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# [PREFACE]

# [INTRODUCTION]

Talebones is a roleplaying game about stories. It is about the stories you and your friends will embark on, the twisting and winding paths your characters will take, and the many folktales, legends and horror stories you are going to encounter, act out and subvert. On the other hand, Talebones is about stories more generally. How they inspire people (mostly humans in the real world), how they shape perception and how they compel us to dream. But really Talebones is about nightmares. The nightmares that start when you are incapable of waking the next morning, forced to tread deeper and deeper into an unfolding story on a path to assured madness.

Adventures played in Talebones can reach from delightfully whimsical to deep existential horror, and everything in between. They are fantastic and narrative focused, but there is an emphasis on making combat more narratively satisfying and scenic as well.

Talebones puts the dynamic conversation between game master and the players front and centre and acknowledges its central role in telling the story at the table.

## THE WORLD AND YOU

Talebones is played in a mystical world after its catastrophic end. Centuries ago, almighty old gods ravaged and destroyed everything, leaving in their wake a deeply broken land with drastic changes to how things work.

The good news is that these old gods are gone now. Leaving their broken plaything behind, to torture a different kind of people. The bad news is that the changes seem pretty much irreversible.

Stories are essential in this new order. They shape everything that happens and force the appearance of a dramatic tale onto everything, even against the wishes of the freshly chosen protagonists. Some of the stories are remnants of the world before, others are tales of the world as it is now. Told by the elderly at fireplaces, over and over, to a point where each story gets its very own way of being alive. And alive things need nourishment. So stories leach of the people in the world, somehow making them follow their every whim.

These people in the world. They are not quite what you might know from your reality. Maybe you are familiar with humans, maybe even with different races like elves, gnomes and orcs. Maybe this world was the same once, but since the apocalypse everyone is just Folk. Every Folk is completely unique in their appearance, form and abilities. Free from limits in size, skin tone, or even the old laws of nature, Folk can take any shape, completely independent of their parents or farther ancestors. A Folk with green skin and tusks may have a child that is a sentient and telepathic, wooden barstool, who someday will marry a little guy with a big red pointy hat.

To spite this new way of creation, folk still manage to think in boxes though. Anything that is significantly larger than average they call Treefolk. Anything significantly smaller, Grassfolk. They huddle up in small communities, cut off from others like them by the untamed wilderness that sprung up in the remnants of a grand civilisation. Everyone else in other villages or communes is just that: “The others”. And the things that don’t live in groups, do not build, are not scared of anything roaming the wilds? Those are “the rest”. Folk are used to living in abstract fear of everyone and everything they cannot categorize or understand. And the world does not freely explain itself.

You step into this splintered world as an outsider. Because everyone is an outsider somewhere. And you might just be strong, smart or charming enough to wrangle the last figments of free choice from the stories. And as everyone knows: Subverting a worn-out trope, is sometimes the best way to breathe life into a tale.

## THIS BOOK

In this first chapter you may gain an overview of what Talebones has to offer. After a quick introduction, you get a first look at what is left of the world you are playing in. At the end of the chapter, there is a basic overview of the Challenge mechanic and dice rolling system of Talebones called the “Dice Goblin System”.  
The next chapter leads you through the character creation process, which are the means to bring your very own Folk to life. Talebones does not have any classes, specific races or other typical options, so you are nearly completely free in following your imagination.  
In chapter 3, There is a list of Reactive Actions. These are ways to interact with things happening around you, specifically for combat and other tense situations. This is the core mechanic of Talebones’ combat and allows it to be very fast and fluid.  
Afterwards there will be an overview of Abilities, which are powerful traits your character may acquire on their adventure, to bolster their actions.  
In chapter 5\*? the magic of Marrowing will be explained. To cast spells, or rather so-called Incantations, a Folk needs to break their own bones to released stored energy, shaping reality around them.  
Chapter 6 goes in depth on the topic of combat, including initiative, special weapon mechanics and of course taking damage and dying.  
Chapter 7 gives a more detailed insight into the world of Talebones, including several locations the game master may use in their story. Chapter 8, chapter 9 and chapter 10 are the domain of the game master, chapter 8 going into detail on enemy and non-player character mechanics and chapter 9 helping the game master with tips and advice for running an adventure in Talebones. Reading this as a non game master should be cleared with your game master first, to avoid reading things not for your eyes.  
Wrapping up the book is a short adventure the game master can use to introduce the players (and possibly themselves) to Talebones and how it is played.

## WHAT ARE ROLEPLAYING GAMES?

Roleplaying games are a form of structured cooperative storytelling. At heart they are very similar to children playing games of make belief: A group of people come together and agree that a shared set of beliefs is true for the duration of play.

While playing each player gains control over one character of their own making, while the game master controls any other non-player characters, that might come up during the story, as well as being the final arbiter of rules. Additionally, the game master will prepare the basic story framework the group is going to play through. This framework is not fleshed out or clearly defined at the start, as that is the task of the group to explore cooperatively.

Any scene, both planned or completely improvised, usually starts with the game master giving a quick overview of the surrounding environment and current goals of the characters. From this point onwards the game master steps back, and it is the challenge of the players to talk and act between each other or interact with characters in the scene or the scene surroundings. At any point the game master may ask a player, or a player may request from the game master, to make a dice roll for the current action they are doing. This may occur because the outcome of the action is indeterminate, or a failure could affect the story meaningfully. Generally, a dice roll should not occur for actions that are sure to work out to the players expectations, or do not result in interesting consequences. This is dependent on the opinions of everyone though, so if someone feels as if something should not require a dice roll, or oppositely should require one, they may attempt to argue for it. On the topic of dice rolls the game master has the last word. This allows for a regulated flow of the game.

Consequences for bad dice rolls or other situations, should be a product of cooperation. Every player should take pride in being able to narrate their character tripping in a dramatic moment or having to put a relative to rest. The game master should relinquish control of as many moments as possible, to allow for players to have the perception that they are not powerless in the face of consequences, but rather accomplices in putting their characters through bad times.

Every player at the table wishes to enjoy their time and enable the enjoyment of other players. The game master is a player in this as well, so even they are here to enjoy their time and make the experience memorable for all other players. This contradicts directly a competitive reading of role-playing games, there should not be winners or losers, and the goal should be for everyone to feel included and valued as a person.

#### Example of Play

**Game Master (GM):** As you finally reach the narrow alcove you had spotted from afar the rain is properly torrential now. Everything on you is drenched, heavy, and cold. The narrow space barely fits all three of you, while Peny has the easiest time of course.

**Player 1 (playing Peny, a tiny bug creature):** “Ha. Don’t step on me!”

**Player 2 (playing Jom, a scrawly thief):** Jom looks outside and sighs: “I figure we will be caught here for a while. Can you guys see anything?” (to the GM) I want to inspect this hole we are in!

**GM:** Very well. Do roll a Feel Challenge. Are you able to see in the dark?

**Player 2:** Nope. Regular eyes here.

**GM:** Then at Disadvantage of -2.

**Player 2:** Can I apply my Awareness? I am looking, am I not?

**GM:** Yes, Awareness is a good Talent to apply here.

**Player 3 (playing Resbutlan, a huge gelatine creature):** I would like to help. I do have a lamp with me, I think!

**GM:** That is more than reasonable to have on you. Roll an Intelligence Challenge to help Jom.

**Player 2:** I have 3 Successes, or does the Disadvantage get removed, because I have light now?

**GM:** No disadvantage with light, yes.

**Player 3:** I rolled exactly one die, and I have exactly one success. Sometimes Resbutlan has good ideas as well!  
“Here let me help your tiny eyes, Jom.” He pulls out the storm lantern he has on him.

**GM:** So, in total 4 successes. That is Nearly a very good success. And all of you are shoved into the walls, so inspecting shouldn’t be that hard. Jom, in the light of Resbutlan you can see that the little outcropping Peny is resting on, has intricate carvings which form a circle, roughly the size of a thumb.

**Player 1:** Peny has draped her drenched coat over the outcropping to dry and will be very unhappy for you to move it.

**Player 2:** “Sorry Penny”, but I see a button, I press a button. (to the GM) I press the button!

**GM:** All of you jump as suddenly the entire cave starts shaking violently. Behind you white light appears as a hidden door opens. Very loudly.

Conflict between player characters, or conflict between player character and non-player characters will occur, and Talebones even encourages these kinds of interactions in game. During all of this, the actual players should stay in constant contact and communication, working together to tell the best story. That may include one player having to decide that their character suffers a defeat, embarrassment or loss, but that should never occur in direct opposition of that player. This requires self-reflection and control of everyone involved, especially if the conflict deals with sensitive topics like relationships, death or trauma. To facilitate a healthy and welcoming gaming group, this book presents the safety tool of the “X card” as well as “Lines and Veils”. Whilst these are the safety tools we present here, there are other options. If you would like to find out about alternatives, there are many more that can be found online.

## A SESSION OF TALEBONES

A game of Talebones is usually played by a group of three to six players over the course of at least one session. Each session of Talebones is around three to six hours but do listen to everyone’s gut feeling on which duration is best for your group.

An adventure that only takes a single session is called a Oneshot and a good way for new players or game masters to get a feel for the game. These stories usually focus on a slice of a greater story, with already established characters that tend to not have a notable arc over the course of that one session.

Longer form adventures take course over more than one session, shorter campaigns around five to fifteen, longer ones without an upper limit for sessions. In these kinds of stories, the players and game master are able to dive into detailed character and story arcs with multiple stages, twists and turns. Usually this takes the form of an overarching campaign story arc, interspersed with more personal character focused arcs. In these character focused narratives, the players take turns highlighting the story, development or relationships of one player character at a time, enabling each other to get a moment in the spotlight.

#### X Card

The X-Card isan optional tool (created by John Stavropoulos) that allows anyone in your game (including you) to edit out any content anyone is uncomfortable with as you play. Since most RPGs are improvisational and we won't know what will happen till it happens, it's possible the game will go in a direction people don't want. An X-Card is a simple tool to fix problems as they arise.

The X-Card is any piece of paper or chat message marked by a visible “X”. If anyone wants to skip the current scene or content, they just need to tap, lift, or send the X-Card and the content is skipped without any further questions.

On how to introduce the X-Card, do read the original document for the “X-Card by John Stavropoulos” (<http://tinyurl.com/x-card-rpg>).

#### Lines & Veils

Lines and veils are established boundaries for the story and are defined by each player individually. Generally, they are shared with the GM, either as a group or in private, before the start of a game or campaign. Lines are hard boundaries that exclude specified content from the game, no questions asked. This could include anything, but common lines are children being harmed, rape or sexual violence, or racial discrimination. Veils are softer limits where the player is ok with it being included in the game, but it isn’t explicitly described. Things that are specified as veils will be hand-waved without going into detail or happen off-screen, like the fade-to-black sex scenes in a PG movie. *(Source: Golden Lasso Games)*

#### Be a game Master!

Note that the game master has surprisingly few required duties to attend to during play. Largely they play the role of an instigator and enabler for the players and their characters, allowing them to shine with what their characters are good at. You do not need to be the plotting mastermind behind all machinations to be a good game master. And while a firm grasp on the rules helps your role, it is by no means essential; Players usually have a good idea of the rules too and will help, if you reach out. All other parts come through experience. Just remember to communicate your style of game mastering with your players as early as possible, so they are prepared for the type of game you are going to run. And do not be afraid to make in the moment rule decisions or to make up whole new rules! Just review the decision after the session of play and communicate with your players, if you are sticking with that in the moment call or reverting it. Noone asks you to never go back on your word. Changing or creating rules is often known as homebrewing, and it is foundational to Talebones. Do not be afraid to homebrew if the rules don’t cover a specific situation, or even if an on-the-fly ruling is needed and digging through the rulebook would interrupt the momentum of play.

#### Executing themes

During a session of Talebones you might encounter themes of horror, whimsy, gore, and wonder. While Talebones wants to illustrate the inherent connection between these apparent opposites, the final content of your game is completely up to you and your group.

To highlight the horror side of your adventures, put the players into situation without apparent escape, focus on the characters being alone and describe their surroundings in terms of their senses. Strange scents, screams and flashing lights set a certain vibe for the adventure. Do refrain from “showing your monster” early, let the enemies of the player characters affect their surrounding by warping or killing everything they touch for example. Do pay some mind for your play environment. Make use of mood lighting or appropriate ambient music.

If your group prefers the lighter tones of storytelling, cater to them with quirky, light-hearted non-player characters that have a positive outlook on life. Include themes of hope and encourage players to try stupid plans even if opposed to sound reasoning. You should remember that whimsy does not necessarily mean low stakes or lack of conflict though. It just guides the tone of those parts of the game.

For a gorier experience, you should necessarily check in with everyone on their Lines and Veils regarding body horror and similar. Do take the safety tool serious and keep in close contact with everyone throughout the game. It is possible that someone discovers their discomfort only during play. If this communication is given, describe every grotesque body part of a creature in abject detail. If anything transforms, do introduce steps to it, describing every stage. Your facial expressions and body movements are a great way to enhance the effect of this form of narration.

A sense of wonder generally comes from the prospect of bountiful secrets with chances of uncovering their answers. Anytime the characters enter a new setting their wonder will correlate with the questions being asked and their ability to interact with those secrets. If you want to create a wonderous place, create many small parts that by themselves are hard to explain or grasp, but together paint a larger story (e.g. a lair of a dragon might have constant falling cinders, ground warm to the touch, and fluctuating winds). A wonderous character usually does things without having an obvious reason to. Either courageous and heroic things to surprise their audience or mysterious and cunning things to catch them off guard.

### WHAT YOU NEED TO PLAY

To play a session of Talebones you need the following:

* **This Rulebook.** In an accessible format to look up rules if necessary.
* **Five to eight 20-sided dice or any digital dice rolling app or website.** Talebones requires only 20-sided dice. How many depends on your character, but dice may be shared between players or be rerolled if necessary.
* **Character Sheet.** To bookkeep all rule information about your character.
* **Notepaper and Pencil.** To bookkeep all other information.
* **A Game Master.** To game master the game.
* **Some Players.** To play the game.
* **Tokens to represent Characters.** Talebones’ combat requires at times a representation of the current battlefield.

Additionally, you may decide to use:

* **Square or Hex Grid Paper.** May be introduced to simplify discussions about distances during combat.

#### Base Attributes

Any folk and many inanimate objects have the following eight base attributes, although some might have no points in some. Player characters always have at least one point in each base attribute.

Three points is an average amount of points in any base attribute.

* **Force**. Exerting kinetic energy, either by strength or speed.
* **Body**. The limits of the physical form before breaking.
* **Speed**. Movement speed and dexterity to dodge and evade.
* **Intelligence**. Logical reasoning and planning.
* **Feel**. Intuitive understanding of own skills and the surrounding.
* **Experience**. Knowledge gained by repeated lessons, study or training.
* **Impression**. Effect on other folk by being around them.
* **Luck**. Chances of advantageous events occurring without intent.
* **Game Master Screen.** Any visual barrier to prevent players looking at the game master’s notes. Can be used for additional space to display rule lookups for the game master.

### CHALLENGES

Talebones uses exclusively 20-sided dice. You can buy these in your local game store or online. But any app or website that offers digital dice works, if you get the go from your game master. In this book sometimes when a dice is referenced, it is abbreviated to “d”, followed by the number of sides (i.e. d20). A number before the “d”, may represent the number of dice of that kind to be rolled (e.g. 3d20).

Talebones uses the Dice Goblin system, named thusly due to having to roll many d20s. Challenges are the systems way to resolve character actions. Whenever your character does something, the game master may decide to ask for a challenge of any type. This usually occurs if the outcome of the action is undetermined or significant to the story.

Any challenge determines a number of successes, which define how well your character performed during the action. The more successes achieved in a challenge, the better the result. A task of average difficulty performed by a character with average skill can be achieved without major consequences with three successes.

As the game master calls for a challenge they (or the rules) define which base attribute the challenge is using. You, the player performing the challenge, then collect a number of d20 equal to the points your character has in that base attribute.

For example, if your character has three points in Feel, a Feel challenge starts out with a dice pool of 3d20.

From this point on you have to argue why any of your character’s talents have prepared them for the task at hand. This is intended to spark a conversation with your game master about how your character plans to approach the challenge, for example by coming across scholarly to people preventing them from entering a library. This could be a useful application of the talent “Knowledge” (for more details on all talents, see chapter 2).

Your talents or profession allow you to either be considered skilled or have pool points. For each pool point applicable due to your talent, you may add an additional d20.  
Afterwards you roll all gathered d20s and tally up your successes. If you are not considered skilled in the challenge, any dice that rolled higher or equal to thirteen are considered successes. If you are considered skilled, the number to beat is an eight. A twenty on a die always counts as two successes.

Achieving three or even more successes, can be quite difficult for a single character, if they are not specialized in the current task. This is by design, as any challenge can be helped or assisted by all other players. Another player may describe how they help you being successful in the task and roll their own challenge. The final successes are being added together. This does not have to be the same challenge; it just has to be helpful to the process.

# [CHARACTER CREATION ART PAGE]

# [CHARACTER CREATION]

Your character in Talebones is a Folk at the whims of storytelling. Either they have been enveloped by a Tale since birth, they have been found by their story before the start of the adventure, or they begin out the adventure as an unremarkable everyday Folk, at least for now. Over the course of your play you will build on the foundation you put down in the character creation process and will use the tools given to you by the rules and game master to tell your story.

But you are a part of other narratives as well. The story of the game master which will guide you through play and the stories of your fellow players that will enrich each game session with interactions and life. Be active in your communication with everyone throughout the process, to allow for even greater, communal storytelling.

If everyone tries their best to be the best, most enabling supporting role for every other character and story, every story has a rich cast to play off of.

Character creation has been itemized into five steps. The first step defines your character in the broadest strokes, by giving them a Name, a Species and a Profession. Step 2 to 4 define the general and more specific rule-based abilities your character can utilize and call upon. Step 5 closes with thoughts on setting up a backstory for your character.

## Character Concepts

Anyone may have a different process to create their character. Some may know directly what character they want to play, while others only discover this during play. Beyond the very rules-oriented components in this chapter, you should roughly know the appearance of your character, as well as any, otherwise supernatural, abilities they possess. Beyond that you are free to find out more about your character at your own pace.

Every character in Talebones is unique. Any character could look, interact and live differently than their parents, their community or their stereotype. This puts a lot of power in the hands of players but also brings some responsibility with it.

No character should be naturally gifted in everything, so do pay some mind to the other players when choosing special abilities for yourself.

Here is a list of examples of how to find a character to play:

* **From 0**. You already have a concept in mind and create a character based on that concept.
* **Be inspired**. You do not need to be the single source for your character. If you like a character from any media or story you know, just try to create them in Talebones. Maybe even introduce them as their own Tale. You are of course free to adapt them in any way you like and change things about them to your liking.
* **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 focuse**d. 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.

#### Example

*Player 1 already has a clear image in mind. Their character should be the tiniest, little bug, that uses martial arts to overcome great foes. An adorable raincoat is just the cherry on top.*

## Step 1: Name, Species, Profession

At first define your character in the broadest strokes. How does your character look? What do they do if not on an adventure?

### Name

Your Name is what others use to call upon you. The world of Talebones is culturally fractured, so you can use any naming convention you can come up with. Not all villages use First and Last name, some might use descriptive names like “No-ear”, or use special types of communication for names, like whistling. All characters should have a pronounceable transcription of their name though, to be used by other players and the game master.

### Specie

Everything is **Folk**. But there are two ways how to further specify the general group belonging of your character. They may either be Grassfolk or Treefolk, which describes only their general size.

**Grassfolk** are any Folk smaller than the average Folk. Usually everything below 4 feet or 1.50 meters is seen as Grassfolk.

**Treefolk** are everyone larger than the average Folk. Treefolk children are usually at least 6 feet or 1.80 meters. With adults being larger of course.

Grassfolk and Treefolk do not have an upper or lower bound for their size. So microbic Grassfolk and mountainous Treefolk are possible, but it is highly advised to stick to manageable sizes, except explicitly allows by the game master. This is so other character can interact with you, and you can interact with the environment.

Villages usually stick to one Specie as its population, for the infrastructure to not have to facilitate a wide range of sizes. Special circumstances of the community may change that of course. Achieving homogeneity is never an easy process, as any child born may grow up to be a different specie than their parents. Due to that most villages have a handful of mostly younger people of different species among them.

#### Quick Create

To quickly create a character, follow these steps:

1. Choose a Name, Specie and Profession.
2. Start every Base Attribute at 1 Point.
3. Distribute 10 Base Attribute Points.
4. Choose 2 Talents to be skilled at.
5. Distribute 3 Pool Points on Talents.
6. Calculate Hit Points and Poise. Fill in Action Points and Luck.
7. Choose 2 Weapon Talents to be skilled at.
8. You know the Reactions: Dodge, Riposte, Help and Panic.
9. Choose 1 Reaction or Incantation to learn.
10. Prepare around 3 Talebound Epithets from your backstory.

### Profession

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

#### Example

*“Peny” is clearly a Grassfolk, akin to a leaf beetle. She is from a quiet beetle village and does have 23 siblings. All of them called Peny as well, as they use pheromones to recognize each other, and just call generations the same “outsider” name. Peny is a woodcutter, felling saplings that grow near her home for food and building materials.*

## Step 2: Base Attributes

Your Base Attributes describe what your character can do. There are seven Base Attributes that you can affect, and there is Luck. Luck is not quite within the power of your control but defines the general relationship of your character with fate.

Each base attribute starts with **1** point, so there is no way you can’t roll a challenge due to not having any dice.

During character creation you distribute **10** points beyond across the Base Attributes. You may not have more than **5** points in any single base attribute.

You are not able to increase your Luck Base Attribute during this step. It always starts with a maximum value of 3 points.

#### Example

*Peny should be primarily cute, optimistic and fast. Especially her sturdiness is not that great though. She ends up with: Force 3, Body 2, Speed 2, Intelligence 2, Feel 3, Experience 1, Impression 4.*

### What do the Base Attributes Mean?

Here are some examples how different values in Base Attributes may express themselves. Your character may express their lack or excess in any attribute differently.

### Force

**0 (Points)**: Unable to physically interact.  
**1**: Barely able to throw a punch.  
**2**: Can hold themselves in a fight and defend themselves in bad situations.  
**3**: Can actively participate in fights and is able to do some damage to objects. (Average)  
**4**: Trained individual, wins most contests of force.  
**5**: Peak of strength or speed.  
**5+**: Supernatural levels of strength and speed, little can stand in your way.

### Body

**0 (Points)**: Unable to be destroyed or damaged.  
**1**: Fragile, the slightest damage is too much.  
**2**: Sickly and fatigued.  
**3**: Healthy and well sustained. (Average)  
**4**: Resilient against many sicknesses and damages.  
**5**: Peak of constitution and resilience.  
**5+**: Supernatural levels of constitution and resilience, little can harm you.

### Speed

**0 (Points)**: Unable to move without assistance.  
**1**: Sluggish movements and low reflexes.  
**2**: Barely can keep up with fast movement or react to sudden events.  
**3**: Can keep up with most regular Folk. (Average)  
**4**: Trained individual, few things are a challenge.  
**5**: Peak of speed and agility.  
**5+**: Supernatural levels of speed and agility, little can keep up with you.

### Intelligence

**0 (Points)**: No thought.  
**1**: Barely can deduce anything, doesn’t plan.  
**2**: Forms simple plans, can put ideas into correlation.  
**3**: Can conclude reliably based on evidence, knows how to plan properly. (Average)  
**4**: Intelligent individual, most plans succeed.  
**5**: Peak of logic and planning.  
**5+**: Supernatural levels of logic and planning, little can match your intellect.

### Feel

**0 (Points)**: No way to empathize or perceive.  
**1**: Ignorant to the world around.  
**2**: Struggles to connect with others or the world.  
**3**: Can empathize with and is perceptive to most events around them. (Average)  
**4**: Highly sensitive individual to the feelings and world around them.  
**5**: Peak of empathy and intuition.  
**5+**: Supernatural levels of empathy and intuition, you always know what is happening around you..

### Experience

**0 (Points)**: No knowledge or training.  
**1**: Barely interacted with the world or education.  
**2**: Little knowledge of the world or skill.  
**3**: Average level of training, education and travel experience. (Average)  
**4**: Learned and experienced individual.  
**5**: Peak of knowledge and skill.  
**5+**: Supernatural levels of knowledge and skill, you always know how to react.

### Impression

**0 (Points)**: Unable to invoke desired reactions.  
**1**: Incapable of sustaining any desired effect beyond first contact.  
**2**: Unequipped to stay calm in conversation.  
**3** Points: Manages to convey desired emotion in most interactions. (Average)  
**4**: In control of most conversations.  
**5**: Peak of social gracias and control.  
**5+**: Supernatural levels of social gracias and control, no one can escape your magnetic pull.

## Step 3: Talents

There are eight Talents which broadly categorize the trained skills your character has, all of them described in Chapter 5. Each talent can be skilled and have up to two Pool Points.

Being skilled in a Talent describes your training and study of this skill set. How that skill is expressed, is up to you.

Pool Points in a Talent describe an innate talent for these kinds of tasks, for example by natural abilities or cultural framing.

You may choose two Talents to be skilled in.

Breach and Knowledge are Cumulative Talents. Cumulative Talents can be skilled more than once. Each time your skill these talents you can define another way you may apply that talent (see the Cumulative Talent Table for details). You can only be considered skilled in a Challenge that concerns one of your specified options.

Furthermore, you may distribute 3 Pool Points on any Talents. This does not depend on which Talents you are skilled in.

You may apply Pool Points from a Cumulative Talent to a challenge, even if you are skilled but are not currently using one of your specified options.

### Weapon Talents

A Weapon Talent groups all similar Weapons into one general way of how to use them. Skill with a Weapon Talent describes your ability to use any Weapons for which that Weapon Talent applies in all situations reliably.

You may choose two Weapon Talents to be skilled in.

#### Cumulative Talents: Overview

|  |  |  |  |
| --- | --- | --- | --- |
| **Talent** | **Name of List** | **Meaning of Entry** | **Pool Points in this Talent…** |
| Breach | Ways of Entry | Complete training and experience in the task. | … describe your general ability to avoid and overcome obstacles. |
| Knowledge | Fields of Academic Study | Complete academic knowledge of the topic. | … describe your general ability to learn and work things out. |

#### Example

*Peny is a hard-working Grassfolk, so she clearly is skilled in Fitness, due to her constant chopping. Additionally, she knows a lot about plants, so Knowledge with the Field of Academic Study of “Herbalism” fits too. Her bug eyes give her an edge, for two Pool Points in Awareness. Peny is on top of that naturally gifted to force her way into places, by pure strength, so her last Pool Point is spent on Breach.*

*Her preferred Weapons are her fists, so she picks the Weapon Talents Knuckledusters and Great Club. Great Club is the closest approximation for her using a large axe as her secondary fighting style.*

## Step 4: Calculate and fill in Values

Fill in the following values according to your Base Attributes and Talents.

|  |  |
| --- | --- |
| **Hit Point Maximum** | Points in Body \* 20 |
| **Poise Maximum** | Points in Body + Points in Speed + Pool Points in the Talent Tactics |
| **AP Maximum** | 10 |
| **Luck Point Maximum** | 3 |

#### Example

*Peny has 2 Body, 2 Speed and no Pool Points in Tactics. Due to that she starts with 40 HP, 4 Poise, 10 AP and 3 Luck.*

## Step 5: Reactions & Marrowing Incantations

Reactions are your abilities to react to events around you and use them to your advantage. They are largely used in the context of initiative and combat, but some do help in generally stressful situations as well, especially if speed is of concern.

Marrowing Incantations are patterns of magic, that you practised enough to perform them in any situation and headspace. See Chapter 7 for more details on Marrowing, Incantations and other ways to use Marrowing.

You always know the Reactions:

* Dodge
* Panic
* Riposte
* Help

Beyond that you may choose **1** additional Reaction **or 1** Marrowing Incantation during Character Creation. You receive access to more over the course of your adventure.

#### Example

*Beyond the basic Reactions Dodge, Panic, Riposte and Help, Peny should be able to hit enemies more than they hit her. She gains the Reaction “Retaliating Strike” to have always an option to return incoming attacks.*

## Step 6: Talebound Epithets

When you fracture a Talebone during play, you avoid death but are burdened with a Talebound Epithet. That Talebound Epithet relates either to the circumstances of your near death, or to a part of your backstory, most likely a part that you do not want people to freely know. See Chapter 6 for more details on Talebones and Talebound Epithets.

During Character Creation, try to think of around three Epithets, that relate to your backstory and note them down. This way you have some at the ready when you come around to fracturing a Talebone.

#### Example

#### Epithet

An epithet (also: byname) is a descriptive term (word or phrase) accompanying or replacing the name of a character, place, or thing.

*Peny has issues with self-confidence, due to having many equivalent siblings. She has done a few things due to that, she wants no one to find out. She prevented her mother from dating another bug, by spreading lies about him, and has tried to fell larger and larger saplings until one day, a falling sapling hit one of her siblings, killing them by accident. Example Talebound Epithets could be: “One of many”, “Nasty Liar” and “Hubrid Lumberjack”.*

## Conversation Topics

After having decided on most of what your character is or is not able to do, start a conversation with your Game Master. This conversation should not end with the beginning of the adventure and actual play but rather be an ongoing process of developing and evolving your character.

### Goals

You should communicate clearly, if you have certain goals for your character. Either as a want that the character feels, or a meta-goal that you the player have, for where you want your character to end up. The Game Master cannot give you everything you want of course, but it is useful to talk about these things, and worst case maybe discuss alternatives, if some goals are completely unachievable, according to your Game Master.

### Body

Due to the wildcard nature of Talebone’s Character Creation, a character does not need to be of the standard “humanoid” mould. Communicate clearly what your character can do with their body and discuss setting limits for otherwise supernatural capabilities that can be achieved by different body structures and different limb arrangements.

### Senses

#### Questions for Plot Points (PP)

1. Did you participate in the session? (You always gain 1 PP per session)
2. Did you fracture a Talebone?
3. Did you discover new information?
4. Did you have a meaningful conversation with another character?
5. Were you able to help another character have a standout moment?
6. Did you face and overcome a Legend?
7. Were you affected by one of your Talebound Epithets?

Your character may have different senses than the standard Folk. Do let your Game Master know, so they can include that in their planning and are able to describe scenes to you according to your senses.

### Movement

There is not any limit set to what types of movement your character can perform. As these options change adventure design drastically, always let your game master know before the adventure starts which abilities your character has (e.g. flying, traveling through earth). Do not change these abilities without having another conversation with your Game Master. The Game Master may always disallow any certain way of movement but should work with you to figure out alternatives.

## Character Advancements

As you keep playing, you progress in the overarching story, the story of other characters and your own character’s story. Generally, that correlates with an increase in capability and experience, so you gain new skills and abilities as you go on.

### Plot Points

At the end of each play session, the game master asks you character specific questions (see “Questions for Plot Points”). For each question you can answer with “yes” for your character, you gain one Plot Point.

As soon as you gathered 5 Plot Points, you may increase your Level and gain the benefits from it. After Character Creation your character starts at level 1.

### Levels

While levelling up, every character follows the same process from level 1 to 6. At level 7 every character may pick to either follow the Tragic Tale levelling path or the Heroic Tale levelling path.  
This changes the process for these two paths, until level 10 is shared among everyone again.

**R+I**: The sum of all Reactions and Incantations you know. You may only actively use up to 4 of these and may change your selection after each Rest.  
**Signature Move**: see Chapter 5 p.124.  
**Weapon Mastery**: see Chapter 5 p.124.  
**Ability**: see Chapter 3 p.123.

#### Embodiments

If you are an Embodiment of a certain story, you gain special advantages, reserved for your type of story.

##### Tragic Tale Embodiment

You can contribute two Actions or Reactions to any Reaction Chain, instead of being restricted to one.

##### Heroic Tale Embodiment

You can spend your own Action Points on Actions of other characters, allowing them to act more during a round.

##### Folktale Embodiment

You can always use any Reactions or Incantations you have access to.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Story Arc** | | | | | | |
| **Level** | **Title** | | **Upgrade** | | | **R+I** |
| 1 | Talebound | |  | | | 5 |
| 2 | Talebound | | Choose 1 additional Action  Add two Base Attribute Points  Choose a Signature Move | | | 6 |
| 3 | Talebound | | +1 Action  Choose an Ability | | | 7 |
| 4 | Folkhero | | +1 Action  Choose Weapon Mastery  Choose one additional Skilled Talent | | | 8 |
| 5 | Folkhero | | +1 Action  Add three Base Attribute Points | | | 9 |
| 6 | Folkhero | | +1 Action  Choose an Ability | | | 10 |
| **Branching Paths** | | | | | | |
| **Level** | **Title** | **Upgrade** | **Level** | **Title** | **Upgrade** | **R+I** |
| 7 | Tragic Tale | +1 Action  Choose Weapon Mastery | 7 | Heroic Tale | +1 Action  Add three Base Attribute Points | 11 |
| 8 | Tragic Tale | +1 Action  Tragic Tale Embodiment | 8 | Heroic Tale | +1 Action  Heroic Tale Embodiment | 12 |
| 9 | Tragic Tale | +1 Action  Choose an Ability | 9 | Heroic Tale | +1 Action  Choose an Ability | 13 |
| **Finale** | | | | | | |
| **Level** | **Title** | | **Upgrade** | | | **R+I** |
| 10 | Folktale | | +1 Action  Folktale Embodiment | | | 14 |

### Option 1: Beyond Folktales

If your players have reached level 10 of the normal progression, you can just continue levelling. Either start back at the start of the Level Path and just count up, or transition to Option 2.

### Option 2: Free levelling

If you plan to run a longer form adventure, the standard progression might be not extensive enough. You may want to opt for a free levelling approach in that case. Generally, each level should give players at least one additional Reaction or Incantation. Beyond that you should regularly allow players to pick additional character choices like abilities, base attribute increases or skilled talents.

# [MARROWING ART PAGE]

# [MARROWING]

## Marrow

The reign and following departure of the Old Gods has changed the world in many ways. Stories are acting as if alive, society is splintered, and monsters rule the space between enclaves of safety. But one of the largest changes came slowly. It started with the children. A young Folk falling off a tree and suddenly having a burst of eery energy that lasts days, if not weeks. When they finally calm down, usually it is discovered that they have a broken leg, rendering them bedridden immediately. Something changed within them, within their bones. Over time the old generation died, and left were only Folk with this newfound energy, trapped within their own bodies. Ready to jump out at any time and rec havoc. The magic, innate to everything mortal, soon was named Marrow, for it was the marrow of bones that seemed to trap it best.

Since these early times Marrow has been fully embraced as the only chip mortals have to offer in this cruel game of fate. It has defined cultures of many villages and has spurred new stories and tales. And exactly these stories propagate through the world by spoken word and scripture and confirm themselves, by spurring on ever new discoveries in the field of Marrow.

## Marrow Witches

Marrow Witches are those proficient and trained in breaking their own bones to achieve anything their mind can imagine. Obviously, anyone else is absolutely scared of these Folk shrouded in folklore, magic and gory practises. Due to that Marrow Witches are yet another hated, but very much required bad the world has to offer. They protect the village they are a part of, but anyone in the village tends to stay on arm’s length with them. Most settled Marrow Witches have accepted this fate, but it is understandable that some decide to hide their talents and practises, to have a relatively normal life in return. Same with many travelling Marrow Witches. It is far too much of a gamble to expect villagers to be welcoming to a possibly antagonistic Marrow Witch.

To be a Marrow Witch you just need practise. Even though some talent does aid as in all other professions. It is also generally accepted that Marrow Witch is a non-gendered profession, so men, women and non-binary Folk carry the same label, even if some prefer to name themselves different, just to define their own narrative.

The training of becoming a Marrow Witch usually starts young. The smallest bones most Folk possess and heal comparably fast are fingerbones. Due to this, a fully trained Marrow Witch tends to have crooked or weak fingers from many early years of training. These many fractures usually strain in the presence of other sources of Marrowing, straining to refracture and add onto the environmental magic. This way Marrow Witches are usually more talented in finding sources of Marrowing than other Folk.

Of course, Marrow Witches are as much Folk as anyone else. So, they usually have other interests or professions than just Marrowing and use Marrowing in application of that other profession. Only the most dedicated take the immense bodily strain and social recluse onto them to follow the practise as their only life content.

## Marrowing

Marrowing is the name of the magic surrounding bone marrow. Every Folk can utilize Marrowing, but some are trained in doing it while suffering the minimum amount of harm. This is described by being skilled in the Talent Marrow. Generally, these Folk are referred to as Marrow Witches by most societies.

### Marrowing Challenge

During gameplay any use of Marrowing brings with it a Marrowing Challenge. A Marrowing Challenge has a Base Attribute set by the game master or the rules, just as any other Challenge, but the only Talent that may be applied is Marrow. Additionally, before you roll any Marrowing Challenge, you may decide to reduce the size of the Challenge Dice Pool by any number. Technically you can roll any Marrowing Challenge with no dice in your Challenge Dice Pool due to that.

Any successes gathered with your challenge are used to determine and scale the effect of your incantation or other use of Marrowing.

Any failures of the Challenge are treated differently to other challenges. Each failure deals Hit Point Damage (see Chapter 5?) to you equal to the displayed number on the d20.

### Incantations

Incantations are trained and memorized patterns of Marrowing, that users can reproduce at will and in any situation even under pressure. An Incantation is always defined by the following aspects:

|  |  |
| --- | --- |
| **Name** | Name of the Incantation. |
| **AP** | AP cost to cast the Incantation. |
| **Type** | If the Incantation is a Reaction, and which type. |
| **(Base) Attribute** | Which Base Attribute is used for the Marrowing Challenge. |
| **Effect** | The effects of the Incantation, usually scaling with Successes of the Marrowing Challenge. |

Incantations are a Character Option that are interchangeable with Reactions (i.e. you may only have four Incantations or Reactions active at a time. See Chapter 7?).

### Option: Free Marrowing

As an alternative to defaulting to Incantation you may try to freely use Marrowing. To perform free Marrowing you also need to roll a Marrowing Challenge, but the successes are not used to scale an Incantation but to judge the success of the challenge like in a normal Base Attribute Challenge.

Marrowing is generally a soft magic system, so you can be as creative in its applications, if you have a good in character explanation why it should work. There are limits to each Base Attribute used during Marrowing though, so you should keep those in mind when thinking of arguments (see Marrowing Applications Box). Your goal is to connect what you are doing to bones, even if they are metaphorical bones.

#### Marrowing Applications

|  |  |  |
| --- | --- | --- |
| **Base Attribute** | **General Area of Application** | **Example of a metaphor** |
| Intelligence | Any changes within objects or Folk | A tree’s bark is like its bones, so you can change it into gold or repair it. |
| Feel | Any forces on objects or  Folk from the outside | Torrents of winds work together like joints of bones, so you can move them to topple the tree. |
| Experience | Knowledge gained and  Information discovered | The rings of a tree are like the Marrow of its bones, so you can read from it who planted it. |
| Impression | Anything affecting the mind of Folk | The minds of folk can be trained by muscles, so there must be bones being moved by those muscles. I can affect these bones to make the Folk think the tree attacks them. |

# [COMBAT]

## Initiative

Initiative can be called by the game master as soon as a group initiates physical conflict, or a tense scene takes place with a lot of actions happening at the same time.

If only a single character attacks something or someone, without danger of a reaction or time pressure, the game master should opt to resolve the action as a simple challenge.

At the start of initiative every player character rolls for their placement in their round and all non-player characters are sorted in either allies of the player characters or other alignments or factions.

### Initiative Roll

To determine the placement of your character within their round, roll a d20 and add the number of points you have in the Speed Base Attribute.

### Action Points

Most actions during initiative cost Action Points (AP) to perform. All character options like Reactions or Incantations have an associated AP-cost, as specified in the rules. Any actions you improvise have to be described in detail and receive an AP-cost by the game master.

#### AP Time List

|  |  |
| --- | --- |
| 1-2 AP | Split second decisions.  Quick, imprecise movements of muscle memory. |
| 3 AP | Quick trained movements.  Actions barely taking thoughts to execute. |
| 4 AP | Trained movements of average speed.  Preplanned actions that require little additional thought. |
| 5 AP | Trained movements of slower than average speed.  Improvised actions with a base need of coordination. |
| 6 AP | Trained movements of slow speed.  Unplanned actions, not possible without active  consideration. |
| 6+ AP | Movement and actions that require immense concentration and effort. |

The game master may increase any rules-specified AP-costs, if the environment does not facilitate fast actions, for example under water or during covert operations.

Action Points are a representation of how quickly or slowly an action is to take. As rounds are a pure gameplay system, single AP-Values do not have an explicit duration associated with them. They each rather accommodate a type of action (see AP Time List).

### Round

Initiative is resolved in rounds. At the start of each round the opposing forces get their turns and may perform their actions, followed by the allied characters to take turns. Action Points and Status effects are always constricted to within one round.

At the start of your round, you regain all your Action Points, so you can react to the opponents’ actions as soon as they happen.

At the end of your turn, you lose all unspent Action Points, so do remember to leave as few remaining as possible at the end of your turn.

At the end your round, you get rid of any Status effects gained during the preceding round.  
Additionally the last player character in initiative is put at the top of the initiative order. This is equivalent of adding 20 to the last player character’s initiative.

#### Encounter

Each initiative is set up out of two parts. The group around the player characters, including their allies, and the Encounter. The encounter are any non-player characters or environmental processes that act against the wishes of the player characters. The encounter does not need to be allied within itself.

Each encounter shares a single Action Point total, to streamline combat and describe the effects of group coordination amongst the participants of the encounter. Any action taken by any participant of the encounter removes AP from that shared total.

An encounter has their own round, that is structured the same as the round of the player characters. The initiative is counted with perspective towards the players’ rounds, so when initiative starts, the round of the encounter “starts” in its middle (see Round Checklist for clarification).

### Turn

Your turn occurs when the round resolves the turns of your group in the initiative, and it comes to your rolled placement. Within your turn you can do anything, if it is less than your remaining AP, according to the game master. Every character can perform four types of core actions. See the box Action Overview on the next page for more information.

Outside of your turn you may only ever use Reactions or Reaction Incantations.

At the end of your turn, you lose all unspent AP.

#### Round Checklist

Each round of the player characters resolves as follows:

|  |  |  |
| --- | --- | --- |
| 1. | (Player) Round Start | Player Regain AP. |
| 2. | Encounter Turns | Encounter Turns Resolve. |
| 3. | Encounter Round End | Encounter loses Status Effects. |
| 4. | Encounter Round Start | Encounter Regains AP. |
| 5. | Player Turns | Players’ Turns Resolve according to initiative order. |
| 6. | (Player) Round End | Players lose Status Effects.  Last Player Character adds 20 to initiative order. |

## Distances and Reach

Talebones works in its own measurement system called Steps. Usually, one Step is either defined as one meter or five feet in real units, but in the end Talebones does not stop working, if you play small characters and one Step equals 1 inch, or huge characters with one Step equal to one hundred kilometres.

1 Step := 1 m := 5 ft.

Within one adventure and group of characters one Step should equal one Step though, so you should agree on one definition before play.

Reach is mentioned in several Reactions and incantations. Usually within the context of arm’s reach, but for example ranged weaponry uses the same Reach rules. Reach is dependent on the character wanting to reach something. Any Ranged properties of weapons or extensions, add to that the natural reach of the character. Due to this a character may push themselves to reach further than their regular reach, be it by leaning over to reach further with their arms or making a wild shot with a crossbow. This should lead to a raised difficulty at the hand of the game master or player.

## Movement Action

During initiative your character moves by making use of one of the Movement Actions. Dash is the quickest and shortest burst of movement your character is capable of, allowing them to move Steps equal to your points in your Speed Base Attribute. This is the most efficient way to traverse any space, costing only 2 AP, but it gives opponents ample opportunity to announce Reactions to each Dash you do. The Action Move does not allow this, as it is a single Action that moves you double the distance of Dash, while having a higher AP-cost of 6. Due to that, opponents cannot stop you in the middle of your move. Dash is the fastest way to move, allowing you to move Steps equal to triple your Speed points for only 5 AP. This comes at the cost of only being able to move in a straight line.

#### Examples of Advantage/Disadvantage

|  |  |
| --- | --- |
| Target (of the attack) is below you | Advantage |
| Target is distracted | Advantage |
| Target is afraid | Advantage |
| You attack in a unique/surprising way | Advantage |
| Target is above you | Disadvantage |
| Target is beyond your normal reach | Disadvantage |
| You have difficult footing | Disadvantage |
| Target is extremely fast | Disadvantage |

You are always able to not take all steps of a Movement Action. If you interrupt your Movement with any other Action which you need to be standing still for, your remaining unspent Steps expire.

The way your character is able to move naturally is defined during Character Creation and should always be cleared with your game master in cases of special movement options.

### Jumping

When you take a Movement Action you can always Jump a distance of 1 Step as part of that movement, as many times as you wish.

If you have taken any Movement Action before during your current round, you may instead Jump any fraction of your current Movement Action. Jumps always have to be in a straight line.

Jumps are only measured horizontally; the possible height of the Jump is up to the game master but usually will only allow you to jump a number of Steps equal to your Speed points high at most.

#### Action Overview

|  |  |  |  |
| --- | --- | --- | --- |
| Movement Action | Dash | 2 AP | Move Steps equal to your points in Speed. |
|  | Move | 6 AP | Move Steps equal to your points in Speed times two. |
|  | Sprint | 5 AP | Move Steps equal to your points in Speed times three.  You may only move in a straight line. |
| Attack Action |  | AP of Weapon | Attack with a Weapon. |
| Help Action |  | 4 AP | Help a character after you in initiative. |
| Draw Action |  | 1 AP | Draw or stow an object on your person. |

### Movement through Characters

You may move through characters, except the character is double your size or larger. If you move through a character, that character may roll a Body Challenge, dealing damage to you equal to the successes without spending AP. This is not a Reaction, so does not get resolved within a Reaction Chain.

## Attack Action

To perform an attack, you need to define the Weapon you are using, which Weapon Talent you apply, and which target you are attacking. Then the game master is going to modify the attack’s difficulty if necessary (see Examples of Advantage/Disadvantage). An Attack Action’s AP-cost is determined based on the Weapon Talent used. The damage of an Attack Action is determined by rolling an Attack Challenge.

### Unarmed Attack

### Trigger Condition Rules

Any Reaction is valid to trigger “Any Action”

A Dash, Move or Sprint Action is valid to trigger “Any Movement Action”

Any Action involving an Attack Challenge is valid to trigger “Any Attack Action” or “… attacks/attacked …”

If you decide to attack unarmed, you are considered using the following Weapon Talent.

|  |  |  |  |
| --- | --- | --- | --- |
| AP | Pool | Base Attribute | Properties |
| 3 | 0 | Force | - |

### Desperate Attack

If you do not have enough AP left for a proper attack, the game master may allow you to still attack, using your remaining AP. Possible consequences could be Disadvantage on the attack challenge, a reduction of the success pool, or heightened consequences should the attack not achieve its goal.

## Help Action

During your turn you may set up a Supporting Reaction to someone acting after you. To do that, take the Help Action for 4 AP, and describe what you do to assist. The game master will ask you to roll a Base Attribute Challenge, based on your description. At any point after that Help Action, but within the same round of yours, you may decide to use the Help Reaction without spending AP once, using the success pool of your Help Action.

## Draw Action

If you want to draw or stow a Weapon or another object during your turn, you must spend 1 AP. This only applies, if the Weapon or object stays on your person. You cannot hand it off to another character, drop it, or pick it up. For any of these cases, the game master must determine a situational AP-cost.

## Reactions

During initiative you are not restricted to your own turn in terms of doing things. Any action outside your own turn is called a Reaction. You can generally react to any Action and Reaction performed by another character, or event occurring around you. Whenever you want to react to something you announce your intended Reaction you want to use, and the game master will set up and resolve a Reaction Chain of all queued Reactions.

Any character is capable to announce four types of Reaction, and most characters have additional Reactions they may use as well. A Reaction is a Character Option you can pick from a list in chapter 8?. Additionally, some Marrowing Incantations are Reactions as well.

To be able to announce a Reaction to any other event or Action, the event or Action must match the Trigger condition of the Reaction, and you must be able to perceive it.

### Reaction Chain

As soon as you announce a Reaction, the game master asks everyone else if they wish to announce a Reaction as well. Afterwards, all Reactions are sorted in three categories, and each category is resolved in order of initiative.

The three categories are Preventive, Supportive, and Reactive Reactions. First all Preventive Reactions are resolved, then all supportive Reactions followed by the original triggering Action or Reaction, and lastly all Reactive Reactions take place.

You may only perform one Action or Reaction within the same Reaction Chain.

If you react to a Reaction, that is already announced and part of its own Reaction Chain, a nested Reaction Chain is resolved as soon as the triggering Reaction is resolved within its Chain.

### Telegraphed Action

Telegraphed Actions are usually performed by Legends or other powerful characters. A Telegraphed Action describes the winding or powering up of a much stronger attack but does not involve any activity of its own. Nevertheless, you can react to a Telegraphed Action as if it were any Attack, Movement, Draw or Help Action. This way you can perform Reactive Reactions before the powerful Action takes place.

### Actively Using Reactions and Incantations

Unrelated of how many Reactions or Incantations you have and know, you may only actively use up to four. After each Rest you complete, you may change your actively used ones.

## Damage

You can take damage for many reasons on your adventures. Damage affects your current Poise and Hit Point totals, reducing them until they reach 0. If anything deals damage to you, and your current Poise total is not zero, it counts first as Poise Damage. If you take more Poise Damage than you have Poise left, the remaining Poise Damage gets converted into Hit Point Damage. If you take more Hit Point Damage than your remaining Hit Point total, you die.

If Poise Damage or Hit Point Damage is dealt explicitly, it cannot be transformed into the other and any excess Damage is lost.

### Poise and Poise Damage

Poise expresses your ability to avoid permanent damage or to be hit entirely. You regain all your Poise at the start of every Initiative or new Scene (see Chapter 8?). Loss of Poise should be narrated as a success by the character, as they manage to avoid being hit or damaged enough to slow them down.

Poise cannot be reduced further than 0 but can be temporarily increased further than its maximum. If you have more Poise than your maximum at the start of an Initiative or Scene, you lose any excess Poise.

Poise damage is usually determined by a Challenge and is equal to the success pool of that challenge.

Finally, if your Poise gets reduced to 0, you get Staggered (see Chapter 0?).

### Hit Points and Hit Point Damage

Hit Points describe your current capacity to endure damage by attacks or hazards. The most common way to regain Hit Points is during a Rest (see Chapter 8?). Loss of Hit Points is an urgent matter, as you are not able to easily regain it. It should generally be described as a dire heightening of stakes during a Scene.

When your Hit Points reach zero, you die or fracture a Talebone. You cannot have more Hit Points, than your Hit Point Maximum.

Hit Point Damage is either dealt directly or gets converted from Poise Damage. If you are dealt Poise Damage, but have no Poise left, for any Poise Damage left, roll 1d20 per Poise Damage and add all numbers up. The sum is the Hit Point Damage dealt, and your Hit Point Total is reduced by as much.

Sources of direct Hit Point Damage without a need to convert from Poise Damage, can be Marrowing Challenges (see Chapter 4?), a Weapon with the Wounding Property (see Chapter 5?), or a rare source of damage that cannot be avoided or reduced.

Additionally, each time you take Hit Point Damage you are Staggered (see Chapter 0?) and you gain one Charge Level towards your Signature Move.

## Death

If you are reduced to 0 Hit Points, you die. Resurrection and healing are not possible at that point, except in unique narrative moments governed by roleplay.

### Non-player Character Death

When a Non-player Character is reduced to 0 Hit Points, they die too. If the NPC does not have Hit Points to begin with, they are rendered incapacitated and cannot take actions anymore. Any character may either knock them unconscious, or execute them without spending AP.

## Talebones

Some Characters, including all player characters, may have any number of Talebones. If these characters would die, instead they fracture one of their Talebones and return to life, but at a cost. From now on they have to carry a Talebound Epithet and deal with the social repercussions of their past actions.

Non-player characters do have a predetermined, finite number of Talebones, Player characters do not. Each time a player character is about to die due to losing all Hit Points, the player may decide if their character has another Talebone to fracture. This does not need to be cleared with anyone else and is in the responsibility of the player to handle tactfully.

Talebones are a cultural myth and not physical parts of your body, but rather a description of a common behaviour.

To allow for rules to refer to this behaviour, the rules assume the myth to be true

### Fracturing a Talebone

If you fracture a Talebone, time and initiative pauses. In the same moment you regain 1 Hit Point and all Poise up to your maximum. Additionally, you gain one Charge Level towards your Signature Move.

Still within the same moment you may spent AP equal to the Damage that reduced you to zero Hit Points, to spend on Movement and Object Interactions as you like. You may not interact with other characters or their objects that are on them directly or deal Damage in any way. Narratively this describes a sudden last-ditch surge of energy that your character can use to get out of trouble and set up for the coming Actions.

## Signature Moves

In moments of heightened danger and tension, some characters grow beyond their station and perform greatness. These moments are encapsulated by Signature Moves. Powerful single actions that can define a whole scene or combat. When you have accumulated Charge levels, you can spend three to perform your selected Signature Move, also consuming the AP-cost of it. You gain your Signature Move as your Character develops across an adventure and most reference your Level to scale effects.

### Gaining Charged Levels

You can gather up to four Charge Levels at a time, spending three to use your Signature Move.

You gain one Charge Level every time you take Hit Point Damage.

You gain one Charge Level, if you fracture a Talebone.

You lose all Charge Levels upon Resting.

## Surprise

If you are surprised by the start of initiative, for example because you did not notice an opponent sneak up or honestly expected a peaceful confrontation with them, you are surprised.

Surprise halves your Action Points you gain at the start of the first round of initiative (e.g. if you normally have 10 AP and are surprised, you start Initiative with 5 AP). Additionally, you are not able to communicate any warnings or messages with anyone while surprised. Otherwise, you can act as you normally would.

## Elevation

Having the high ground is generally advantageous during conflicts, be it to better survey the situation or have a better angle to defend yourself.

If you attack a target that is **below** you, you have advantage on that attack equal to the Step-difference in height.

If you attack a target that is **above** you, you have disadvantage on that attack equal to the Step-difference in height.

A target that is Prone is one Step below you, if you stand next to it.

Step-difference is measured at the start of your Action. Due to that, even if you drop on top of an opponent or fly up to their level as part of the same Action, you are affected by the elevation.

### Falling

If you end your turn without being able to support yourself, you instantly fall. This is an event others may react to.

As you impact the ground, the game master may call for a Body or Speed Challenge, contesting a Success Pool equal to the Step-distance fallen. Any non-contested successes are dealt in Damage to you.

## Suffocation

If you have to breath but are not able to breathe or have to stay conscious in spite of whirling colours around you, or any other overstimulation of senses or deprivation of important bodily functions, you are able to stay conscious a number of Rounds equal to your points in your Body Base Attribute.

If you can prepare yourself for the stress, by holding your breath or steadying yourself, you are able to compose yourself for minutes equal to your points in your Body Base Attribute before starting to suffocate.

When you finally suffocate, you die.

## Status Effects

You might be afflicted with a condition that is common enough to be described by a short keyword or phrase. Any of these Status Effects get removed at the end of your round in initiative.

Tripped  
Something stops you from moving for a moment, takes you by surprise, or occupies your attention. While having this Status Effect, you are unable to take any Movement Actions.

Downed  
While you lay on the ground defenceless, you are also Tripped.  
Attacks against downed targets usually are rolled at advantage (+1), due to the difference in elevation.

Staggered  
While staggered, any of your Movement Action costs double the AP it would usually cost. This is usually the consequence of being hurt.

Weirded  
Affected by natural impulses and marrow, you are unable to announce any Reactions.

Off Balance  
If anything impedes your ability to defend yourself or hinders your sense of balance, you are Off Balance. For each Status Effect instance of Off Balance, you lose one Poise. When removing the Status Effect, you regain Poise lost this way.

# [CHARACTER OPTIONS]

|  |
| --- |
| * **Challenge:** Any Challenge * **Action:** Any Action or Reaction * **Reaction:** Any Reaction * ***(Preventive | Supportive | Reactive)* Reaction**: Only this type of Reaction * Telegraphed Action: |

## Reactions

### Preventive

Attack of Opportunity (Weapon AP)  
**Trigger:** Any Movement Action  
**Action:** Do any Attack Action targeting the triggering target.

Body Block (4 AP)  
**Trigger:** Any Attack Action within arm’s reach  
**Action:** The triggering Attack Action targets you instead with advantage (-3).

Bind (Weapon AP)  
**Trigger:** Any Attack Action within reach  
**Action:** The attack does not resolve until you use your weapon for anything else or move. When you do, the target may resolve the attack against a newly chosen target as a Reactive Reaction.

Catch (3 AP)  
**Trigger:** Any Attack Action against you while both hands are free  
**Action:** Contest the Attack with a speed skill challenge.

Charge (Movement AP)   
**Trigger:** Any Movement Action  
**Action:** Do any Movement Action. At any point during this Action, you have to be moving towards the target.

Cuss (2 AP)   
**Trigger:** A target perceiving you dealing Poise Damage   
**Action:** The target is Off Balance equal to successes of an Impression Challenge rolled by you.

Distract (6 AP)  
**Trigger:** Target casting an Incantation   
**Action:** Contest the Marrowing Challenge with a Challenge.

Flinch (Weapon AP)  
**Trigger:** Any Attack Action within reach  
**Action:** The triggering Attack Action and any Supportive Reactions resolve at the end of this Reaction Chain.

Just Don’t (4 AP)  
**Trigger:** Any Attack Action against you   
**Action:** Contest the Attack Action with an Impression Challenge.

Mount (3 AP)  
**Trigger:** Any Movement Action by target with its topside within arm's reach. The target has to be larger than you.  
**Action:** Mount the target. If the target is not willing dismount at the end of the Movement Action.

Parry (Weapon AP)  
**Trigger:** Any Attack Action against you within reach  
**Action:** Give up all sense of positioning and parry the incoming Attack Action of an attacker. Contest the Attack Action with an Attack Challenge at disadvantage (+size of the initial attacks dice pool).   
- If the success pool of the initial Attack Action is empty, deal damage equal to the successes of your Attack Action.  
- If the success pool of the initial Attack Action is not empty, the damage is converted into hit point damage.

Prep (5 AP)  
**Trigger:** Any Movement Action  
**Action:** Roll a Challenge. Per success, choose a point within arm's reach. A space 1 Step in diameter around that point becomes impassable until you move.

Reckless Abandon (3 AP)  
**Trigger:** Any Attack Action against you  
**Action:** The attack gains advantage (-X). Your next attack gains advantage (-X). X is chosen by you.

Scream (1 AP)  
**Trigger:** Any Action by target able to perceive you  
**Action:** During the target's Action they are unable to perceive any communication from someone else. They do perceive you.

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 Challenge of their choice.

Snatch (3 AP)  
**Trigger:** A target within arm’s reach picks up an object  
**Action:** Pick up the object.

Threatening Strike (2 + Weapon AP)  
**Trigger:** Any Attack Action within reach  
**Action:** The target may decide to not resolve the attack. If they do resolve, you may attack them as a Preventive Reaction.

### Supportive

Coach (5 AP)  
**Trigger:** Any Movement action  
**Action:** In this Reaction Chain, the target avoids gaining one Status Effect per success in a Skill Challenge by you.

Covered Sprint (2 AP)  
**Trigger:** Any Movement Action   
**Action:** The target can move double the distance it paid for and gains temporary Poise equal to successes in an Attack Challenge by you until the Reaction Chain has resolved.

Encourage (4 AP)  
**Trigger:** Attack or Base Attribute Challenge performed by a target being able to perceive you   
**Action:** Help the target with an Impression Challenge.

Epic Soundtrack (4 AP)  
**Trigger:** Target taking an Action.  
**Action:** The target’s Action and any Supportive Reactions are resolved before Preventive Actions are.

Fling (3 AP)  
**Trigger:** Any Movement Action that passes within arm’s  
**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.

Fuel (3 AP)  
**Trigger:** Any Action by a target being able to perceive you  
**Action:** The target may pay for their current Action with your remaining AP.

Help (4 AP)  
**Trigger:** Challenge performed by a target being able to perceive you and within arm’s reach  
**Action:** Help the target.

Inspire (4 AP)  
**Trigger:** Any Action by target  
**Action:** The target gains temporary Poise points equal to an Experience Challenge by you until the reaction chain has resolved.

Prop Up (2 + Movement AP)  
**Trigger:** Any Movement Action within arm's reach  
**Action:** If the target is tripped or prone, allow them to move the movement they paid for by moving alongside them.

Serve (1 AP)  
**Trigger:** Any Action within arm's reach  
**Action:** You may hand an object to the target and may take an object in return.

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.

Teach (Weapon AP)  
**Trigger:** Any Attack Action by target able to perceive you  
**Action:** Roll an Attack Challenge with your weapon. After resolving their attack, the target may decide to choose your success pool instead of theirs for their attack.

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. You do not take damage from the attack.

### Reactive

Backflip (3 AP)  
**Trigger:** Any Action   
**Action:** Use the Dash Action. This Action cannot be reacted to.

Dodge (2 AP)  
**Trigger:** Any Action   
**Action:** Use the Dash Action.

Empathy (3 AP)  
**Trigger:** Target regains Poise   
**Action:** Regain Poise equal to a Feel Challenge.

Faint Dramatically (4 AP)  
**Trigger:** You take hit point damage   
**Action:** You are Prone. The next attack against you does not hit.

Pained Strike (Weapon AP)  
**Trigger:** You take Poise damage   
**Action:** Do any attack Action, adding the number of Poise damage you took to the attack’s success pool.

Panic (1 AP)  
**Trigger:** Any Action   
**Action:** Do anything not taking longer than a second.

Pursue (Movement AP)  
**Trigger:** Any Movement Action   
**Action:** Do any Movement Action.

Pounce (3 + Movement AP)  
**Trigger:** Any Movement Action  
**Action:** Do any Movement Action. Afterwards you may attack a target within arm's reach with the successes of a Force Challenge.

Reposition (Movement AP)  
**Trigger:** Any Attack Action   
**Action:** Do any Movement Action.

Riposte (Weapon AP)  
**Trigger:** Any Attack Action against you with no successes  
**Action:** Do any Attack Action targeting the triggering target.

Retaliating Strike (Weapon AP)  
**Trigger:** Any Attack Action   
**Action:** Do any Attack Action targeting the triggering target.

Stand Strong (4 AP)  
**Trigger:** You take Poise damage   
**Action:** All damage taken so far in this Reaction Chain is ignored. The next time you take damage this scene the damage prevented this way, gets added on top. While preventing damage this way you are unable to take Movement Actions.

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 x Movement AP)  
**Trigger:** Any Attack Action  
**Action:** Move yourself and a willing target within arm's reach.

Trip (3 AP)  
**Trigger:** Target moves within arm’s reach  
**Action:** Target has to contest a Force Challenge by you with a Speed challenge. If you win, the target is tripped.

Waiting Strike (Weapon AP)  
**Trigger:** Any Movement Action   
**Action:** Do any Attack Action targeting the triggering target.

## Incantations

### Intelligence

Brace (2 AP)   
**Type:** Preventive Reaction (target dealing poise damage to you)   
**Base Attribute:** Intelligence   
**Effect:** If the target is not sentient or sentient, but not intentionally targeting you, contest the damage with your successes.

Create Blade (5 AP)   
**Type:** Action   
**Base Attribute:** Intelligence  
**Effect:** For 1 hour you create a weapon of your choice that has a Weapon Dice Pool equal to your successes instead of the normal pool. Successes of this incantation deal damage to you as if they were failures.

Create Bone (9 AP)   
**Type:** Action   
**Base Attribute:** Intelligence   
**Effect:** For 1 hour a target may add one point of Body, if your success pool is equal to or greater than their current points in Body. (Hit point maximum and Poise of the target change accordingly.) Afterwards the new Body gets subtracted from the success pool. You may repeat until your success pool is empty or there are no more targets. You take 1d20 hit point damage per unspent or overpaid success.

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, jump 2 Steps without running start, and lift, throw and carry double the weight.

Extract Bone (4 AP)   
**Type:** Action   
**Base Attribute:** Intelligence or Feel  
**Effect:** The target contests your successes with a Body Challenge. Each contested success turns the lowest success of yours into a failure and deals damage accordingly. For 1 hour, the target loses a point in Body for each remaining success. (Hit point maximum and Poise of the target change accordingly.)

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 Reaction (target casting an incantation)   
**Base Attribute:** Intelligence   
**Effect:** Help the Marrowing Challenge of the target’s Incantation with the success pool of this Incantation.

Graft Object (6 AP)   
**Type:** Action   
**Base Attribute:** Intelligence   
**Effect:** For 1 hour you create an object that is not a weapon and has a value of ideas equal to the successes. The object has to be of a size matching your available bones.

Grow Skull (6 AP)   
**Type:** Action   
**Base Attribute:** Intelligence  
**Effect:** The target contests the successes with a Body Challenge. If they fail the contest, they are unable to perceive until healed.

Guide (4 AP)   
**Type:** Supportive Reaction (target rolling non-Marrowing challenge)   
**Base Attribute:** Intelligence   
**Effect:** Help the with the success pool of this Incantation.

Harden Bones (5 AP)   
**Type:** Action   
**Base Attribute:** Intelligence   
**Effect:** The target gains hit points equal to the successes x 5.

Push Body (7 AP)   
**Type:** Action   
**Base Attribute:** Intelligence   
**Effect:** The current hit points of a willing target are set to equal 20 x successes. If successes are higher than the target’s points in Body, the current hit points are halved instead.

Restore Control (8 AP)  
**Type:** Action  
**Base Attribute:** Intelligence   
**Effect:** If the target has a body part that they are not able to move, or was replaced by an equivalent prosthetic or similar, the target is able to control and use the body part for hours equal to successes.

Stabilize (4 AP)   
**Type:** Preventive Reaction (Target taking poise damage)   
**Base Attribute:** Intelligence   
**Effect:** The target gains Poise equal to the successes.

Survive (3 AP)   
**Type:** Reactive Reaction (Target starts suffocating)   
**Base Attribute:** Intelligence  
**Effect:** For one hour a number of targets equal to the successes do not need to breathe.

Transmute Bone (8 AP)   
**Type:** Action  
**Base Attribute:** Intelligence  
**Effect:** Bones of dead creature equal to successes you touch, transform into another organic material of your choice.

Weaken (4 AP)   
**Type:** Reactive Reaction (Target is target of an Attack Challenge)   
**Base Attribute:** Intelligence  
**Effect:** The target takes additional damage equal to the successes.

### Feel

Accelerate (2 AP)   
**Type:** Supportive Reaction (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 successes.

Animate (6 AP)   
**Type:** Action  
**Base Attribute:** Feel   
**Effect:** A target largely made of bone starts moving under your command. It may take any actions until it has spent Action Points equal to the successes.

Banish (4 AP)   
**Type:** Reactive Action (target attacks)  
**Base Attribute:** Feel   
**Effect:** The target is moved Steps in a straight line away from you equal to your successes.

Create Blade (5 AP)   
**Type:** Action   
**Base Attribute:** Feel  
**Effect:** For 1 hour you create a weapon of your choice that has a Weapon Dice Pool equal to your successes instead of the normal pool. Successes of this incantation deal damage to you as if they were failures.

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.

Force Field (5 AP)  
**Type:** Action  
**Base Attribute:** Feel  
**Effect:** Create a square plane with a side length of Steps equal to successes. The field is roughly a step thick and any target stepping into the field stops the current movment action or the current forced movement. The field does not prevent a target from moving out of it or within it. After it stopped a number of targets equal to successes it vanishes.

Graft Object (6 AP)   
**Type:** Action   
**Base Attribute:** Feel   
**Effect:** For 1 hour you create an object that is not a weapon and has a value of ideas equal to the successes. The object has to be of a size matching your available bones.

Rebuke (4 AP)   
**Type:** Preventive Reaction (Target moves within arm's reach of you)  
**Base Attribute:** Feel  
**Effect:** Any bone on or part of the target may not move within arm's reach of you, except it contests your successes.

Reshape (4 AP)   
**Type:** Action  
**Base Attribute:** Feel   
**Effect:** Elevate your surroundings by 1 Step increments. You may raise the ground a cummulative amount of Steps equal to the successes. You choose if the elevation has slopes or not.

Shape (8 AP)  
**Type:** Action  
**Base Attribute:** Feel   
**Effect:** If the target is from dead material it has to contest the successes with a Body skill challenge. If they fail you may decide upon a new shape for them, made from the present materials and not breaking it apart.

Shatter Weapon (8 AP)   
**Type:** Reactive Reaction (Target is attacking you using a weapon within arm’s reach)   
**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 Reaction (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.

Strike True (3 AP)   
**Type:** Supportive Reaction (target rolling attack challenge)   
**Base Attribute:** Feel   
**Effect:** The targets melee attack gains additional range of 1 step per success.

Towards (4 AP)   
**Type:** Action   
**Base Attribute:** 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.

Trade Location (5 AP)   
**Type:** Preventive Reaction (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.

### Experience

Crossexamine (2 AP)   
**Type:** Action  
**Base Attribute:** Experience   
**Effect:** For the next hour you may cross examine statements, if they were intended truthful or not. Each time you have to specify one period of time a target communicated and you learn if the target's intentions during it. Either the target tried to deceive you, tried to mislead you with true information, or was honest. After you used this effect a number equal to the successes, the incantation ends early.

Discover Weakspot (4 AP)   
**Type:** Action  
**Base Attribute:** Experience   
**Effect:** The target has a weakspot from now on. To attack the weakspot an attacker has to roll their attack challenge at disadvantage(+Successes). If so, the attack deals additional damage equal to your successes. If the target had a weakspot before, you may choose if it is replaced or if your incantation has no effect.

Expect (2 AP)   
**Type:** Preventive Reactive Action (target attacking you)  
**Base Attribute:** Experience   
**Effect:** Before the attack challenge is resolved, call how many successes the attack is going to have. The highest number you can call is equal to the successes of this incantation. If you called correctly you avoid any damage from the attack.

React (4 AP)   
**Type:** Preventive Reaction (Target is suprised)  
**Base Attribute:** Experience   
**Effect:** A number of targets equal to the successes are not suprised. They regain any AP reduced by suprised.

Read Bones (8 AP)   
**Type:** Action  
**Base Attribute:** Experience   
**Effect:** Postulate a single action or decision to be made. You know if the action has good, bad, or mixed consequences in increments of 1 hour per success.

Remember (3 AP)   
**Type:** Action  
**Base Attribute:** Experience   
**Effect:** Postulate a statement per success. You know if the statements are either unambigously true or false, or if it is complicated.

Survey (3 AP)   
**Type:** Action  
**Base Attribute:** Experience   
**Effect:** For the next minute you are aware of what a number of targets equal to your successes perceive.

### Impression

Appreciate (5 AP)  
**Type:** Preventive Reaction (target perceives an event)  
**Base Attribute:** Impression   
**Effect:** The target contests the successes with a Feel skill challenge. If the target fails the contest, it perceives the event favourably.

Communicate (4 AP)   
**Type:** Action  
**Base Attribute:** Impression   
**Effect:** The target is able to communicate in a comprehensible and complex manner for hours equal to successes.

Confess (4 AP)  
**Type:** Reactive Reaction (target communicates)  
**Base Attribute:** Impression   
**Effect:** The target is compelled to tell you its true intentions behind their communication as if you were an ally (i.e. if they were lying, misleading and why they felt like doing so). After the target spoke sentences equal to successes, the incantation ends and the target does not remember sharing these information.

Confuse (5 AP)   
**Type:** Action  
**Base Attribute:** Impression   
**Effect:** The target perceives copies of you equal to your successes. These copies are situated within arm's reach of you and mimic any action you take.

Foil (5 AP)   
**Type:** Preventive Reaction (target rolling a skill challenge)   
**Base Attribute:** Impression  
**Effect:** Contest the skill challenge with the successes.

Ignore (5 AP)   
**Type:** Preventive Reaction (target perceives an event)  
**Base Attribute:** Impression   
**Effect:** The target contests the successes with an Intelligence skill challenge. If the target fails the contest, it does not perceive the event.

Misguide (5 AP)   
**Type:** Preventive Reaction (target attacks)  
**Base Attribute:** Impression   
**Effect:** If your successes are equal to or greater than the weapons dice pool, you may choose the target of the attack, instead of the target choosing.

Overlook (6 AP)  
**Type:** Action  
**Base Attribute:** Impression   
**Effect:** A target you are carrying becomes imperceivable by any target you choose for hours equal to successes.

Perceive (4 AP)  
**Type:** Action  
**Base Attribute:** Impression   
**Effect:** A target perceives someone or something else speaking to it. The perceived message may only be a number of words or sounds long equal to the successes.

Presence (4 AP)  
**Type:** Reactive Reaction (target moving within your arm's reach)  
**Base Attribute:** Impression   
**Effect:** The target is prone. It may spend Action Points equal to successes to remove that status effect early.

Unnoticed (4 AP)   
**Type:** Action  
**Base Attribute:** Impression   
**Effect:** The target is unable to perceive you until you spent Action Points equal to your successes.

Weird (3 AP)   
**Type:** Action  
**Base Attribute:** Impression  
**Effect:** A number of targets equal to your successes are Weirded.

## Abilities

### General

Broken Bones  
When casting an Incantation and only rolling a challenge dice pool of size 1, you do not take damage from a failure.

Deep with the Bones  
You learn two Marrowing Incantations.

Hot Shot  
When rolling a ranged Attack Challenge while in the air, you may add one success to the success pool.

Lunger  
You may always jump as if you had a running start.

Lucky  
Your Luck increases by 1.

Ready  
You cannot be Surprised at the start of Initiative.

Tiny dipshit  
You are able to climb any target larger than you.

Vaulter  
When jumping, you may decide to not land in between Movement Actions that you jump.

Way too Lucky  
When rolling a Challenge with Luck you are always considered Skilled in the Challenge. If you fail the Challenge, the Challenge is always a Critical Failure.

### Force

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 range using the remaining successes instead of converting them to hit point damage. You may repeat this until you have used all successes.

Exalted  
**Requirement:** Force 5  
Your maximum base stat restriction for Force is increased by 1.

### Body

Strong Bones  
**Requirement:** Body 5  
The damage you take from Marrowing Incantations is halved.

Strong Skin  
**Requirement:** Body 3  
Your hit points increase by 20.

### Speed

Kiting  
**Requirement:** Speed 4  
Any Attack Challenge made against you while the attacker is staggered are made at disadvantage (+5).

Energetic  
**Requirement:** Speed 4  
At the start of your turn you regain half of your used Action Points

Nimble Footing  
**Requirement:** Speed 3  
You are able to spend 1 Action Point to move 1 Step.

Rapid  
**Requirement:** Speed 3  
Your Action Point maximum increases by 2.

Wallrunning  
**Requirement:** Speed 5  
You can run up vertical surfaces during your round. You are only affected by gravity during this if you want to or as soon as your turn ends.

### Intelligence

### Feel

See the Pattern  
**Requirement:** Feel 4  
You always know, if two people know each other, given you talked to each at least for one conversation.

### Experience

Experienced  
**Requirement:** Experience 4  
You are skilled in 2 additional Talents.

Here we are again  
**Requirement:** Experience 3  
When rolling a Challenge with Experience you may reroll one dice. You have to keep the new result.

Linguist  
**Requirement:** Experience 3  
You are able to speak, write and understand any language that is not secret.

### Impression

Actually left handed  
**Requirement:** Impression 2  
When taking an attack action with a one handed weapon, you may impose disadvantage (+ points in Impression). Your next attack against the same target has advantage (- points in Impression times two). 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)

Sympathetic  
**Requirement:** Impression 5  
Any Challenges opposed to you is at disadvantage (+2).

Totally a traitor  
**Requirement:** Impression 3  
Whenever you roll an Attack Challenge against someone you consider an ally, you may impose disadvantage (+ points in Impression).  
Any opposed target that witnesses this, considers you an ally until you attack them or their allies.  
When one of these fooled targets ends their movement within range for an attack of you, you may take a Reactive Reaction, that cannot be reacted to with Preventive Reactions.

## Signature Moves

## Weapon Talents

|  |  |
| --- | --- |
| **Name** | A general name to describe the Weapon Talent. |
| **AP** | The AP-cost of using this Weapon Talent. |
| **(Weapon Dice) Pool** | The Weapon Dice Pool added to the Challenge Dice Pool of Attack Challenges. |
| **Base (Attribute)** | The Base Attribute the Weapon is based on. |
| **Properties** | A collection of keyword rules specific to each Weapon Talent. |

#### Weapon Talents

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Name** | **AP** | **Pool** | | **Base Attribute** | **Properties** |
| Knuckledusters | 3 | +0 | | Force | Bludgeoning, Momentum |
| Dagger | 3 | +1 | | Force | Ranged (6), Wounding (1) |
| Shortsword | 3 | +2 | | Force | - |
| Nunchucks | 4 | +2 | | Force | Momentum |
| Katana | 4 | +3 | | Force | Wounding (1) |
| Longsword | 4 | +3 | | Force | Half-Swording (2) |
| Spear | 4 | +3 | | Force | Ranged (12), Two Handed (+2) |
| Whip | 3 | +1 | | Force | Ranged (2), Tripping |
| Chain-Whip | 4 | +2 | | Force | Bludgeoning , Ranged (2) |
| Glaive | 5 | +3 | | Force | Ranged (2), Two Handed (+4) |
| Great Club | 6 | +4 | | Force | Bludgeoning, Heavy, Simple |
| Greathammer | 6 | +4 | | Force | Bludgeoning, Heavy, Two Handed (+4) |
| Hand Crossbow | 4 | +5 | | Chose Body, Speed, Feel or Experience | Ranged (42), Recoil (1), Reload (6) |
| Crossbow | 6 | +4 | | Chose Body, Speed, Feel or Experience | Heavy, Ranged (42), Recoil (1), Reload (4), Two Handed (+5) |
| Hunting Bow | 5 | +2 | | Force | Heavy, Ranged (150), Two Handed (+5) |
| War Bow | 6 | +3 | | Force | Heavy, Ranged (200), Two Handed (+7) |
| Bone Club | 5 | +3 | | Intelligence | Marrow |
| Hair Veil | 2 | +0 | | Feel | Weirding |
| Bone Necklace | 3 | +2 | | Experience | Marrow, Ranged (12) |
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|  | | |  | | | |

### Properties

**Bludgeoning:** The target can cast any Marrowing Invocation as a Reactive Reaction, using the successes of the attack.

**Half-Swording (X):** You can reduce your challenge dice pool by up to X dice and gain advantage (-X).

**Heavy:** You are only able to carry a single heavy weapon/object.

**Marrow:** When this weapon breaks, a Marrow Wraith (see Chapter 7?) appears and hunts you down or the person who broke the weapon.

**Momentum:** The AP costs of any Attack Action 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):** With this weapon you can attack any target inside the range of X Steps.

**Recoil (X):** When you take an Attack Action you are Off Balance (X).

**Reload (X):** After an Attack Action, to use the weapon again you need to reload it using a Reload Action costing X AP.

**Simple:** If you roll no failures in an Attack Challenge using this weapon, the weapon breaks.

**Tripping:** Targets hit with this weapon are Tripped.

**Two Handed (+X):** Using this weapon with only one hand is at disadvantage (+X).

**Weirding:** Targets hit with this weapon are Weirded.

**Wounding (X):** A successful Attack Challenge always converts one success to hit point damage. The remaining successes are regular damage.

## Weapon Masteries

# [CHALLENGES]

Whenever your character performs an action or activity that has an indeterminate outcome or has an outcome that is central to the plot, the game master may request you to roll a Challenge. At any point you may ask for a Challenge yourself too, but the game master has the final say if and which Challenge is rolled.

### Challenge Dice Pool

Every Challenge has a Challenge Dice Pool. This defines how many dice you roll.

### Pool Dice

Pool dice are additional dice you may add to your Challenge Dice Pool.

### Success Pool

The result of a Challenge is a Success Pool, which is used to determine the outcome of your actions. In an unskilled Challenge any dice that roll a thirteen or higher are counted towards the Success Pool.

A twenty on a dice always counts as two successes towards the Success Pool.

#### Success Pool Size

|  |  |
| --- | --- |
| **Successes Needed** | **Degree/Difficulty** |
| 1 | Skilled: Trivial  Unskilled: Easy |
| 2 | Skilled: Easy  Unskilled: Doable |
| 3 | Skilled: Doable  Unskilled: Difficult |
| 4 | Skilled: Difficult  Unskilled: Very Difficult  With Help: Doable |
| 5 | Skilled: Very Difficult  Unskilled: Basically impossible  With Help: Difficult |
| 6-10 | With Help: Very Difficult |
| >10 | Unrealistic/Superpowered |

## Base Attribute

Any Challenge has to be based in a Base Attribute. This is within the decision of the game master or the rules. The game master should try to enable players to use their best Base Attributes, but they should decide based on the actions described. If the player wishes to use a specific Base Attribute, they may be asked to describe what they do to tackle the problem with that Base Attribute in mind (see chapter 1? For descriptions of Base Attributes).

Your Challenge Dice Pool starts with as many dice as you have Points in the Base Attribute the Challenge is based in.

## Talents

After having determined the Base Attribute of the Challenge either by the game master or the rules, you may consider your Talents and see if any apply to the situation you are currently experiencing. If any do, you may ask the game master to apply that Talent and either be considered Skilled in the Challenge or gain Pool Dice, or both. The game master may ask you to elaborate on your plan and why you think your experience or intuition in the Talent will help you achieving your goal.

### Skilled

A Talent may be Skilled either during Character Creation or Levelling Up. Being Skilled in something implies extensive training or studies of the Talent and the capacity to call back to that training in most situations.

If you are Skilled in a Challenge, you only have to roll an eight or higher with each dice for them to count as a success in the Success Pool.

If you are Skilled in the Talent Breach, you may only be considered Skilled in the Challenge if you make use of a Way of Entry you defined. The same rule applies to the Talent Knowledge with a Field of Academic Study. These two Talents are called Cumulative Talents.

### Pool Points

#### Talents

**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,  
specified by one or more Ways of Entry.

**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,  
specified by one or more Fields of Academic Study.

**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.

For each Pool Point you have in a Talent you may add one Pool Die. Pools Points describe a natural inclination or talent towards a Talent.

Pool Points in Cumulative Talent may be applied even if you do not use a specified application.

## Profession

If you do not have any befitting Talent to apply, you may call back to your Profession. If the game master agrees that your experiences in your Profession help you in your current situation, you are considered Skilled in the Challenge.

Your Profession does not grant you Pool Dice.

## Base Attribute Challenge

A Base Attribute describes the most common and basic improvised activities you can attempt. The game master calls for a Base Attribute to be used and you can apply any Talents or your Profession, if appropriate.

## Attack Challenge

Attack Challenges always are connected to the use of a Weapon. The Base Attribute of the Challenge is determined by the applicable Weapon Talent. You are considered Skilled in the Challenge, if you are Skilled in the Weapon Talent. You may add Pool Dice equal to the Weapon Dice Pool. You cannot apply any Talents or Profession, other than your skill in a Weapon Talent.

## Marrowing Challenge

Marrowing Challenges are used if you tap into the magic stored in your bones. If you perform an Incantation, it determines the Base Attribute. You may only apply the Marrow Talent to be considered Skilled or gain Pool Points.

## Compound Challenge

If the activity you perform takes course over a long duration, the game master may request a Compound Challenge. A Compound Challenge is based in more than one Base Attribute, representing different aspects of the action you need to watch out for.

Your Challenge Dice Pool has as many dice as you have Points in all Base Attribute the Challenge is based in added up.

You can apply only up to one Talent or your Profession to the Challenge.

As an example, you want to smith a powerful sword. The game master determines you need to roll a Compound Challenge based in Force, Feel and Experience. Force to swing the hammer, Feel to describe the intuitive handling of the hot metal, and your Experience in smiting. The success of the Challenge should be determined by the same table as Base Attribute Challenges, as any additional difficulty should be balanced out by having more time to fix mistakes. If the Challenge attempts something unreasonable, the game master may still decide to ask for above average Successes.

## Help

Whenever you roll a Challenge, any other Character may decide to Help. To Help, the Character describes what they do to facilitate a better Success of the Challenge. This is rarely achieved by doing the exact same as what you are already doing, so the game master will ask them to roll their own Challenge. The Success Pool of the Help Challenge gets added to the Success Pool of your own Challenge.

It is possible for multiple Characters to Help the same Challenge.

During Initiative, helping is done by using the Help Action or Reaction.

## Contested Challenge

Any Challenge can be contested by you, if you are able to perceive it occurring. You perform your own Challenge, and the size of your Success Pool is subtracted from the size of the Contested Challenge’s Success Pool. Only the remaining Success Pool is used to determine the Result of the Contested Challenge.

It is possible for multiple Characters to Contest the same Challenge. Note that outside of Initiative, Non-player Characters rolling Challenges is rare.

During Initiative, contesting is done by using certain Reactions.

## Difficulty

The base Difficulty of an unskilled Challenge is thirteen. If you are considered Skilled in the Challenge, it is eight. Difficulty is the number any die of the Challenge Dice Pool must roll equal or higher to be considered a Success.

If the Challenge you are attempting is harder or easier than the average task, the game master or rules may give you Advantage or Disadvantage. This modifies the Difficulty of the Challenge. Usually this stays within a change of plus or minus five but may be more in unique situations.

### Advantage/Disadvantage

Advantage or Disadvantage are always related to a numeric value. For example, Advantage (-2) decreases the Difficulty by two, and Disadvantage (+5) increases it by five.

Advantage can be achieved by creating a calmer environment to perform the Challenge, being overqualified for the Challenge, or being explicitly prepared for it.

Disadvantage is usually the result of stress, failing plans, overconfidence or a negative work environment.

## Luck

You cannot be considered Skilled in a Luck Challenge of any kind, except stated otherwise.

You cannot gain Pool Dice in a Luck Challenge.

If you roll any Challenge based in another Base Attribute than Luck, you may spend Luck Points, adding one Success to the Success Pool per Luck Point spent.

You regain one Luck Point per Rest you take, up to your maximum Luck.

# [RULES]

## Resting

Adventuring is exhausting and most certainly dangerous. To catch a breath in between days of being on edge and running from danger, you need to properly sit down and have a calm evening with friends and family, with food, stories and a lot of rest.

To Rest you need to spend the duration of a night (usually 8 hours) in the safety of a reinforced resting site. Sleeping in the forest on the ground in a bedroll is enough to not topple over from exhaustion, but not to heal wounds or broken bones.

Anyone who wants to partake in the rest has to have enough food or similar materials to sustain themselves. The meal has to be proper and fresh, so the Rest usually involves some form of cooking.

If the Rest is interrupted by a perceived threat, it fails to grant its benefits to the Character perceiving the threat or knowing about the threat.

At the end of a Rest, it is apparent to everyone, if the Rest succeeded for anyone else.

If your rest succeeds, you regain your Hit Points, up to a maximum of half your usual maximum and gain one Luck, up to your maximum.

Additionally you may choose up to 4 of your Reactions or Incantations to actively use, or may pick one of your Weapon masteries to actively use.

If you have a Legend Vessel on you, you may start actively using it (see Chapter 10?).

### Talebound Rest

There come times when the situation is dire and the nights are especially dark. In these times, you might not have enough food, not have a house to rest or are under constant danger.

Then you can utilise the power of a good story. If you spend the Rest telling a tale from your past, its magic will protect you and your allies. The story has to be of a significant event, a significant person, or a significant place of your past. If any of your allies listening did not know that part of your backstory yet, the rest site is protected for the next eight hours. No threat will attack, and no harm will come to you.

The game master may inquire, what the significance of the story to your character is. This should encourage you to flesh out the role of the character, place or event, to make it more significant and defining for your backstory.

Additionally, anyone who did not know that story yet, regains all Hit Points during the Rest, as the story does its magic and repairs broken bones and bodies.

### Resting over multiple days

If you want to recover properly, you may decide to rest more than one night. For every full day without an Initiative or other exhausting activities, you regain 1d20 Hit Points.

To take a Rest you need to meet the following requirements:

* You need sufficient food for one proper meal for anyone attempting a Rest (the definition of a proper meal depends on the character).
* You need to rest in a secure and reinforced resting site.
* The resting site may not be under threat for eight hours.

If any of these requirements gets interrupted during the eight hours, the rest fails.

If the rest succeeds, everyone participating regains up to half their hit points and one Luck Point.

(see Chapter 8? for further options for Rests)

## Scene

A session of playing Talebones is naturally sectioned into Scenes. You may run Talebones with clear Scene transitions (like a movie), but even with a more linear and continuous narrative, Scenes can be defined.

A Scene is generally a distinct part of the story, that deals with overcoming or exploring a problem or following and achieving a concrete goal. This tends to happen within one location and with a fixed cast of characters, but travelling through a city without being noticed may be a single scene as well.

Generally, a Scene should allow for Poise damage to accumulate, so they shouldn’t be too short.

# [ARTIFACTS]

You are a traveller and adventurer. It is assumed that you have the basic tools for your craft always on you. Except stated otherwise, you can use any object that you have reasonable access to in simple villages or from your backstory, for example rope, bedroll, your weapons, simple tools, a backpack and more. The game master may allow you to have access to non-trivial objects, based on your Profession and backstory, like specialized tools, non-magical artifacts from the old world, or items of higher value like jewellery, a mount, or a cart.

### Heavy Objects

If an object is especially cumbersome it is considered Heavy. You can only carry one Heavy object at a time. If you carry two or more Heavy objects, you are considered Prone.

Other Characters of equal or greater size are usually considered Heavy.

## Ideas

Money is difficult to use in the world of Talebones. Due to the fractured society, a centralized system of coins is hard to enforce or track, so at most local currencies manage to get a foothold. Trading is happening nontheless, so deals with foreigners or other villages are usually concluded by a system of utilitarian trading.

One Idea is the value of an object with one use. Generally, coins of any kind are considered to have the single use to trade and thus are worth one Idea.

Any other object may have more than one use and be worth more than one Idea. These objects can be traded for an object of the same value in Ideas.

### Bartering

Most transactions transition into a game of bartering. Both parties try to think of ways to use their object to increase their Ideas and try to convince their opposite that these Ideas are reasonable.

For example, you want to purchase a loaf of bread. The merchant argues that the bread is worth three Ideas: You can eat it yourself, you can feed it to something, and you can gift or trade it. You offer a dagger in return, being able to be traded, attack something and defend others. The baker responds by pointing out that both attacking and defending includes fighting, so he thinks your dagger is worth only two Ideas. You come to an agreement, as you explain that you want to eat the bread yourself, so feeding it to something is on the one side too close to eating it yourself, and is not that important to you, resulting in an equal exchange of two Ideas.

Bartering Ideas can involve a Challenge as well, but is supposed to be a roleplay centred activity, with the option for creative players to gain an advantage.

This leads to weapon being very low in value, as most farmers don’t really have a need for more than one weapon if at all, and you usually don’t use weapons for anything but fighting.

## Artifacts

Artifacts are special objects that carry innate powers or abilities. It is possible for these objects to even display simple forms of sentience, but that is rare. Artifacts usually are not tradable, due to their mystical nature and it being unclear how many Ideas they actually serve. Additionally, most common Folk are mildly to intensely afraid and cautious with any Artifact.

### Marrowing Artifacts

Any form of magical item based in Marrow, has to have some component of dead bone. Due to that they all have the Weapon Property Marrow (see chapter 7?). Most Folk do not dare to touch these for it, running danger of breaking it.

It has been said that there exists a secret metal alloy that is infused with ground down bone dust. This metal is used to create Marrowing Artifacts with apparently no bone inclusions, but the process of creating these artifacts is bound to significantly upset Marrow Wraiths and similar forces.

Marrowing Artifacts have a name and appearance. Some have defined effects, but most can be used by characters in Challenges or during other activities to argue what it is able to do, based on its name and appearance. The game master may request a higher Difficulty or more Successes for a use of a Marrowing Artifact.

### Old-World Artifacts

Before the Old Gods, there was a world of old. This world was highly developed in science and magic, leading to countless lost artifacts strewn across the world. These items usually have lost any non-marrow magic, but the technology usually keeps working. Knowledge about these artifacts is largely lost, so many of them just seem to perform magic after all.

Any modern or science fiction machines, objects, or creatures are considered Old-World Artifacts.

## Legend Vessels

When defeating the centrepiece of a story, bringing down the evil king of a tale, or burning the wicked witch of a poem, powerful magic happens. Part of the tale concluded is trapped in an object nearby and the spirit of the story is kept alive.

These Legend Vessels are powerful magical objects, able to grant characters immense power. You may actively use only one Legend Vessel at a time. On the end of a Rest, you may change the actively used Legend Vessel to another one on your person.

Legend Vessels usually have sentience and the personality of the Legend. Mostly this sentience is revealed in a telepathic connection with the active user.

### Catch Legend

On defeating and either killing or destroying a Boss, also referred to as Legends, your group may pick any object or body part of the Legend, or any object involved in its defeat to become its Legend Vessel. Any object may ever only be the Vessel for one Legend.

### Commune with Legend

While actively using a Legend Vessel you may try to commune with the Legend trapped inside. To commune you need to perform an act that is reminiscent of the Legend itself or the tale the Legend was a part of. The act must be honestly performed and may not be acted or substituted, while all participants may be willing, even if the tale implies otherwise.

When communing with the Legend, the Legend has to answer truthfully to one question the active user asks. The Legend may only answer to its knowledge within its lifetime.

## Example Ideas List

## Artifact List

## Legend Vessel List

# [SETTING ART PAGE]

# [SETTING]

## Of the Apocalypse

There was a world before. A place with different people and different customs. A different time, with different rules. But then the Old Gods revealed themselves, and the few that survived the maddening revelation were shortly after swept up in the nightmarish hordes sweeping through the land. The remains are a broken world, with broken people. There is little chance that things will return to the way they were, especially as not everyone is sure that that would be a good idea.

### Old Gods

The Old Gods cannot be understood. They are too large, too complex and too old to neatly fit into the perception of mortals. They are not of this world, neither the old nor the broken. They come from outside, wherever that may be. Their influence can only be felt by the effects their attention has. Powerful aberrations, created and fuelled by their alien magic, tread within the mortal realm wherever they are sent, and reality, space and time themselves seem to bend if it fits their plans.

Mortal matters are mere curious past time for them, and they most likely have abandoned the old world, because they were disappointed by how quickly it broke. Adversely they may decide to return whenever they notice that the broken world regains a semblance of structure and activity. Due to this many scholars advocate for conservatism, in the hope to appear as boring and stagnant as possible to any cursory glances by their gaze.

### Old World

Which world preceded the broken one is unknowable, too much has changed since then. But it is known that the Old World was developed in all of technology, magic, and culture. A powerful continent-spanning society is implied by the countless ruins in the wilderness, may of which still display signs of activity of complex technology and magic. Societies have sprung up around many of these ruins, utilizing the benefits like protection, food and water production, or knowledge, without knowing how and why these old machines work. Hoping that they will never cease to function, as in that case their community surely will fall into ruin.

## Of the Land

The land is still reeling from the apocalypse, ooze and puss spilling from many wounds, in countless forms. Be it heightened volcanic activity, scorching subterranean winds sweeping to the surface and creating isolated deserts, or boiling hot springs allowing for lush forests on top of frigid mountains. It was possible to explain the Old World with numbers, words and rules, but the Broken World defies such easy explanations, stoking the superstitions common Folk have on these topics.

### Folk

Folk are the product of the land and thus are just as broken and unorganised. They are the inhabitants of the land and are shaped by it, taking any shape one can imagine, only being connected by a sense of self and an undying will to keep living. Even the Old World shattering did not snuff out life, and so it exists on.

But the world does not care for the small-minded restrictions Folk usually put on themselves, and to it everything is Folk. Not only the sapient inhabitants of villages, and not even only anything that moves, acts and feels. Plants, stone and even metaphors may develop as much a sense of self, as any Grass- or Treefolk.

### Culture

Ignorant of the nuisances of the world outside their villages, sapient Folk generally have fractured into the smallest fractions of society possible. Tribes, villages and family communities are the norm, huddled together within huts and basic fortifications, without regular contact to other groups and only reluctantly welcoming in strangers. There are exceptions to the rule in huge universities, small kingdoms and even small cities, but these are usually the result of a fortunate compounding of small chances, resulting in the rare hubs of flowering culture the Broken World can present. But the large majority of Folk live in backwater villages and are either scared or suspicious of these developments.

### The Rest

The Old Gods might have left but remaining are their advocates and minions. The easier to understand are their minions, these soldiers and generals of the apocalypse, left to their own devices by their masters. Not mortal or even quite alive, these eldritch creatures keep perpetuating their last commands and squash any semblance of free will or life they sniff out. They are the cause for the few instances of true eldritch magic still happening in the world and are more insane for it.

More asinine are Folk that follow the teachings of the Old Gods. Cults and religions tend to keep reaching out, hoping for an answer of them. Ironically them succeeding and even getting a glimpse of the true power they are chasing, usually destroys the group and the surrounding area completely. The magic and knowledge of the Old Gods is not for mortals, and they are not benevolent to mortals either, even if the mortals worship them. Nonetheless exist efforts to actively get the attention of the Old Gods, fully cognisant that this spells certain doom for an already broken world.

## Of Stories

Even after the end of the world stories keep being told. Stories of heroes, of tragedies, and of people being larger than life. They contain the same characters and plot beats, nonetheless they have changed dramatically. With the departure of the Old Gods reality morphed and broke. Now whenever a story is being retold, it gets added onto itself and stories with enough weight, enough retellings and enough emotions poured into them; they become alive. Not alive as Folk are, but alive with needs and wants, but most importantly the need to survive and a hunger for more. Stories survive by being retold again and again, but that is usually not enough. Stories are forgotten and lost, even the good ones. The hunger is satiated by Folk playing towards the tropes represented by the story, by enacting feats akin to the feats of the protagonist, or committing cruelties inspired by the antagonist. But waiting for chance reenactments is usually in vain, especially with more esoteric tales.

So, a story, alive with danger of being forgotten and an insatiable hunger, will resort to the same urge any living creature does: It starts hunting. A Folk is chosen as protagonist, another as antagonist. The stage is set by granting circumstance and abilities necessary to play out the story. And this is how good-looking Folk start being followed by small forest critters, Kings and Queens experience a heightened danger of unfortunate demise and finding magical artefacts while strolling through the forest or by a lake is not as rare as it should be. Folk are the actors but not author, forced to live with the starting conditions stacked against them to follow the story. This is how stories and tales become not fantastical tales, but retellings of real events in the next village over. And the more often a real event occurs, the more it is surely how the world works.

Especially confident or witty Folk might not manage to escape their story but subvert it. The starting conditions are set, but what you do with them is still up to you.

### Legends

Some Folk completely commit to their story and surrender any sense of self for power or other motives. These embodiments of tale are always larger than life and immensely powerful, as they are the central part of a story and the protagonist of a story dying early and without immense struggle is anticlimactic and surely soon to be forgotten.

Colloquially these entities are set equal to the story they represent and referred to as Legends themselves. It is possible for multiple Legends of the same story to exist, but usually the tale focuses all its efforts on a single individual. Multiple Legends is a sign of an especially powerful narrative that is nearly universal and applicable to many situations.

### Folktales

Any narrative can spring alive. The most common ones originate in oral traditions, being told from generation to generation, at campfires, kitchen tables and town halls. These are said to originate in the Old World, even if that only applies to a fraction of them. Written text has become rare, as paper is difficult to produce and store, but some cultures still rely on it to convey real and fictional retellings. But even other forms of narratives may develop into patterns, like songs, poems or sayings.

### Superstition

Folk are naturally superstitious and mistrusting of foreigners. The self-fulfilling natures of horror stories and tales of the terrible outsiders only stokes these flames of phobia and bigotry. And afraid people tend to tell more scary stories, locked in an endless downwards spiral towards a miserable end. But this is not without solution. Stories do not care about morals, and do not naturally want to be depressing. If an especially brave and good-hearted community manages to break free of the cycle, shed the old superstitions and prejudices, they can lead by example. Positive stories lift morale and self-perpetuate just as much as negative ones. Bastions of hope and optimism gleam bright and attract many travellers looking for shelter.

Light of hope attracts attention of the rest too though. Old and new acolytes of the Old Gods do not want people to find new purpose and community. Due to that, these communities have to be vigilant and constantly defend themselves against open attacks or infiltration and poisoning.

* Place 1: Hill (Village)
  + General Description
  + Places
  + NPCs
  + Plot Hooks/Quests
  + Statblocks
  + Boss
* Place 2: The falling Waters (Open Area)
* Place 3: The old World Cube (Dungeon)
* Place 4: Tree (Large Village)
* Place 5: Dirk (Custom)

# [BEASTIARY]

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Name: | Guard |  | Poise: | 7 |  |  |
|  | | | | | | |
| Force | Body | Speed | Intelligence | Feel | Experience | Impression |
| 2 | 3 | 4 | 5 | 6 | 2 | 1 |
|  | | | | | | |
| Actions: | | | | | | |
| |  |  |  | | --- | --- | --- | | Longsword | 3 AP | 5d20 | | | | | | | |
| Reactions: | | | | | | |
| |  |  |  |  | | --- | --- | --- | --- | | Mount | 3 AP | *Trigger*: Any Movement action by target with its topside within arm's reach. The target has to be larger than you.  *Action*: Mount the target. If the target is not willing dismount at the end of the movement action. | Preventive | | Covered Sprint | 4 AP | *Trigger*:  *Action*: | Supportive | | Retributive Strike | W AP | *Trigger*:  *Action*: | Reactive | | | | | | | |
| Incantations: | | | | | | |
| |  |  |  |  |  | | --- | --- | --- | --- | --- | | Fart | 3 AP | Fee | *Effect*: | Action | | | | | | | |

- Statblocks

- General Statblocks For Folk

- General Statblocks for Stronger Folks

- Marrow Wraiths

- Talebound Adversaries/Legends

# [GM SECTION]

You as the game master carry the role of judge and coordinator. You have the final say in most things, but you are not alone in coming up with everything. Ask your players to help you coming up with ideas and pitching in consequences to their own actions. Plot twists and mystery are a central part of Talebones, but that should not deter you from being a game master. Starting together with your players is more worth than feeling anxious alone over the scale of decision and responsibility.

## Run the game

What follows is a collection of topics around running an adventure of Talebones and useful tips on how to interact with different player behaviours.

### Social Contract

The main goal of everyone participating in play is to have fun (including you as the game master). That is always true and should be kept in mind. Your players shouldn’t just get everything for their characters though. Luckily the actual characters are not real and have no feelings. If a player needs their character to succeed at everything to be happy, that will lead to an imbalance in their time in the spotlight compared to the other players. Anything like that should be addressed outside of play and cleared with everyone involved.

The social contract is only applicable to the players. If a character fails, the fewest players will have an issue, but if they seem to only fail or be overshadowed, this can harbour contempt. You and the group should try to balance times of failure and success, darker and lighter themes and stress and calm periods of play. Where that balance lays, depends on your group and is easily reached by communicating openly throughout.

### Different Types of Players

Your players are naturally going to be interested in different parts of the play experience. Knowing the most common types of players, can allow you to identify them and include things in the adventure that speak to them. Any player can of course play the part of multiple types, most do.

#### The New Player

Everyone has been a new player to tabletop and pen and paper roleplaying games at some point. These players are not necessarily firm with the rules or comfortable with acting out interactions, but that is usually not due to their type of play, but rather due to inexperience.

To involve new players in your adventure, do…

* establish an open communication, especially about rules and levels of comfort.
* guide them through new experiences and lead by example.
* include bits to cater to all other types of players, to allow them to find their playstyle.

#### Acting

Players who like to act, love impersonating their character in social and roleplaying scenarios. They like to flesh out their character, their personality, and their flaws.

To involve players who like to act, do…

* include colourful and interesting non-player characters for them to interact with.
* enable them to develop and explore their characters flaws and strengths.
* highlight chances for roleplaying in any situations (e.g. combat: “How do you kill this enemy?”)

#### Exploring

Most worlds and adventures are wide and mysterious. Explorers like to delve into the many facets, mysteries and secrets of your world, lore and story.

To involve players who like to explore, do…

* include mysteries and aspects of your story or world that are unexplained at first.
* give opportunities to discover answers, either by talking to non-player characters or other avenues.

#### Instigating

Some players like to cause mayhem, even at risk of their. They like moving the story forward, rather than spend a long-time planning.

To involve players who like to instigate, do…

* include opportunities to tempt them to take action.
* acknowledge their actions in interactions with non-player characters.

#### Narrating

Even if you have the role of the overarching narrator, players may be interested in the same craft. They like to recognize good stories and tell them themselves.

To involve players who like to narrate, do…

* include multilayered characters, plot and themes into your adventure.
* open opportunities for them to help you narrate either their own character’s story or the greater story of the adventure.
* include nods and references to other (real) stories for them to recognize.

#### Observing

Not every player is as adept at handling social situations or wants to take the spotlight, but they still are here to have fun.

To involve players who like to observe, do…

* keep them in the back of your mind and refer to them regularly about what their character does or thinks about the current situation.
* include opportunities for explicitly their character to shine and have significant moments.

#### Optimizing

Optimizing their character, creating stories of power fantasies and showing these feats off can be a driving force behind the motivation of a player too. So long as this is clearly communicated with the group, everyone has no issue with it and noone is pushed into the background due to it, this is a valid and exciting way to play roleplaying games.

To involve players who like to optimize, do…

* include narrative or mechanical options to become more powerful, perhaps at an interesting cost.
* allow the player to define ways in which their character is unusually exceptional (e.g. by having a special way to move or perceive).

#### Planning

Having the tactical advantage and control over a situation is a fantasy for some players, which they can life in roleplaying games. If that control does not silence other players, this is a very useful player to have.

To involve players who likes to plan, do…

* include problems that are possible to be solved with proper planning and preparation.
* allow plans to work out from time to time.

### Purposeful Actions

Your players will surprise you and will not follow what you prepared from time to time. To know when to allow this and when to reign them back in, is one of the hardest skills a game master can acquire over time. As a rule of thumb, you can assume that if players are willing to spend resources like equipment, hit points, or Signature Move Charges, it should be possible for them to receive something for it. The players will have a greater feeling of being able to control the plot and be the master of their own fate.

For example, if a player has sacrificed part of their arm to pull out a glowing hot piece of metal from a forge, they should be able to use it in some way or gain an advantage or knowledge through it. Like being able to wield it as a weapon, use it as a projectile, receive a gnarly scar, or displaying their endurance to nearby non-player characters.

### Purpose of Rules

Each rule defined is just to be understood as a guideline. Your group may not decide to not use any specific set of rules or add some homebrew rules (see chapter 9?). The chain of command is:

Rules suggest a way how to resolve any situation. Players will interpret these rules and try to understand, execute or even bend or break them. The game master is the judge over these attempts and either allows or corrects them.

Due to that, if both players and game master agree, the rules can be completely overruled. Additionally, even if rules and players agree on something, the game master may decide that it does not serve the narrative or session to resolve it like that and may offer an alternative. If this happens the game master should explain themselves though and be open with their reasoning.

#### Ideas for Epithets

**Name of Origin**: „… of Rome”, “… of the earth”, “… from the depths”  
**Name of Actions**: “The Butcher”, “Bringer of Bad News”, “Thief of names”  
**Name of Essence**: “Seventh Son”, “Lost Child”, “King of Nothing”  
**Name of Appearance**: “The Tall”, “Stubby …”, “The Bald”

### Talebound Epithets

Each time a character avoids death by fracturing a Talebone, shortly after a conversation between yourself and that player starts. During writing the characters backstory the player has noted down some ideas for Talebound Epithets, but usually, the near-death experience is connected to an action by the character that can be seen or at least twisted to be seen as morally grey or even plain bad. These are more obvious to you as the game master, than to the player.

So, with a collection of ideas which part of the character’s actions or history the Epithet should reference, you and the player decide on a specific narrative that should become part of the public consciousness. That narrative should reference the character directly, or at least describe people like them to a degree that they can’t really avoid the connection. Additionally, the narrative should be twisted far enough from the truth to portray the character in a questionable light, or even plainly as a villain. Receiving a mostly positive Epithet should be only in the power of the Old Gods and their most powerful allies, so basically not for player characters.

Based on this narrative you both can think off a well sounding Epithet.

The player should have the most control over the choice, and the game master should advice and suggest. Additionally, the game master should of course communicate if any specific Epithet or narrative has little opportunity to be significant in the adventure or portrays the character too positively.

The final choice over the Talebound Epithet is only in the hand of the player. The game master may veto certain choices but should never restrict the choice to only their own suggestions.

From this point on, every Folk the character meets may have heard that narrative, in forms of tale, poem or song. The Folk does not need to reasonably have access to this information. Matching a single Talebound Epithet can be explained away by bad luck, but the more Epithets apply, the more the characters interacting with the talebound character are gripped by superstition.

#### Using Talebound Epithets to balance the adventure

In the worst-case situation of the players finding a way to significantly disrupt the balance of your adventure, for example by discovering a powerful combination of Incantations or by discovering an unintended weak spot in your creatures, you should immediately step into an open conversation with them.

Possibly this kind of issue can be resolved by simply addressing it and the players stopping to do it. In this conversation you may also offer to alleviate any in character fears by putting restraints on the character by the means of Talebound Epithets. The character at their next death could receive a Talebound Epithet, referencing their methods and connotating it badly. Due to that any further use of the ability can be connected to heavy social repercussions, beyond the mechanical effects.

The rule, of a player always having to agree to any specific Epithet still applies and should not be circumvented, even if you are of the opinion that it is necessary.

### On determining Difficulty and required Successes

You as the game master have the difficult task of determining numbers for each Challenge a player rolls. Determining the “correct” number is a skill that comes with experience, but there are several short hands for either determining Difficulty or required Successes for any one Challenge.

#### Difficulty or Advantage/Disadvantage

Mechanically changing Difficulty or granting Advantage or Disadvantage is the same. In the rules Difficulty is generally used to describe an action on the side of the game master, and Advantage/Disadvantage an action on the side of the players, who gain Advantage/Disadvantage from any of their abilities. In communication you may use either, whichever works best for you.

Changing the Difficulty of a Challenge is the easiest way to make a Challenge harder or easier to succeed in. A single change of Difficulty should only exceed plus or minus five, if the circumstances are extraordinary. Added up with all other changes and Advantages/Disadvantages, the final change in Difficulty may be larger than five.

If there is a single circumstance of the challenge that changes its Difficulty, it is usually possibly to quantify it in terms of a number between one and five. For example, if a character tries to unlock a lock while at a high place, they may have to deal with an increase in Difficulty equal to their Steps above the ground. Alternatively, a band performance with some non-player characters may lead to a decrease in Difficulty equal to the band members beyond the rolling character.

This approach leads to Difficulty being more comprehensible to players. They know that if they move the lock picking closer to the ground or if they add more band members their Challenge will be easier, and you don’t have to explain bad circumstances in detail.

Generally, just try to feel it out. A more tense scene will warrant more harsh metrics to judge a Challenge (e.g. “Increase in Difficulty equal to lost Poise this scene among all characters”), but do not hesitate to not change the Difficulty if there is no reason for it too (e.g. the characters try to remember something in a non-tense scene).

#### Required Successes

The required Successes to overcome a Challenge without consequences is another tool of yours but should be wielded with more care. Most challenges should stay within three to five required Successes.

Three Successes in a Challenge is achievable by most characters by themselves and should describe most easier tasks without much multitasking. Any less than three Successes is usually trivial, so is not very representative of any real Challenge. If you are considering less Successes than three, you should consider just allowing the player to describe how they succeed without requiring a roll.

Five Successes are not achievable by a single character except they are extremely skilled in the given task. Five successes describe a Challenge of medium difficulty, if the rolling character gets help from others. Coordination between players can be difficult in within itself, and the more dice are rolled, the higher is the variance of the Success Pool. Due to that five successes should be the ceiling of most Challenges the characters meet in their adventure.

More than five Successes describe a task of unusual difficulty or scope. Either the characters attempt something in a fraction of the time a task usually takes, attempt a cooperative task while not being able to communicate and coordinate as a group, set their eyes on a task of unbelievable complexity, or any combination of these circumstances and more. A Challenge with more than five required Successes should always go along an increase in tension and drama and the players should be able to describe their actions in detail in case of success.

##### Excessive Success

If a Success Pool exceeds ten Successes, you should consider the Challenge succeeded with supernatural results. Ten Successes represents the story, world, and fate smiling at the characters. They should be able to describe what they do, without any consequences, no matter how unbelievable the success is.

If the Challenge attempted is only achievable by an act of fate, you are free to require ten or even more successes, but if that is the case, you should inform your players that the Challenge is this difficult and that serious consequences will occur if they fail. Ten or more required Successes should only ever be used in the climax of the story or equivalent dramatic moments.

### Running Initiative

Running an Initiative can be very taxing on you as a single person. Due to that this section gives you tools and tips to handle most parts of the process.

#### Note Taking

As game master, you have the responsibility to track a few core metrics of Initiative.

You should track the Initiative order of the player characters and allied non-player characters each round and coordinate the resolving of Initiative (see Chapter 6?).

Additionally, it is your responsibility to track Action Points of the Encounter, and the Poise, Status Effects and possibly Hit Points of each opponent.

It is not your responsibility to track AP, Poise and Hit Points of the player characters. If the players do not do it well, you should work out a system for them to keep better notes, but you already have a lot to keep in mind, so the solution should not be for you to do everything.

#### Tracking Initiative Order

To track initiative order you should keep in mind that the order changes each round. So if you do not want to write down the new order each time, you should invest in something you can rearrange, like cards with the player characters names on it, small trinkets or figurines each representing a character, or small pop-up name cards.

#### Tracking Numbers

When taking notes on paper, you should separate them between rounds. Action Points reset every round and due to that do not need to be tracked over multiple rounds.

If you have any additional dice on hand, you can track numbers like AP and Poise with them, by counting down their displayed number (there are specifically Counter Dice too, which are easier to use for this purpose).

#### Tracking Status Effects

Status effects can be tracked easier with physical markers on the figurines of the characters. Either have coloured snippets of paper on hand you can place the figurines on or have bottle cap rings in different colours for different Status Effects. You do not even need to cover all Status Effects, just the ones possible to be applied in an Initiative.

The most common Status Effects are Tripped and Staggered, so you at least should think about a solution for these.

#### Tracking Positions

Talebones can be played completely without a grid and actual figurines. Each character should have a unique token of some kind though, and due to the vague definition of Steps as a distance measurement, you can literal “step” the token forward, by picking it up and placing it one length further down the path.

This can be supported by a square or hexagonal grid, to judge distances more easily, or customizable figurines. Either way, you should consider investing in some form of furniture or object markers to create a better picture of obstacles and covers for your players. These can be made easily by cutting down pieces of paper without additional costs.

#### Tracking Reactions

If tracking Reactions and their announcement becomes an issue you may resort to handing each player a unique physical marker like a playing card or coin. Whenever they want to announce a Reaction, they may tap the marker with their finger or throw the marker on the table. The thrown markers can then be used to arrange the Reaction Chain like the solutions for Initiative order.

### Combat between player characters

Combat between player characters should never be due to personal disagreements between players. Due to that it is advised to resolve combat of this kind in a roleplay interaction, with both players working to resolve the conflict appropriately and in a way that everyone is comfortable with. This includes both players agreeing which character wins or loses the conflict, or if and what both win and lose at the same time. The game master should take up the role of mediator in these situations.

If there is still reason to go into Initiative after the out of character conversation, or the conflict happens within an already resolving Initiative, the rules differ slightly from the usual resolution.

In an Initiative with an Encounter of either the environment or non-allied characters, the Initiative Order remains the same, but the conflicting characters must agree to any Supportive Actions announced to their Actions.

If the Encounter contains a group one of the conflicting characters sees themselves allied to due to the conflict, or if both sides of the conflict have more than one character, the Initiative treats one group of the characters as part of the encounter. In this case the previous Encounter members need to roll an Initiative order too and the newly joined characters keep their old order.

In these Initiatives you should take extra care of keeping in communication with the players and remind them of the safety tools in place in case someone feels uncomfortable.

## Tell the Story

Here you can read about how to plan out and write an adventure, a story, or a One-shot for your group of players.

Stories are as varied as people, so to find alternative story structures, expose yourself to more stories by reading books, watching movies or listening to other people tell stories about their lives.

### Inspiration

By the nature of Talebones’ world, you may be inspired by an already existing story, motif, character, or location, either fictional or real. Any story that is told in the real world, be it by text, song, act or even dance can be used as inspiration.

You should analyse which parts of the story you like and which parts can be either subverted or left open for players to explore or ignore as they wish. Generally, you should try to keep the inspiration to the Establishing Shot of the adventure and set up details like location and cast of characters. The actual actions of the players should not be required to match the story you are inspired by. Some players might recognize the story and choose to adhere to it by themselves, but the players should be free to approach the issue at hand any way they can think off and not fail due to not doing things exactly as you think they should be done.

### Establishing Shot

Each story needs a start, and one of the most common beginnings is to present the ordinary world. A description of the environment before the adventure picks up, followed by a change of the status quo to create the conflict necessary for the story to occur (technically not every story needs a conflict, but as a start it is good to assume so).

In an actual play scenario, you should include a scene or even whole session for the characters to interact and just live in the moment. If this is the first time the players get to meet their characters they can introduce them in a calm context.

In Talebones this usually occurs on a journey from one village to another. The wilderness is dangerous, but only in between long durations of boring peacefulness. Alternatively, the Establishing Shot can take place as the characters arrive in a new village or location.

During the Establishing Shot you should include most of the necessary set up for the adventure. This possibly includes introducing veiled hints at the larger plot, establishing important non-player characters or even smaller conflicts, that show that not everything is as peaceful as it seems.

At some point during the Establishing Shot an inciting incident occurs. This is either a sudden burst of conflict, a sudden shift in perspective of a location, or character, or a revelation. After the incident the player character are supposed to have a hard time continuing their mundane activities and the Establishing Shot should end soon after.

Popular Establishing Shots are Dr. Watson and Sherlock Holmes talking when someone comes to them with a case, Bilbo Baggins sitting in front of his home when Gandalf comes to bother him, or Luke Skywalker buying two droids to help on his uncle’s farm when they are revealed to carry a message from far, far, away.

### Heightened Tension

After the Establishing Shot the rest of the story takes place. This can be of any narrative structure and does not necessarily be a constant increase of tension. Murder mysteries usually increase the tension fast at the very start along with the inciting incident of the murder and keep the tension relatively stable after. Only increasing it further if another victim is discovered. Other narrative structures increase tension more regularly, as for example the three-act structure common in many stories. The three-act structure shows clearly as well that the tension does not need to be only rising. Within the main body of the story, there can be phases of calm, moments to recoup composure and to check in with the other characters.

### Resolution

At the end of the story there is usually some kind of resolution. That can be another heightening of tension in form of a climactic fight or tense reveal. The resolution is one of the more common points in the story of character death, or in case of the player characters, of Fracturing a Talebone. Any consequences of significance to the player characters should have been predictable. Plot twists and revealing of secrets are popular but need to be treated with great care, as players can feel a lot more strongly about experiencing something unexpected than watching it happen to someone else.

### Outlook

The story returns to a place of calm or normalcy at the end. Maybe nothing seems to have changed beyond the characters themselves, maybe the result of the events is drastic, and they are confronted with a completely new outlook on life. Set aside play time for player characters to have a couple of scenes to debrief and settle down after a tense Resolution.

The same applies to the players themselves. After the adventure has closed be open to answer questions they may have, reveal clues, parts of the story, or characters they have missed.

#### After every Session

Do use roleplaying tools like Stars & Wishes after each session (see Chapter 2?). Additionally, if the adventure continues after this session, ask the players the questions determining the Plot Points they have gained in this session (see Chapter 2?).

### Example: 5 Room Dungeon

The 5-room dungeon is a common stylistic device in adventure writing. Generally, it is structured as follows:

1. Entrance and Guardian

*An obstacle that prevents the characters from entering the actual area of their adventure.*

1. Puzzle or Roleplaying Challenge

*A trial that cannot be solved by brute force and offers a break in the adventure.*

#### Taledice

The special Talecard deck (sold separately) has a custom artwork for each trope on each card. If you do not have access to it, you can use a d100, divide it by two (rounded up), and reference the table below, whenever you otherwise would draw a Talecard.

1. Trick or Setback

*Building of tension and an opportunity to include players not yet catered to.*

1. Climax, Big Battle or Conflict

*The central Encounter or Obstacle blocking the characters from reaching their goal. Should be as cinematic as possible.*

1. Reward, Revelation, Plot Twist

*Reveal of future things to come or recontextualization of the victory in Room 4.*

A 5-room dungeon does not have to be exactly 5-rooms, nor does it have to be an actual dungeon. The structure can be applied to anything that should be relatively short but nonetheless have a narrative arc.

In terms of sub-chapters mentioned, the Entrance and Guardian take the role of the Establishing Shot, introducing the setting and inciting incident. As soon as the characters are past the Entrance there is no return, the only way is forward.

Room 2 and 3 describe the Heightening Tension, introducing the theme of the dungeon in two different ways and iterating on it.

The Climax and Reward rooms supply the Resolution, both in confrontation and information or wealth. The fifth room is partially responsible for serving as the Outlook too, so here you see parts of an adventure serving multiple narrative purposes.

### Talecards

Writing your own adventure and story can be daunting. Other tasks like roleplaying characters can be made easier by focusing on the interaction with the player characters, but writing the story usually happens while you are alone. If a new story needs to be written in the moment, it is hard to take your time and quickly come up with something too.

To help you in all these situations, Talebones offers the concept of Talecards. Talecards are a deck of 50 playing cards, each with a common trope appearing in fiction and other art. Each of these tropes or story subjects are briefly named, described, and they explain what they can be used to evoke in your players. Additionally, each card gives examples of how to subvert the trope.

#### Using Talecards

Whenever you need a prompt or idea to come up with a story you can make use of the Talecards.

You may just draw a card at random and let your imagination take it from there, but you may use a more structured approach, combining multiple cards too.

Before drawing any cards, you should make up your mind about what you want. Most likely you already have a player or non-player character, place or inciting incident that you want to include in your narrative. This may be something you are inspired by from outside Talebones or something wholly original to your story. Note down these fixed aspects or at the very least voice them out loud.

##### Three-card Pull

Talecards are best used like tarot cards. The interpretation is best slightly adapted, but the most basic spread of multiple cards is the three-card pull. For this purpose, draw three cards and arrange them in a row from left to right. The centre card (1) describes the current situation of the story. The left card (2) explains what happened in the past to set up the story and cause the current situation and any future events. The past is the part the player characters have the least control and knowledge over. They can find out more about it over the course of the adventure. The right card (3) can be interpreted multiple ways. Either way it is only concerned with events happening throughout play. Due to that the predictive power is greatly lessened. But the easiest readings are either as the inciting incident of the adventure in relation to the player characters or as the best way for the player characters to resolve the conflict. Keep in mind that the fun of the players comes first, so the third card is merely a suggestion until the players come up with something better or more fun.

[Example]

##### Celtic Cross

A more complex way to lay cards is called the Celtic-Cross. In this spread you put down 10 cards, with each cards meaning listed below.

Cards (1), (3), and (4) are the present, past and future cards, same as with the three-card pull.

The second card (2) describes the main challenge or struggle that defines the story. This can be a struggle the player characters are facing themselves or specific non-player characters are facing.

The card above (5) and below (6) expand on the motivations and driving forces behind the plot. Card (5) is the explicit goal of the story; the plot point characters strive for in the narrative. (6) in comparison is the subconscious driving force behind the actions. Maybe a reason why the current situation shouldn’t be the way it is.

(7) illustrates a helpful ally or advantageous strategy that can help resolve the story in a desired way, some advice to keep in mind.

(8) describes an external influence on the plot. That can be positive or negative, but the external influence does not necessarily have stakes in the resolution but changes the context of the characters’ actions.

(9) is a hope or a fear, some uncertain aspect of the narrative, which, if it is true, can change the outcome drastically, either for the better or worse.

Finally, the last card (10) gives a hint on the outcome of the adventure. Similarly to the card describing the future of the plot, this is highly malleable due to the player characters having free choice about their actions. You may let yourself be inspired to a plot twist or revelation by this last card, too.

[Example]

##### Inverted cards

You may decide to interpret if a card has been placed down the wrong way around. You can subvert tropes on inverted cards and take the trope at face value if the card is not inverted. This reading gives you even more starting points for your inspiration, but might start to restrict you, especially with more cards, as in the Celtic cross.

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Talecard** |  | **Talecard** |
| 1 | 3 | 26 | Journey |
| 2 | 4 | 27 | Lie to spouse |
| 3 | 7 | 28 | Magical sleep |
| 4 | 12 | 29 | McGuffin |
| 5 | 13 | 30 | Mentor |
| 6 | Amnesia | 31 | Monkey's Paw |
| 7 | Beauty beyond compare | 32 | Power corrupts |
| 8 | Birthright | 33 | Power of Names |
| 9 | Birth Sign/Defect | 34 | Refusal of the call |
| 10 | Call to adventure | 35 | Secret helper |
| 11 | Chosen one | 36 | Shapechanger |
| 12 | Cunning solution | 37 | Sleeping guardian |
| 13 | Consuming Folk | 38 | Spirits |
| 14 | Curse | 39 | Surrogate Parents |
| 15 | Damsel in distress | 40 | Switched children |
| 16 | Enthralling Music/Song | 41 | Test of virtue |
| 17 | Evil Witch | 42 | The just monarchy |
| 18 | Fate | 43 | Timeless Fey |
| 19 | Fate worse than death | 44 | Treasure Island |
| 20 | Foundling | 45 | Uncontrollable/Wild Magic |
| 21 | Greed | 46 | Undeath |
| 22 | Hidden (true) Beauty | 47 | Unexpected Guest/Contender |
| 23 | Hubris | 48 | Uninvited Guest/Contender |
| 24 | Immortality/Undying | 49 | Unknown identity |
| 25 | Invention | 50 | Weapon of the lake |

##### 3

##### 4

##### 7

##### 12

##### 13

##### Amnesia

##### Beauty beyond compare

##### Birthright

##### Birth Sign/Defect

##### Call to adventure

##### Chosen one

##### Cunning solution

##### Consuming Folk

##### Curse

##### Damsel in distress

##### Enthralling Music/Song

##### Evil Witch

##### Fate

##### Fate worse than death

##### Foundling

##### Greed

##### Hidden (true) Beauty

##### Hubris

##### Immortality/Undying

##### Invention

##### Journey

##### Lie to spouse

##### Magical sleep

##### McGuffin

##### Mentor

##### Monkey's Paw

##### Power corrupts

##### Power of Names

##### Refusal of the call

##### Secret helper

##### Shapechanger

##### Sleeping guardian

##### Spirits

##### Surrogate Parents

##### Switched children

##### Test of virtue

##### The just monarchy

##### Timeless Fey

##### Treasure Island

##### Uncontrollable/Wild Magic

##### Undeath

##### Unexpected Guest/Contender

##### Uninvited Guest/Contender

##### Unknown identity

##### Weapon of the lake

## Build the World

Writing and building the world your adventure and story take place in is a difficult task, but it does not need to be that way. There are many ways of how to write a fictional world, but to start it is completely fine for you to just write the places important to your narrative and leave the rest blank. Maybe your players can help you with filling these blanks or you will come around to it later, but the only necessary parts to prepare are the actual locations your players are going to explore or witness. Each of those locations can fulfil one or more purposes and is defined by many different perspectives. Not all perspectives have to be completely explored for a location to fulfil any purpose, but you should at least consider exploring them.

### Conceits of Talebones’ World

Talebone as a roleplaying game, assumes some basic conceits about any setting, world or place. These conceits should be followed, so the mechanical rules do not detract from your writing.

* Stories and superstition are widespread and magical in of themselves.
* All Characters may use magic by severely hurting themselves.
* Being fast is more significant than being sturdy.
* Being experienced is more significant than being physically capable.
* Most things are achievable with a good plan.
* Antagonistic forces make frequent use of mental attacks on characters (e.g. fear, panic, mystery)

### Isolated Places (Context)

Each place exists in context to all other places. Most are far enough away from each other to not meaningfully impact their appearance or feel, but even far away kingdoms can define the worries, wealth or fates of a small village the player characters visit.

When writing a place go through all plot-relevant places of your adventure and consider how these could affect the current location. A giant volcano will impact the climate and culture of communities for miles and a village of goblinoid Folk will litter the forest around them with traps to catch careless travellers.

Isolated places technically do not have other places affecting them physically, but the context of the surrounding or similar places is still important. Describe to your players what they notice is different. What are signs of the isolated lifestyle of these people? Is the culture significantly different and how do they spend their days?

### Wonderful Places (Appearance)

The first impression of your players of most places is by your description of it. Appearance is more than visuals, the smells, sounds and feel of a place are as important to describe as twhat is apparent by sight. Try to always include at least one more sense than sight for any description of a new place, especially if you have characters that perceive differently.

The description of a place usually sets the tone for any scenes taking place there. A daunting village will most likely have a tense and dreary atmosphere in any interactions with villagers, a bustling marketplace is a more inviting place for exciting hijinks, and a graveyard by night is naturally spooky and scary. Whenever you create a place for a story or a story for a place, keep in mind how the tones of each interact. It is not impossible to subvert a dark place with a hopeful scene, interaction or plot beat, but it should be a conscious decision.

### Narrative Places (Purpose)

Not every location you describe has to be necessitated by the narrative of the adventure. Nonetheless locations without any reason to be included can feel unnecessary to the players, if they don’t have something to capture their attention. Due to that it is always beneficial to include some piece of evidence or plot beat the players may discover, if they look for it. Do consider what role the location takes in your narrative and pacing of the adventure and include it into your writing.

### Homely Places (Characters)

The fewest places are completely abandoned by life. Most villages have denizens, most ruins harbour monster, and empty roads may have travellers wandering. By the rules everything is Folk, but you can consider who these Folk are in particular.

Any character has an appearance, wants and needs. Some have wondrous behaviours and some even supernatural abilities.

### Dark Places (Secrets and Drama)

Finally, there are aspects to a place that are not readily apparent to anyone newly arriving. There are secrets, mysteries and dark undercurrents permeating each small village, ruin and campsite. Characters have feuds, other villages send undercover spies, and dark alley deals relevant to the story are happening all over.

While writing a place, do not stop at the obvious, the first thing you describe to your players. Locations are as layered as characters, and one has to interact with them over a longer time to uncover all secrets, conflict and drama hidden just beneath the surface.

### Side Quests

Your narrative is front and centre to the adventure, but especially during a longer story, players need distractions and break ups of tension. Any of the aforementioned aspects of a location can serve as the basis of a small task or quest, the players may decide to tackle while actually having other things to do.

Be it a Folk asking the characters for help, redecorating the market square, a child having run away from home or a small bounty on a creature outside the ruins of an old house inhabited by mites. Any of these tasks can be ignored by the players, if they are deemed uninteresting or unimportant, but if attempted, can offer a wide array of approaches and resolutions.

Side Quests are great tools to introduce a different tone to the rest of the adventure and hint or reveal secrets of the location you are currently in.

### Locationcards

Same as Talecards, Locationcards are useful to inspire you or quickly fill a set piece with alluring locations. Locationcards are a deck of 50 cards, each with a unique location and a short description. Each location comes with examples for small side quests and non-player characters.

Whenever you need to fill a village with some notable locations for your players to explore and get to know the place, you can just draw that many cards and introduce these locations to the narrative.

## Build the Game

### Crafting Artifacts

Players tend to like gathering as much stuff as possible. The logical conclusion is for players to ask to create their own artifacts, inventions or signature weapons. There are generally two ways to approach such a request, both are based in the fact that crafting any artifact will take significant time and resource investments.

#### Crafting during Downtime

The least involved process is to craft an artifact in between adventures. The player character must have a prolonged time of rest, at least a month, in a secure location with sufficient tools and skill to be able to craft anything. This process lends itself best to Artifacts emulating Old World magic (see Chapter 5). Marrowing Artifacts created like this should only have very minor effects or the process should only produce the blank that can be further enchanted during the story.

#### Crafting during Adventure

Any crafting ventures are great material for side quests or secondary plot lines during any story. If the desired Artifact is of exceptional value, it might even be possible to have a full storyline about hunting down a specific ingredient or Legend for either its Legend Vessel or possession.

Artifacts gained during a story can be whatever you allow the players to possess. If they turn out too powerful you may always communicate that with the players and change the rules of the item, break it or let it be stolen. The process of retrieving the Artifact can be another narrative in itself, that rewards the players with a reworked Artifact in the end.

### New Reactions

When creating new Reactions, you should follow these general rules.

If a Reaction includes multiple different normal Actions (e.g. Movement and Attack Action) the AP-cost should reflect that. It should be roughly the same AP-cost as all included Actions’ AP-costs combined.

Do try to be specific with the trigger of the Reaction. General Reactions that can react to more than one Action type or event are immensely useful and will otherwise become the default choice of your players over any other more niche options. This reduces gameplay breadth and character customization options.

Whenever a Reaction makes use of either a Weapon or moves the character voluntarily, do consider making the AP-cost dependant on which Weapon Talent or which Movement Action is used. You may add a flat cost to the variable value, but these types of calculations should be kept to a minimum.

### New Weapon Talents

If you or a player miss a certain type of weapon to meet a certain character concept, you might resort to writing a new Weapon Talent. This section leads you through the creation process and explains the general steps necessary to make it unique.

#### Identity

Any Weapon Talent should be notably different than all other Weapon Talents. Due to that the first step is to consider what you want from it that is currently not covered. Do you want to have a specific ability while using these types of weapons or do you have a specific reference in mind that you want to emulate. This identity of the Weapon Talent should be clear before you start putting rules to it, so you can make decisions that are contributing to that identity.

#### Positives

The **shortsword** Weapon Talent is considered the average base, for a weapon without specific positives or drawbacks (see chapter 3?).

Each Weapon Talent has positives and drawbacks. Positives are things that make the use of these weapons more powerful, more versatile, or more attractive to players.

A faster weapon might want to use a Weapon Talent with a low AP-cost for each attack, a more brute weapon might favour a larger Weapon Dice Pool. In Talebones a Weapon Talent usually has to decide on one of these two aspects to focus on. If both the AP-cost is small and Weapon Dice Pool is large, the Properties of the Weapon Talent should be severe and restrict its use most of the time.

A Weapon Talent should not cost less than 3 AP to use. The Weapon Dice Pool should not exceed 4 with weapons that can be used in most situations.

Additionally, you may decide to give a Weapon Talent specific Properties to improve the fighting using them. The advantageous Properties already present are generally sorted in two sections: Utility and Identity. Utility Properties allow weapons to be used differently in different situations. For example, by allowing players to choose the distance at which they attack from within a range or choose if they would like to do more damage or more consistent damage. Identity properties are conceits to bend the hard rules to allow for a certain fantasy to be played out. For example, by reducing AP-cost below 3 AP with Momentum.

#### Drawbacks

Generally, each positive should get paired with an equivalent drawback. If the AP-cost gets reduced, you should decrease the Weapon Dice Pool as well and the other way around.

Properties that act as drawbacks are either Restrictions or Risks. Restrictions force the player character to only use the weapon a certain way, like using both hands and not using a side weapon or only having one weapon of the Weapon Talent on them at a time. Risks of a weapon can be risks of using the weapon or most commonly, of the weapon breaking during use. This applies especially to any magic weapons made from bone.

## Create a Legend

One of the most difficult tasks you have is designing and running Legend encounters. These climactic battles are often the highlight of an adventure and might seem daunting to plan out and design. With these advice you are able to write a compelling experience for your players though.

### Adapt an existing Legend Encounter

The easiest way to run a Legend Encounter is for you to take an already Legend Encounter from Chapter 7? and only change superficial or single aspects of the Encounter according to the following steps.

### Design your own Legend Encounter

If none of the existing Encounters are to your liking or you have played through all of them already, you may decide to design a Legend Encounter yourself. For the first time, try the following steps. Of course you may be inspired by any other games, movies or stories, especially concerning central themes and mechanics.

### Identity

First define a central personality and roleplaying aspects of the Legend. Who are they? What is their name? Are they naturally hostile or agitated by something? What is their favourite thing in the world? Consider how they look, what their emotional effects on other characters are and how they fight.

### Purpose and Structure

The purpose of a Legend encounter is not always and solely to be a large action set piece for your players to enjoy. Do consider which optional endings exist to the fight, beyond murdering the Legend, and what the overarching narrative is and how the encounter contributes to it. The Legend may have motives themselves that can be exploited or pandered to by the players. As an example, the Legend might want to activate an Old-World Artifact to do something, and will surrender if the Artifact is destroyed, deactivated or threatened.

A sign of powerful Legend encounters are mechanics that disable large parts of the player characters Initiative tools, for example by having far superior movement, resistances to damage or similar abilities. Before handing these out, do consider what you can incorporate into the environment of the encounter to allow players to disable or prevent these abilities, for example destroying a power source or making the terrain difficult to move across.

### Talebones

A Legend commonly has at least one Talebone, if not several. These act as the phases of combat. After the Legend gets reduced to 0 HP, it fractures a Talebone, except it regains all HP instead of just one. Do try to think of daunting Epithets the player characters become aware of as the encounter progresses.

Each Phase should bring a change in Movement and Attack pattern of the Legend, usually by unlocking new Actions and Reactions.

### Statistics

A Legend should have a maximum of **22** converted Poise per character fighting it (converted Poise is the sum of all Poise plus one converted Poise per 11 HP). The maximum damage a character can deal does rarely increase significantly, character progression is rather defined by approaching a more consistent damage output.

If you want a sturdy combatant, you should lean towards giving the Legend more Poise instead of more HP, as more HP leads to more adding up of Hit Point Damage during combat.

Action Points should be at least 10 + the number of characters fighting the Legend. If you wish to have a faster and more dangerous Encounter, give them more.

### Base Attributes

Pick one or two Base Attributes that define the Legend and give them points ranging from 5 to 10. A value more than 10 is godlike abilities in the Base Attribute and rarely achieved, even by Legends.

The other Base Attributes range somewhere between 2 and 5. Legends rarely have Base Attributes with 1 point, except it is a specific weakness of theirs. You may pick Body and Speed, so the previously established Poise and HP make sense, but do not feel constricted to it.

### Attacks

Is the Legend a melee brawler, a long distant tactician or maybe even a Marrow-Witch? Most Legends use Attacks with at least one Weapon Talent to bridge pauses in their fighting or excel at using the Weapon beyond mortal means.

### Reactions and Incantations

The Legend should have at least one Reaction with a Trigger for each type of Action. This way they may punish any unnecessary Actions by the player characters and their allies. A gap in that coverage, for example by not having a Reaction to Movement Actions, is a fatal flaw of a Legend, and usually a trait of early Encounters, when the characters are weaker.

### Combos

Combos are a chain of Actions and Reactions the Legend may perform as a singular Reactive Action to any or a specific trigger. The Combo may only be reacted to as one Action, character may not interrupt it. Combos are usually tied to the current phase of the encounter.

#### Telegraphed Actions

Right before powerful Reactions or Combos, Characters and Legends may have to perform a Telegraphed Action. A Telegraphed Action does not do anything by itself but may be reacted to as if it was any type of Action. The last Action of the Reaction Chain is the actual dangerous Action or sequence of Actions (i.e. you cannot react both to the Telegraphed Action and the actual Action).

### Abilities

There are many Abilities that can aid and hinder Legends achieving victory. Following is a list with Abilities exclusive for Legends.

|  |  |  |
| --- | --- | --- |
|  |  |  |
| Armor | Once during combat, if the Legend starts its turn with no Poise, refill all Poise. |  |
| Cleanse (X) | As a Reactive Action to any trigger, the Legend spends X AP and removes 1 Status Effect from itself. |  |
| Marrow Oath (X) | If the Legend rolls a Marrowing Challenge with a Challenge Dice Pool of X or less, it does not take any Hit Point damage. |  |
| Resistance (X) | Any damage the Legend takes is reduced by X before conversion to Hit Point damage. |  |
|  |  |  |

### Minions

If the Legend is a character that does not like to do the dangerous work themselves, they may have Minions as part of the encounter. Minions should not have more than 3 Poise and not have Hit Points. Each Minion contributes AP equal to one attack with their Weapon Talent to the Encounter AP-pool.

### Moving Parts

Do not feel afraid to change any aspect of the Legend during the Encounter. Your players do not know what you have written down, so you may adapt the rules in a way to make the Encounter more, or less, tense.

### Legend Vessel Ability

After the Encounter is resolved, the players may decide which part of the Legend or item involved in their defeat becomes the Legend Vessel.

Do try to distil the power fantasy of being that Legend into one of their Actions, Reactions or Abilities for the players to use and enjoy.

# [SHORT ADVENTURE]

# [APPENDIX]

- Appendix

- Character Sheet

- Flowcharts for Initiative

- Take Damage

- Attack

- Phrases in combat “Take 3 successes hit point damage”

# [Rules Glosssary]

## Glossary Conventions

The glossary uses the following conventions:

**Abbreviation**. The abbreviations below are commonly used in the glossary and elsewhere.

|  |  |
| --- | --- |
| AP | Action Points |
| HP | Hit Points |
| NPC | Nonplayer character |
| PC | Player character |

## Rules Definitions

### Ability

An Ability is a passive ability that your character may have or gain to support or enhance your Actions.

### Action

An Action in the context of Initiative is a discrete activity that costs AP to perform. Any Action can be the Trigger for a Reaction, unless stated otherwise.  
Actions defined in the glossary are:

|  |  |
| --- | --- |
| Attack Action | Movement Action |
| Help Action | Draw Action |

### Advantage

If you have Advantage on a Challenge, you subtract a specified number from the Difficulty of the Challenge. Advantage is specified as for example “advantage (-3)”.

### Action Points

Any participant of Initiative has an amount of AP at their disposal. Most Actions during Initiative cost AP to perform. You regain all AP at the start of your round. You lose all unspent AP at the end of your turn.

### Attack Action

An Attack Action is any Action that involves an Attack Challenge of any kind. It costs AP dependant on the Weapon Talent used.

### Attack Challenge

An Attack Challenge always uses a Weapon (see Unarmed Attack for exception). You can be Skilled in the Challenge, if you are using a Weapon of a Weapon Talent you are Skilled in. The Challenge Dice Pool is determined by your Base Attribute and the Weapon Dice Pool.

### Base Attribute

You have eight Base Attributes – Force, Body, Speed, Intelligence, Feel, Experience, Feel and Luck - each has points attributed. If the Base Attribute has no points, you are unable to roll Challenges based in it.

### Base Attribute Challenge

A Challenge just based in a Base Attribute is specified like for example: “roll a Speed Challenge”. The Challenge Dice Pool is equal to your points in the Base Attribute.

### Body Attacks

If you walk into and through the space of someone, they may roll a Body Challenge, dealing damage to you equal to the Successes. This Action does not cost AP and is not a Reaction.

### Challenge

A Challenge is a roll of d20s equal to the [Challenge Dice Pool] of the Challenge, representing an action a character performs. The game master has the final word, if a Challenge is required for any action.

### Challenge Dice Pool

The Challenge Dice Pool defines the number of d20 you roll for a given Challenge.

### Compound Challenge

A Compound Challenge is composed of multiple Base Attributes. For the Challenge Dice Pool, add up all points in the corresponding Base Attributes.

### Cumulative Talent

Breach and Knowledge are Cumulative Talents. You can only be Skilled in a Challenge applying these Talents, if you adhere to one of your specified Ways of Entry or Fields of Academic Study. You can gain Pool Dice without adhering to them.

You can be Skilled in Cumulative Talents more than once. Each separate time you are Skilled allows you to specify one Way of Entry or Field of Academic Study.

### Contest

If one Challenge contests another one, Successes cancel out one to one. Only the remaining Successes count towards the Challenges Success Pool.

### Critical Failure

If a Challenge has no Successes, one of the following events takes place:

**Challenge Dice Pool equal to one:** The action fails completely and cannot be reattempted.

**Challenge Dice Pool greater than one:** The action fails spectacularly, and serious consequences transpire.

**Challenge was an Attack Challenge:** Target gains the opportunity to react with the Reaction Riposte.

### Damage

If you take damage, you first take Poise Damage until your Poise is expended and afterwards take Hit Point Damage. If you take more Poise damage than you have Poise left, the leftover damage gets converted into Hit Point damage. If a rule explicitly states Poise or Hit Point Damage, it cannot be converted by any means. Exceeding damage expires.

### Death

If you drop to zero Hit Points and do not fracture a Talebone, you die. Confer with the GM on how you wish your player character’s story is to be recalled by NPCs.

### Difficulty

The Difficulty of a Challenge is a number between one and twenty. Any dice of the Challenge Dice Pool must roll equal or greater to the Difficulty to be counted towards the Success Pool.  
The base Difficulty for an unskilled Challenge is **13**.  
The GM can adjust the Difficulty by any amount, usually by up to five in either direction.

### Disadvantage

If you have Disadvantage on a Challenge, you add a specified number to the Difficulty of the Challenge. Disadvantage is specified as for example “disadvantage (+3)”.

### Downed

While you lay on the ground defenceless, you are also Tripped.  
Attacks against Downed targets usually are rolled at advantage (+1), due to the difference in Elevation.

### Draw Action

During a Draw Action you either Draw or Stow any object on your person you are able to hold in your hands.

### Elevation

If you are above your Target, you gain advantage (- height difference in Steps) on any Challenges interacting with the target. If you are below your Target, you gain disadvantage (+ height difference in Steps). Height difference is measured at the start of your Action and ignores changes during the Action.

### Encounter

An Encounter is a group of NPCs that work against the PCs and their allies during Initiative. All members of an Encounter share a single pool of AP.

### Excessive Success

If the size of the Success Pool of any Challenge is equal to or greater than ten, the GM may declare an Excessive Success. The character or characters achieve the given task to a degree that rivals supernatural results.

### Heavy Object

Some Weapons and other objects can be Heavy. At all times you are only able to carry one heavy object or gain the Status Effect Prone.

Other Characters are Heavy if they are as large as you or larger.

### Help

If you Help an ongoing Challenge, you explain how you intend to help the successful outcome of it. The GM then asks you to roll your own Challenge. All successes get added to the original Challenge’s Success Pool.

### Help Action

During your turn you can take the Help Action once, to use the Reaction Help once without paying AP until the end of your Round.

### Hit Points

Hit points (HP) are a representation of how healthy or intact your character or an object is. Hit Point Damage reduces HP and healing restores them. You can never have more HP than your Body Points \* 20 and less HP than zero.

### Hit Point Damage

Hit Point Damage reduces HP by a given amount. It is possible to reduce Hit Point Damage to nothing by Abilities, Reactions or circumstance.

If you receive Hit Point Damage, you gain the Status Effect Staggered.

### Ideas

Trading goods are traded based on how many uses, or ideas, the trading partners can agree on the item to have.

### Incantation

An Incantation is a trained pattern Marrow Witches are capable of reproducing in any situation. An Incantation always involves a Marrowing Challenge. Furthermore, a Marrowing Challenge is defined by the following:

|  |  |
| --- | --- |
| **AP** | AP cost to cast the Incantation. |
| **Type** | If the Incantation is a Reaction, and which type. |
| **Base Attribute** | Which Base Attribute is used for the Marrowing Challenge. |
| **Effect** | The effects of the Incantation, usually scaling with Successes of the Marrowing Challenge. |

You may pick up to four Reactions or Incantations of all Reactions and Incantations you know upon finishing a Rest. You may use these, until you switch them out after another Rest.

### Initiative

Initiative determines the order of turns during combat or tense scenes (see Chapter 5).

### Jumping

When you Move you can always Jump 1 Step as part of that movement, as many times as you wish.

If you have taken any Movement Action before during your current round, you may instead Jump any fraction of your current Movement Action. Jumps always have to be in a straight line.

Jumps are only measured horizontally; the possible height of the Jump is up to the GM but may be oriented on the rule of:

Maximum Height of Jump in Steps equals Points in Speed.

### Legend

Powerful NPCs are called Legends. They are usually the core part of a story and usually the antagonist.

### Luck

Luck is a Base Attribute, that you can use in Challenges but you cannot apply Talents or Profession.

Whenever you roll a Challenge that is not based in Luck, you may spend any number of points of Luck to add one Success to the Success Pool of the Challenge.

You regain one Luck Point every Rest, up to your maximum Luck Points.

### Marrowing Challenge

A Marrowing Challenge has a maximum Challenge Dice Pool equal to the Points in the Base Attribute of the Incantation cast and added any Pool Points in the Talent Marrow.

A Marrowing Challenge is only considered Skilled, if the Talent Marrow is Skilled.

Any Success of the Challenge gets counted towards the Incantations effect as specified in its description.

Any failure of the Challenge deals Hit Point Damage to you equal to the displayed number.

### Movement

You can move in any way your Character is able to. That includes flying, swimming, climbing and walking. If your character has a natural ability to do something else than walk, do check in with your GM on it.

Movement can be hindered by difficult terrain or wounds. The GM may increase the AP costs of Movement Actions in these cases.

It is possible to play a character with disabilities affecting any of their Movement. This should be given opportunities to exist without making the character not playable.

### Movement Action

A Movement Action is any of the following Actions, that can be used interchangeably whenever a Movement Action is mentioned.

|  |  |  |
| --- | --- | --- |
| **Dash** | Move Steps equal to your points in Speed. | Costs 2 AP |
| **Move** | Move Steps equal to two times your points in Speed. | Costs 6 AP |
| **Sprint** | Move Steps equal to your three timespoints in Speed You may only move in a straight line. | Costs 5 AP |

### Nonplayer character

A Nonplayer characters (NPC) is any character not played by a player. All Nonplayer characters are usually controlled by the GM.

During Initiative a Nonplayer character can either be part of the Encounter, or part of the players Round.

### Off Balance

For each Status Effect instance of Off Balance, you lose one Poise. When removing the Status Effect, you regain Poise lost this way.

### Perception

You can perceive everything you have senses for, and your environment allows for. If you have senses beyond regular seeing, hearing, smelling, tasting, and touching, do check in with your GM on it.

It is possible to play a character with disabilities affecting any of their senses. This should be given opportunities to exist without making the character not playable.

### Player Character

A Player characters (PC) is any character played by a player.

### Poise

Poise is a representation of the ability of your character or an object to avoid disorientation, suffering wounds or taking damage. This can be achieved by being headstrong, resilient or quick.

You regain all Poise at the start of each Scene or Initiative.

Poise is reduced by Poise Damage.

### Poise Damage

Poise Damage reduces Poise by a given amount. It is possible to reduce Poise Damage to nothing by Abilities, Reactions or circumstance. Poise can never be less than zero.

If Poise Damage reduces your Poise to 0, you gain the Status Effect Staggered.

### Pool Dice

A Challenge may get additional Pool Dice from either Pool Points or a Weapon Dice Pool.

### Pool Point

A talent can have up to two Pool Points. If you may apply that talent, you may add Pool Dice equal to your Pool Points to the Challenge Dice Pool.

### Preventive Action

A Preventive Action is a type of Reaction that gets resolved before the triggering Action gets resolved.

### Profession

Your Profession describes what you have experienced and learned in your life before the actual adventure you play through. This may be an actual education or occupation like “Chef” or “Bounty hunter” but may as well be a general description of class or life experience (e.g. “Urchin”, “Elder”).

### Property

A Property is a keyword rule for a Weapon talent. (see Chapter 6? for a list of them)

### Reach

The most common form of Reach is “Arm’s Reach”. This describes anything you can reach with a limb of yours without moving your whole body. As different characters have different sizes and amounts of limbs, it is up to you and the GM to define this on a character-to-character basis. An average arm’s reach is one Step.

Other types of Reach usually refer to an Action that needs to be taken to reach a target.

### Reaction

A Reaction is a type of Action of a character or environment that reacts to a triggering Action or event of another character or the environment. At any point you may intercept the current flow of events and announce a Reaction to the current Trigger. As soon as this happens a Reaction Chain gets created and anyone else may react too. After the Reaction Chain is resolved the events proceed.

At any point you have access to the Reactions Dodge, Panic, Riposte, and Help. Beyond these, you may pick up to four Reactions or Incantations of all Reactions and Incantations you know upon finishing a Rest. You may use these, until you switch them out after another Rest.

### Reaction Chain

A Reaction Chain is a collection of Reactions that have a determined order of being resolved. If a Reaction of the chain is the Trigger for another Reaction Chain, that Reaction Chain gets resolved first before the next Reaction in the Chain gets resolved.

Any character can only contribute one Reaction or Action to any Reaction Chain, except stated otherwise.

### Reactive Action

A Reactive Action is a type of Reaction that gets resolved after the triggering Action gets resolved.

### Resting

To take a Rest you need to meet the following requirements:

* You need sufficient food for one proper meal for anyone attempting a Rest (the definition of a proper meal depends on the character).
* You need to rest in a secure and reinforced resting site.
* The resting site may not be under threat for eight hours.

If any of these requirements gets interrupted during the eight hours, the rest fails. If the rest failed due to a threat, the rest only fails for the Character perceiving or knowing about the threat.

At the end of a Rest, it is apparent to everyone, if the Rest succeeded for anyone else.

If the rest succeeds, everyone participating regains up to half their hit points and one Luck Point.

Additionally, you may select up to 4 Reactions or Incantations to actively use, choose to actively use a Legend Vessel, or pick a Weapon Mastery to actively use,

(see Chapter 8? for further options for Rests)

### Round

In any Initiative there are two rounds, one for each party of the initiative. A round always starts with the turns of the opposing party and afterwards resolves the turns of your own party.

Initiative starts with the start of the players first Round (so in the middle of the Encounter Round).

The party of the PCs resolves their turns in descending initiative count. When the PCs end their round, the character with the lowest initiative count adds 20 to their initiative count.

At the end of your (own parties) Round you lose all Status Effects.

At the start of your Round, you regain all AP you spent last Round.

### Scene

Any distinct time duration defined by a simple goal or location (e.g. the investigation of a cellblock, an encounter with a trap, an Initiative, a chase).

### Skilled

If you are Skilled in a Talent, any Challenges using that Talent are considered Skilled.

The base Difficulty for a Skilled Challenge is **8**.

### Success

Any dice rolled of the Challenge Dice Pool that rolls an equal or higher number than the Difficulty of the Challenge is considered a Success and adds one to the Success Pool.

A twenty on a die always counts as two Successes.

### Success Pool

The Success Pool of a Challenge determines the success of the Challenge. A Success Pool of three results in a successful task of low to average difficulty.

### Suffocation

If suffocating, you stay conscious a number of rounds equal to your points in your Body Base Attribute.

You can hold your breath a number of minutes equal to your points in your Body Base Attribute.

When you finally suffocate, you die.

### Supportive Action

A Supportive Action is a type of Reaction that gets resolved at the same time as the triggering Action gets resolved.

### Staggered

While Staggered, any of your Movement Action costs double the AP it would usually cost.

### Status Effects

A Status Effect is a temporary state of a character. Any Status Effects ends at the end of the characters Round. The glossary defines these conditions:

|  |  |
| --- | --- |
| Tripped | Staggered |
| Downed | Weirded |
| Off Balance |  |

### Steps

A Step is a relative unit of distance. It can be anything your group agrees on but is usually either equal to one meter or five feet.

### Talebone

Any character may have Talebones. If you are about to die and have an unfractured Talebone left, you instead fracture that Talebone, drop to one HP, regain all Poise and gain a Talebound Epithet.

Immediately you may take Actions with a combined AP-cost equal to the Damage that would have killed you. It is not possible to announce Reactions to these Actions, but you are also not able to interact with any other Character during those Actions.

An NPC has a predetermined amount of Talebones.

If a PC is about to die, the player may decide in that moment, if they have another unfractured Talebone or if they die.

### Talebound Epithet

A Talebound Epithet is a byname that you can have, that any other character has heard folktales about. The character knowing the tale, does not need to have a reasonable explanation about how they know the Epithet or folktale. Interacting with you, these characters may have preconceived ideas about what you are or what you do.

Talebound Epithets may be introduced during play. If they are, the world itself gets rewritten, so that the stories about the Epithet always have existed.

### Talent

A Talent is a general area of skill that a Character may have trained or have a natural predisposition for. (see Chapter 3?)

### Target

A target for any Action or Reaction involving a physical aspect must be within Reach.

A target for any Incantation must be perceivable by the character.

### Telegraphed Action

Telegraphed Actions are Actions that do not do anything by themselves but count as if they were any Attack, Movement, Draw or Help Action, concerning Trigger Conditions of Reactions.

The last Action resolved in its Reaction Chain is always another Action, usually a powerful one.

### Trigger

The Trigger for a Reaction can be anything happening around the character. The character has to be able to perceive the Trigger and have a Reaction that matches that Trigger to use that Reaction.

### Tripped

While tripped you are unable to take Movement Actions.

### Unarmed Attack

If you do not use a Weapon for an Attack Challenge, generally the Attack Challenge treats it like a normal Attack based on Force and with a weapon dice pool of 0 and an AP-cost of 3.

### Weapon Dice Pool

During an Attack Challenge, you may add Pool Dice equal to the Weapon Dice Pool.

Each Weapon Talent has their own Weapon Dice Pool.

### Weapon Talent

Your Character usually is Skilled in two Weapon Talents. If using a Weapon that counts towards one of these Weapon Talents, you use its statistics.

A Weapon Talent is defined by the following:

|  |  |
| --- | --- |
| **Name** | A general name to describe the Weapon Talent. |
| **AP** | The AP-cost of using this Weapon Talent. |
| **(Weapon Dice) Pool** | The Weapon Dice Pool added to the Challenge Dice Pool of Attack Challenges. |
| **Base (Attribute)** | The Base Attribute the Weapon is based on. |
| **Properties** | A collection of keyword rules specific to each Weapon Talent. |

### Weapon Mastery

Each Weapon Talent has two Weapon Mastery associated. If you have access to the Weapon Masteries of a Weapon Talent, you may change which Weapon Mastery you are currently using for that Weapon Talent, each time you finish Resting.

### Weapon

A Weapon can be anything. To be used as a Weapon, it must be associated with a Weapon Talent of your choice. The form of the Weapon supersedes any intuitive rules of the Weapon Talent (e.g. you use breadsticks as nun chucks, so you can eat them, and can feed ducks with them).

In conversation with your GM your Weapon may have differing Properties to the ones suggested in the Weapon Talent.

### Weirded

While Weirded you cannot announce Reactions.

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