

# Player Book

## 1) What Gameplay at the Table Looks Like

- **Game Master (GM)** describes the situation and says what is possible in this scene. - **You** say: **what you do** and **what effect you want**.  
- If the outcome is uncertain or risky, the GM says: 1) **which attribute** you use (**P**/C/**M**), 2) **what is the Difficulty** **D** (or **Defense** of the target), 3) **what is at stake upon failure** (consequence). Then you roll the attribute die and immediately know what happens next.

## The Shortest Rule

Roll an attribute die.  $\text{Result} \geq \text{T} = \text{success}$ .

## 2) What Your Character Has

Your character has:

- **Concept** (1 sentence: who you are, in which world you operate),
- **Role** (Assault / Specialist / Adept),
- 3 **traits**: Strength (**S**), Dexterity (**Z**), **Power** (**M**),
- **Hearts** (endurance) and **Power Points** (PP),
- **Stroke of Luck** (SoL),
- (optionally) **Talents**,
- **equipment**.

### 2.1 Attributes (**S**/A/**P**) — what they are for

- **Strength** (**S**): melee combat, forcing, carrying, endurance.
- **Agility** (**A**): shooting, precision, sneaking, dodging, acrobatics, driving vehicles.
- **Power** (**P**): "special effects" of the game world: magic, psionics, faith, supertechnology, hacking, influence, intuition — depending on the convention.

### 2.2 Attribute Dice — How They Work

Each attribute has a die: <span class="rpg-token token-k4">d4, <span class="rpg-token token-k6">d6, <span class="rpg-token token-k8">d8, <span class="rpg-token token-k12">d12, or <span class="rpg-token token-k20">d20.

When you use an attribute, you roll **one die** of that attribute.

- A larger die = a greater chance of success and a critical success (max on the die).

**Example:** You have Dexterity <span class="rpg-token token-k8">d8. When you shoot, climb, or sneak, you typically roll <span class="rpg-token token-k8">d8.

### 2.3 Resources: Hearts, **Power** Points, and Stroke of **Luck**

- **Hearts:** 5 at the start. Hits and pressure take away Hearts.

- **Power Points (PP):** 3 at the start. You spend them on powers and actions beyond the standard.
- **Stroke of Luck (SoL):** 2 at the start of each session. This is your "scene saving" and enhancing the drama.

## Step 1: Concept and Role

Choose a role – this is the general style of action (fits any universe).

- **Assault:** you take risks and push scenes forward.  
(e.g. warrior, marines, security guard, hunter, barbarian)
- **Specialist:** you act precisely, with a plan and tools.  
(e.g. rogue, sniper, scout, hacker, pilot, tracker)
- **Adept:** you do things "beyond the standard" – with **power**, knowledge, influence.  
(e.g. mage, psionic, cleric, alchemist, technomancer, diplomat)

## Step 2: Allocate Attribute Dice

Allocate dice: one attribute **k12** **d12**, one **k8** **d8**, one **k6** **d6**.

Quick tips:

- **Assault** usually has **S** the highest.
- **Specialist** usually has **Z** the highest.
- **Adept** usually has **M** the highest.

## Step 3: Record Resources

- **Hearts:** 5
- **Power Points:** 3
- **Luck:** 2 (refreshed at the beginning of the session)

## Step 4 (optional): Choose 2 Talents

Talents are short phrases describing what you are good at (skills that frequently come up in the game).

- Examples: "Scout", "Mechanic", "Medic", "Negotiator", "Athlete", "Analyst", "Hacker", "Ritualist".

**How Talents work:** if a Talent genuinely helps in a test, the GM considers this a better situation, and you can **upgrade your die by 1 step** for this roll.

- Usually 1 Talent per 1 test.
- A Talent does not replace the description of the action – it is meant to enhance a reasonable plan.

**Example:** You have the Talent "Mechanic" and try to start the generator in an emergency. The GM decides it helps: you upgrade **k8** to **k12** for this test.



## Step 5: Equipment

List:

- 1 'key' tool (weapon or professional equipment),
- 1 protection (armor, shield, camouflage - depending on the world),
- 3 utility items.

Equipment usually acts as a **permission**: if you have something, you can attempt the appropriate actions. A good tool can also create a better situation (dice boost) if it makes sense.

## Character Example (Universal)

- Role: Specialist
-  <span class="rpg-token token-k6">d6, A <span class="rpg-token token-k12">d12,  <span class="rpg-token token-k8">d8
- Hearts 5, MP 3, RL 2
- Talents: “Scout”, “Negotiator”
- Equipment: ranged weapon, lockpicks/toolkit, rope, flashlight

## 4.1 When You Roll

You roll when:

- something is **risky** or uncertain,
- failure has **significant consequences**.

If something is obvious and without pressure, the GM may say "it succeeds" without a roll.

## 4.2 Difficulty T

The GM chooses the Difficulty:

- **T 3** easy
- **T 4** standard
- **T 5** hard
- **T 6** very hard
- **T 8** heroic
- **T 12** legendary

You do not have to "guess" the Difficulty — the GM states it outright.

## 4.3 Results of the Roll

- **1**: failure with a consequence (complication definitely occurs).
- **Result < T**: failure (but the scene continues).
- **Result ≥ T**: success.
- **Max on the die** (e.g., 12 on <span class="rpg-token token-k12">k12, 20 on <span class="rpg-token token-k20">k20): exceptional success + additional benefit.

**Additional benefit** (examples): faster, quieter, safer, greater effect, better position, additional detail in your favor.

## 4.4 Better/Worse Situation (Without Bonuses)

Instead of counting modifiers, play the situation:

- **Better situation** → upgrade the die by 1 step  
 (<span class="rpg-token token-k6">d6 → <span class="rpg-token token-k8">d8 → <span class="rpg-token token-k12">d12  
 → <span class="rpg-token token-k20">d20)
- **Worse situation** → downgrade the die by 1 step  
 (<span class="rpg-token token-k20">d20 → <span class="rpg-token token-k12">d12 → <span class="rpg-token token-k8">d8  
 → <span class="rpg-token token-k6">d6 → <span class="rpg-token token-k4">d4)

Your role as a player: **create better conditions** through description and decisions (cover, preparation, tools, plan, reconnaissance).

## 4.5 Ally Assistance

An ally can use their Action to assist you. In that case, for that one roll:

- you increase the die by 1 rank.

The assistance must make sense in the description (distraction, cover, providing tools, fire support, an extra pair of hands).

### Test Example (Clear and Complete)

You want to unlock the locked door before the guards arrive.

- GM: “This is Dexterity. **T 5**. Failure: you make noise and lose time.”
- You have D <span class="rpg-token token-k8">d8, but you're using lockpicks and have the Talent “Lock Specialist” → better situation, bump up to <span class="rpg-token token-k12">d12.
- Roll <span class="rpg-token token-k12">d12 = 6 → success: the door opens without an alarm.

## 5) Stroke of **Luck** (SL) — when to use it

At the beginning of each session, you have **2 SL**. SL is used to:

- save important scenes,
- add drama,
- reward bold decisions.

Spend **1 SL** to choose one:

- **Re-roll** your test (keep the better result), or
- **Boost a die by 1 step** for that single roll, or
- **Turn a failure into a "success with a cost"** — the action succeeds, but the GM immediately adds a price.

**Regain SL:** at the start of the next session you reset to the limit. The GM may grant **+1 SL** for taking bold risks, making great narrative decisions, or playing with consequences.

**Example:** A failure while jumping between rooftops would mean falling to the street. You spend 1 SL to turn failure into success with a cost: you make the leap, but either lose equipment or twist an ankle (a worse situation in the next scene).

## 6.1 Distances (default, without map)

Describe distance with four words:

- **Close** (within arm's reach),
- **Nearby** (a few steps),
- **Far** (the other side of the scene),
- **Very far** (sniper/vehicle range).

In a turn, you have: **Movement + 1 Action**.

Movement usually changes the distance by 1 degree (Nearby → Close, etc.).

## 6.2 Option: Grid-Based Play

If you are playing on a map:

- 1 square = 1–2 meters,
- movement per turn: **up to 5 squares**,
- diagonals count as 1 square,
- the rest of the rules work the same.

## 6.3 Attack

- **Melee:** roll **Strength (S)** against the target's **Defense**.

- **Ranged:** roll **Dexterity** () against the target's **Defense**.

#### Opponents' Defense (approximate):

- **4** Weak
- **5** Typical
- **6** Elite
- **8** Boss
- **12** Legendary Boss

### 6.4 Cover and Position

- Target in cover / bad angle / pressure → worse situation (lower the die).
- Good position / surprise / numerical advantage → better situation (raise the die).

### 6.5 Hit and Damage





- A hit deals **1 Heart**.
- An exceptional success deals **2 Hearts** or provides a strong effect (disarming, knocking over, pushing back, forcing out of cover).

### 6.6 0 Hearts

When you fall to **0 Hearts**, you are out of action (wounded, stunned, in shock – according to the convention).

- An ally can use an Action to set you to **1 Heart**.
- If the pressure continues, your priority is cover and evacuation, not "tanking."



#### Example of a Short Turn (without Grid)

- You are **Nearby** the elite.
- Movement: you move **Close** behind a pillar (cover).
- Action: melee attack () . The elite's defense is **6** . You have  <span class="rpg-token token-k12">  >  .  
Roll 9: success, the elite loses 1 Heart.








## 7) Powers and Moves Beyond Standard ( Points)

What we call " " depends on the world: spells, psionics, faith, gadgets, hacking, super tricks.

### 7.1 How You Use

1. Describe the effect.
2. The GM tells you the Difficulty and cost in MP.
3. Spend MP and roll  () .

### 7.2 Effect Levels (T / cost)

- **Trick:** short effect, trick → **T 4** , cost 0–1 <span class="rpg-token token-pm">  >
- **Standard:** attack, shield, impulse → **T 5** , cost 1 <span class="rpg-token token-pm">  > 
- **Strong:** area, healing, paralysis, live hack → **T 6** , cost 2 <span class="rpg-token token-pm">  > 
- **Great:** scene change, powerful interference → **T 8–12** , cost 3 <span class="rpg-token token-pm">  > 

### 7.3 Exceptional Failure and Success

- Failure: expended rpg-token token-pm">PM is lost, and a consequence applies (overload, trace, loss of position, side effect).
- Max on the die: exceptional success + additional benefit (greater range, longer duration, stronger effect, or fewer "side effects").

## 7.4 Recover MP

- After a scene of conflict, you recover **1 MP**.
- After a safe rest – full recovery (as long as the game world allows it).

**Example (fantasy):** "Short Jump" – Standard, **T 5**, cost 1 MP.

**Example (sci-fi):** "Overload the electronic lock" – Standard, **T 5**, cost 1 MP.

## 8) Rest and Recovery

If you have a safe moment (shelter, dressing, service, meal):

- you return to full **Hearts**,
- and replenish **MP** according to the rest rule in your convention.

In more stringent campaigns, the GM may require a complete halt to recover everything.

## 9) Character Development (when you "level up")

Development occurs **after the adventure** (usually after 1–3 sessions, depending on the campaign's pace).

You choose **one**:

- increase one attribute by 1 die level (up to a maximum of rpg-token token-k20">d20), or
- +1 Heart (maximum 7), or
- +1 MP (maximum 5), or
- a new Feat (a short, one-sentence rule agreed upon with the GM).

**Example:** Dexterity rises from rpg-token token-k8">d8 to rpg-token token-k12">d12. From now on, you perform all Dexterity tests with rpg-token token-k12">d12.

## 10) "Only d6" Variant: 2d6

If you want to play using only d6:

- Each test is **2d6 + attribute modifier**.
- Starting attribute modifiers: one attribute **+2**, one **+1**, one **+0**.

**Result:**

- **6 or less** – failure with consequence
- **7–9** – success with a cost
- **10+** – full success
- **12** – exceptional success

**Situation:** give **+1 / -1** to the roll (helps/hinders), instead of changing thresholds.

**Luck** in 2d6: works the same way, only "boosting the dice" changes to **+1 to the roll**.

## 11) Good Player Habits

- Say: **what you do + why**. The purpose of the actions helps the GM set the stakes. - If Difficulty is high: don't "force the roll" — **change the situation** (preparation, tool, cover, help, another path). - Cooperate: an ally's help is one of the strongest, simplest levers in the system. - In combat, position wins: cover, distance, and situational advantage are often more important than statistics.