

	Fluke (0.39%)		Critical (5.01%)			Normal (94.6%)					
Roll	4 24	5 23	6 22	7 21	8 20	9 19	10 18	11 17	12 16	13 15	14
Odds											

Exhausted:

This character must spend 2 AP to move 5 ft. and receives a -2 penalty on all defense stats. A character with 0 BP is exhausted.

Irrational:

This character can only move, and/or do melee attacks or defend. A character with 0 MP is irrational.

Despondent:

This character cannot take an action that would result in a skill check including weapon attacks that require skill. A character with 0 SP is despondent.

Dazed:

Example: daze [(x)DC:y]
Attack and skill rolls receive a die penalty of 1. At the end of each turn make a chance roll VS y. A Success removes all tokens. A failure removes 1 token.

Frightened:

Example: daze [DC:y]
When this character moves, they must move away from enemies. All attacks are rolled with 3 dice. This character remains frightened until chance VS y is a success.

Prone:

Ranged attacks made gain a +3 bonus ToHit, and ranged attacks received gain a -3 penalty. Successful melee attacks received are treated like fluke successes.

Unconscious:

This character cannot take an action. A character with 0 HP and/or 0 Energy in all 3 categories, becomes unconscious until that is no longer the case.

Bleeding:**

Example: bleed [(x)DC:y]
At the end of each turn make a chance roll VS y. A success reduces x by 1. This character takes x damage. New bleed tokens raise y to match if higher and raise x by 1.

Poisoned:**

Same as bleed, but a failed shake removes a point from an energy pool chosen by the player.

** After combat ends turns continue on as normal until this condition is treated or the character recovers on their own.

Dash: Spend all 6 AP and 1BP on movement, double the distance traveled.

Defend: Spend 5 AP to add +2 to all def scores until next turn. If an energy score is 0, raise it to 1. Do this for only one category per turn.

Attack: A weapon will have a bonus for ease of use, and ones that require skill will have another bonus for the skill. An attack targets one of the 3 defense categories which will be specified. (ex: body[+2 +(swordsman)]) Attacker makes a chance roll + weapon bonuses vs specified def score. Target must be within the given range. Critical success does x2 damage, and fluke success does x4 damage. Weapon will specify AP used to wield.

Move: moving 5ft. costs 1 AP. Can be done before and/or after other actions.

Healing: Resting for 1 hour fully restores all ep categories, and 2 HP.

Loadout: Switching the held equipment in either or both hands costs 4 AP.

Skill Check: When performing a difficult task the GM has the player roll chance VS the DC of the task. The player may choose 2 bonuses among skills, and or traits to add to the check, but must be able to justify their use.

Resistance: (ex: fire[DR:3] , slashing[DR:4]) Reduce damage received to this character from specified category by the DR number. Minimum of 1 damage. Critical and fluke attacks ignore resistance. (ex: poison[shake+4]). Add specified shake number to chance rolls to shake specified category.

Weakness: Same as resistance but in reverse.

Initiative: each character makes a chance roll+Initiative score. Surprised characters do not add initiative bonus, but may add 1 bonus from a skill or trait (such as 'alert' or 'prepared') if the GM allows it.

Defense Scores: There are 3 defense scores – Mind, Body, and Spirit. Each technique or attack will specify one of these to defend against it. Use the bonus for the specified defense category.

Consumables: Consumables represent not only the item itself, but the knowledge to create more. If the character rests for at least 8 hours, restore your consumables.

Action Points: Each character has 6 action points to spend on actions, which fully regenerate at the beginning of each turn. Each action will specify the AP cost.

Energy Points: Spent to perform certain actions. Like Defense; 3 categories – Mind, Body, Spirit. If a character has 1 energy point left in a category and chooses to use it, or has it taken by a skill or attack, the character suffers an associated status effect until they have at least 1 point.

Suggested Starting Scores: HP: 30. 3 energy in each category. +6 to distribute among the defense categories. 60 XP.

Power Level: Accomplishing tasks and finding treasure rewards characters with **XP** which can be spent on new props, techniques and upgrades, if and when the GM decides it is appropriate (usually in town). **XP** spent in this way is added to the character's **Power Level**. The total **XP** awarded to all members of the party is the **GRP** (group resource points) awarded to the party. **GRP** can be spent on henchment and Hideouts etc. in the same way XP is spent.

House Rules!: Everything not specified here, and everything that IS specified here but you think is stupid, is up to your particular group. Most things can be handled with chance rolls and rollplay, but come up with your own way. The majority of the functionality of the system will be in the Props, Upgrades, and Techniques available to the party. A prop catalog suiting your campaign setting can be found or created.