

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 the 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). Only when that is depleted takes the character actual 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 as well, 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. Resources are balanced so that in the best case in your actual turn, you don’t do that much because you already reacted to so many other actions.
- **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 the 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.

- **Marowing:** 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 is able to use Marrow to cast, some just have practised more and are better at it.
Everything in this world is about bones.

Quick Rules

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.

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.

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.

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~

Character Sheet

Name

Your Name is what you are known by with Folk you encounter or that hear about you.

Beyond the name you start the game with, it is possible to be *talebouned* to additional titles, names or stereotypes by fracturing *talebones*.

Species

Species only categorises your size in comparison to all other Folk. Small Folk is called Grassfolk, and tall Folk is called Treefolk. All in between are just called Folk.

Player Name

Your name. So you can find your character sheet again!

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, the player, may decide if your character dies or fractures a talebone, returning with all poise and 1 HP. The consequence is that the character becomes talebound to a name or legend. This can either be a preprepared name revealing a badly framed aspect of your characters backstory or a name that relates to how your character died and fractured their talebone. Any sentient creature that you encounter from that point on has heard (by magical means) of your name or legend, which can lead to a poor first impression, superstition or mistrust.

If you decide that the character dies, you can do the opposite. Speak with the game master and the other players to frame the life and death of your character in any way you wish.

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.

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 point of Luck. You can only regain Luck at the start of an adventure.

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.

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

Reactive Actions/Abilities

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 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.

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.

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.

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.

Staggered. If you take HP damage, you become staggered. While staggered, any movement action you make only moves you half as far.

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 as much poise.

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.

number is usually between -5 and +5, but may be even higher.

Unskilled/ Skilled Challenge

This is a reference table for dice rolls. Refer to the first table, if you are not considered skilled in a challenge. Refer to the second, if you are.

The Challenge with difficulty 0 is the default challenge to beat with each dice of a pool. The game master or the rules can increase or decrease the difficulty by a number. That

“In these parts there are the villages, and there is the rest. The villages are communities of Grassfolk, Folk and Treefolk respectively. Grassfolk being a group of people of which the tallest are barely as tall as a folk child. And Treefolk children towering most but the tallest folk adults. Beyond these superficial practical 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, and 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 yolk.** 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. Reactive Actions & Marrowing Incantations

You know the reactive actions **Dodge, Help and Panic**.

You may choose **one** additional Reactive Action of Any type **or** one additional Marrowing Incantation.

If you have gained a higher maximum for any base attribute, you may go beyond 6 points in an attribute with this.

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

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 name available.

Higher “Level” Characters for Playtests

Abilities

You may choose **two Abilities**.

Be aware that some Abilities have minimum Base Attribute Requirements.

Additional Actions

You may choose **3** additional Reactive Action of Any type **or** Marrowing Incantations.

Additional Base Attributes

To conclude the creation of higher-level characters, you distribute **4 more points** to your base attributes.

Lists*

*Without claim to be final

Weapons

Name	AP	Pool	Base Attribute	Attributes
Dagger	3 AP	1d20	Force	Wounding (1), Ranged (30)
Shortsword	3	2d20	Force	-
Nunchucks	4	2d20	Force	Momentum
Katana	4	3d30	Force	Wounding (1)
Longsword	4	3d30	Force	Half-Swording (2)
Spear	4	3d30	Force	Ranged (60), Two Handed (+2)
Whip	3	2d20	Force	Ranged (10), Tripping
Chain-whip	4	3d20	Force	Ranged (10), Bludgeoning
Great Club	6	4d20	Force	Two Handed (+2), Heavy, Bludgeoning, Simple
Greathammer	6	4d20	Force	Two Handed (+4), Heavy, Bludgeoning
Hand Crossbow	4	2d20	Choose Body, Speed, Feel or Experience	Ranged (210), Recoil (1), Reload
Crossbow	6	4d20	Choose Body, Speed, Feel or Experience	Two Handed (+5), Heavy, Ranged (210), Recoil (1), Reload
Hunting Bow	5	2d20	Force	Two Handed (+5), Heavy, Ranged (150)
War Bow	6	3d20	Force	Two Handed (+7), Heavy, Ranged (1000)
Bone Club	5	3d20	Intelligence	Marrow
Hair Veil	2	0d20	Feel	Weirding
Bone Necklace	3	2d20	Experience	Marrow, Ranged (60)

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 feet.
- **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.

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: Move 10 feet.
- **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.
- **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).

- **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 a nonspecific *Impression (Convince)* skill challenge. Only half of your successes get added to the final success pool.
- **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 an additional 20 feet, 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
Action: Help the target.

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.
- **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: Give up all sense of positioning

and parry the incoming attack action of an attacker. 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.

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.

A Marrowing Incantation is defined by the following:

- Name: The Colloquial name of the Incantation
- Action Points: 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.

- **Feed Marrow [4 AP]**

Type: Supportive Reactive Action (target casting an incantation)

Base Attribute: Intelligence

Effect: Add successes to the spells pool equal to the successes of this casting.

- **Guide Strike [4 AP]**

Type: Supportive Reactive Action (target rolling an attack or skill challenge)

Base Attribute: Intelligence

Effect: Add successes to the challenge pool equal to the successes of this casting.

- **Harden Bones [5 AP]**

Type: Action

Base Attribute: Intelligence

Effect: The target gains hit points equal to the successes x 5.

- **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 10 feet x the number of successes. If the target would deal damage on impact, it adds the same number of successes.

- **Feel Creature [6 AP]**
Type: Action
Base Attribute: Feel
Effect: For one hour a number of creatures equal to the successes are friendly to you and are able to telepathically communicate with you.
- **Feel Sentience [7 AP]**
Type: Action
Base Attribute: Feel
Effect: The successes are contested by a *Feel* skill challenge by the target. If you win the contest, you know the current as well as the deepest wants and goals of the target. If referring to these feelings, the target is compliant with any reasonable suggestions.
- **Shatter Weapon [8 AP]**
Type: Action
Base Attribute: Feel
Effect: A weapon you touch shatters if you achieve successes in this casting equal or greater to the weapon specific dice pool size.
- **Stop [3 AP]**
Type: Preventive Reactive Action (Target is moving)
Base Attribute: Feel
Effect: The target stops moving. Any force acting on it must contest the numbers of successes of the spell.
- **Strike True [3 AP]**
Type: Supportive Reactive Action (target rolling attack challenge)
Base Attribute: Feel
Effect: The targets melee attack gains additional range of 5 feet per success.
- **Towards [4 AP]**
Type: Action
Base Stat: Feel
Effect: Move straight towards a point on a surface within a range of 10 feet per success. You ignore effects of gravity until you move again.
- **Trade Location [5 AP]**
Type: Preventive Reactive Action (target rolling an attack challenge)
Base Attribute: Feel
Effect: Trade places with the target of the attack and gain temporary Poise

points equal to the successes. The Poise points vanish as soon as the current reaction chain is resolved.

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.
- **Lucky**
Your Luck increases by 1.
- **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.
- **Deep with the Bones**
You learn two Marrowing spells.
- **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.
- **Exalted**
Requirement: Force 5
Your maximum base stat restriction for the stat Force is increased by 1.
- **Strong Skin**
Requirement: Body 3
Your hit points increase by 20.
- **Strong Bones**
Requirement: Body 5

The damage you take from Marrowing incantations is halved.

- **Rapid**
Requirement: Speed 3
Your action point maximum increases by 2.
- **Nimble Footing**
Requirement: Speed 3
You are able to spend 1 Action Point to move 5 feet.
- **Kiting**
Requirement: Speed 4
Any attack challenges made against you while the attacker is staggered are made at +5 difficulty.
- **Energetic**
Requirement: Speed 4
At the start of your turn you regain half of your used Action Points.
- **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.
- **See the Pattern**
Requirement: Intelligence 4
You always know, if two people know each other, given you talked to each at least for one conversation.
- **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.
- **Experienced**
Requirement: Experience 4
You are skilled in 2 additional talents.
- **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.

- **Totally a traitor**
Requirement: Impression 3
Whenever you roll an attack challenge against someone you consider an ally, you may impose difficulty on the attack equal to your impression dice pool size.

Any opposed target that witnesses this, considers you an ally until you attack them or their friends.

When one of these fooled targets ends their movement within your weapons range, you may take a reactive action, that cannot be preventively reacted to.

- **Concealment**
Requirement: Impression 4
You are able to conceal any non-heavy weapon convincingly. (By a method of your choice)
- **Sympathetic**
Requirement: Impression 5
Any skill challenges opposed to you, happen at +2 difficulty.