

### Player Turn

- Move + 1 action, or double move.
- Single roll: 6 = full success; 4–5 = partial (enemy soft move / or hard with test); 1–3 = failure (enemy hard move / or two soft moves).
- Interact / use an item = action / move / success + fatigue (as stated).

### Who Reacts (Reaction Selection)

- Pick the foe that best fits the fiction. For randomness, follow this:
- Rank enemies by strength — powerful 4, strong 3, regular 2, weak 1 — and make a list in that order (e.g. PA-1,2,3,4; RA-1,2; WA-1,etc.).
- Each roll's main die + 1 moves the marker; crits double the value.
- If it passes an enemy's range, move the marker to the next by strength. First reaction overall and first each round is random.
- If the round ends and no powerful foe has acted, set the marker on one of them (random if several) – kills random effect of new round.

### Numerical Advantage & Morale

- Advantage per zone: +1 dmg to each die for the side with more units.
- Leaving a zone with enemy advantage provokes an OA.
- Morale: roll Will on commander's death or 2/3 losses; fail = flee/surrender.

### Critical Damage

- Real injuries — roll Critical Die: 6 → lose 1 die, 1 HP; 4–5 → +3 fatigue (max 9), lose 1 die, 1 HP; 1–3 → fall unconscious, die if not treated before next turn (Medicine ≥ partial).
- Critical dice restore only with oil/incense during long rest.

### General Rules

- If a PC is to take damage and has no failure dice, they take damage from 1 failure die.
- If a PC only moved this turn, the enemy reacts as on a partial success.
- End of round: each enemy that didn't react performs a single move.
- Extra successes: for 1 fatigue you can convert each into a maneuver/move/use/etc.

### Enemy Reactions

- Only 1 enemy (or narrative group) reacts to each player roll.
- Full success (6): enemy moves and misses / action fails.
- Partial (4–5): enemy move + soft move / or hard with test.
- Failure (1–3): enemy move + hard move / or two soft moves.
- Soft Move: attack, maneuver, object usage.
- Hard Move: heavy hit, power, status applied.
- Enemy powers often trigger on 1–2 on the main die.

### Maneuvers

- Use as an action, e.g., instead of an attack.
- Repeating the same maneuver on same target imposes Disadvantage.
- Disarm: throws the weapon into an adjacent zone; picking it up costs move/action/opportunity (PC chooses which).

### Opportunity Attacks

- Enemy fleeing: the PC who triggered the reaction rolls d6 → on 4–6 deals 3 dmg.
- PC fleeing: on the next roll, if the main die shows 1–3 → PC takes 3 dmg.
- Picking up an item: as above (provokes).
- Maneuvers do not provoke OA.
- Any weapon can make an OA.

### Powerful Enemies

- Monsters: fear test (Will) → Disadvantage or TERRIFIED.
- Resistant to conditions—only apply if PC rolled 5–6 on the main die, or 4 by paying 1 fatigue.
- Base damage: 2 (strong enemies have 1).

### General Rules (cont.)

- Huge beings: damage everyone in the zone; immune to maneuvers.
- Global effects: only the PC with the highest relevant attribute rolls to resist, at Disadvantage.
- Enemies don't gain fatigue; whenever they would, they instead take 1 unavoidable damage.
- Flaws: trigger on 1 → downgrade result.
- Madness: at 3 pts lose control; d10 added to every roll and 1 = crit fail, 10 = crit success.
- Weapons Quick Ref: 1H = 2 dmg, 2H = 3 dmg, unarmed = 1 dmg (2 if Monk), no spec = –1 dmg per dice.

### Order of Control (PC/NPC)

- 1: Conditions – activate statuses.
- 2: Narrative effects – what follows from fiction.
- 3: Main die – what it indicates.
- 4: Move – toward the objective.
- 5: Zone effect (on entry/stay).
- 6: Reaction to the PC result – soft/hard move.
- 7: Zone effect at end of turn.

### Armor

- Armor = number of failures you may discard from your attack roll to reduce incoming damage (including base dmg).
- Limit: 4 dmg blocked per 1 Armor.
- Max: 6 physical, 4 magic. Restores after the scene along with HP.
- When you attack, one roll decides everything: you hit if any die shows 4+; damage = number of 4–6; on a partial or fail, the enemy hits back for each 1–3. Example: 3 dice → one 4, two 2s = you deal 1 dmg, take 2. 1 Armor blocks 1 enemy die; 3 Armor = block 3 per fight.

### Ending Effects

- An effect ends when:
- PC: rolls a 5–6 (may pay 1 fatigue to keep it instead).
- NPC: rolls 1–2 (PC must pay 1 fatigue to keep it in effect).

### Conditions

- **blinded/stunned** – melee & aim 1 die.
- **bleeding/poisoned/burning** – 3 imminent dmg/turn; you can: avoid it (end turn, enemy gains 2 fail dice) or endure it (disadv. this turn; every roll has: full=remove, partial=fatigue, fail=status).
- **frightened** – can't move closer, disadv., flee if same zone.
- **charmed** – at start of turn roll Will: partial=free but end+fatigue (enemy controls you until then, uses your fails), fail=enemy controls.
- **slow/fast** – disadv. when move / +1 move or adv.
- **holding** – drag target, disadv. on other acts.
- **grappled/entangled** – can't move, enemies gain adv. on attacks; at start of turn roll **Athletics**: partial=free but end+fatigue.
- **stunned** – lose turn, +2 dmg per die, no armor.
- **prone** – disadv. unless both prone, adv. vs you, stand=move+OA.
- **disarmed** – +1 dmg per die, weapon to next zone, pick=move/act/OA.
- **invisible/hidden** – can't be targeted by mental ranged, attack by Perception (disadv.), adv. on attacks, ends on interaction.

## Battle Maps

- Zone effects for enemies depend on the main die: 1 → full enemy success; 2–5 → partial; 6 → enemy failure.
- Hidden zone elements (e.g., traps): not visible from adjacent zones, once revealed they stay visible.
- If unaware of a trap → roll Survival. If aware → roll Athletics/Dexterity (Adv.): full=avoid, partial=trigger (physical status) and continue or double disadv. and continue, fail=trigger (d12 dmg).
- Neutral zones have no effects.
- Covered: +1 temp armor vs ranged/magic attacks from outside until next turn.
- Elevated: May need climb (Athletics): partial=enter+disadv.; +1 range, adv. on ranged attacks; pushed off: move 2 zones.
- Narrow: Max 2 creatures. Disadv. on attacks/magic. Unit: passing costs action, can't stay in.
- Dangerous: End of turn: test relevant stat. Fail=status/4 dmg; partial=fatigue/2 dmg.
- Restricting: Leaving costs fatigue or causes disadv.
- Unstable: End of turn: test Dex. Partial=fall or 1 fatigue; fail=fall + 2 dmg; disadv. on attacks/magic.
- Sharp: Each fail/partial: +1 unavoidable dmg.
- Hidden: Disadv. on attacks/magic for those inside and against them; Adv. on Stealth; hidden gain +1 move.
- Linking: Grants 1 free move to adjacent zone.
- Attracting: End of turn: test in adj. zone. Partial=pulled in/1 fatigue; fail=pulled in + fall.
- Blocking: 1–3 walls. Cannot target beyond.
- Affective: Start of turn: +1 fatigue.

## Wealth & Trade

- Money isn't tracked individually — the party has a Wealth Level, defining lifestyle and buying power.
  - Shopping possible only at markets, once per stay in a settlement.
  - Small villages limit max usable level to 'With a coin'.
  - Expensive items (e.g., heavy armor, wagon) are special orders: delivery 3 days; tailored armor: 1 month.
  - Scrolls, elixirs, Arkanas and Earth's Blood are story rewards, not purchasable.
  - Room rental includes food; prices are fixed unless GM allows bargaining.
- Wealth Levels:
- 1. Barely surviving – Starving, no lodging, cannot buy anything.
  - 2. Poor (start) – Can buy 2 rations and 1 common item.
  - 3. Common – 2 common, 3 rations, 1 healing/material/component/resource. Cheap inn room.
  - 4. With a coin – 3 common, 6 rations, 2 healing/material/component/resource. Decent room. Party may fuse 1 exotic material; buy 1 expensive item (-1 Wealth); hire 1 helper.
  - 5. Well-off – 5 common, 9 rations, 2 healing/material/component/resource. Party may fuse 2 exotics; buy 1 expensive; hire 5 helpers; 1 privileged favor (-1 lvl); 1 privileged contact (-1lvl).
  - 6. Wealthy – As above + no limit on common/food; 3 healing/material/etc. Party may fuse 3 exotics; privileged favor (-1 lvl); hire mercenaries (-1 lvl); property (-1 lvl); major event (-1 lvl).
  - 7. Magnate – As above + dominant favor (-1 lvl); large property (-1 lvl); found organization (-1 lvl); faction action via spies (-1 lvl).

### Goods Table (Buy/Sell):

Buying goods or services with treasures happens during a market visit, within limits of the party's current Wealth Level.

Buying potions, scrolls, exotic materials, arkanas or Earth's Blood is nearly impossible – except at special markets – but they can always be sold.

- Energy Orb: 2/1
- Lesser Potion: 2/1
- Tactical Gear: 2/1
- Jaruga's Miracle: 2/1
- Exotic Material: 3/1
- Potion: 4/1
- Scroll: 5/2
- Dream Crystal: 5/2
- Arkana: 10/2
- Earth's Blood: 20/5

## Downtime & Travel

Downtime:

- If PCs stay 3+ nights in a large settlement, they may take 1 downtime action (describe how).

Standard Actions:

- Read a book – gain 1 key info.
- Build a contact (Influence): full=privileged, partial=executive.
- Rest – recover lost dice of one group.
- Host a party – roll Persuasion/Influence to raise reputation.
- Send a message – arrives to civilized area.
- Perform a ritual – use 'Conduct Ritual'.
- Cover tracks/repair reputation – Deception roll.
- Send helper/mercenary – Persuasion, costs 2 treasures for every hired person.
- Acquire rare item – via market or contacts.
- Gain 1 development point – once per real month.
- Gather underworld info – Persuasion/Influence/Deception.
- Spread rumor – Deception roll.
- Intimidate – Intimidation, gain favor but lose rep.
- Repair gear – costs 1 treasure.
- Romance – see below.
- Visit surgeon – remove scars/mutations (3 treasures).
- Deposit treasures – raise Wealth; banks in large cities only.
- Any other idea – ask GM.

Romance:

- To seduce – use 'Seduce' move.
- To form a bond – earn 3–5 Bond Points (GM decides). Each = 1 full success in a related roll.
- Can reuse same stat but not same approach. Crit success = +1, crit fail = -1.
- Each point = 1 Advantage usable once.
- Negative bonds possible. GM may alter bonds after betrayal, etc.
- Paid sex doesn't count as romance.

Travel & Distances:

- Ship/Machine – 1 day/hex (expensive).
- Cart/Mount – 1.5 days/hex (must own).
- On foot – 2 days/hex.

