◇ = INCLUDES PLAYTEST CHANGES!

CHECKS

Every check is a roll of two attribute dice (even if they are the same attribute) then adding any modifiers. Examples: avoiding a trap by using awareness and quick reflexes would use DEX + INS . An intimidating show of strength would use MIG + WLP . Searching an area for clues would us INS + INS .

ATTRIBUTE CHECK: A check that succeeds if the result meets or exceeds a set difficulty level, or **DL**.

OPPOSED CHECK: Two or more characters roll a check. The highest result wins.

OPEN CHECK: No set DL. The result determines degree of success. For example, an open check to examine something would reveal more on a 13 than on a 10.

DIFFICULTY LEVELS	
7	EASIER THAN USUAL
10	DEFAULT CHECK
13	VERY DIFFICULT
16	EXTREME DIFFICULTY

SITUATIONAL MODIFIER: +2 or -2 for a strongly advantageous or disadvantageous situation.

GROUP CHECK: All participants roll the check. Supporters grant a **+1** bonus to the leader on success. The leader's check determines final result. The leader adds the strength of the single strongest bond between them and any participant.

CRITICAL SUCCESS: Occurs when both dice are **6** or greater and the same number. The check succeeds and the player chooses an **opportunity** to apply.

FUMBLE: Both dice roll ones. The check fails and the opposition chooses an opportunity.

CLOCKS

Clocks are segmented meters that track progress or threats. They are always visible to players. Checks are made to add or remove segments.

PROGRESS CLOCK		THREAT CLOCK	
+1	SUCCESSFUL CHECK	+1	FAILED CHECK
+1	PER EACH 3 ABOVE DL	+1	PER EACH 3 BELOW DL
+2	OPPORTUNITY FROM CRIT	+2	OPPORTUNITY FROM FUMBLE

CONFLICTS ◇

INITIATIVE: Players go first unless a villain is involved in the conflict. ◇

COMBAT ROUND: Each side alternates actions until every character has acted. Sides choose the order in which characters act each round. **Group checks** while in conflict are taken during the leader's turn. Supporters automatically succeed but forfeit their turn in the combat round.

STATUS EFFECTS: Reduce the size of an attribute die. A die cannot fall below **d6**. Remember than a lowered attribute may reduce max HP, MP, defense, or magic defense.

DEFEAT: When a character reaches zero HP. For regular NPCs, their opposition decides their fate. PCs must **surrender** except in rare conditions where they may **sacrifice** themselves. Villains may spend Ultima points to **escape** or they may **escalate** into a higher tier of villain.

TRAVEL

TRAVEL DAY: The basic unit of long-distance travel. Areas being traversed during a travel day are represented by a threat level.

TRAVEL ROLL: Each travel day, players roll a single die based on the **highest threat level** of the areas traversed.
On a **six or higher**, the group encounters danger.
On a **one**, an unexpected but beneficial discovery is made.

THREAT LEVEL DICE	
FRIENDLY VILLAGE OR CITY	D6
PATROLLED COUNTRY ROADS	D8
FORESTS, HILLS, OR RIVERS	D10
MOUNTAINS, SWAMPS, OPEN SEA	D12
VOLCANOES OR FROZEN WASTES	D20

GAINING FABULA POINTS	
3	A NEW PLAYER BEGINS THEIR FIRST SESSION
1	A PLAYER BEGINS A SESSION WITH ZERO FABULA POINTS
1	A PLAYER ROLLS A FUMBLE ON A CHECK
1	A VILLAIN ENTERS A SCENE, EVEN IF THE PLAYER IS NOT IN IT
2	A PLAYER AT ZERO HIT POINTS CHOOSES TO SURRENDER
1	A PLAYER INVOKES A TRAIT OR BOND TO AUTO-FAIL A CHECK

SPENDING A FABULA POINT		
INVOKE A TRAIT TO REROLL ONE OR BOTH DICE	**INVOKE A BOND** TO ADD STRENGTH OF BOND TO ROLL	**ALTER THE STORY** BY PROVIDING MORE DETAILS

—— THEN **GAIN XP** AT END OF SESSION ——

CONFLICT ACTIONS	
ATTACK	PERFORM A MELEE OR RANGED ATTACK.
EQUIPMENT	REPLACE ANY NUMBER OF EQUIPPED ITEMS.
GUARD	ONCE PER TURN, UNTIL START OF NEXT TURN: ● GAIN RESISTANCE TO ALL DAMAGE TYPES ● GAIN +2 BONUS TO OPPOSED CHECKS ● MAY COVER A CREATURE FROM MELEE ATTACKS
HINDER	PERFORM A DL 10 CHECK AGAINST AN OPPONENT. ON SUCCESS, INFLICT A MINOR STATUS EFFECT.
INVENTORY	SPEND INVENTORY POINTS TO PRODUCE AND USE A CONSUMABLE ITEM.
OBJECTIVE	MAKE PROGRESS ON OBJECTIVE IN A CONFLICT. REQUIRES AN ATTRIBUTE OR OPPOSED CHECK.
SPELL	CAST ONE LEARNED SPELL.
STUDY ◇	GAIN INFO. USUALLY REQUIRES INS+INS CHECK. DL 7/10/13 DETERMINES QUALITY OF INFO.
SKILL	USE A CLASS SKILL THAT REQUIRES AN ACTION.
OTHER	IF AN ACTION IS NOT COVERED BY THE RULES ABOVE, NEGOTIATE CHECK & EFFECTS WITH GM.

OPPORTUNITIES	
ADVANTAGE	+4 TO NEXT CHECK BY YOU OR AN ALLY
AFFLICTION	A CREATURE GAINS A MINOR STATUS EFFECT
BONDING	CREATE BOND OR ADD AN EMOTION TO A BOND
FAUX PAS	A CHOSEN CREATURE MAKES A COMPROMISING STATEMENT CHOSEN BY THEIR PLAYER
FAVOR	YOU EARN SOMEONE ELSE'S ADMIRATION
INFORMATION	YOU SPOT A USEFUL CLUE OR DETAIL
LOST ITEM	AN ITEM IS DESTROYED, LOST, STOLEN, OR LEFT BEHIND
PROGRESS	FILL OR ERASE TWO SECTIONS OF A CLOCK
PLOT TWIST!	SOMEONE OR SOMETHING OF YOUR CHOICE SUDDENLY APPEARS ON THE SCENE
SCAN	LEARN ONE VULNERABILITY OF A CREATURE THAT YOU CAN SEE
UNMASK	LEARN THE GOALS AND MOTIVATIONS OF A CREATURE OF YOUR CHOICE

INVENTORY POINTS ◇		
ELIXIR	3	RECOVER 50 MP
REMEDY	3	RECOVER 50 HP
TONIC ◇	2	REMOVE ALL STATUS EFFECTS
ELEMENTAL SHARD	2	10 DAMAGE, CHOOSE TYPE
MAGIC TENT	4	PARTY CAN REST IN THE WILD

RITUALS

Rituals can magically influence the world in a broad variety of ways, but they can **never** do the following:

- cause direct damage
- add or remove status effects
- change a character's HP, MP, IP, Fabula points, or Ultima points
- replicate the mechanical benefits of an existing spell
- generate creatures, equipment, or permanent character abilities

The stronger the effect, the worse the consequences if a ritual goes wrong.
A ritual's MP cost is determined by its **potency** and **area**.
Rituals may be performed as **group checks**.
Once per ritual, the MP can be halved by sacrificing a powerful magic item.

RITUAL POTENCY / PROJECT COST

POTENCY	MP	DL	STEPS	EXAMPLES	COST
MINOR	20	7	4	Block a passage, create a flash of light	100
MEDIUM	30	10	6	Locate a person, sense emotions	200
MAJOR	40	13	6	Dispel a curse, temporarily alter the weather	400
EXTREME	50	16	8	Weaken a divine entity, prevent a catastrophe	800

RITUAL AREA / PROJECT AREA

AREA	MP	EXAMPLES
INDIVIDUAL	× 1	A human, a door, a tree, or a weapon
SMALL	× 2	A room, a railway car, or a hut
AREA	× 3	A crowd, an airship, or a house
HUGE	× 4	A fortress, a lake, or a city block

PROJECT USE

USE	MP
ONE TIME	× 1
PERMANENT	× 5

PROJECT DAMAGE, HEAL, OR PROTECT

POTENCY	DMG/HEAL	PROTECTION
MINOR	NONE	1 resistance, one time use
MEDIUM	MINOR	2 resistances
MAJOR	HEAVY	1 immunity or 2 resistances
EXTREME	MASSIVE	2 immunities or 3 resistances

DAMAGE / HEALING

LVL	MINOR	HEAVY	MASSIVE
5+	10	30	40
20+	20	40	60
40+	30	50	80

PROJECTS

The Tinkerer class (and the Gourmet class, to a limited extent) may create custom inventions through projects. Similar to rituals, the cost to begin a project is determined by its **potency**, **area**, and **use**. The cost must be **paid in full** to begin a project. Medium and larger projects also require a **special ingredient**, determined by the GM, that isn't simply purchased.

Inventions may heal or deal damage or grant resistances. The GM determines if an invention is feasible and if it is complex enough to require multiple projects.

You and the GM may negotiate a **terrible flaw** with the invention to r**educe the total cost by 25%**. Examples: the invention is very loud, unreliable, cumbersome, or must be regularly recharged.

Completing the project requires a number of progress steps equal to (cost of materials / 100), minimum one step. At the end of each day, progress advances:

- **1 step** per player character who worked on the Project today.
- **1 additional step** per player character with one or more levels in the Tinkerer class who worked on the Project today.

If finished on the first day, a project can be ready in a few hours.

REST

When PCs spend at least four to six hours **resting**, they regain all HP and MP and remove all status effects. To rest, players must have either a **magic tent**, a **safe place** with no risk of attack, or **friendly hospitality** such as an inn.

At the end of the rest scene, each player may either create a bond, add an emotion to an existing bond, or replace an emotion with a different one.

Optionally, during a rest, each player may choose two **camp activities**, giving themselves or an ally access to an immediate or one-time-use benefit. Unused benefits are lost upon the next rest scene.

CAMP ACTIVITIES

CAMP FORGE	• Repair a damaged item. • Create a basic armor, weapon, or shield. • Break down a piece of equipment into material worth the item's cost.
CARTOGRAPHY	**Re-roll a travel roll** but keep the new result.
COMBAT LESSON	Add **+4 to an ally's accuracy check or magic check** for an offensive spell.
DAYDREAM	When you lose HP, **halve the HP lost**.
DOUBLE PORTION	When an ally recovers HP, **double the HP recovered**.
EXPLORATION	Search for useful items. Roll 1d6: • **1**: Ouch! Recover only half your HP and MP during this rest. • **2**: Target regains 2 inventory points. • **3-5**: Target regains 3 inventory points. • **6**: Target regains 3 inventory points and (level × 50) Zenit.
GATHERING	Exploration, but for **Gourmet ingredients**. On a 1, the party enters an easy conflict at end of rest.
MAGIC LESSON	Choose an ally and a spell you know. That ally can **cast the spell** once. They must spend MP and perform the magic check.
MARTIAL PRACTICE	For one attack, add **multi (2)** or increase the **multi** by one.
MASSAGE	When an ally spends MP, **halve the MP cost**. Rituals are excluded.
MIDNIGHT OIL	Add **three segments** to a project clock.
PEP TALK	When an ally recovers MP, **double the MP** recovered.
PLANNING	Add **+4 to the result of a group check** that is lead by an ally.
SLEEP SOUNDLY	Take a **second action** of either equipment, hinder, or inventory.
TRAINING	**Avoid the status effects** from an attack.

EXPERIENCE

At the end of session, gain:

- **5 XP** automatically
- **1 XP** per UP spent by a villain
- XP equal to FP spent this session divided by party size

Afterward, characters may spend **10 XP** to level up.

LEVELING UP

1. If desired, update the character's **identity** or **theme**.
2. Increase **maximum HP and MP** by one.
3. At levels 20 and 40, **increase one attribute die** by one size.
4. **Add a level in one character class.** Once a class has 10 levels, it is considered **mastered** and may no longer gain levels, but you may choose a qualifying **heroic skill**. You may not have more than three un-mastered classes at one time.