combat ability check measures your characters ability to attack and survive in a ranged combat.

Masteries: Gunpowder, Bow, Thrown, Crossbow

Athletics

Your Athletics check covers difficult situations you encounter while climbing, jumping, or swimming.

Masteries: Climb, Lift, Row, Swim, Wrestle, Balance

Melee Combat

Melee combat measures your characters ability to attack and survive in armed melee combat.

Masteries: Bladed weapons, Crushing, Parry, Blade

Agility

This ability score represents the speed and gracefulness the hero has with their body.

Stealth

Make a Stealth check when you attempt to conceal yourself from enemies, slink past guards, slip away without being noticed, or sneak up on someone without being seen or heard.

Masteries: Ambush, Hide, Scout, Shadowing, Silent Movement

Acrobatics

Your Acrobatics check covers your attempt to stay on your feet in a tricky situation, such as when you're trying to run across a sheet of ice, balance on a tightrope, or stay upright on a rocking ship's deck. You might also need a Acrobatics check to see if you can perform acrobatic stunts, including dives, rolls, somersaults, and flips.

Masteries: Acrobatics, Contortionist, Dance, Tumble, Juggle

Sleight of Hand

Whenever you attempt an act of legerdemain or manual trickery, such as planting something on someone else or concealing an object on your person, make a Sleight of Hand check. You might also need a Sleight of Hand check to determine whether you can lift a coin purse off another person or slip something out of another person's pocket.

Masteries: Disable Trap, Lock Picking, Palm Object, Pick Pocket, Set Trap, Confidence Games (follow the Cups, Cards, etc..)

Stamina

This ability score represents how healthy your character is. Eventually the hero will be struck by someone else in combat, or their body will be sustain damage from the environment they exist in. Such events will challenge the stamina of the hero. If the hero makes it into the twilight years of their life, they will see their stamina start to slip away as time itself takes its toll on the hero's body. Stamina can be restored by spending time with loved ones. Stamina can also be restored using various medicinal foods, drinks, and poultices.

Drive / Ride / Pilot

Whenever you attempt to ride a horse for a long period of time or over rough terrain, pilot a boat down a raids or a busy river, or operate a method of transportation in any way that is taxing in any way you will need to make a Drive / Ride / Pilot roll to stay on the task and successfully arrive at your destination.

Masteries: Cart, Coach, Wagon, Pack Animal, Animal, Beast, Tricks

Ruggedness

Make a Ruggedness check when you attempt to Force open a stuck, locked, or barred door, break free of bonds, push through a tunnel that is too small. You might also need a Ruggedness check to see if you can hang on to a wagon while being dragged behind it, tip over a statue, or keep a boulder from rolling.

Masteries: Consume Alcohol, Resist Disease, Resist Flames, Resist Perl, Resist Poison, Resist Weather

Unarmed

Your Unarmed Combat ability check measures your characters ability to attack and survive in an unarmed combat.

Masteries: Wrestle, Brawling, Martial Arts, Boxing

Mental

These ability scores measure how your character's mind reacts to the challenges put to him on his journey to becoming a hero.

Intellect

This ability score represents your character's raw ability to observe, understand, and recall information. When a hero comes into circumstances where they are looking for something hidden or they are trying to recall what something looks like their intellect will be challenged.

History

Your History check measures your ability to recall lore about historical events, legendary people, ancient kingdoms, past disputes, recent wars, and lost civilizations.

Masteries: {Locations}, {Races}, {Events}, {People}

Life Sciences

A life sciences check lets you try to stabilize a dying companion or diagnose an illness as well as allow you to recall other important information about living organisms.

Masteries: Bind Wound, Bloodletting, Kiss of Life, Prepare Bandages / poultice, Treat Injury, Treat Disease, Surgery, Forensics, Pharmacology, Creature Lore, Plant Lore, Racial Lore, Genetics*, Biology*, Biochemistry*

Physical Sciences

Your Physical Sciences check measures your ability to recall lore about terrain, the weather, and natural cycles as well as perform mathematical operations.

Masteries: Astronomy*, Cartography*, Geography*, Science*, chemistry, physics, geology, astronomy, Geometry, Mathematics,

Reasoning

This ability score represents your character's ability to make wise and reasonable conclusions based on the information collected. When your character's has discovered all the clues to some sort of hidden mystery, their reasoning will be needed to put all the clues together.

Tradecraft / Engineering

Your Tradecraft check measures your character's ability to apply technology in order to build, modify, and repair devices. You might also need an Tradecraft check to see if you can reverse engineer a Dwarven chest, repair a broken crossbow, or disarm a trap. Almost every trade, craft, or occupation that requires someone to build something will be making a Tradecraft roll to determine their level of success.

Masteries: Artistry, Brewing, Carpentry, Engineering, Fine Smithery, Gastronomy, Gunsmithing, Metallurgy, Runesmith, Shipwright, Smithing, Stoneworking, Tailoring, Tanning, Weaponsmithing, Fortifications, Warmachines, Advocate / Lawyer

Insight

Your Insight check decides whether you can determine the true intentions of a creature, such as when searching out a lie or predicting someone's next move. Doing so involves gleaning clues from body language, speech habits, and changes in mannerisms.

Masteries: Read Non-Verbal Communication, Detect Lie, TODO: EXPAND

Investigation

When you look around for clues and make deductions based on those clues, you make an Investigation check. You might deduce the location of a hidden object, discern from the appearance of a wound what kind of weapon dealt it, or determine the weakest point in a tunnel that could cause it to collapse.

Masteries: Count, Discern Details TODO: EXPAND

Acuity

This ability score represents your character's ability to synthesize information optimally. Eventually a hero will have to confront the loss of a loved one or see things that damage the mind, such events will challenge the hero's mental acuity. If a Hero makes it into the twilight years of their lives, their acuity will slip into various forms of instability and disconnection from reality as the mind protects itself from the ravages of reality. Acuity can be restored by spending time with family, friends, in meditation, or temporarily acuity can be restored by the consumption of various foods and drinks.

Survival

You might be asked to make a Survival check to navigate and find a path within a given environment, follow tracks, hunt wild game, guide your group through frozen wastelands, identify signs that owlbears live nearby, predict the weather, or avoid quicksand and other natural hazards.

Masteries: Build Shelter, Find Water, Forage, Game Hunting, Plant Lore, Tracking, Survivalist, Guide, Orientation, Overland Travel, Recon,

Perception

Your character's Perception check lets you spot, hear, or otherwise detect the presence of something. It measures your general awareness of your surroundings and the keenness of your senses. For example, you might try to hear a conversation through a closed door, eavesdrop under an open window, or hear monsters moving stealthily in the forest. Or you might try to spot things that are obscured or easy to miss, whether they are orcs lying in ambush on a road, thugs hiding in the shadows of an alley, or candlelight under a closed secret door.

Masteries: TODO EXPAND

Tactics Gambling

Your character's ability to understand the strategies, tricks, risks, and rewards associated with competitive circumstances where the outcome of a participant's choice of actions depends critically on the actions of the other participants. This covers planning and decision making, from gambling games to squad level combat to fleet engagements.

Masteries: Ball Games, Card, Chess, Dice TODO: EXPAND

Social

These ability scores measure how the Hero interacts with others. As your character's travels in their journey to become a hero, they will interact with many other people. These interactions will test them in each of these areas.

Beauty

This ability score represents how the hero's relationship to beauty among their own culture. A hero will need this to understand the norms of beauty in among a new people.

Style

Your style determines how well you can understand the mind of the public or a given audience to delight them with a dress, a painting, a sculpture, a poem, or any other form or artistic pursuit that produces some sort of cultural artifact.

Masteries: Painting, Writing, Clothing,

Performance

Your performance check determines how well you can delight an audience with music, dance, acting, storytelling, or some other form of entertainment.

Masteries: Acting, Begging, Comedy, Mime, Mimic, Music, Seduce, Sing, Storytelling, Poetry, Impersonate*, Blend In*

Etiquette

Your characters ability to say the right thing at the right time to any person.

Masteries: Etiquette, Gossip, Linguistics, Public Speaking, Doublespeak, Sense Social Class, Detect Secrets, Rumor mongering, Innuendo, Diplomacy

Personality

This ability score represents the Hero's ability to understand the cultural and social graces needed in a situation. A hero will use Personality to build a relationship with various people beyond a surface interaction. Hero's will also use the ability score to try to understand the various social interactions observed between others.

Deception

A Deception check determines whether you can convincingly hide the truth, either verbally or through your actions. This deception can encompass everything from misleading others through ambiguity to telling outright lies. Typical situations include trying to fast-talk a guard, con a merchant, earn money through gambling, pass yourself off in a disguise, dull someone's suspicions with false assurances, or maintain a straight face while telling a blatant lie.

Masteries: Deception, Appear Innocent, Blather, Con Games, Lip Reading, Listening in, Sign Language, Ventriloquism, Eavesdrop

Persuasion

When you attempt to influence someone or a group of people with tact, social graces, or good nature, the GM might ask you to make a Persuasion check. Typically, you use persuasion when acting in good faith, to foster friendships, make cordial requests, or exhibit proper etiquette. Examples of persuading others include convincing a chamberlain to let your party see the king, negotiating peace between warring tribes, or inspiring a crowd of townsfolk.

Masteries: Merchant, Sell, Advocate, TODO: EXPAND

Intimidation

When you attempt to influence someone through overt threats, hostile actions, and physical violence, you might be asked to make a Intimidation check. Examples include trying to pry information out of a prisoner, convincing street thugs to back down from a confrontation, or using the edge of a broken bottle to convince a sneering vizier to reconsider a decision.

Masteries: Interrogate, Threaten, TODO EXPAND

Identity

This ability score represents the Hero's own self identity and how well, they will fair when socially disgraced. When the hero becomes stressed over extended socially they will begin to question their own identity, when that happens they will be tested to see if they will go with circumstances around them, or if they will maintain their own identity and push forward. Identity can be restored by spending time with family, friends, or meditation. Additionally, some foods and drinks can be used to temporarily enhance or restore someones damaged Identity.

Social Sciences

Masteries: Heraldry, History, Law, Politics, Local Lore, Foreign Lore, Military Tactics, Psychology, Anthropology, Economics, Politcs, Religious Belief Structures

When you attempt to understand Psychology, anthropology, economics, politics, or the various forms social relationships within groups you might be asked to make a Social Sciences check. Examples include trying to understand which bureaucrat you need to talk to within the government, {TO DO EXPAND TO MATCH 5EOGL LANGUAGE}

Animal Handling

When there is any question whether you can calm down a domesticated animal, keep a mount from getting spooked, or intuit an animal's intentions, you might need an Animal Handling check. You also make a Animal Handling check to control your mount when you attempt a risky maneuver.

Masteries: Animal Care, Calm Animal, Rustling, Teach Trick

Leadership

Your characters ability to inspire others to become the best versions of themselves.

Masteries: Incite Rebellion, Military Command, Spiritual Leadership, Stewardship

Spiritual

Faith

This ability score represents your character's raw strengthen to believe in a given spiritual thesis or contract and the beings who are involved in them.

Theurgy

This collection of skills is associated with interactions with other spiritual beings. These are generally rituals and practices that form the interactions and bargains that are made between those intelligent creatures that live within the spirit realm and who are capable of various bargains or contracts.

Masteries: This is Clerical Magic and the magic of miracles, gods, and demons. Each Spell is a separate Mastery.

Adept

This collection of skills is associated with having an understanding ones own personal spiritual power and skills. An Adept is someone who has perfected their understanding of their spiritual strengths and weaknesses and uses them to enhance their body, mind, and social interactions.

Masteries: This is the magic of martial arts. Each Martial Art power is a separate Mastery.

Order

Order is the study of how the spiritual realms are ordered, predictable, and outcomes are controlled.

Masteries: This is the magic of planning, ordering and force. Each Spell is a separate Mastery.

Skepticism

The ability score that represents your character's ability to question and oppose a given spiritual thesis or contract and the beings who are involved in them.

Arcana

Arcana takes the scientific method and applies it to the spiritual realm. A Gnositc would focus on understanding the knowledge and theory of how something worked, while an arcanist would focus on making a workable system that predicts outcomes.

Masteries: This is the magic of of outcomes. It will borrow from all other schools of magic with little understanding of how things are accomplished, just that they are. Each spell is a separate Mastery.

Gnosis

Gnosis is a focus on the spiritual realm that insists that understanding and knowledge and the abandonment of the physical are the keys to enlightenment, power, and individual and personal monergism.

Masteries: This is the magic of discovery and knowledge. Each Spell is a separate mastery.

Chaos

The Chaos ability score is your character's ability to understand that the universe is unique and every circumstance needs to be addressed uniquely. Chaosism attempts to harness the random aspects of a circumstance to their advantage.

Masteries: This is the magic of the circumstance, shuffling, and weakness. Each spell is a separate mastery.

Mystery

The ability score that represents your character's overall ability to deal with the seemingly contradictory aspects of the spiritual realm by synthesizing faith and skepticism. A Journeyman's ability to synthesize faith and skepticism degrades over time due to extended exposure to the spiritual forces that expose the forces and contradictions that are beyond their ability to process.

Divination

Someone who uses Divination is trying to understanding the pathways through time and the future.

Masteries: This is the magic of foretelling, dreams, prophecy. Each spell is a separate mastery.

Animism

Animism is the understanding that the whole universe itself is imbued with spiritual power. Someone who uses Animism understands these powers and uses them to shape the world around them.

Masteries: This is the magic of the "Jedi" {Expand this to not be about a given property or setting}. Each spell is a separate mastery.

Shamanism

Shamanism is the understanding of and conforming ones own spiritual strengths and weaknesses to mirror the Physical, Mental, Social, and Spiritual aspects of living creatures or a philosophical ideal.

Masteries: This is the magic of the shaman, druid, or bard. Each spell is a separate mastery.