General Tables:

200+ or 96-100 (“Natural Critical”): Critical Success. Some maneuvers offer very powerful bonuses when they have a critical success.

100 to 199: (If applicable) Bonus Success (not as powerful as critical)

0 to 99: Success, Bonus above 0 *may* be applied to related maneuvers that follow.

-49 to -1: Minor Failure, typically room to retry with no negatives.

-99 to -50: Failure, negatives apply for retries (when retries are applicable).

-100 and Lower or 1-5 (“Natural Fumble”): Total Failure, something breaks/is ruined/cannot retry.

## Agility/Balance

Agility/Balance as an art refers to any sort of deft, skillful footwork, legwork, or work with the core. Agility/Balance encompasses balancing, dodging, and tumbling maneuvers. Agility/Balance also includes riding maneuvers, such as riding a horse or other large, riding animal.

**Balance/A**: (Agility/Balance Maneuver)

Balance maneuvers include any such occasion when the character is attempting avoid falling. Balancing includes situations where the character is moving or stationary on any surface of questionable footing. From walking on ice, to a tightrope, from standing on a flailing dragon’s tail, to a ledge overlooking a dark chasm, Balance is a required check in order for the character to avoid falling down. Balance may be performed alongside many other maneuvers, and costs 1PT or [Stamx10].

*Results:*

Success: Character remains standing.

Excess: The character may add their success bonus (up to +10) to the next reasonable maneuver that would benefit from good balance. This might include: Attacking or defending while balancing, orientation while balancing, dexterity or sneaking while balancing, etc.

Minor Failure: Character stumbles, but does not fall. Character is not well-balanced, and any negatives from their failure bonus apply to any future related maneuvers until the character reattempts to roll a Balance maneuver again (with no negatives) or they no longer need to balance.

Failure: Character falls down and off of whatever they were on (if applicable), taking Tumble Damage. Character may make one maneuver as they fall: an attack, defense, another balance maneuver (limitations based on turn still apply), or attempt to catch something before incurring Prone Negatives. The maneuver still receives any negatives from their failure bonus.

Total Failure: Character falls down brutally and off of whatever they were on (if applicable), taking double Tumble Damage. The character incurs Prone Negatives.

Example (Non-Exhaustive) Modifiers:

|  |  |  |
| --- | --- | --- |
| **Character Positioning:** |  |  |
| **Prone** | +10 | Character is lying down, if moving they may move slowly by crawling. If the character “falls” while prone, they fall *off* of what they were on, but receive +10 to a Tumble Maneuver. |
| **Crouching/Sitting** | +5 |  |
| **Standing (Stationary)** | +0 |  |
| **Moving Slowly** | -5 | The character specified they are moving slowly, they are sneaking, or used tactical shift. |
| **Moving** | -10 |  |
| **Running** | -15 |  |
| **Sprinting** | -25 |  |
| **Holding On** | Var. | Character may add their *Skill* in Arm Muscle (up to +25) if they are holding on to something that is solid, grounded, and firmly attached. If the object is not solid, grounded, or firmly attached and it breaks after character grabs it, character’s Arm Muscle reapplies as a negative instead. |
| **Grappled** | Var. |  |
| **Struck by Force** | Var. |  |
| **Has Balance-Weight** | Var. |  |
| **Encumbered** | Var. |  |
|  |  |  |
| **Surface Info:** |  |  |
| **Stationary** | +0 |  |
| **Slightly Moving** | -20 |  |
| **Moving** | -40 |  |
| **Violently Moving** | -60 |  |
| **Footspace Small** | -10 |  |
| **Footspace Tiny** | -20 |  |

**Dodge/A**: (Agility/Balance Maneuver)

A Character may use Dodge maneuvers to defend by using their agility to evade and outmaneuver an attack. Dodging costs PT equal to the attack, but a Full Unit Dodge costs 12PT and consumes two uses of Move for the round (the Character is considered “Running,” or moving swiftly.)

*Results:*

Results and modifiers are calculated through the Attack Table, not the General Maneuver Table.

**Ride/A**: (Agility/Balance Maneuver)

Riding maneuvers include any situation when the character is mounted on a ride-able creature or object and directing the mount/vehicle in any way. Riding allows a character to use their mount or vehicle’s move instead of their own, but typically requires the character to hold on to their mount to direct it. Riding may be performed alongside many other maneuvers, and costs 3PT to ride with one hand, 5PT to ride with two hands, or 1PT to ride with no hands. A frightened mount that panics immediately requires to make a Ride maneuver or fall off.

Results:

Success: Character has no negatives to actions while riding.

Excess: The character may add their success bonus (up to +10) to the next reasonable maneuver that would benefit from good riding skill. This might include: Attacking or defending while riding, perception or orientation while riding, tracking while riding, sneaking while riding, etc.

Minor Failure: Character rides poorly. Character is not well-balanced, and any negatives from their failure bonus apply to any future related maneuvers until the character reattempts to roll a Riding maneuver again (with no negatives) or they are no longer riding anything.

Failure: Character falls off of whatever they were on, taking Tumble Damage. Character may make one maneuver as they fall: an attack, defense, another balance maneuver (limitations based on turn still apply), or attempt to catch something before incurring Prone Negatives. The maneuver still receives any negatives from their failure bonus.

Total Failure: Character falls brutally off of whatever they were on, taking double Tumble Damage. The character incurs Prone Negatives.

Example (Non-Exhaustive) Modifiers:

|  |  |  |
| --- | --- | --- |
| **Character Details:** |  |  |
| **Riding Without Holding** | -25 |  |
| **Riding One-Handed** | Var. |  |
| **Riding Two-Handed** | Var. |  |
| **Riding While Standing** | Var. | Must Roll Balance. Modifier from Balance applies to Riding. |
| **Riding While Sitting** | +0 |  |
| **Encumbered** | Var. |  |
| **Holding Something** | Var. |  |
| **Struck by Force** | Var. |  |
| **Grappled** | Var. |  |
|  |  |  |
| **Mount/Vehicle Info:** |  |  |
| **Mount Stationary** | +0 |  |
| **Mount Moving Slowly** | -15 |  |
| **Mount Moving** | -30 |  |
| **Mount Running** | -40 |  |
| **Mount Sprinting** | -50 |  |
| **Mount Panicking** | Var. |  |
| **Mount Tame** | +0 |  |
| **Untamed Mount** | -25 |  |
| **Rebellious Mount** | -25 |  |
| **Seated Mount** | +10 |  |
| **Mount Has Reins/Controls** | +25 |  |
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**Tumble/A:** (Agility/Balance Maneuver)

Tumbling involves any maneuver that involves falling, landing, or maneuvering in the air. Tumbling adds many bonuses to attacking and dodging. Tumbling damage is also a specific calculation based on the character’s body weight and the weight of what they carry. When landing or maneuvering, whether from standing or from a distance, tumbling costs varying PT amounts based on the specific technique attempted. The PT is found on the modifiers table, next to the technique attempted.

Tumble Damage: Character’s Carried WE + Character’s Death Health (Body’s WE) = Stamina Damage Taken

Any multiplying modifications to Tumble Damage are calculated after any additions, reductions or subtractions.

*Results:*

Success: Character lands their tumble.

Excess: Based on the technique attempted, the character may add their success bonus (specified by the technique) to the next reasonable maneuver that would benefit from good tumbling. This might include: Attacking or defending while balancing, orientation while balancing, dexterity or sneaking while balancing, etc.

Minor Failure: Character stumbles, but still lands. Character is not well-balanced, and receives no bonuses to actions specified by their attempted technique. If character was falling and simply attempting to land with no other technique, they take no damage but land prone.

Failure: Character falls, taking Tumble Damage based on distance and landing prone. Character may make one maneuver as they fall: an attack, defense, another balance maneuver (limitations based on turn still apply), or attempt to catch something before they land. The maneuver still receives any negatives from their failure bonus.

Total Failure: Character falls brutally taking double Tumble Damage based on distance. The character also incurs Prone Negatives.

Example (Non-Exhaustive) Modifiers:

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| --- | --- | --- |
| **Character Info:** |  |  |
| **Encumbered** | Var. |  |
| **Struck by Force** | Var. |  |
| **Grappled** | Var. |  |
| **Moving Before** | +10 | Failure adds x2 Tumble Damage |
| **Running Before** | +20 | Failure adds x3 Tumble Damage |
| **Sprinting Before** | +30 | Failure adds x4 Tumble Damage |
|  |  |  |
| **Landing Info:** |  |  |
| **Distance: Short** | -20 | Distance: From 0-2 Units. Half Tumble Damage |
| **Distance: Moderate** | -30 | Distance: From 3-5 Units. Normal Tumble Damage |
| **Distance: Far** | -50 | Distance: From 6-15 Units. Smash Trauma III, Tumble Damage x2 |
| **Distance: Very Far** | -80 | Distance: From 16-30 Units. Smash Trauma IV in two locations, Tumble Damage x5 |
| **Distance: Maximum** | -120 | Distance: 31+ Units. Smash Trauma V in three locations, Tumble Damage x20 |
| **Soft Landing** | +0 |  |
| **Hard Landing** | -25 |  |
| **Harsh Landing** | -40 | Extra damage might apply based on floor traps, spikes, etc |
|  |  |  |
| **Technique Attempted:** |  |  |
| **Landing Only** | +0 |  |
| **Jump** | -10 | Jump distances (don’t forget) |
| **Front-flip** | -25 | Bonus to attack and damage. |
| **Backflip** | -35 | Bonus to attack and dodge. |
| **Complex Maneuver** | -40 |  |
| **Extra Maneuver** | Var. |  |
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## Authority

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| **Command/A** | Authority | Use Authority to direct, command, and influence others. |
| **Interrogate/A** | Authority |  |
| **Intimidate/A** | Authority | Use Authority to strike fear into others, making them more vulnerable to the character’s will. |

**Command/A:** (Authority Maneuver)

Tumbling involves any maneuver that involves falling, landing, or maneuvering in the air. Tumbling adds many bonuses to attacking and dodging. Tumbling damage is also a specific calculation based on the character’s body weight and the weight of what they carry. When landing or maneuvering, whether from standing or from a distance, tumbling costs varying PT amounts based on the specific technique attempted. The PT is found on the modifiers table, next to the technique attempted.

**Interrogate/A:** (Authority Maneuver)

**Intimidate/A:** (Authority Maneuver)

*Results:*

*(NOTE: Command, Interrogate, and Intimidate are grouped together with the same modifiers and results due to their similarities. Ultimately, it is up to the Host to differentiate between these maneuvers and assign appropriate modifiers.)*

Success: Character lands their tumble.

Excess: Based on the technique attempted, the character may add their success bonus (specified by the technique) to the next reasonable maneuver that would benefit from good tumbling. This might include: Attacking or defending while balancing, orientation while balancing, dexterity or sneaking while balancing, etc.

Minor Failure: Character stumbles, but still lands. Character is not well-balanced, and receives no bonuses to actions specified by their attempted technique. If character was falling and simply attempting to land with no other technique, they take no damage but land prone.

Failure: Character falls, taking Tumble Damage based on distance and landing prone. Character may make one maneuver as they fall: an attack, defense, another balance maneuver (limitations based on turn still apply), or attempt to catch something before they land. The maneuver still receives any negatives from their failure bonus.

Total Failure: Character falls brutally taking double Tumble Damage based on distance. The character also incurs Prone Negatives.

Example (Non-Exhaustive) Modifiers:

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## Awareness

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| **Orientation/A** | Awareness | When the character is unable to roll Perception, Orientation uses Awareness to determine how well they respond to a surprise. |
| **Perception/A** | Awareness | Use Awareness to perceive with the senses. This may be done actively or the GL may implement it for a passive check. Most perception is a Sight Perception check, some is a Hearing Perception check, and in rare situations Smelling or Feeling can be a Perception check. If the character is attempting to perceive a magical presence or a magical entity, a magical trap, read runes, or discern glyphs, then Identify is used instead of Perception. |

## Charisma

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| --- | --- | --- |
| **Acquaint/A** | Charisma | Use Charisma to share or gain information using clever small-talk or to develop a relationship with a subject by connecting personally. |
| **Comfort/A** | Charisma | Use Charisma to reassure, comfort, and console someone else. Comfort may even put others to sleep. |
| **Convince/A** | Charisma | Use Charisma to convince a subject of the character’s intentions, whether through lying or honesty. |
| **Seduce/A** | Charisma | Use Charisma to convince a subject of the character’s intentions. |

## Courage

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| **Believe/A** |  |  |
| **Brave/A** | Courage | Use Courage to resist fear, intimidation, and even some magic. |

## Dexterity

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| --- | --- | --- |
| **Fiddle/A** | Dexterity | Use Dexterity to pick locks, pick pockets (after a Stealth check), or related impulse actions. |
| **Quicken/A** |  |  |
| **Tinker/A** | Dexterity | Use Dexterity to craft, create, or repair. Most often a Lore or Wits check needs to be made in order for the relevant plan, schematics, recipe, or method to be remembered. |

## Hand to Hand

|  |  |  |
| --- | --- | --- |
| **Block/A** | Misc. | Shields or bare limbs use block and [Hand to Hand skill + 10] (in addition to any bonuses given by shields). |
| **Deflect/A** | Misc. | Weapons use deflect and appropriate weapon skill. If the attack is a Missile type, then Deflect maneuvers are modified by -20. |
| **Dig/A** | Misc. | Use the appropriate fighting art to push a weapon deeper into an already punctured enemy. |
| **Forced Aim/P** | Misc. | When the character succeeds with an appropriate Struggle or Balance they may aim on a body part without negatives. They must be standing on or holding on to what they are aiming for. |
| **Opportunity/A** | Misc. | When the character has a Missile/Thrown weapon they may load, draw, shoot, or throw on an enemy who is moving. The character may only spend up to the PT the enemy spends moving or standing from a prone position. When the character is in melee range, they may use a single, regular melee attack (swing, thrust, punch, kick, blow, tackle, etc) on any enemy that is moving within range of them or has fallen down within range of them. Some fumbles allow all enemies to have an opportunity attack on the fumbler. |
| **Catch/A** | Hand to Hnd | Costs 3PT, may be used defensively. Must use Hand to Hand to catch an opponent’s attack or attacking limb. If the attack is caught, the attacker may use struggle against the [Muscle DC] of the defender to attempt to take their weapon/arm back. If the catch was used on a weapon and attacker did not use struggle to get their weapon back (or if they fail) defender may choose to take the weapon. Using catch against a melee or thrown attack receives a -10 modifier and using catch against a missile attack receives a -30 modifier. |
| **Grapple/A** | Hand to Hnd | Use Hand to Hand to grab an enemy or an object. A struggle roll may be initiated by the defender if the Grapple hits. Note: Grapple deals no damage (and does not benefit from any damage increasing Gifts or abilities). May use grapple for 3PT or 5PT, using 100% or 150% muscle (respectively). |
| **Kick/A** | Hand to Hnd | Use Hand to Hand to deliver a very strong Kick attack. 5PT for 150% of Muscle as damage. |
| **Punch/A** | Hand to Hnd | Use Hand to Hand to quickly Jab or Cross as an attack with their Fists or Fist-related Weapons. 3PT for 100% of Muscle as damage. |
| **Strike/A** | Hand to Hnd | Use Hand to Hand to deliver a shield bash. |
| **Tackle/A** | Hand to Hnd | Use Hand to Hand to throw yourself at an enemy. |
| **Wrench/A** | Hand to Hnd | Use Hand to Hand after a successful Grapple (to hit) and a successful Struggle (to hold) to throw an enemy, dislocate a limb, or attempt to break a limb. Wrench deals incredible damage, but the user must succeed significant Muscle checks in order to do so. Wrench is considered a Smash damage type.  **For throwing down**: Wrench costs 6PT to use and must pass the target’s [(Agility DC) x size modifier] with Muscle to knock them down. This deals the Muscle x2 in damage to the target’s Stamina. Target is let go.  **For throwing away**: Wrench costs 6PT to use and must pass the target’s [(Agility DC + 10) x size modifier] with Muscle to throw them 1 unit away. Each unit increases the DC check by 10. This deals the Muscle x2 in damage to the target’s Stamina. Target is let go.  **For crushing/strangling:** Wrench costs 3PT (arms) or 5PT (legs) and must exceed the target’s [Toughness DC] to deal Arms: [(Muscle x2) as Stamina] or Legs: [(Muscle x3) as Stamina] damage. For each use after the first, the defender may choose to struggle instead of allowing a Toughness DC to be made.  **For dislocating/breaking**: Wrench costs 3PT (arms) or 5PT (legs) and must exceed the target’s [Toughness DC] to deal Arms: [2d6H + (Muscle as Stamina)] or Legs: [3d6H + (150% Muscle as Stamina)] damage. For each use after the first, the defender may choose to struggle instead of allowing a Toughness DC to be made. |
| **Wrestle/A** | Hand to Hnd | After a successful grapple has been made, the attacker may choose to force their opponent to use Struggle by wrestling with them. This costs 5PT and the attacker may choose between Leg or Arm muscle for damage done. The opponent is required to use struggle, and must spend Stamina if they are out of PT (see Struggle in Arm or Leg Muscle). |

## Inscription

|  |  |  |
| --- | --- | --- |
| **Analyze/A** | Misc. | Use Tactics, Lore, or Inscription to analyze, investigate, and deduce the properties and characteristics of various subjects or settings. |
| **Read/A** | Inscription | The character uses Inscription to decipher a text. |
| **Recognize/A** | Misc. | The character uses their appropriate Awareness, Lore, Inscription to identify an object, subject, or setting. Recognize is similar to Analyze maneuvers, except that the character is able to actually identify traits of a subject to something they know or can recognize. This maneuver is also used to recognize the Social Status or Reputation of a specific subject. |
| **Transcribe/A** |  |  |
| **Write/A** |  |  |

## Lore, Alchemy (items, materials, inanimate things, plants, medicine)

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| --- | --- | --- |
| **Analyze/A** | Misc. | Use Tactics, Lore, or Inscription to analyze, investigate, and deduce the properties and characteristics of various subjects or settings. |
| **Craft/A** |  |  |
| **Predict/A** | Misc. | Use Tactics or Lore to guess, assume, and predict the motives, actions, and ramifications of subjects or events. |
| **Recognize/A** | Misc. | The character uses their appropriate Awareness, Lore, Inscription to identify an object, subject, or setting. Recognize is similar to Analyze maneuvers, except that the character is able to actually identify traits of a subject to something they know or can recognize. This maneuver is also used to recognize the Social Status or Reputation of a specific subject. |
| **Remember/A** | Misc. | Use the appropriate Lore Art to recall information about a specific subject. |

## Lore, Common (psychology, sociology, culture, history, anthropology, memory, philosophy, law, politics)

|  |  |  |
| --- | --- | --- |
| **Analyze/A** | Misc. | Use Tactics, Lore, or Inscription to analyze, investigate, and deduce the properties and characteristics of various subjects or settings. |
| **Predict/A** | Misc. | Use Tactics or Lore to guess, assume, and predict the motives, actions, and ramifications of subjects or events. |
| **Recognize/A** | Misc. | The character uses their appropriate Awareness, Lore, Inscription to identify an object, subject, or setting. Recognize is similar to Analyze maneuvers, except that the character is able to actually identify traits of a subject to something they know or can recognize. This maneuver is also used to recognize the Social Status or Reputation of a specific subject. |
| **Remember/A** | Misc. | Use the appropriate Lore Art to recall information about a specific subject. |
| **Track/A** | Misc. | The character uses their knowledge of a subject to track them down in a given setting. Animals and beasts are tracked with Nature Lore, humans are tracked with Common Lore, and magical things are tracked with Essence Lore. |

## Lore, Essence (magic, magical paradigms, magical beasts, essence, divine, arcane, spirits, souls, religion)

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| --- | --- | --- |
| **Analyze/A** | Misc. | Use Tactics, Lore, or Inscription to analyze, investigate, and deduce the properties and characteristics of various subjects or settings. |
| **Predict/A** | Misc. | Use Tactics or Lore to guess, assume, and predict the motives, actions, and ramifications of subjects or events. |
| **Recognize/A** | Misc. | The character uses their appropriate Awareness, Lore, Inscription to identify an object, subject, or setting. Recognize is similar to Analyze maneuvers, except that the character is able to actually identify traits of a subject to something they know or can recognize. This maneuver is also used to recognize the Social Status or Reputation of a specific subject. |
| **Remember/A** | Misc. | Use the appropriate Lore Art to recall information about a specific subject. |
| **Track/A** | Misc. | The character uses their knowledge of a subject to track them down in a given setting. Animals and beasts are tracked with Nature Lore, humans are tracked with Common Lore, and magical things are tracked with Essence Lore. |

## Lore, Nature (beasts, ecology, geography, astronomy, navigation, physics)

|  |  |  |
| --- | --- | --- |
| **Analyze/A** | Misc. | Use Tactics, Lore, or Inscription to analyze, investigate, and deduce the properties and characteristics of various subjects or settings. |
| **Forage/A** | Nature Lore | The character uses their knowledge of plants and animals to find food or sources of water. |

|  |  |  |
| --- | --- | --- |
| **Navigate/A** | Nature Lore | The character uses their knowledge of the stars, landmarks, or other signs in nature to navigate towards a specified goal. |

**Navigate/A**: (Nature Lore Maneuver)

Navigation refers to a periodical roll made by a character or characters in a party to find their way on a path towards a goal. Navigate maneuvers affect a day’s worth of travel, but every member of a party is allowed to roll navigation. The highest roll of a party may be chosen to calculate the day’s navigation. Successful navigation keeps a party on track, moving at maximum speed towards their goal. Speed of progress is determined by the difficulty of the terrain.

Terrain Types:

*Easy*: [Maximum Speed: 50 Measures] Easy terrain refers to terrain that is easy to navigate. Easy navigation occurs when a terrain is generally flat, with a road or path to travel, but with enough landmarks so that progress can be monitored.

*Normal*: [Maximum Speed: 40 Measures] Normal terrain refers to terrain that is easy to navigate, but perhaps roadless, with slight altitude variation, and/or lacking in identifiable landmarks.

*Moderate*: [Maximum Speed: 30 Measures] Moderate terrain is terrain that is slightly rough to navigate and is roadless. A moderate terrain has regular altitude change and few easily identified landmarks. Moderate terrain is a classic off-road experience.

*Difficult*: [Maximum Speed: 20 Measures] Difficult terrain is terrain that requires skill to navigate and can be tiring on an adventurer. Difficult terrain has constant altitude change, requires some climbing and frequent directional checks. Difficult terrain is rarely traveled and contains no person-made landmarks. Difficult terrain is dangerous.

*Insane*: [Maximum Speed: 10 Measures] Insane terrain is terrain that is maddeningly hard to navigate. Whether it is mountainous, monotonous sand dunes or a furious, indomitable mountaintop, insane terrain can easily become the death of even a skilled adventurer. Insane terrain often requires a party to roll other checks alongside navigation, such as climbing, toughness, or agility/balance.

Weather when navigating:

The Host must roll for weather during times of navigation, in order to determine visibility. (Environment may effect visibility as well as weather, keep in mind.) Temperature is also important for navigation, so this must also be rolled.

Duration of weather (in days): 1d6

Visibility of weather: Determined by region’s temperance, generally. I usually roll a d6, with a +-4 (depending on the region): 1-4: Clear, 5-7: Partial, 8-9: No Sky Visibility, 10: Barely any visibility

Temperature: “Normal” temperature is determined by region. I roll 2d6 for the difference from the norm. “Reduction from norm” means that a cold region is warmer, warm region colder, etc. while stronger and extreme refers to intensifying the region’s normal temperature (hot becomes hotter, etc). 2d6: 2: Strong reduction from norm, 3: Reduction from norm, 4-9: Normal, 10-11: Stronger temperature than normal, 12: Extreme temperature.

*Results:*

Success: Character navigates at maximum speed (according to terrain type).

Excess: N/A. There is no bonus for excess navigation.

Minor Failure: Party moves at 50% speed for the day and receives -10 to next Sleep Maneuver. No retries allowed.

Failure: Party does not make any progress for the day but grows weary, receiving -20 to their next Sleep Maneuver. No retries allowed.

Total Failure: Party moves at 50% progress in a random direction that is not their intended direction and grows stressed, receiving -30 to their next Sleep maneuver. No retries allowed.

Example (Non-Exhaustive) Modifiers:

|  |  |  |
| --- | --- | --- |
| **Character Info:** |  |  |
| **Encumbered** | Var. | Negative equal to encumbrance amount. |
| **No Sleep** | -20 |  |
| **Partial Sleep** | -10 |  |
| **Has Map (Broad/Regional)** | +5 |  |
| **Has Map (Specific to Area)** | +10 |  |
| **Compass** | Var. | Doubles Map Bonus |
| **Unfamiliar with Area** | -15 |  |
| **Familiar with Area** | 0 |  |
| **Native to Area** | +10 |  |
|  |  |  |
| **Group or Environment Info:** |  |  |
| **Easy Terrain** | -10 |  |
| **Normal Terrain** | -20 |  |
| **Moderate Terrain** | -30 |  |
| **Difficult Terrain** | -40 |  |
| **Insane Terrain** | -50 |  |
| **Clear Visibility** | 0 |  |
| **Partial Visibility** | -10 |  |
| **No Sky Visibility** | -20 |  |
| **Barely Any Visibility** | -40 |  |
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| **Predict/A** | Misc. | Use Tactics or Lore to guess, assume, and predict the motives, actions, and ramifications of subjects or events. |
| **Recognize/A** | Misc. | The character uses their appropriate Awareness, Lore, Inscription to identify an object, subject, or setting. Recognize is similar to Analyze maneuvers, except that the character is able to actually identify traits of a subject to something they know or can recognize. This maneuver is also used to recognize the Social Status or Reputation of a specific subject. |
| **Remember/A** | Misc. | Use the appropriate Lore Art to recall information about a specific subject. |
| **Track/A** | Misc. | The character uses their knowledge of a subject to track them down in a given setting. Animals and beasts are tracked with Nature Lore, humans are tracked with Common Lore, and magical things are tracked with Essence Lore. |

## Meditation/Rest

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| **Meditate/A** |  | Spend 4PT to attempt to heal some Stamina. Character heals 3d20 Stamina. For each time this is used, the amount healed is decreased by 1d20. This counter resets when a character has rested or slept. |
| **Rest/A** | Med/Rest | Use Meditation/Rest to take a short rest (15 minutes). This recovers Stamina. Stamina recovered is equal to 5 times the character’s meditation/rest total +1d20. |

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| --- | --- | --- |
| **Sleep/A** | Med/Rest | Use Meditation/Rest to level up, learn a new gift, spend shape points, restore Stamina, restore some Sanity, and restore a little Health. |

**Sleep/A**: (Meditation/Rest Maneuver)

Sleep refers to how effective a character’s sleeping is. When a character gets good sleep they may level up, learn gifts, spend shape points, and restore Stamina, Sanity, and Health.

Note: To calculate temperature (for sleeping purposes) see the **Navigate** maneuver in Nature Lore under the Weather section.

Vitality restoration values:

***Sanity***: Sanity restores 1d3 points each day with successful sleep. A partial failure awards +1 Sanity regenerated. A failure costs the character 1 Sanity. A total failure costs the character 1d3 Sanity. Note: if the character has any bonuses to Sanity regeneration (due to Shape or Gifts, et cetera), these bonuses do not require successful sleep.

***Stamina****:* Stamina restores 100% with successful sleep, partial failure, and failure. Failure decreases the character’s maximum Stamina by 1d20 for at least a day (this may be restored if they achieve partial failure or success on their next sleep maneuver). If the character’s next sleep is also a failure, they simply do not sleep off their negative (no reroll is made). A total failure results in no Stamina regeneration and reduces the character’s maximum Stamina by 3d20. This will not go away until the character successfully sleeps.

***Health****:* Death Health restores 3d6 (plus any related medicine/healing bonuses) each day with successful sleep. Partial failure on sleep heals 1d6 to Death Health, but this may not be used to restore any limbs. Death health must be restored to 100% before limbs or specific body parts can begin healing their health values.

*Results:*

Success: Character sleeps well and may level up, learn gifts, spend shape, and restore vitality (where applicable).

Excess: N/A. There is no bonus for excess sleep.

Minor Failure: Considered “Partial Sleep,” character regens 1 SN, only regenerates 1d6 Health towards Death Health, but Stamina still regenerates fully. Character cannot level up or spend shape points, but character may purchase gifts. Negative value from “Partial Sleep” applies to many maneuvers. No retries allowed.

Failure: Considered “Little to No Sleep,” character does not regenerate SN or Health but still 100% of Stamina. Maximum Stamina is reduced by 1d20\*10. Character cannot level up or spend shape or gift points. Negative value from “No Sleep” applies to many maneuvers. No retries allowed.

Total Failure: Considered “Nightmares,” character does not regenerate at all, and loses 1d3 Sanity and 3d20\*10 to maximum Stamina. The character cannot level up, spend shape points, or purchase gifts. Negative value from “Nightmares” applies to many maneuvers. No retries allowed.

Example (Non-Exhaustive) Modifiers:

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| **Character Info:** |  |  |
| **Traveled while Encumbered** | Var. | Negative equal to encumbrance amount. |
| **No Food** | -20 | Stacks for every day without being fed or partially fed |
| **No Water** | -25 | Stacks for every day without being hydrated or partially hydrated |
| **Partially Fed** | -10 | At least one meal (1/3 of a ration), but not a full day’s ration |
| **Partially Hydrated** | -15 | At least 1/3 of a water ration, but not an entire day’s ration |
| **Sanity Lost that Day** | -10 | Any Sanity was lost since waking from last sleep |
| **Sanity Below 0** | Var. | Character receives regular negatives from this (-5 for every point below zero) |
|  |  |  |
| **Quality of Sleep Info:** |  |  |
| **Too Cold/Hot** | Var. | Up to -30 may be applied due to temperature, but this can be mitigated by appropriate clothing, bedding, or lack of. |
| **Sleep Uninterrupted** | 0 |  |
| **Interrupted** | -15 | Middle watches get this by default. |
| **Troubled** | -30 | This may apply for several reasons, but one example would be if someone’s sleep is interrupted *and* they lose death health or sanity before going back to sleep. |
| **Comfortable Bedding** | +10 |  |
| **Bedroll (or Equivalent)** | 0 |  |
| **No Bedding** | -25 |  |
| **Covered from Elements** | 0 | Tent, walls, or equivalent; requires at least 2 directions of protection. |
| **Exposed to Elements** | -15 | Not surrounded from at least 2 directions. |
| **Length: Full** | 0 | Over 6 hours |
| **Length: Partial** | -10 | 4-6 hours |
| **Length: Short** | -20 | 2-4 hours |
| **Length: Swift** | -40 | Less than 2 hours |
| **Distractions** | Var. | Negatives from -5 to -25 can apply due to excessive noise, brightness, movement or other sensory experiences while trying to sleep. This more often than not stacks with Interrupted or Trouble negatives. |
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## Missile/Thrown

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| **Forced Aim/P** | Misc. | When the character succeeds with an appropriate Struggle or Balance they may aim on a body part without negatives. They must be standing on or holding on to what they are aiming for. |
| **Opportunity/A** | Misc. | When the character has a Missile/Thrown weapon they may load, draw, shoot, or throw on an enemy who is moving. The character may only spend up to the PT the enemy spends moving or standing from a prone position. When the character is in melee range, they may use a single, regular melee attack (swing, thrust, punch, kick, blow, tackle, etc) on any enemy that is moving within range of them or has fallen down within range of them. Some fumbles allow all enemies to have an opportunity attack on the fumbler. |
| **Shoot/A** | Missile/Thrn | Use Missile/Thrown to attack with a bow, crossbow, blow darts, or other related weapons capable of shooting ammunition. |
| **Throw/A** | Missile/Thrn | Use Missile/Thrown to attack with the toss a weapon. Thrown range is Arm Muscle/(PT) of the weapon thrown. |

## Muscle, Arm

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|  |  | Weapons Crafting and Physique Requirements (ZQr): Short on the ZQr? Take an UB penalty and a negative to the Weapon’s Art. It should be noted that ZQ requirement on a weapon will almost always use Arm Muscle (unless it is wielded by the legs for some reason…) Example:  **Muscle Requirement**: If wielded in one hand: (**WT x 6**) if wielded in two hands: (**WT x 4**)  Weight of a Steel 2-H Sword: 6WT.  Muscle Requirement for that sword when used with two hands: 24.  Character’s Total Art in Arm Muscle: 20.  Penalty: -4 to Two-Handed Weapons Art (20 Arm Muscle -24 = -4) and all attacks have +1 UB effect. |
| **Climb/A** |  |  |
| **Exert/A** | Arm Muscle | Use Arm Muscle to lift, pull, push, or generally move something. |
| **Struggle/A** | Arm/Leg Muscle | Use Arm or Leg Muscle to struggle against an offending strength. Costs 3PT or 5PT. This may be used if PT runs out, for 10 Stamina per PT. |
| **Swim/A** | Arm/Leg Muscle | 2/4/6 for 4/8/12 PT |

## Muscle, Leg

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| **Encumbrance/P** | Leg Muscle | Use Leg Muscle and WE to determine encumbrance. The character’s WE must not exceed their Leg Muscle. If their WE exceeds their Leg Muscle, then they must pay the negative value in Stamina for every Move beyond their first. See *Move* below. |
| **Move/A** | Leg Muscle | 3/6/9 Units moved for 3/6/9PT. Represented as 3:3 |
| **Struggle/A** | Arm/Leg Muscle | Use Arm or Leg Muscle to struggle against an offending strength. Costs 3PT or 5PT. This may be used if PT runs out, for 10 Stamina per PT. |
| **Swim/A** | Arm/Leg Muscle | 2/4/6 for 4/8/12 PT |

## Stealth

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| **Distract/A** |  |  |
| **Sneak/A** | Stealth | Use Stealth to avoid being noticed while stationary, moving, or performing an action. |

## Tactics

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| **Analyze/A** | Misc. | Use Tactics, Lore, or Inscription to analyze, investigate, and deduce the properties and characteristics of various subjects or settings. |
| **Distract/A** |  |  |
| **Predict/A** | Misc. | Use Tactics or Lore to guess, assume, and predict the motives, actions, and ramifications of subjects or events. |

## Toughness

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| **Endure/A** |  | Resist trauma (Health related) |
| **Resist/A** | Toughness | Use Toughness to resist the effects of poisons, diseases, plagues, etc. |

## Weapons

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| **Block/A** | Misc. | Shields or bare limbs use block and [Hand to Hand skill + 10] (in addition to any bonuses given by shields). |
| **Deflect/A** | Misc. | Weapons use deflect and appropriate weapon skill. If the attack is a Missile type, then Deflect maneuvers are modified by -20. |
| **Dig/A** | Misc. | Use the appropriate fighting art to push a weapon deeper into an already punctured enemy. |
| **Swing/A** | 1H/2H Wpn | Use 1-H or 2-H Art to attack with the swing of a weapon. This is typically the Primary Function of these weapons. |

## Willpower

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| **Defy/A** | Willpower | Use Willpower to resist Command, Seduce, Convince, and Comfort abilities. |
| **Endure/A** |  | Resist trauma (SN related) |