

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: d4, d6, d8, d12, or 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 d8. When you shoot, climb, or sneak, you typically roll 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
-  d6, A d12,  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 k12, 20 on 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
 (d6 → d8 → d12
 → d20)
- **Worse situation** → downgrade the die by 1 step
 (d20 → d12 → d8
 → d6 → 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 d8, but you're using lockpicks and have the Talent “Lock Specialist” → better situation, bump up to d12.
- Roll 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   >  .
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  >
- **Standard:** attack, shield, impulse → **T 5** , cost 1  > 
- **Strong:** area, healing, paralysis, live hack → **T 6** , cost 2  > 
- **Great:** scene change, powerful interference → **T 8–12** , cost 3  > 

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.