Core Mechanics

Defense & Mastery

For Hunters, bloodshed is a way of life. In order to survive the perils of Gradina, you'll need to understand your **Health, Armor, Evasion, Experience, & Mastery**. The first three of these, **Health, Armor, and Evasion**, are collectively referred to as your **Defenses**.

Health & Dying

This is the Hunter's overall constitution, and how much **Harm** they can take before they enter the **Dying** State. Each Hunter starts with 10 points in **Health** and will add an additional 2 **Health** for every point in **Strength**. When a Hunter reaches half of their **Health** or below they are **Wounded**. This results in a -1 **Ongoing** to all rolls until you are no longer **Wounded**. When the Hunter hits 0 **Health** they will enter the **Dying** state. Once a Hunter enters the **Dying** state, **Harm** is no longer taken. Instead, Hunters progress through three stages: **Weakened, Incapacitated, Death.**

Once a Hunter hits 0 Health and enters the **Dying** state they will be set to **Weakened**. From then on, any instance of Harm will cause the Hunter to enter the next state.

- **WEAKENED:** The Hunter's actions are limited to crawling small distances, using handheld objects, communicating, and any action that is not considered a Task.
- **INCAPACITATED:** The Hunter is now unconscious, and can no longer perform any kind of Action.
- **DEATH:** The Hunter has perished, and will live on in the memory of their comrades.

As soon as a Hunter enters the **Dying** state they will perform a **Luck Task** at the end of every turn until they are **Stable**. Once the Hunter is **Stable**, they remain in the **Dying** state, but will no longer have to perform a **Luck Task** each turn. Any Hunter that is capable of performing Tasks are allowed to spend a **Main Action** to Stabilize someone that is in the Dying State.

LUCK TASK:
- **8 - 10**: Nothing
- **11 - 12:** +1 Forward on the next **Luck Task**
- **13+:** Stabilize yourself
- **Miss:** Take 1 True **Harm***

True Harm, if inflicted, cannot be prevented, protected against, reduced, or mitigated by any means such as Armor, Harm Reduction, Moves, etc.

Evasion does not work against Moves where the defender is required to perform a Task to avoid **Harm**, with the exception of **Environmental Harm** where it acts as **Armor**

There is one last form of Defense not listed in the Playbooks, which is called Harm reduction, this always will come from a Hunter's set of Moves. Unlike Armor and Evasion, only Environmental and True Harm can get past Harm Reduction.

Healing

Many times throughout a Hunter's adventures, they will sustain injuries and may need to spend time healing or performing other **Tasks**. This will make up the bulk of the time spent within a **Seasons**. Unlike **Innate Tasks,** these types of **Tasks** will take entire days or even weeks to complete. The time taken will depend on the complexity and scope of the **Task**.

During free time within a **Season** is when a Hunter is expected to tend to their **Injuries**. **Light Injuries** are **Harm** that is taken during **Danger Time** in which can be healed off by Consumables, Tools, Spells, or Moves but only during **Danger Time**. If something does not specify what type of **Injuries** it heals it is presumed to only heal **Light Injuries**.

Heavy Injuries are a much more serious type of wound. When **Light Injuries** are incurred but then **Danger Time** ends, any remaining **Light Injuries** turn into **Heavy Injuries**, being cemented and past the point in which many Consumables, Tools, Spells, or Moves are capable of recovering. Once **Heavy Injuries** are acquired the only method of healing is through **Natural Healing** or unique Moves that specify that they can cure **Heavy Injuries** (ie Plague Doctors Starting Move).

If a Hunter has **Heavy Injuries**, they will recover through **Natural Healing** which occurs by sleeping at a **Base Camp**, **Haven**, or a comfortable location such as an Inn or House. Each Night one sleeps uninterrupted at one of these locations recovers 1 **Heavy Injury**, although some Playbooks may alter or increase that. If one is willing to sacrifice an entire Day to dedicate towards resting they will recover 2 **Heavy Injuries** after an uninterrupted night's sleep.

Armor & Evasion

Armor and **Evasion** are what protect Hunters from taking the **Harm** dealt to them. Armor reduces any **Harm** taken by a number equal to the Armor set (ex. +3 **Armor** will reduce 7 **Harm** dealt down to 4). **Evasion** increases the roll an enemy needs to get to successfully hit the Hunter (ex. if the Enemy attacks and 8 - 10 hits, if the Hunter has 1 Evasion then it becomes a 9 - 11.) **Evasion** also reduces any **Environmental Harm** taken by a number equal to the Hunter's Evasion.

Armor does not work against **Environmental Harm** such as falling, being crushed, or hazards from the weather.