Experience & Mastery

Every Hunter when first created will start with 0 **Experience**. This marks how much they have grown since the start of the Game. This measure is purely mechanical and does not represent any narrative value. Whenever the Party resolves a **Hunt**, they will each be awarded 1 **Experience** at the end of the Season. For every point of **Experience**, Hunter can choose one Basic Improvement from their Improvement section. The Hunter may take one Advanced Improvement every three levels, and an additional one when they reach maximum experience (3/6/9/10 Experience). The max **Experience** a Hunter can gain is 10.

In addition to **Experience**, there is another stat known as **Mastery**. This stat reflects how skilled your Hunter is in a particular domain. As a Hunter gains **Experience**, they will gain **Mastery** in specific Moves or Tasks. The Hunter can then add their level of **Mastery** as a bonus to the Mastered Task. If it is on a **Weapon** then additionally add **Mastery** as Harm. Earn +1 Mastery at Exp 3/6/9.

If Players wish to continue growing beyond 10 **Experience**, they can do so by becoming a **Legendary Hunter**. These are accomplished Hunters who have mastered their abilities to the fullest. Thanks to their wide breadth of experience, they can take on a second class to grow even more in strength.

The modular nature of the game allows for many customizations, such as additional increases in Attributes, to keep the game going. However, GMs should avoid going beyond the +3 **Mastery** cap, as it can negatively impact the balancing of the game.

Attributes

Within this game there are six **Attributes**. These are the skills and talents of your Hunter, each connected to a set of innate Moves that every Hunter possesses. These **Attributes** will influence any rolls done to accomplish those Tasks. Every Hunter starts with 9 Points they can allocate between the **Attributes**. During initial allocation, no **Attribute** can exceed 3 points. The **Attributes** and their associated Moves are listed below. Each Hunter is capable of performing any of these default Moves.

- **STRENGTH** *(Melee Attack, Guard, Traverse, Shove)*
- **AGILITY** *(Ranged Attack, Position, Finesse, Parry)*
- **INFLUENCE** *(Command, Convince, Discern)*
- **WITS** *(Investigate, Navigate, Analyze, Craft)*
- **ARCANE** *(Identify, Nullify, Casting: Spells, Incantations, Rituals)*
- **LUCK** *(Test of Fate)*

Moves & Innate Tasks

When adventuring out in the world of Gradina, every Party will face daunting missions and challenging situations. Actions that require skill or effort on the part of your Hunter are known as **Tasks**. These **Tasks** are what make up the bulk of the game. When a **Task** is presented you will roll a 2d6 and add the related **Attribute** as a bonus.

An example of one such **Task** is leaping over a hole in the ground. The Hunter would roll 2d6 + **Agility** to perform the **Task**. An 8-10 results in a **partial success**, the Hunter leaped over the hole but trips as they land on the other side. An 11-12 is a **success**, the Hunter lands on the other side with no complications. Any roll lower than an 8 is a **failure**, the Hunter will miss and fall into the hole.

In this example, **Agility** was the required Attribute. There were multiple outcomes depending on the roll, this is true of all **Tasks** in the game. The higher the roll the better off you'll be. In the listed example the 8 - 10 qualifies as a **partial success**, which means you complete the action with a complication. An 11-12 in that example was a **success**, which means the **Task** is completed without any problems. **Tasks** also have outcomes for rolling a 13 or higher, this is a **superior success**, which completes the desired action and brings an additional benefit with it. Rolling a 7 or lower on any **Task** is considered a **failure**, the desired **Task** will not be completed, and you might suffer an additional penalty depending on the situation.

Outside of danger, the time it takes to complete a **Task** varies depending on the **Task**. There's also no explicit turn order in neutral scenarios. However, in dangerous situations, this is no longer the case.

Danger Time

When a dangerous situation arises, the Players will enter into **Danger Time**. When **Danger Time** begins, your Party must decide on turn order. There are two methods of doing so. The first is a traditional, rolling-based system. Everyone will roll a 2d6 + Wits, the turn order is then organized in descending order. The higher rolls take their turns

first, and the lower rolls take their turns last. In the case of a tie, the person with the highest Wit goes first. If it is still a tie, then leave it to the Hunter's preference. If the GM or Party does not prefer this system, then organize **Danger Time** into teams, where one team will go first, and then the other Team. The GM will have to decide who goes first based on the situation, but other methods can be put in place to help determine it (such as the party's combined Wits or based on who initiates the situation).

In **Danger Time**, time is measured in **Rounds**. A **Round** consists of one full turn order, and lasts roughly ten seconds in-game. All **Tasks** completed during the **Round** will fall into that ten-second timeframe. This framework is meant to help organize the flow of time in high-stakes scenarios where the moment-to-moment matters. Be sure your GM is clear about if the Party is in **Danger Time** or not.

Once **Danger Time** begins and the order is set, then it's time to start taking **Actions**. Each participant in **Danger Time** has a few **Action** types they can take per turn:

- **Main Actions** - This is the primary Action type, which can be used on Moves, Tasks, Attacks, and almost anything in the Game. If there is nothing that states within a Move or Ability what type of Action it is, assume it's a **Main Action**. You get one **Main Action** on your turn that cannot be exchanged for any other Action type (aside from Movement).

- **Quick Actions** - This is the secondary Action type. It can also be Moves, Tasks, Attacks, or other abilities, but only if they are explicitly stated to be a **Quick Action**. You get one **Quick Action** on your turn that cannot be exchanged for any other Action type (Aside from Free Actions).

- **Free Actions** - This covers any kind of Action that does not fall under one of the other Categories. They are mostly used for Actions that are mundane or do not require special skills or maneuvers, such as opening and closing doors, picking something up or dropping it, or even saying something quickly to a teammate. You can perform as many Free Actions you want in a turn, but you can perform a specific action as a **Free Action** only once per turn. For example, to open a door and then close it again after Attacking would require a **Quick Action**.

- **Movements** - This does not fall under any of the three other categories within Danger Time. On your turn, you can move a considerable distance in combat; refer to your GM if it's unclear whether a Movement is possible. For Groups that want more standardized movement, one can use a Grid map or set a Movement Speed of roughly 40 ft (based on the 3 Ranges for the Ranged Attacks of 20 ft, 40 ft, and 60 ft). You get one Movement on your turn and are allowed to perform Actions in the middle of your Movement, as well as expend a **Main Action** to perform a second Movement.

- **Reactions** - This final type of Action, and the most conditional. This is a type of Action that is used during someone else's turn, allowing you to interrupt or perform a Task literally "in reaction" to another Action. This can be Attacking Back someone who strikes you, performing a Move that attempts to dodge an Attack, and so on. Each **Reaction** typically has a prerequisite for use, and each Hunter only gets one **Reaction** per Round (NOT per enemy turn) by default. A Hunter will be unable to use a **Reaction** if they are occupied with an ongoing Task, but usually will be able to stop what they're doing (interrupting that attempt at the Task) to perform a **Reaction**.

Strength

Melee Attack - When performing this **Task** you attempt to deal **Harm** to an opponent using your **Weapon**. Every **Weapon** has a die associated with its **Harm**, which you roll on successful attacks. Additionally, you can use this **Move** as a **Reaction** against any **Move** that attempts to **Harm** you, this is known as an **Attack Back**. **Attack Backs** cannot receive the benefits of a **superior success**, they are limited to **success**. The target must be in range for this **Move** or **Attack Backs** to work.

You cannot gain Mastery in this Task

When you roll a **Melee Attack**, depending on your result you will….

- **8 - 10**: Roll Weapon/Move Damage.
- **11 - 12**: Roll Weapon/Move Damage + 1 Harm.
- **13+**: Roll Weapon/Move Damage + 1 Harm, and get 1 extra benefit from the list below:
  - *+1 additional Harm*
  - *Make the opponent Target you*
  - *Move the opponent somewhere*
  - *Reduce their Attack Back by 2 Harm*