

**No Page Like Homepage**

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# No Page Like Homepage

This is “citatel”, home of what started as the “tactile” TTRPG system. You can learn more about the game [here](#). The GitHub repo includes the code for the site itself, as well as all of the tooling and data used to generate enemies, weapons, etc. You can learn more about the role of the code [here](#).

The site is set up so you can read through the whole thing starting at [About](#) like a book. Eventually this should all be a physical honest-to-god-book in addition to being a website.

## Notes

Quarto (the site generator) does not make very printable pages for some reason, despite being able to produce pdfs. Eventually there will be better printed material, for now using reader mode in your browser before printing makes the results a little nicer.

## Beta

Ikolith Consolidated Recreation is currently in “stealth mode”. [Click here](#) to get our beta.

# Sixtem

These are the actlite rules. They are very condensed, there are no examples, there is little clarification. This doc will be continuously edited and updated as the rules for actlite are revised. I am doing it this way because having a longer more complete rules document slows the rate at which I can make dramatic and ill-advised changes. Think of this as a quickstart ruleset.

## Characters

Character sheet for a “baseline adventurer”:

**HEALTH: 3:9**

**DEFENSE: 6**

**MOVEMENT SPEED: 4**

ATTRIBUTE	SCORE
STR(ENGTH)	0
AGI(LITY)	0
DEX(TERITY)	0
CON(STITUTION)	0
PER(CEPTION)	0
SOC(IAL)	0

## Health

Health is X:Y where X is standard health and Y is critical or “crit” health. When a character runs out of standard health, subsequent damage is to crit health. When a character runs out of crit health they are downed and will probably die. One could expect children and the elderly to have health closer to 1:~3. 5;12 would make you extremely tough.

Every point of CON gives you 1 extra crit health and 2 extra standard health.

## Defense and Movement Speed

Moving costs 1 AP and you move a number of spaces equal to your MOVEMENT. When an enemy rolls to hit you, they roll a check against your DEFENSE.

## Scores

Scores are added to all sorts of rolls, checks, modifiers, the passive score, etc. Your “passive” score for a given score is 6 + SCORE. There is not a strict limit to how many different attributes or scores a character or setting can have.

## Missing Scores, [special] scores

If you're asked about a score you don't have, your score is 0, unless that score is a [special] score. If you don't have a [special] score you fail any check, contest, roll, whatever related to that score. The [sp] tag is just a shorter version of the [special] tag. MEDICINE is not a [special] score, but PYROMANCY is.

## "Standard" Scores

"Standard Scores" are a convention for non-[sp] scores that are important for the current setting. This is just a convention, not a strict rule. Some settings might emphasize a TECHNOLOGY score, others might not use that score at all.

## Doing things

When you do something roll 2d6s and add the relevant score. Tell your result to the DM to find out how your attempt went.

## "Check" vs "Contest"

If one character is rolling to try to do something, that's a check. If two character's are rolling in direct competition, that's a contest. Most rolls are checks. Attacks are checks.

## Crits and More

Terminology. All of these refer to the numbers rolled during some check or contest. These only count if the total passes the difficulty, if you succeed. If the difficulty is 8, matching 2s is just a failure.

Only the Crit and Crit Fail are "universal". The rest are triggered by skills, weapons, etc.

**Crit:** Rolling two 6s.

**Crit Fail:** Rolling two 1s.

**Matching:** Matching numbers.

**Half Crit:** Rolling one 6.

Yes, a Crit also counts as "Matching".

Why have all of these special terms and conditions to check? Differing probabilities!

## You Can Probably Skip This Section

A roll of two d6s can resolve in 36 different ways, 36 combinations of dice. I will refer to these as "cases". Assuming a roll of 7 passes (most common DC), 21 of these cases pass (sum to  $\geq 7$ ).

Condition	Passing Cases	Percentage of Passing Cases	Percentage of all Cases
Crit	1	4.8%	2.8%
Crit Fail	0	0%	2.8%
Matching	3	14.29%	8.3%
Half Crit	6	28.6%	16.7%

Didn't verify this. Winged it. Might be wrong.

## Crit and Crit Fail

Crit Fails are maximally bad. You did as bad as you could do (~3% probability).

Double 6s are good. You did as good as you could have. If this is an attack roll, do 1 extra crit damage.

## Initiative and AP

You have 3 AP cards, you use AP to do things. Most things cost 1 AP, you can a reasonable amount of simple things like talking for free.

**Table Deck:** The deck of cards that the DM (or whoever) draws from during initiative. The deck that the whole table uses.

**Table Discard:** The discard pile for the whole table.

**Table Cards:** Each character's personal set of cards that they add to the table deck when initiative starts.

**Hand:** The cards that you have been dealt and are holding on to.

**Discard/Pay/Spend:** Cards that have been used or removed that go to the discard and are shuffled together next round to make the table deck.

**Trashed/Removed:** Cards that have been used or removed and do not get shuffled back in every round.

**Trash:** The trash pile for the whole table.

Every character has 3 identical cards. The cards say "1 AP" and indicate what character they belong to.

When initiative starts all characters pass their table sets to the DM. The DM shuffles them together. The DM pulls a card from the top of the deck and deals the card to the character/player that it belongs to. When a character is dealt a card they can choose to act, spending however many cards they want to. They can also just hold on to the card. Cards that are not spent by the end of the round are discarded and shuffled back in.

If you want to act, speak up before the DM moves on!

You can spend 1 AP at any time to act immediately.

## Multiple->AP->Costs

Some types of actions also have multiple AP costs. The first time you do the thing in a round it costs the first amount, the second time it costs the second, etc. These costs are connected with arrows, like this: 1->2->3.

## AP Shenanigans: Temp AP, Losing AP, Gaining AP, the "Wait" action

"Temp AP" must be spend in the same round it is recieved. If you do nothing for a round, regain 1 AP from the trash (if you have lost any).

## "Beginning of the Round"

Sometimes the *particular* order things happen in the "beginning of the round" will matter. In that case, they resolve in this order.



## 1. Effect Managment

Any *already active* effects that trigger “at the beginning of a round” happen first. They happen before anything else in the round does. Examples includes taking damage from [poison] or [bleed] or gaining health from [heal]. If you have an effect active that causes you to do some sort of roll or contest, do that now.

## 2. Status Management

Statuses are added or removed now. A point of [poison] is removed, a point of [heal] is removed, anything that would end at the “beginning” of this round ends *now*.

## 3. Skills

Some moves and skills can be used “at the beginning of the round”. These must be used **after** effects and statuses resolve.

# Tactile

## Weapon Rules

Many weapon damage amounts are flat, with a lot of expression of skill and weapon uniqueness coming from effects/conditions/crit damage triggered by the numbers rolled in successful to-hit rolls.

## Weapon Speeds

- Light: 1
- Medium: 1->2
- Heavy: 2, 2->3
- Giant: 3

## Attack Damage Types

These tags describe the type of damage that the weapon does.

There are three major types of damage. They are: [B] for “Bludgeoning”, [P] for “Piercing” and [S] for “Slashing”. There are also sub-types like [Severing], [Slicing], and [Picking]. [Severing] counts as the more generic [S], but [S] does not count as [Severing]. The damage sub-type will share the first letter of the more generic damage type. This has worked so far because there are very many words in english and they are conveniently placed. I am not afraid to resort to attic greek or something to keep this stupid system working.

Some weapons do two types of damage only for the purposes of armor damage reduction, only the first gets to be used for skills (that’s bad). This looks like: [B]/[P]

### Some common damage subtypes:

[**Slicing**]: What a saber does. Long fast drawing cut, often with a curved blade.

[**Severing**]: What an axe does. Chop chop.

[**Picking**]: What a warpick does.

### Unused damage types:

[**Bashing**]: Not sure what sort of blunt weapon would blunt in a way that is different enough to justify this damage type, but it is there.

[**Pickling**]: What a warpickle does.

## **Don't**

**[Striking]:** Don't do this.

**[Stabbing]:** Please don't do.

## **Weapon Damage**

<https://docs.google.com/spreadsheets/d/1F0dQgrzN-6pcHPDZExC7pSu5xIdd3tqt3Z-oVc8CK0g/edit?pli=1#gid=437119287>

## **Weapon Switching**

Dropping a weapon is a free action. Putting a second hand on a one-handed weapon is a free action, same for removing a hand from a weapon or any such minor adjustment, if in doubt TTYGM. Drawing a weapon costs 1 AP. Picking a weapon up off the ground costs 1 AP and you're [vulnerable] while you're doing it, you can be interrupted with an attack while you duck down to grab a weapon. Putting a weapon away costs 1 AP.

## **Being Below a Weapon's Requirements**

If you're below a weapon's requirements, you get no score based damage scaling (+SCORE) when using that weapon. Your max + To-Hit is 0 with that weapon. For every point you are below a SCORE requirement halve the damage you do rounding up. If you would do 1 damage you cannot wield the weapon.

## **Two-handing a [one-handed] weapon, one-handing a [two-handed] weapon**

If you're 2 STR above the requirements for a [two-handed] weapon, you can effectively wield it with one hand. If you use two hands on a [one-handed] weapon, raise your effective STR with the weapon by 2.

## **Throwing a spear or a dagger without a specific [thrown] move**

For every point you are below requirements for the weapon, halve the range. Throwing a spear or dagger costs 2 AP, uses PER(CEPTION) to hit, has no damage scaling, 3 + AGI spaces for range. It does half damage rounded up when thrown.

## **Resting and Healing**

Here are some differnt healing mechanics I need to test..

**Strict:** Every day you recover 1 crit health if you are missing crit health, or 3 standard health if you are not.

**Under-Die:** Every long rest you roll the largest die that is under your standard health. If you have 7 standard health, you roll a d6. Crit damage is healed first.

**Dont-Get-Crit:** At a long rest, if you have taken crit damage, recover 1 crit heatlth. Otherwise, recover all standard health.

## **Injury and Death**

This part consistently needs reworking.

## Injury

Injuries are unique conditions that typically come with crit damage. Injuries are removed when the character reaches full crit health.

### Dying Instantly or Being Stabilized

If you are reduced to  $-(\text{Max HP}/2)$  you die instantly.

If your HP is brought above 0, you are stabilized. If you are stabilized but you haven't reached 6 HP, rest (rolling recovery dice) until you reach 6 HP. If you're brought back to 6 HP or more, regain consciousness.

### Being Reduced to 0 HP, Being "Downed"

You can have negative HP. You can also stabilize even with negative HP, but you have to reach 6 HP before you regain consciousness.

When a player is reduced to 0 but not killed, they are "down" and they are unconscious. If they are not stabilized, they are unable to take any sort of action besides rolling death checks. They are [vulnerable].

When a player is downed the DM sets a death DC by rolling 2d6 with no modifiers. The DM does not tell the player the DC.

On the turn a player is downed and on every subsequent turn, the player rolls a death check and tells the DM their roll. If their roll matches or passes the DC it's a success. If the roll is below the DC, it's a failure. If the roll is a failure, the DM notes by how much the roll failed,  $\text{DC} - \text{roll}$ . This difference will be used to determine the consequence of the failure using the consequence table. Don't make any extra rolls to resolve consequences at this point as other characters might use medicine to improve the outcome, skills might be triggered, etc. Consequences are only resolved if/when the character survives.

3 successes means the character stabilizes at their current HP. 3 failures means they die.

Once they either hit 3 successes or 3 failures, the DM tells them to stop rolling. They are not told whether they died or not or what consequences they might have. They only find out once someone goes to check on their character.

If you're hit while you're down, take the damage and add a failed death check.

### Consequence Tables

Consequence tables exist to determine what happens if you fail death checks. Different areas might have different consequence tables, the DM might pick a table completely randomly. Different campaigns might prefer harsher or more lenient consequences. Having many consequence tables and an unknown death DC should make being downed stressful and full of uncertainty, this can increase the stakes while not necessarily increasing the chance that the character dies. Below is a sample generic consequence table and some sample consequences.

Failure	Consequence
-1	[weak] (1 Hour)
-2	[weak] (8 Hours)
-3	Scars, [frail] (8 Hours),
-4	Scars, [frail] (1 Day), Lower 1 Stat
-5	Scars, [frail] (2 Days), Lower 1 Stat
-6, -7	Scars, Lamé
-8, -9, -10	Lose a Limb

## Consequences

### *[weak]*

-1 STR, -1 CON, -2 to Defense

### *[frail]*

-1 STR, -2 CON, -1 AGI, -3 to Defense

## Scars

Scars are completely cosmetic and up to DM discretion. The scar might be from the blow that downed the character or they might be from some other large blow received in the same fight.

## Lower a Stat

Lower a stat by 1 by rolling a d4 using the following table:

Stat	Roll
STR	1
AGI	2
DEX	3
CON	4

## Lame

Take your first move action as normal. Every subsequent move action is slower by 1 space.

## Lose a Limb

Determine Limb loss by rolling on the following table. If you land on a limb you do not have at least one of, roll again.

Roll	Limb
1	Arm
2	Leg
3	Eye
4	Ear

## Odds and Ends

Some rules that did not fit nicely into a cohesive category.

## Stealth

Stealth is an AGI check (+STEALTH if you have it) against the defender's passive perception. It's a check against a passive score, and that is always 6 + SCORE.

## Grappling

Entering grappling takes 2 AP, it's an attack + AGI To-Hit followed by a STR contest. If the party entering the grapple wins, both parties are [grappling] but only the defender is [vulnerable]. Defender can spend 2 AP to trigger another STR contest to try and break free. Defender can do nothing else.

## **Taking a Hostage**

Same as above, but the attacker rolls one fewer die on the initial grapple check. They can attack the defender during the grapple provided they have a [range: close] weapon.

## **Fall Damage**

Fall damage is a d4 for every 6 spaces up to 25d4.

## **Taking 10**

You can take 10 minutes to work at something (that you can try repeatedly at where there is no cost for failure) to treat your check as a 10 + relevant modifiers.

## **Common Status Effects**

### **[bleed]**

At the beginning of the round, take damage equal to the amount of [bleed] you have. [bleed] does not go away on its own and must be removed.

### **[curse]**

For every point of [curse] a character has, they suffer -1 to all rolls. 1 [curse] is removed at the beginning of every round. Points of [curse] are often inflicted so that the attacker might use up the [curse] points on a defender in order to cast a specific and sometimes longer lasting curse.

### **[frail]**

Frail causes you to take double damage from poison and bleeding and lowers max CON by 2 until [frail] is removed.

### **[heal]**

At the beginning of the round, increase your HP by the amount of [heal] you have, then remove 1 [heal].

### **[poison]**

At the beginning of the round, take damage equal to the amount of [poison] you have, then remove 1 [poison].

### **[vulnerable]**

If attacked while [vulnerable], the enemy gets to roll an extra d6 to hit and rolls double their damage dice. Many skills and situations inflict the [vulnerable] status, for example: being distracted, blinded, grappled, or unaware.

# Not Really Core!

## Encumbrance and Rations

Encumbrance is measured in encs. Encs are a combined measure of weight and unwieldiness. Most weapons are 1 enc. A [heavy] weapon is 2 encs. A days worth of food and water is 1. 3 small items, like a book, a dagger, and some bandages together take 1 enc. Negligible items like quills and needles don't take up any encs, unless the DM determines you are carrying "way too many".

Players must describe and account for how they are moving their things. They take "reasonable" penalties for impractical methods. If they tie a bunch of swords together and then hang that off of their neck, they will have a hard time stealthing. If they fall over while wearing the described necklace of dangerous wind chimes they're going to have a bad time.

## Storage Spaces, The "Personal" Space and Bags

"Storage space" is used to broadly refer to any place you can put things. Each storage space you have can be thought of as a source of a max encumbrance and a source of an [encumbered] threshold. Most of the time you will have two storage spaces:

- Your "personal" space, which includes anything you're carrying that isn't itself a storage space. Most often this would be your weapons and armor.
- Your bag. This is most often some kind of backpack.

You have a personal [encumbered] threshold. This is used for the weapons and armor you are carrying without a bag. Your personal [encumbered] threshold is  $3 + \text{STR}$ . Your personal max encumbrance is  $6 + \text{STR}$  encs.

The primary use of a bag is to give you more [encumbered] thresholds and to change your maximum encumbrance.

Bags have varying [encumbered] thresholds and max encumbrances. If a bag does not say it has an [encumbrance] threshold, then it never makes you [encumbered]. This is common for small bags that don't have a max encumbrance high enough to be able to encumber, or bags that are designed not to encumber.

Removing a bag is 2 AP.

Searching a bag is 2 AP.

## The [encumbered] Threshold and Maximum Encumbrance

If you are past any encumbrance threshold in any storage space, you are [encumbered], you have the [encumbered] status.

The [encumbered] status lowers your move speed by 1. Your Defense is lowered by 3. Additionally, take a -1 to all AGI checks.

If you aren't wearing heavy armor but you're carrying enough in your bag to pass the bag's encumbrance threshold, you are [encumbered]. Less obviously, this also means that if you are past your personal encumbrance threshold (most likely from carrying weapons and wearing armor that are too heavy for you to move freely with) but you are not past your [encumbered] threshold for your bag, you are still [encumbered].

### *Not Really Core!*

In order to avoid passing an [encumbered] threshold you likely want to spread the weight around multiple storage spaces, keeping under all of their [encumbered] thresholds, or you might want to just put everything in a bag so that in a fight you can take it off quickly and not be [encumbered].

You cannot carry more encs in total than your single highest max encumbrance score. This does not mean that having one storage space where you can carry 8 encs means that you must be able to carry 8 encs in every storage space, it just means that all together you can't carry more than 8 encs.

Unless otherwise specified, you can only use one bag at a time. If some mechanic allows you to use multiple bags, you cannot carry in total more than your highest max encumbrance from a single source, though you can move encs around to try to avoid the [encumbered] status effect.

Your [encumbered] threshold and your maximum encumbrance can be affected by status effects or skills, but most often they will be affected by the bag you are using.



# Social

## SOCIAL Rolls

This system is designed to allow a characters skills and stats to *augment* their social actions. The emphasis is not on getting good rolls, but on saying or doing the right thing. Rolls are used to express a particular character's social talents, but they don't replace what a character says or does. Grading numerical difficulty for a social interaction is difficult. A GM cannot prepare beforehand for the things a player will do or say, so DCs have to be set on the fly. Sometimes they are set incorrectly or something breaks. In this case, ignore the system/roll and do whatever is the most sensible/interesting/funny. This framework is largely for the benefit of the GM, to allow them to easily keep track of attitudes and relationships and to quickly create DCs and resolve rolls in a way that rewards the skill of the player as well as the skill of the character.

Social skills are divided into two sets: communicative skills and perceptive skills. communicative skills include persuasion, deception, and performance. Perceptive skills include sensing motives, detecting deceit, and gaining insight into another character's emotional state.

### Communicative Skills, Bias, and Reputation

Score	Name	Description
6	Revered	You are seen as almost otherworldly, beyond reproach.
5	Loved	You are set apart from others, distinctly trustworthy, valued, and important.
4	Admired	You are seen as an example to be followed, people will give your words great weight. They will go out of their way to help you out.
3	Trusted	You are trusted and valued. People will go out of their way to help you.
2	Well-Liked	You are liked quite a bit. People are willing to help you out. They want to see you do well.
1	Liked	You are liked. People want to talk and barter.
0	Neutral	People don't think much of you one way or another. They have the time to talk.
-1	Disliked	People will give you bad deals in trade. They do not particularly want to talk to you. They do not want to barter.
-2	Strongly Dis-liked	People do not want to talk or trade. They want you to go away.
-3	Loathed	You are a pariah. A group might throw you in jail, an individual might do you harm opportunistically. People will actively try to get rid of you.
-4	Hated	You will be attacked. If someone is attacking you, they will be given help.
-5	Despised	You will be attacked on sight. There is probably a bounty on your head.
-6	Reviled	You are vilified and reviled. Your name, face, and terrible actions are known. A group will send paid assassins and soldiers after you. An individual will go to great lengths and take on great risk and personal cost in order to do as much harm as possible to you.

The framework for setting a DC for a given social roll can also be used as a framework for managing a character's reputation among different groups. The scores range from -6 ("Reviled") to +6 ("Revered"). These scores can be used by a GM to easily keep track of relationships and attitudes. They are also mechanical modifiers. If a character is at -2 ("Strongly Disliked") with some group or individual, subtract 2 from their social check and/or their passive social score.

You can use these scores to set a sort of “default” attitude or bias for NPCs. The kindly innkeeper in a small peaceful town might treat every new person at around +2 (“Well-Liked”). The sneering guards in front of a keep might treat everyone at -2 (“Strongly Disliked”). Another traveler on the road just trying to get to where they’re going might be at -1 (“Disliked”) just because they really don’t want to stop and chat. The same traveler might, if you help them out, switch to +1 (“Liked”).

If a player passes the DC, treat their interaction as happening at 1 point higher than it would be otherwise. If the player exceeds the DC by more than 3, treat the interaction as +2.

An example: a player character is in a town in which they are at -3 (“Loathed”). Typically, this would mean that they are treated as a pariah, people are unwilling to talk to them and will actively attempt to get rid of them. They might be thrown in jail on made up charges. If they are very charismatic they may be able to walk into a shop, attempt to talk the owner into selling them something and receive a +2 for the interaction. The shop owner might think that the player character doesn’t seem quite as bad as people say, maybe he thinks that he is misremembering something or getting the player character confused with someone else. He is still wary, however. He still treats the character as -1 or “Disliked”, he will tend not to want to barter. He’ll want to get through the interaction quickly. Similarly, a guard treating everyone at -2 might be persuaded to relax a bit and just talk to the player character on neutral terms (-2 -> 0).

Remember that the good will from one positive social interaction does not last forever. Actions will tend to have a greater effect than words. If you just stabbed someone, you are not going to be able to smooth that over with your wit and charm.

The table with specific characterizations is useful, but it can be boiled down to some rules of thumb. 0 is neutral. From +1 to +3 the character is favored. Persuasion, information gathering, and bartering will be easier. People give you the benefit of the doubt. From +3 to +6 people will go out of their way to help you, they will likely come to your aid in combat or follow you into combat. From -1 to -3 people dislike you and generally do not want to have anything to do with you. -4 to -6 is when you start seeing a lot of unprovoked violence.

There are several different ways a GM can deal with this system in game. The system can be player-facing. You could tell your players their numerical reputation among different groups or numerical values for the attitudes of various characters. A DM could gate numerical information behind something like a good insight roll. A DM can also keep the entire system completely to themselves, as a tool for the to structure descriptions and interactions.

## Social Perception

“Social perception” is used here to refer to skills that allow you to roll to sense motives, detect deceit, and gain insight into another character’s emotional state. When a player asks a question that would fall under “social perception” about another character, they should first be given a superficial description of the character and their apparent emotional state. If the character in question seems to be at ease, the GM should just say so. This is true even if the character in question is only pretending to be at ease, but plans to attack or betray the player’s character. The rules and skills for social perception are not meant to cover the superficial. These rules are for attempts to read another character. Social perception rolls are very similar to other character conflicts, they can be either a check or a contest.

## Social Checks

When the roll is a check, the DC will be the usual passive DC, 6 + SOCIAL (and/or relevant skills, bias, reputation). If you are trying to read a character who is lying the DC will be set by their initial attempt to lie, which will have been a check + SOCIAL (and/or relevant skills) against your passive social perception. If they attempt to lie and fail this check, then whatever they said will be described as highly suspicious. If they succeed in their initial check, but you pass their DC when you attempt to read them, you will notice that something seems wrong, you might notice inconsistencies in what they said, they might seem nervous or suspicious.

Social perception rolls are almost always checks. If you are lying to someone, you perform a check. If they are trying to figure out if you are lying, they perform a check. If someone is trying to convince you of something and you think they might be lying, you perform a check.

## Social Check Resolution

In the case of a tie, resolution is the same as any other check. Defender wins. Otherwise there are four possible outcomes.

### *If you pass the check more than 3, Complete Success:*

You read the defender like an open book. You get a full answer to whatever question you were asking, or as full an answer as you could get from watching someone. They crumble at your gaze. Maybe they are so caught off guard that they mention something they should not have.

### *If you pass the check by 3 or less, Moderate Success:*

You get some insight into the question you were asking. If you are trying to see if someone is lying, you'll know that they're not telling the whole truth, that they are actively misleading you. If you're trying to get insight into someone's emotional state, you get a good idea of how they are feeling. You might be able to tell that someone is distressed and trying to hide it. This is a pretty good read of someone. They do not know that you know anything.

### *If you fail the check by 3 or less, Moderate Failure:*

You have no answer to your question at all and the person you were attempting to read knows what you were doing. If you were trying to figure out if someone was lying about a specific claim, they know that you don't trust them or that you suspect them in some way. Otherwise, you might just be staring and it's weird.

### *If you fail the check by more than 3, Catastrophic Failure:*

God have mercy on your soul. You completely give yourself away, your interests and your question are written all over your face. If you are trying to catch a lie, not only is it clear what exactly you think is being lied about, it's clear that you have *no* idea if the defender is lying. Maybe you scoffed at a specific claim, maybe you blurt out some crucial piece of information at exactly the wrong time. Your face is very red.

## Contests

Contests are far rarer than checks. Social perception contests happen in contexts where it is understood that both parties are trying to advance their own interests. Some examples of this would be a tense negotiation, an official dinner of ambassadors whose states are on the brink of war, a game of poker, spies meeting to trade secrets while not revealing their true interests. In these cases checks would be happening simultaneously anyway, and the information that someone might doubt what you are saying or that they might not be telling the whole truth wouldn't be very meaningful.

Contest Resolution is just about the same as check resolution. The difference between the rolls of the two characters determines which character succeeds and which fails, and to what degree. This success and failure are captured by the same event. For example one character might give away information they shouldn't have, which captures both the success of one character and the failure of another.

Ties are just ties, a staredown, a tense silence. If your group prefers, ties can be resolved in the normal way for a contest: win goes to the higher modifier, if that's a tie, it's a tie in game. If that outcome makes no sense, roll again.

# Misc. Mechanics Reference

## Common Status Effects

### [bleed]

At the beginning of the round, take damage equal to the amount of [bleed] you have. [bleed] does not go away on its own and must be removed.

### [curse]

For every point of [curse] a character has, they suffer -1 to all rolls. 1 [curse] is removed at the beginning of every round. Points of [curse] are often inflicted so that the attacker might use up the [curse] points on a defender in order to cast a specific and sometimes longer lasting curse.

### [frail]

Frail causes you to take double damage from poison and bleeding and lowers max CON by 2 until [frail] is removed.

### [heal]

At the beginning of the round, increase your HP by the amount of [heal] you have, then remove 1 [heal].

### [poison]

At the beginning of the round, take damage equal to the amount of [poison] you have, then remove 1 [poison].

### [vulnerable]

If attacked while [vulnerable], the enemy gets to roll an extra d6 to hit and rolls double their damage dice. Many skills and situations inflict the [vulnerable] status, for example: being distracted, blinded, grappled, or unaware.

# Talaje

## HYLIC and SALT

“Salt” comes in two forms. The first is the alchemically active SALT found deep in the earth or in the End (this is used as a magical resource, so to avoid confusion it’s written in all caps, “SALT”). The second is any adulterated form of the first, including the sort of salt used in cooking. Alchemical SALT can be transformed into a much larger amount of conventional salt, or it might be used to fuel some spell. SALT is the most common currency in the End and especially underground. SALT is measured in “flakes” denoted “f”. 1 full unit of SALT used in casting is equivalent in mass to 100f. SALT when ingested and used as a casting resource is like [poison] or [bleed], it’s a status effect tracked by tokens. Sometimes this is notated as [SALT]. [SALT] naturally wears off at the rate of 1 [SALT] per hour. Having [SALT] equal to or greater than 6 + HYLIC at the beginning of your turn causes you to take 20 damage.

## Casting, but Salty

There are two common ways to use [SALT], “burning” over a long period, typically an hour, and “flaring”, or spending a lot of [SALT] in a short period for a larger effect. Flaring lasts anywhere from a single move to several hours depending on the ability. Burning and flaring both cost about 1-3 [SALT], typically. Anyone can learn to burn [SALT] though doing so is dangerous.

## SALT/HYLIC Casting Rules

- If your [SALT] is above 6 + HYLIC at the beginning of your turn, take 6 damage and lose 1 [SALT].
- The total amount of [SALT] you are burning and flaring at any one time cannot exceed your HYLIC score (though your [SALT] itself *can* exceed your HYLIC).
- While you are burning [SALT] for an ability, that [SALT] still counts towards your total [SALT]. If you choose to shut off an ability before it would naturally go away, the ability ends, but the [SALT] still has to go away naturally.

## GNOSTIC, PSYCHIC, MIST, etc.

Casting mechanics keep evolving with the setting, the attribute used to by PSYCHIC, now it’s probably going to be GNOSTIC. When it’s finished it will be added here.

# Basic

## Skills

### Robust

**Requirements:** 1 CON

For every point you have in CON you can ignore the effects of one stack of [poison] and/or [bleed]. You still have the status until it is removed.

### Unstoppable

**Requirements:** 2 CON, {Robust}

You can ignore the effect (but not the damage) of up to CON injuries.

### Coordination 1

**Requirements:** 1 SOC

At the beginning of initiative you can choose to separate your team's table cards into a deck separate from the main table deck. Cards will be drawn alternating from each deck with your team's deck going first. You can pay 1 AP so that the next 3 cards are drawn from your deck. Characters can choose to affect either deck with their abilities.

### Coordination 2

**Requirements:** 2 SOC

If you have separated your team's deck you can also pay 1 AP out of the deck at any time to rearrange the cards in your team's table deck.

### Deception

**Requirements:** 1 SOC

+2 to SOCIAL checks when lying. You can buy this skill twice.

**Cost:** 1 SP

### Disguise

**Requirements:** 1 SOC

You can create disguises. Roll a check +3 to set a DC for your disguise, you can create a disguise for another person this way. When using a disguise you get +3 to SOCIAL or STEALTH rolls relevant to your use of the disguise.

**Cost:** 1 SP

**Dodge**

+3 Defense for the rest of the round.

**Cost:** 1 AP

**Mobility**

Add this card to the table deck when initiative starts. Treat the card as 1 AP that can only be spent on movement. Any effects that affect AP cards affect this card.

**Bruiser**

**Requirements:** 1 STR

Add this card to the table deck when initiative starts. Treat the card as 1 AP that can only be spent on attacks costing 2 or more AP. Any effects that affect AP cards affect this card.

**Scheming**

**Requirements:** 1 DEX

Add this card to the table deck when initiative starts. Treat the card as 1 AP that cannot be spent on movement or attacks. Any effects that affect AP cards affect this card.

**Blitz**

**Requirements:** 1 AGI

Add this card to the table deck when initiative starts. Treat the card as 1 AP that can only be spent to make a 1 AP attack. Any effects that affect AP cards affect this card.

**Pulling Punches**

**Requirements:** 1 DEX

You can also choose to do non-lethal damage if the damage type is (B). Before you attack you can set a maximum damage for the attack to deal.

**Cost:** 1 SP

**Draw!**

**Requirements:** 1 DEX

You may ignore weapon switching costs if you either switch [one-handed] weapons or draw a [one-handed] weapon and immediately attempt an attack.

**Cost:** 1 SP

**Butchery I**

**Requirements:** 1 STR

When you roll matching dice with a [Severing] weapon, do 1 crit damage and apply an injury that disables one of the enemy's limbs.

## Butchery II

**Requirements:** 3 STR, Butchery I

Replaces Butchery I. When you roll a half crit with a [Severing] weapon, do 1 crit damage and apply an injury that disables one of the enemy's limbs. On crit, remove the limb.

## Large Weapon 1: [two-handed] Proficiency

**Requirements:** 2 STR

Treat your Strength as 1 higher (for weapon related rolls) when wielding two handed weapons.

**Cost:** 1 SP

## Large Weapon 2: Sweep

**Requirements:** {Large Weapon 1}, STR 2

When you perform a non-(P) melee attack with a [two-handed] weapon or a weapon with [reach], you can treat it as an attack against two adjacent enemies that you can hit. Roll only once, resolve the attack separately for each enemy. You can spend an extra 1 AP and attack up to four adjacent enemies in the same way.

**Cost:** 1 SP

## Large Weapon 2: Giant Weapon Proficiency

**Requirements:** {Large Weapon 1}

Treat your Strength as 1 higher (for weapon related rolls) when wielding a weapon with the [giant] tag.

**Cost:** 1 SP

## Large Weapon 2: Giant Weapon Efficiency

**Requirements:** {Large Weapon 2}, AGI 2

When you land a hit with a [giant] weapon, gain 1 Temp AP.

**Cost:** 1 SP

## Sharpshooter

**Requirements:** 1 PER

When making [ranged] attacks, treat your PERCEPTION as 1 higher.

**Cost:** 1 SP

## Trick Shot

**Requirements:** 1 PER

+2 To-Hit when using "Called Shot" with a [ranged] attack.

**Cost:** 1 SP

## Shield Training

Raise your DEFENSE by 2 against melee attacks and by 3 against ranged attacks when using a shield.

**Cost:** 1 SP



## Shield Bash

You can attack with a shield as +STR to hit, 1 Damage [B]. Knock the enemy prone on a half crit.

**Cost:** 1 SP

## Grappling 1: Rasslin'

**Requirements:** AGI 2, STR 2

+2 to Grapple checks.

**Cost:** 1 SP

## Grappling 2: Hold

**Requirements:** AGI 2, STR 2, Wrestling 1

If you're successfully grappling a humanoid in your size category or lower, get +4 to subsequent grapple checks. If you're successfully grappling a non-humanoid in your size category, +3 to subsequent grapple checks. Otherwise, if you're successfully grappling, +2 to subsequent grapple checks.

**Cost:** 1 SP

## Wrestling 2: Cruisin' for a Snoozin'

**Requirements:** AGI 2, STR 2, Wrestling 1

Can only be performed on something that can be choked (has a neck, not wearing armor that covers their neck completely, TTYDM). Spend 2 AP while grappling. If you can hold the grapple for 2 more rounds the grappled creature is unconscious for 1d12 minutes.

**Cost:** 1 SP

## Dual Wielding 1: Ambidextrous

**Requirements:** AGI 1

You can attack with your offhand as well as you attack with your main hand. Track the costs from attacks with either hand separately.

**Cost:** 1 SP

## Dual Wielding 2: Simultaneous Attack

**Requirements:** AGI 1, STR 1, Dual Wielding 1

Once per turn, you can attack with both of your weapons at the same time spending 1 less AP than you would to do the attacks separately. Perform the attacks as normal otherwise.

**Cost:** 1 SP

## Charge

**Requirements:** 1 STR

Pay 1 AP. Move double your movement speed in a straight line. Must move at least two spaces. Once you reach an enemy, you may perform an attack. If your attack hits you can choose to add your STR to the damage. If you are entering a STR contest of some kind, add your STR to your roll.

**Cost:** 1 SP

## *Basic*

### **Crush**

**Requirements:** 2 STR, a [swinging] (B) attack that uses +STR to-hit

Spend an extra 1 AP. If crush hits, use the attack roll as a check against the enemies STR. If the attacking roll is higher, the defender is knocked prone and [vulnerable].

**Cost:** 1 SP

### **Parry**

**Requirements:** 2 AGI, a hilted weapon that uses AGI or DEX To-Hit

Parry can be used to attempt to [interrupt] a melee attack. Pay 2 AP. Contest the attack roll with a Parry attempt, a check + AGI or DEX. If you win, the attack does no damage and you gain 2 Temp AP (you can only gain 2 Temp AP per turn this way). If you fail, you are [vulnerable] until your next action. You can pay AP out of the table deck to do this.

**Cost:** 1 SP

### **Evasive**

**Requirements:** Requires: 2 AGI, a [finesse] weapon or shield.

Add +2 to your to-hit difficulty for every [finesse] weapon or [finesse] shield you are wielding, up to +4.

**Cost:** 1 SP

### **Feint**

**Requirements:** 1 AGI

Pay 1 AP. Roll a check +AGI against your enemies passive AGI or PER, whichever is higher. If you win, you can perform 1 action without triggering [interrupt]s from that enemy. The enemy is considered [vulnerable] until your (or your allies') next action.

**Cost:** 1 SP

### **Hearty**

**Requirements:** 2 CON

Get +1:3 Health. You can take this skill twice.

**Cost:** 1 SP

### **Focus**

**Requirements:** 1 PERCEPTION

Costs 1 AP. You can use Focus right before any attack, including an interrupt. Add PER your check to-hit, If you hit you half-crit.

**Cost:** 1 SP

### **Finisher**

Use this before performing an attack. Pay 1 AP. If double the damage would kill the opponent, treat the attack as dealing double damage.

**Cost:** 1 SP

## Momentum

When you kill an opponent, regain 1 AP.

**Cost:** 1 SP

## Tend to the Wounded

**Requirements:** 1 MED, 1 DEX

Tend to someone taking one hour to rest and spend 1 recovery die. They only spend the 1 recovery die, but they get to roll to gain 3 recovery dice + your MED score. Consume 3 points of medical equipment. They have to rest that full hour, but you only have to tend to them for 30 minutes.

## Edge Alignment

**Requirements:** 1 AGI, 1 DEX

Ignore 1 extra armor when using a [bladed] weapon. The first time you would lose [sharpened] after sharpening a weapon, don't.

**Cost:** 1 SP

## Defensive Perimeter

**Requirements:** A melee weapon with [reach] and [hafted] and an attack with [P], STR 1.

Spend 1 AP. You brace the weapon. If an enemy moves into a space threatened by you, you get to use an attack immediately for 1 AP less than you would have to spend otherwise. If your attack hits and the attack check is higher than the enemy's passive STR, they stop moving outside of your range and you get 1 Temp AP. You can spend it to immediately get back into "Defensive Perimeter".

**Cost:** 1 SP

# Weapons

## Adze

**Tags:** one-handed, shafted, bladed

**Speed:** 2

**To-Hit:** +STR

d4-1 [Severing]

On half-crit the adze gets stuck in the target. Removing it costs 1 AP and does 1 crit damage.

*A simple tool with a flat blade perpendicular to the handle. Meant for cutting and shaping wood.*

**Encumbrance:** 1

## Battleaxe

**Tags:** two-handed, shafted, bladed

**Requirements:** 1 STR

**Speed:** 2

**To-Hit:** +STR

d10 [Severing]

**Encumbrance:** 2

## Boar Sword

**Tags:** hilted two-handed, reach

**Requirements:** 1 AGI, 1 STR

**Speed:** 1⇒2

**To-Hit:** +AGI

d4 [P]

*A reinforced thrusting sword with a broad wavy tip. The sword creates deep, wide, uneven wounds.*

Inflict 1 [bleed]

**Encumbrance:** 1

## Bushman's Kukri

**Tags:** one-handed, hilted, bladed, reach: close, stealth

**Speed:** 1⇒1⇒2

**To-Hit:** +DEX

1 [P], 2 [Severing]

**Encumbrance:** 1/3

## Butcher's Cleaver

**Tags:** one-handed, hilted, bladed, reach: close, stealth

**Requirements:** 1 STR

**Speed:** 1⇒1⇒2

**To-Hit:** +STR

2 [Severing]

*A heavy, crude cleaver of black pocked metal.*

Inflict 1 [bleed] on crit.

**Encumbrance:** 1/3

## Crude Club

**Tags:** hilted, one-handed

**Speed:** 2

**To-Hit:** +STR

3 [B]

*Bonk.*

**Encumbrance:** 1

## Cutter Mattock

**Tags:** two-handed, shafted, heavy

**Requirements:** 1 STR

**Speed:** 2⇒3

**To-Hit:** +STR

4 [Severing]

**Encumbrance:** 2

**Dagger**

**Tags:** one-handed, hilted, bladed, reach: close, stealth

**Speed:** 1

**To-Hit:** +DEX

2 [P], 1 [S]

**Encumbrance:** 1/3

**Estoc**

**Tags:** hilted, two-handed, reach: 2

**Requirements:** 1 AGI

**Speed:** 1⇒1⇒2

**To-Hit:** +AGI

3 [P]

*A specialized thrusting sword, reinforced, narrow, edgless, and long.*

Ignore 3 armor.

**Encumbrance:** 1

**Falx**

**Tags:** one-handed, hilted, bladed

**Speed:** 1⇒2

**To-Hit:** +AGI

1 [P] + 2 [Severing]

*A sword adapted from a sickle. The blade curves forward, the point facing the enemy.*

**Giant Club**

**Tags:** two-handed, giant, shafted

**Requirements:** 3 STR

**Speed:** 3

**To-Hit:** +2\*STR

2d6+STR

Inflict 1 [stun]

*BONK.*

**Gleaming Sabre**

**Tags:** one-handed, hilted, bladed

**Requirements:** 2 DEX

**Speed:** 1⇒1⇒2

**To-Hit:** +AGI

3 [Slicing]

Inflict 1 [bleed] on crit.

*The fine pale blade curves back gracefully. The sword is deceptively light in the hand, it is thin and fickle.*

## Goedendag!

**Tags:** shafted, two-handed, reach: 2

**Requirements:** 2 STR

**Speed:** 2

**To-Hit:** +STR

d4+STR [B], d4+STR [P]

*A broad heavy shaft with a large iron spike mounted on the end, a heavy club-spear hybrid. Friendly.*

Ignore 2 armor.

**Encumbrance:** 2

## Greatsword

**Tags:** hilted, two-handed, bladed

**Requirements:** 1 AGI, 2 STR

**Speed:** 1⇒2

**To-Hit:** +AGI +STR

d6 [P], d6 [S]

*Why settle for a merely good sword?*

Robust Edge: increase number of low rolls required to lose [sharpened] buff by 2

**Encumbrance:** 1

## Heavy Cutlass

**Tags:** one-handed, hilted, bladed

**Speed:** 1⇒2

**To-Hit:** +STR

d4 [Severing], 2 [P]

*A broad, unrefined sword for hacking through enemies.*

**Encumbrance:** 1

## Javelin

**Tags:** one-handed, shafted

**Requirements:** 1 AGI

**Speed:** 1⇒2

**To-Hit:** +AGI

d4 [P] Can be thrown for 2 AP, +PER To-Hit, d4 [P], range: 5+STR

**Encumbrance:** 1/3

## Long Tooth

**Tags:** one-handed, hilted, bladed, reach: close, stealth

**Speed:** 1⇒1⇒2

**To-Hit:** +DEX

2 [P]

Ignore 2 Armor. 1 crit damage on crit.

**Encumbrance:** 1/3

*A narrow bladeless rondel dagger, a long spike with a reinforced point.*

**Mace**

**Tags:** shafted, one-handed

**Requirements:** 1 STR

**Speed:** 2

**To-Hit:** +STR

3 [B]

*A heavy flanged head on the end of a short shaft.*

Ignore 3 armor

**Encumbrance:** 1

**Machete**

**Tags:** one-handed, hilted, bladed

**Speed:** 1⇒2

**To-Hit:** +STR

d4 [S]

*A simple tool for cutting down brush.*

**Encumbrance:** 1

**One Handed Spear**

**Tags:** shafted, one-handed, reach: 2

**Speed:** 1⇒2

d4 [P]

*A simple shaft with and a plain metal tip. Simple, reliable, effective.*

**Encumbrance:** 1

**Pickaxe**

**Tags:** two-handed, shafted

**Speed:** 2⇒3

**To-Hit:** +STR

4 [Picking]

**Encumbrance:** 2

**Pitchfork**

**Tags:** shafted, two-handed, reach: 2

**Speed:** 1⇒2

**To-Hit:** +AGI

3 [P]

If your attack check exceeds the enemy's passive STR you can send them back 1 space.

**Encumbrance:** 1

*Basic*

## **Rhomphaia**

**Tags:** two-handed, bladed, reach: 2

**Requirements:** 1 STR

**Speed:** 1⇒2

**To-Hit:** +AGI

2 [P] + 2 [Severing], 3 [P]

*The long blade curves aggressively toward the enemy like a shining claw.*

**Encumbrance:** 1

## **Simple Shortsword**

**Tags:** one-handed, hilted, bladed

**Speed:** 1⇒2

**To-Hit:** +AGI

d4 [P] or [S]

*An unadorned straight sword. A simple and reliable weapon.*

**Encumbrance:** 1

## **Items**

### **Bag of Salt**

Worth {1d12}\*10f.

### **Bandage**

Spend 2 AP. Remove 1 [bleed]. Bandages can be improvised out of any cloth.

*A roll of clean cloth.*

### **Frame Bag**

Max encumbrance: 8+STR. [encumbered] threshold: 2+STR.

### **Rucksack**

Max encumbrance: 6 + STR, [encumbered] threshold: 3 + STR.

### **Salorbrious**

For 6 turns, gain 1 SALT every turn.

*A smooth waxed sphere of pure SALT, it feels heavy in the hand. It's just enough to kill a man.*

### **Scout's Bag**

Max encumbrance: 4 + STR.



**Simple Whetstone**

Apply [sharpened] to a [bladed] weapon, takes 30 minutes to apply. The weapon ignores 1 armor. Lose [sharpened] when you crit fail.

*A large flat stone bearing faded inscriptions.*

**Sling Bag**

Can be worn with another bag. Max encumbrance: 3. This bag can be switched from being worn on your front or back for 1 AP. Searching and grabbing something from this bag is 5 AP.

**Stick Bag**

Can be carried while wearing another bag. Stick must be held with one hand. Max encumbrance: 2 + STR.

**Tall Salted Peter**

Gain 3 SALT.

*A long clay vial filled with salt suspended in a dark brown oil and continuously swirling and glittering.*

**Variigoshlovr Root**

Use costs 1 AP. Remove 1 [bleed].

# Spoilers

## Skills

### Chronomancy: Slippage

**Requirements:** 1 CHRONO

Pay 3 AP. Add this card to the table deck. For the next 3 rounds, whenever this card is drawn the round immediately ends.

### Chronomancy: Sustain

**Requirements:** 1 CHRONO

Pay 3 AP. Add this card to the table deck. For the next 3 rounds, the first time this card is drawn, reshuffle all the table deck cards as if a new round is starting and continue the round.

### Chronomancy: Tension

**Requirements:** 1 CHRONO

Spend 1 AP. Draw 2 cards from the table deck for each character in initiative. They don't get to act unless it is the last card they can get from the table deck.

## Weapons

### Cactus Greatclub

**Tags:** hilted, two-handed

**Requirements:** 2 STR

**Speed:** 2⇒3

**To-Hit:** +2\*STR

d8 (B) + 2 [P]

If this weapon takes 3 damage in one turn it will explode dealing d6 (P) to all creatures within 1 space.

**Encumbrance:** 2

### Fine Engraved Axe

**Tags:** one-handed, shafted, bladed

**Requirements:** 1 AGI

**Speed:** 1⇒2

**To-Hit:** +AGI

3 [Severing]

*The shaft is carved from a fine red wood, the engravings on the blade shine and glitter in the light.*

## Giant Feasting Club

**Tags:** two-handed, giant, hilted

**Requirements:** 4 STR

**Speed:** 2⇒3

**To-Hit:** +2\*STR

2d4 (B) d4 [P]

When a damage die rolls a 4, inflict 1 [bleeding] and 1 [poison].

*Only the handle of the dark hardwood club is visible. The rest is covered with enormous living barnacles. The barnacles constantly chatter, click, and move. They tear at anything that comes near.*

**Encumbrance:** 2

## Greatclub

**Tags:** shafted, two-handed, reach: 2

**Requirements:** 2 STR

**Speed:** 2

7 [B]

**Encumbrance:** 2

## Isopodan Fork

**Tags:** shafted, two-handed, reach: 2

**Requirements:** 2 DEX, 1 AGI

**Speed:** 1⇒2

**To-Hit:** +AGI

d8 [P], 1d4 (S) + 2 [Pulling]

*The lithe organic polearm has a long tapering point and a scythe-like arm lined with jagged teeth. It can be used to trip, ensnare, or keep opponents at bay.*

**Encumbrance:** 2

## Jaw Axe

**Tags:** one-handed, hilted

**Requirements:** 1 STR

**Speed:** 1⇒2

**To-Hit:** +STR

2 (B) + 1 (Severing), 3 (B)

*A rudimentary axe crafted from an enormous white bovine jawbone. The coronoid of the cone has been ground down to a wedge approximating an axe blade. The protruding back of the bone can be used as a hammer. The leather wrapping rests above the chin and below the teeth.*

**Encumbrance:** 1

## Jawblade

**Tags:** one-handed, hilted

**Requirements:** 1 STR

**Speed:** 1⇒2

**To-Hit:** +STR

2 (B) + 1 [Picking]

## Spoilers

*An enormous bovine lower jawbone chopped down to function as something between a sword and a club. The “blade” is composed of the jagged teeth of the jawbone. The handle is wrapped in leather.*

**Encumbrance:** 1/3

### One-Handed War Axe

**Tags:** one-handed, shafted, bladed

**Requirements:** 1 STR

**Speed:** 1⇒2

**To-Hit:** +STR

3 [Severing]

### One-Handed War Hammer

**Tags:** one-handed, shafted

**Requirements:** 1 STR

**Speed:** 2

**To-Hit:** +STR

3 [Bashing]

Ignore 3 Armor.

**Encumbrance:** 1

### The Serpent Lord’s Coiled Greatsword

**Tags:** two-handed, bladed

**Requirements:** 1 AGI, 2 STR

**Speed:** 1⇒2

**To-Hit:** +AGI +STR

d6 [Severing]

Inflict 1 [poison].

*The end of the blade is coiled into a heavy spiral. The metal has a green shine.*

**Encumbrance:** 1

### Warpick

**Tags:** two-handed, shafted, reach: 2

**Requirements:** 2 STR

**Speed:** 2

**To-Hit:** +STR

d10 [Picking]

Ignore 5 armor.

**Encumbrance:** 2

## Items

### Battle Egg Carton and Bandolier

Carton holds 24 Putrefying Eggs. Carton and eggs will break if it or the person wearing it takes 5 or more damage in one turn.

*A wooden case made from solid hardwood with round impressions chipped into it. The inside is padded with soft moss.*

### Cannibal Whetstone

Take 1 hour to apply [sharpened] to a [bladed] weapon. Whetstone must be soaked in blood for 1 hour before use. Inflict 1 [bleed] on half crit. Gain 1 health at the beginning of your turn as long as the opponent is bleeding.

*A warm mass of striated stone writhing almost imperceptibly. It bears a closed eye on one side. It scrapes against your hand. It screams in your head.*

### Crude Frog Idol

Use costs 3 AP. Must be holding the idol with both hands. Ignore 3 poison damage next turn.

*A small, worn, and stained frog idol on a fraying cord of twine. It's wearing an even smaller straw hat. He seems to be smiling.*

### Curse Eye

When crushed, all characters within 3 spaces gain 1d4 [curse].

*A brittle dull black sphere with a layer of veins on one side.*

### Footsoldier's Whetstone

Takes 30 minutes to apply [sharpened] to a [bladed] weapon. Ignore 3 armor. Rolling a crit fail removes [sharpened].

*A fragment of a relief etched into heavy white stone. The relief depicts a phalanx of soldiers bearing partisans against an unseen enemy. The relief is etched deeply with identical runes in various styles.*

### Glowing Root Bundle

Use costs 1 AP. Instantly gain 1:3 HP.

### Lost

Two stone birds that constantly tug towards each other, regardless of distance.

### Stolen Ichor

Use costs 2 AP. Gain 3 [heal].

### The Braggart

A cloak with bright silver stitching. When worn, DC 9 illusion of a full set of plate armor.

## *Spoilers*

### **Troll Salts**

Remove 1 [exhaustion], after 10 minutes take 2 [exhaustion]. Wake up from unconsciousness not caused by negative health.

*A small earthenware jar filled with a strong-smelling coarse powder, sealed with a waxed ball of plant fiber.*

### **Valiikon's Whetstone**

Takes 30 minutes to apply [sharpened]. Inflict 1 poison on hit. Inflict 1 poison if you do 2 poison in one turn. Missing an attack removes [sharpened].

### **Vial of Verdant Sap**

Use costs 2 AP. Gain 2 [heal].