

Start

1. Name
2. Species
 - a. Grassfolk:
Kleines Folk (maximal 1.50m)
 - b. Baumfolk:
Großes Folk (minimal 2m)
 - c. Folk
Alle anderen
3. Profession
Beruf/Lebensstil vor dem Abenteuer

Combat

In combat each action costs a number of Action Points (specified with the action)

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.

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.

When a round is over, the last player character in initiative is placed as the first character to act in the next round (so order of players characters is circling).

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 10 feet
Move	6	Move 30 feet
Sprint	5	Move 50 feet, only in a straight line

Jumping is currently undefined, and we roll with it how it goes~

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.

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.

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”).

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

Talents

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 table (see [here](#)) 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.

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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.

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