Free Playtest Material

This Document is not final in design and appearance.

Content

Talebones

Talebones is a dark fantasy tabletop roleplaying game that is heavily inspired by myth, folklore and Fromsoftware games like Sekiro and Elden Ring.

Cornerstones:

- **Poise System:** Any character would like to not be actually hit by attacks. Hit points are very hard to recover, but if posture and wits are about, characters will manage to dodge and parry any attacks against them. This is symbolized by a "second" health bar (i.e. Poise). Upon depletion of Poise the character suffers wounds and long-lasting damage.
  Most enemies only have Poise and are possible to kill or subdue as a free action.
  Bosses and player characters have hit points, so they don't instantly die upon being knocked off balance.
- **Reactive Combat**: In actual combat the intention is to react to other character's (player and non-character) actions. Supporting them in cool combo moves or punishing enemies. You are intended to do most of your actions per round before your actual turn happens.
- **Collaboration**: They world is deadly and evil. Only community and groups can protect oneself. In the same vein you by yourself usually will struggle to deal effective damage against enemies or solve important challenges. But luckily you have a group that is there to help and uplift each other.
  (This is not just a vibe statement but codified in mechanics! Go and be each other's support)
- **Talebones**: Each Folk can have a number of talebones. They are not actual bones, at least in the physical sense. But it is said that on their insides the story of the Folk is written out in detail. Heroes, Folk of great renown and history, can have basically unlimited

talebones. Unimportant, invisible characters have none.
  Upon death a talebone may fracture and release its stored tale; reviving the Folk but proclaiming part of their inner truths to the world.
- **Marrowing**: The magic system of this world gains its power from the caster breaking their own bones, releasing the trapped natural energy ("Marrow"), channelling them into incantations.
  Any Folk can use Marrow to cast, some just have practised more and are better at it.
  This facet of the world has led for many cultural traditions to put bones front and centre.

How to use this document

Due to this document only being a snapshot of all the rules it was very difficult to present the rules in a succinct order, like the final book. Due to that we have included just the rules Glossary and use this section to point towards the most central rules needed to understand Talebones.

- Challenges. The central mechanic of Talebones and used for basically everything.
- Combat. A quick overview over combat, initiative, and more.
- Character Creation. How to create a character!
- Lists. We promised customizability, here are all the lists for options (there will be a lot more in the final book.)

Rules Glossary

Action Points (AP)

You regain all Action Points each time a **combat round** starts. Most action you take during a round cost at least 1 AP and sometimes up to 7 AP. If you do not have enough AP to pay for an action, you are unable to perform it. At the end

of your **turn,** you lose all remaining unspent action points.

A standard character has **10 AP**.

Base Attributes

Each Base Attribute is quantified by 1 to 5 ticked boxes. The number of ticked boxes defines the number of d20 you roll in a challenge using the according Base Attribute (also referred as "base attribute dice pool).

In few special cases the base attribute dice pool can be increased beyond 5; in that case an additional box has to be added by hand.

Force. The pure kinetic energy you can put behind your actions. This can be by muscle strength or acceleration.
Examples of Use: Kick in a door, throw something, use most melee weapons

Body. The amount of stress your body can take before failing.
Examples of Use: consume poison, sprint over long distance, hold up a fallen tree for a long time, hit point and poise calculation

Speed. The physical speed your body is able to showcase.
Examples of Use: chase something, dodge a falling boulder, react to an unexpected danger, trick someone with slight of hand, poise calculation

Intelligence. Your capabilities for planned action and cognitive ability.
Examples of Use: plan a journey, imagine a situation, calculate the weight of a cannon, understand a situation

Feel. Your intuitive connection with your surroundings and natural talent.
Examples of Use: improvise a task, empathise with an enemy, read a room, judge a situation by gut instinct

Experience. Your knowledge about and history with the world. Correlates with age but does not need to.
Examples of Use: remember a historical fact about a church, know about a different culture,

do a task you have done many times before, give good advice

Impression. The first perception other sentient creatures have of you.
Examples of Use: get someone to let you in due to your good looks, convince someone that you are innocent, present yourself favourably to a person of authority

Challenges

At any point the game master may call for a skill or attack challenge. This is usually the case if an action performed by the characters has an unclear outcome or is essential to the progress of the story.

The game master calls for a **skill challenge** by telling the player which *Base Attribute* is to be used in the challenge (i.e. Force, Body, Speed, Intelligence, Feel, Experience, Impression or Luck) and at what difficulty the challenge takes place (usually +/-0).

In response the player may argue that a **talent** of their choice is applicable in the situation. This can lead to being considered *skilled* in the challenge or gaining additional *pool* dice.

If the player cannot successfully argue for any beneficial talent, they may argue instead for their **profession** being applicable in the situation. If so, the character is considered skilled in the challenge.

After this discussion, the player rolls a number of d20 equal to the **collected challenge dice pool** (Base Attribute Pool + Talent Pool).

In an unskilled challenge a die is a **success** if it displays a number equal or higher to 13 adjusted by the difficulty of the challenge.

In a skilled challenge the base, unmodified value to meet is an 8.

A **20** on a die equals 2 successes.

All other dice not meeting the difficulty are considered **failures**.

Example: Sam, the Folk, wants to keep an eye out for guards. The game master asks her to make an Experience skill challenge, to represent

her experience in looking for guards covertly. Sam offers that the Awareness talent would be applicable here and the game master agrees. Sam has 2 points in the Base Attribute Feel and one pool point in Awareness (representing good eyes in her case). She is not skilled in Awareness though, so she rolls 3d20 and considers all rolls equal or above a 13 a success.

She rolls (12,7,15). One Success. She notices that there is a guard presence on the streets, but so far, none of the guards seem to care for her or her groups presence.

An **attack challenge** uses the Base Attribute pool, determined by the weapon or attack used. If you are skilled with that weapon or attack, you are considered skilled in the challenge. Instead of Talent pool dice, you add the **weapon-specific dice pool** to the challenge pool.

Critical Failures

If there are no successes in a roll, it is considered a critical failure.

If the challenge dice pool was only a single die, that means that the action fails completely and thoroughly and cannot be reattempted due to changing circumstances.

If the challenge dice pool was more than one die the action fails spectacularly and serious consequences transpire from this failure.

Combat

In combat each action costs Action Points (specified with the action or weapon).

Attacking

To attack, spend Action Points according to the weapon used. Then roll an attack challenge using that weapon.

Damage

For each success in the attack challenge, you deal one **Poise** damage. If the Poise of the target is greater than the damage, subtract the damage from it. If the Poise is equal to the damage, the target is **Staggered**. If the Poise damage is higher than the Poise of the target, subtract successes until the Poise is 0. After that reroll d20s equal to

the remaining successes and add them up. This sum is the **Hit Point** damage dealt by your attack.

Initiative

Upon starting combat each player rolls one d20 and adds the *Speed* dice pool size to it.

Each round in combat starts with a collective Enemy phase when all enemy NPCs take their actions, and the characters can react to it.

Enemy NPCs lose all their status effects after their phase ends.
Enemy NPCs regain all their AP after their phase ends.

After the enemy phase the player characters take turns in descendant order of their rolled values.

At the end of characters turn, they lose all their unspent Action Points.

Player characters and allied NPCs lose all their Status Effects at the end of a round.
Player characters and allied NPCs regain all their AP at the start of a round.

When a round is over, the last player character in initiative is placed as the first character to act in the next round (equivalent to adding +20 to the last player character's initiative).

Surprise

If a participant of the initiative is surprised by the start of the initiative, they only receive half their AP at the start of combat (rounded down).

Movement

Movement in combat costs Action Points.
You may always move less than the action you paid for allows.

Movement Action	AP	
Dash	2	Move [Speed] Steps
Move	6	Move [2*Speed] Steps
Sprint	5	Move [3*Speed] Steps, only in a straight line

*1 Step = 5 Feet ~= 1 Meter

To jump any part of a movement action, you must have taken one movement action previously in the same round.

Jumping is always a straight line.

The height of the jump can be at most Steps equal to your Speed.

Jumping without such a running start can be at most 1 Step far and high.

Other Actions

Action	AP
Draw/Stash Object	1

Help

If a character attempts a challenge another character may always *Help* them. To do that they describe how they help and attempt their own skill or attack challenge. The successes of the Help challenge get added to the helped challenge.

Hit Points (HP)

Your hit points describe your bodily health. Wounds, mental scarring and stress can all affect your HP. If your HP fall to 0, you may fracture a Talebone to not die.

Luck

Luck is the 8th base attribute. That means you can roll skill challenges against Luck. For Luck challenges you are never considered skilled and cannot add pool dice from talents.

If you resolve any non-luck challenge, you may spend any amount of remaining Luck you have and buy yourself a success per spend pint of Luck. You can only regain Luck at the start of an adventure.

Marrowing Incantations

Incantations are the quantifiable unit of Marrowing. Any Marrow-Witch knows a handful of these and builds them into their life and fighting-style.

When casting an Incantation, first determine your dice pool size maximum for this instance. Add the base attribute dice pool of the incantation to any possible Marrowing talent pool dice you have.

You always may roll equal to or fewer dice than this maximum.

The Marrowing challenge is a skilled challenge for you if you are skilled in the Marrowing Talent.

The **successes** of a Marrowing challenge get mentioned in the Effect description of the incantation.

Any **failures** you achieve, get applied as direct hit point damage equal to the displayed number on the failure die.

Targets
A target of a marrowing incantation can be any Folk, creature or object you perceive.

Poise

Poise is your posture, balance and attention in stressful situations. Any successes against you in combat or in dramatic scenes reduce your poise by one per success. If you do not have poise left to negate all successes you are hit with, you take HP damage instead (reroll a number of d20 equal to the remaining successes and add them up).

You regain all Poise at the start of a scene.

A standard character as **3 maximum Luck**.

Profession

Specifies what your character did in their life before the adventure of the group started. Can be used to be considered skilled in challenges.

Reactions

Any action can be reacted to. There are generally two types of reactions: Reactive, Preventive and Supportive.
Preventive Actions are resolved before the triggering action does.
Supportive Actions are resolved at the same time as the triggering action.

Reactive Actions are resolved after the triggering action does.

After an action is announced anyone able to perceive that action may announce a reaction of their choice. After all actions are announced the "reaction chain" gets determined by first resolving all preventive actions, then all supportive actions, then the initial triggering action and afterwards all reactive actions.

Any individual can act **only once during any reaction chain**. That includes any sub-chains due to reactions to reactions.

Resting

A night's rest in a secure camp heals any character up to half their hit points.

To regain all hit points, they either can rest for a longer time, healing 1d20 hit points per day of uninterrupted rest, or may tell a tale. To tell a tale they need to share something about their previous life and backstory that most of the listening characters do not know yet. The tale must be about a person, event or place that is significant to them and detailed enough to paint a meaningful image of the character's personality. The character and anyone listening regain all their hit points during this rest.

Status Effects

Status effects are situational disadvantages your character experiences. For each instance you get affected by a status effect you tick one box accordingly. If you do not have free boxes of that status effect, you can't be affected by the newest instance of the effect.

All status effects get removed at the end of a combat round.

Tripped.
Any form of movement impediment.
You are not able to take a move action.

Downed.
You lay on the ground and are also tripped. Attacks against downed targets usually is at advantage (+1).

Staggered.
If you take HP damage or your Poise is reduced to 0, you become staggered. While staggered, any movement action costs double the AP it usually costs.

Weirded.
Affected by natural impulses and marrow, you are unable to perform any reactive actions.

Off Balance.
You temporarily get thrown off balance.
Remove one poise per Off Balance. When you remove the Off Balance effect, regain Poise equal to the removed effect.

Talebones

Every Folk of note carries within them a number of Talebones. They are not actually bones, rather a general rule of the world. Folk with Talebones are called talebound. If someone with a remaining Talebone gets reduced to 0 hit points the Talebone may fracture and immediately return them to life.

The talebound character immediately returns to 1 HP and regains all Poise. Immediately the character may spend AP equal to the successes of the attack or damage source that killed them. This "extra turn" cannot be reacted to and the character may not damage any other character within the duration of them spending these AP. After they declare to be done, the additional AP are gone, and the initiative resumes.

As a consequence of fracturing a Talebone, the character receives a Talebound Epithet, a byname detailing a flaw, secret of their backstory, or circumstance of their avoided death. From then on, any character they meet may know them by this Epithet, even if it can't be explained logically. This part of their story has escaped into the shared folktales of the world, and everyone could have heard it somewhere.

Talebound Epithets should never be only the decision of the player or the game master. They should work together to find a good balance between it being a detriment in some social situations and the player still wanting to play a character.

At any point the player may decide to not fracture a Talebone for their character. In this case the character dies permanently, and the player may work together with the game master to reframe the characters life in any positive or negative way the player prefers. This reframed version of their memory becomes part of folktale as well.

Talents

Your character can be considered skilled in some talents. This defines what the character has learned and practised.

Additionally, the character can have up to two pool dice in each talent. This defines what the character has a natural disposition or talent for.

If the game master asks for a base attribute skill challenge, the player may suggest a talent to be used alongside the base attribute. If the game master agrees that it is appropriate, the player may roll against the skilled challenge if the character is skilled in that talent and add any pool dice of that talent to the challenge dice pool.

Awareness. Your mental and physical ability to be alert of your surroundings and yourself.

Breach. Your ability to get forbidden and unintended access to an area or object.
You may choose to be skilled multiple times in Breach.
For each skilled point in Breach, you specify a single "Way of Entry", that specifies your fields of application for Breach (e.g. lockpicking, confidence, climbing).

Convince. Your ability to sway another sentient creature to align with an intended opinion.

Fitness. Your ability to do different forms of sports and physical activity.

Knowledge. Your basically complete knowledge in a specific field of study.
You may choose to be skilled multiple times in Knowledge.
For each skilled point in Knowledge, you specify a single "Field of Academic Study", that specifies your fields of application for Knowledge (e.g. biology, history, tactical warfare).

Marrow. Your connection with and knowledge about the magic in yours and everyone else's bones.

Medicine. Your knowledge about the physiology of living creatures and your ability to heal them from injuries and sickness.

Tactics. Your knowledge about how creatures and folk react and behave in stressful situations.

Weapon Masteries

A weapon mastery described full control of your chosen weapon. Each rest you take you may choose one of the two weapon masteries of your mastered weapon. Until you choose a different mastery for this weapon you may use it whenever applicable.

Weapons

Your character is skilled in two types of weapons. Weapons are specified by the following things:

- **Name**. Names the default appearance of this type of weapon. If your used item does not fit that Name, you may rename it on the sheet but include the "real" name for reference in brackets.
- **AP.** The amount of AP a single attack with the weapon costs.
- **Dice.** The weapon dice pool that gets added to the Base Attribute pool when attacking.
- **Stat.** The Base Attribute the weapon uses to attack. If there is a choice in the rules, you must pick one.
- **Attributes.** A collection of special rules for each weapon.

"In these parts, there are the villages, and there's 'the rest'. The villages are communities of Grassfolk, Folk, and Treefolk respectively. Grassfolk a group of people of which the tallest are barely as tall as a folk child, while Treefolk children, tower most but the tallest folk adults. Beyond these superficial groupings, no one folk is unified in appearance or form. The world seems to have made a cruel joke out of making each and every person unique in appearance, temper, and form.

'The rest' is not a good place to be. The wilds between villages are untamed. So, for centuries, haunted by monsters, beasts, and 'the rest', only the most fool hearty take it upon themselves to travel between communes. And fools die a quick death."

Character Creation

1. Character Concept

Any individual is unique. This is even more true in the world of Talebones than the real world. There is a general and superficial categorisation into Grassfolk, Treefolk and Folk, but that is purely a judgement of physical size of body and even that is only loosely inherited from the parents. Any other aspect of appearance, be it skin colour, number of limbs, bone structure or additional senses or features can be and is present in some Folk. So, your character **can** be of any "races" or creatures from other worlds and fantasies. The only restrictions are the following:

- Your character should be able to move autonomously without help from other player characters (i.e. a paralyzed character in a wheelchair is possible as long as they have a way to move that does not include another player being restricted to help them. Of course, that other way may be slower than if helped, but it should exist).
- Your character should be able to interact with objects akin to the interactions using opposable thumbs

(i.e. a worm is not possible. A worm that can open tin cans via limited telekinesis is possible). For this a *generally* humanoid form is advised, so walking on two legs and having arms.

- Your character should be obviously sentient upon interaction and should be able to interact with other sentient creatures (i.e. a mute sentient chair is not possible. A mute humanoid folk that can mime, show facial expressions and signal with their hands is possible).

Ways to approach creating a character concept:

- **From 0.** You "just" come up with a character and fit it to the world, create a backstory and figure out their stats.
- **The yoink.** You have a character you like from somewhere else. Take it and put it into the world of Talebones. Perhaps change a few details around to make it your own and figure out their stats.
- **Feature focused.** You pick an ability, reactive action or incantation you want to use and go from there. Imagine a cool, fun or absurd character that uses this feature and figure out their stats.
- **Weapon focused.** You pick a weapon you want to use and go from there. Imagine a cool, fun or absurd character that uses this weapon and figure out their stats.

2. Name, Species, Profession

Choose a name, species and profession.

Your **Name** is what you are known by with Folk you encounter or that hear about you. Generally, a character has a first and second name, but due to the highly fragmented nature of the worlds culture each village can deviate from this norm. Your character could have multiple first or last names, honorific names or titles. Of course, the opposite can be the case as well, as your character could be missing first, last or all names. Especially in the latter cases you should keep in mind that other characters, players and the game master do have to refer to your character, so

even if your characters village culture does not use actual names, they should have something that fills the same purpose.

Your **species** determines the general size of your character.
You may choose between Grassfolk, Folk and Treefolk. Grassfolk being at most 3-5 feet and Treefolk being at least 6-8 feet tall. Grass- and Treefolk technically have no boundaries beyond that for their size. There are Grassfolk that are sized below a few inches and Treefolk that literally have their heads in the clouds. For an adventuring character that visits different communities of Folk and still wishes to interact productively, it is advised to make Grassfolk no smaller than ~1 foot and Treefolk no taller than ~15 feet. If you wish to test these limits or even ignore them, do talk with your game master and fellow players. Perhaps it can be facilitated, but do not choose this path if the others are not on board.
Species generally do live amongst themselves in communities and villages. Grassfolk often rely on marrow to protect them magically, hiding their villages underground or in plain side from anyone wanting to bother them.
Treefolk tend to travel in the lifestyle of nomads, not erecting permanent settlements as they are way less likely to be caught in an ambush in the wilderness.
Folk face the issue of a high population growth and restricted living space, due to the difficulty of expanding the perimeter of an already built wall. So Folk villages usually spout unusually high, multi-floored wooden buildings, connected by bridges and balconies.
Any single village your character is from can of course be substantially different and unique, the details listed here are just to be used as an average experience.

Your **profession** is what you have done before the adventure with your group starts. That can be a job description (e.g. baker, fletcher, hunter, criminal) or a life experience (e.g. street urchin, noble). The choices for your profession start and end

with your imagination.
It is advised to try to keep it as general as possible though (e.g. "baker" instead of "pastry baker for the king") as that gives you more leeway in the actual gameplay (this advice only concerns the actual words you write onto your character sheet. In your backstory you may (should!) be as specific as you enjoy being).

3. Base Attributes

Each base attribute starts with **one point** (so there is no way you cannot roll a skill challenge due to not having any dice).

During character creation you distribute **10 points** beyond that on the attributes. You may not have more than 5 points in any single base attribute. 3 points in a Base Attribute is "basic competence".

4. Talents

You may choose **2 skills to be skilled in** (first column of boxes labelled "skilled").

If choosing to be skilled in a talent you can be skilled in more than once (i.e. Breach, Knowledge), only mark the box for the first time you are skilled in this talent. Then for each time you are skilled in the talent, fill one line in the specific section (i.e. Way of entry, Field of Academic Study)

Additionally, you may distribute **3 pool points** across any talents. This does not need to relate to the choice of skilled talents.

5. Weapons

Pick **two Weapons** to be proficient in. You are considered to have these weapons (in the count appropriate) on you upon the start of the adventure.

6. Reactions & Marrowing Incantations

You know the reactions **Dodge, Help, Riposte and Panic**.

You may choose **one** additional Reaction of any type **or** one additional Marrowing Incantation.

7. Hit Points, Poise, Luck & Action Points

To calculate your **Hit Points**, take your *Body Dice Pool size x 20*.

To calculate your **Poise**, take your *Body Dice Pool size + Speed Dice Pool size + Tactics Talent Pool size*.

You start with **3 maximum Luck**.

You start with **10 maximum Action Points**.

8. Talebound Epithets

Think of around **3 titles**, names or legends that relate to your backstory and can be used for fracturing talebones if there is no appropriate talebound epithet readily obvious.

Lists

Weapons

Name	AP	Pool	Base Attribute	Attributes	
Dagger	3	1d20	Force	Wounding (1), Ranged (6)	
Katana	4	3d20	Force	Wounding (1)	
Whip	3	2d20	Force	Ranged (2), Tripping	
Greathammer	6	4d20	Force	Two Handed (+4), Heavy, Bludgeoning	
Crossbow	6	4d20	Choose Body, Speed, Feel or Experience	Two Handed (+5), Heavy, Ranged (42), Recoil (1), Reload	
Hunting Bow	5	2d20	Force	Two Handed (+5), Heavy, Ranged (150)	
Bone Club	5	3d20	Intelligence	Marrow	
Hair Veil	2	0d20	Feel	Weirding	
Bone Necklace	3	2d20	Experience	Marrow, Ranged (12)	

Special attributes:

- **Bludgeoning:** The target can cast any Marrowing invocation as a reactive action, using the successes of the attack.
- **Half-Swording (X):** You can reduce your dice pool by up to X dice and the difficulty is decreased by that number.
- **Heavy:** You are only able to carry a single heavy weapon.
- **Marrow:** When this weapon breaks, a Marrowing wraith appears. (Not good. Lore :tm: reasons)
- **Momentum:** The AP costs of any attack made with this weapon is reduced by the number of attacks previously made this round using the same weapon (to a minimum of 1 AP).
- **Ranged (X):** You can attack with this weapon inside the range of X steps.
- **Recoil (X):** When you make an attack, apply Off Balance (X) to yourself.
- **Reload:** After a shot you need to reload your weapon using the Reload Action.
- **Simple:** If you roll no failures in an attack challenge using this weapon, the weapon breaks.
- **Tripping:** Trips the target until the end of the round.
- **Two Handed (+X):** If you only use one hand to wield this weapon you have +X difficulty.
- **Weirding:** Targets hit with this weapon are unable to take reactive actions for the rest of the round.
- **Wounding (X):** A successful attack deals damage straight to hit points equal to a roll of Xd20. X successes get removed from the success pool.

Weapon Masteries

Dagger

Assasin: While attacking a surprised target, the final success dice pool is doubled.

Parry Dagger: While holding a dagger in one hand subtract one success of any attack challenge against you. After each time you may add one success on your next attack challenge.

Katana

Fast cut: When cutting a target and killing or destroying it, it only becomes apparent when it gets a force applied.

Draw: You may preventively react with an attack to the first action in combat.

Whip

Disarm: Instead of dealing damage, the target must your attack with a force skill challenge. On a fail, the target has to drop one thing it is holding.

Swing: Jump without requiring a running start if there is a suitable hold within reach above you.

Greathammer

Witch hunter: Bludgeoning only allows the target to use half of your success pool.

Destroyer: While attacking an inanimate target, the final success dice pool is doubled.

Crossbow

Calm Shot: While undistracted (e.g. by being within arm's reach of an enemy, under attack or similar distractions) any attacks are at advantage -4.

Powerful Shot: Crossbows have Wounding (1) if you use them.

Hunting Bow

Leg Shot: On successful attack challenges afflict Tripped to the target.

Split Arrow: Once after successfully attacking a target, the next attack challenge against the target reuses the same success pool.

Bone Club

Powered Strike: On succesful attack challenges push the target steps equal to successes.

Grafter: Any Bone may be used as a bone club.

Hair Veil

Disabling: On successful attack challenges afflict Tripped and Off Balance (1)

Veiled: Using the hair veil does not require hands.

Bone Necklace

Splinters: Attack challenges may target two targets.

Animated: Anyone who wears your necklace besides you starts suffocating upon your command.

Reactive Actions

Reactive Actions are Actions that can be taken outside of your turn but do also cost Action Points to perform.

That leads to you not being able to perform Reactive Actions after your turn (as you lose all unspent Action Points at the end of your turn).

"Target" can be any creature, folk or object you are able to perceive and know its location.

Action Point Cost:

- **[X AP]:** Costs X Action Points
- **[Movement AP]:** Costs Action Points according to the type of movement action taken (usually 2-6 AP).
- **[Weapon AP]:** Costs Action Points according to the weapon used for the attack (usually 3-6 AP).

Reactive Actions

(Standard) Reactive Actions get performed **after** the triggering event concluded.

- **Dodge [2 AP]**
  Trigger: Any action
  Action: Use the Dash Action.
- **Panic [1 AP]**
  Trigger: Any action
  Action: Do anything not taking longer than a second.
- **Persue [Movement AP]**
  Trigger: Any Movement Action
  Action: Do any movement Action.

- **Reposition [Movement AP]**
  Trigger: Any Attack Action
  Action: Do any movement Action.
- **Retaliating Strike [Weapon AP]**
  Trigger: Any Attack Action
  Action: Do any attack Action targeting the triggering target.
- **Riposte [Weapon AP]**
  Trigger: Any Attack Action against you with no successes
  Action: Do any attack Action targeting the triggering target.
- **Tackle [Movement AP]**
  Trigger: Any Attack Action within reach of movement
  Action: Move up to the triggering target. Both of you are prone.
- **Transport [2 * Movement AP]**
  Trigger: Any Attack Action or Telegraphing Action
  Action: Move yourself and a willing target within arm's reach.
- **Waiting Strike [Weapon AP]**
  Trigger: Any Movement Action
  Action: Do any attack Action targeting the triggering target.

Supportive Reactive Actions

Supportive Reactive Actions get performed **during** the triggering event concludes (usually to the benefit of it).

- **Coach [5 AP]**
  Trigger: Any Movement action
  Action: In this reaction chain, the target avoids gaining one status effect per success in a challenge by you.
- **Covered Sprint [2 AP]**
  Trigger: Any Movement Action
  Action: The target can move double the distance it paid for and has a temporary bonus Poise point until the reaction chain has resolved.
- **Encourage [4 AP]**
  Trigger: Attack or Skill Challenge performed by a target being able to perceive you
  Action: Help the target with an Impression skill challenge.

- **Fling [3 AP]**
  Trigger: Any Movement Action that passes within arm's reach
  Action: If the target gets within arm's reach of you during their movement, you fling them across you and the target may move additional steps equal to your Force, without spending any action points themselves.
- **Help [4 AP]**
  Trigger: Attack or Skill Challenge performed by a target being able to perceive you and within arm's reach
  Action: Help the target.
- **Set Bones [5 AP]**
  Trigger: Any Incantation within arm's reach
  Action: The Incantation gains advantage (-X) with X being the number of successes of an Intelligence, Feel or Experience challenge by you.
- **Transmit [4 AP]**
  Trigger: Any Attack Action targeting you by an ally
  Action: Roll a Force challenge and add the successes to the attack's success pool. You may choose a new target within the range of the original weapon.

Preventive Reactive Actions

Preventive Reactive Actions get performed **before** the triggering event concluded.

- **Attack of Opportunity [Weapon AP]**
  Trigger: Any Movement Action
  Action: Do any attack Action targeting the triggering target.
- **Flinch [Weapon AP]**
  Trigger: Any Attack Action within reach
  Action: The triggering attack action and any supportive actions resolve at the end of this reaction chain.
- **Just Don't [4 AP]**
  Trigger: Any Attack Action against you
  Action: Decrease the successes of an incoming attack by one for every success in an *Impression (Convince)* skill challenge.
- **Parry [Weapon AP]**
  Trigger: Any Attack Action against you

Action: Roll an attack challenge with a melee weapon you are holding. The attack challenge is at disadvantage by the size of the initial attacks dice pool. Each success cancels out one success of the initial attack.

If the initial attack has no successes left, treat your own attack as dealing damage as usual.

If the initial attack has successes left, the attack is treated as if you do not have Poise left and deals damage to hit points.

- **Shove [2 AP]**
  Trigger: Any Attack Action against a target within arm's reach
  Action: If willing the target moves Steps away from you in a straight line equal to your Force. If unwilling, the target contests a Force challenge by you with a skill challenge of their choice.

Marrowing Incantations

A Marrowing Incantation is defined by the following:

- Name: The Colloquial name of the Incantation
- Action Points (AP): Action Point Cost
- Type: Action type of the incantation (i.e. Action or (specific) Reactive Action)
- Base Attribute: Base Attribute used for casting
- Effect: Description of the Effect

- **Exert [4 AP]**
  Type: Action
  Base Attribute: Intelligence
  Effect: For a number of hours equal to the successes the target can move double the distance for any AP spent, is able to jump twice the distance and lift, throw and carry double the weight.
- **False Skin [6 AP]**
  Type: Action
  Base Attribute: Intelligence
  Effect: A number of targets equal to the successes take a different appearance. This effect lasts for an hour.

- **Stabilize [4 AP]**
  Type: Preventive Reactive Action (Target losing a poise point)
  Base Attribute: Intelligence
  Effect: The target gains poise points equal to the successes.
- **Accelerate [2 AP]**
  Type: Supportive Reactive Action (target moves)
  Base Attribute: Feel
  Effect: The target rapidly moves in the direction it started moving for 2 steps x the number of successes. If the target would deal damage on impact, it adds the same number of successes.
- **Stop [3 AP]**
  Type: Preventive Reactive Action (Target moves or is moved more than 1 step)
  Base Attribute: Feel
  Effect: The target can't move from it's current spot. Any force acting on it must contest the numbers of successes of the spell.
- **Towards [4 AP]**
  Type: Action
  Base Stat: Feel
  Effect: Move straight towards a point on a surface within a range of 2 steps per success. You ignore effects of gravity until you move again.

Abilities

Some Abilities have Base Attributes requirements. You cannot pick these if your according Base Attribute does not meet this requirement.

- **Tiny dipshit**
  Any target larger than you counts as climbable for you.
- **Vaulter**
  Your jump distance is tripled in any direction.
- **Way too Lucky**
  When rolling a skill challenge with Luck you are always considered skilled in the challenge. If you fail the challenge you are considered to have not succeeded any of the dice throws.

- **Ready**
  You cannot be surprised.
- **Hot Shot**
  When rolling a ranged attack challenge while in the air, you may add one success to the challenge.
- **Cleaver**
  Requirement: Force 3
  If you reduce a target's Poise to 0 using a melee attack, if there are any remaining successes you may attack a second target within your weapons range using the remaining successes. You may repeat this until you have used all successes.
- **Strong Bones**
  Requirement: Body 5
  The damage you take from Marrowing incantations is halved.
- **Kiting**
  Requirement: Speed 4
  Any attack challenges made against you while the attacker is staggered are made at +5 difficulty.
- **Wallrunning**
  Requirement: Speed 5
  You can run up vertical surfaces during your turn. You are only affected by gravity during this if you want to or as soon as your turn ends.
- **Linguist**
  Requirement: Intelligence 3
  You are able to speak, write and understand any language that is not secret.
- **Here we are again**
  Requirement: Experience 3
  When rolling a skill challenge with Experience you may reroll one dice. You have to keep the new result.
- **Actually left handed**
  Requirement: Impression 2
  When taking an attack action with a one handed weapon, you may impose difficulty on the attack equal to your impression dice pool size. Your next attack against the same target has a difficulty reduction equal to double your impression dice pool size. For this effect

to take place you need to swap the main weapon hand for 1 AP.
- **Concealment**
  Requirement: Impression 4
  You are able to conceal any non-heavy weapon convincingly. (By a method of your choice)