

Axial

(*adj., noun*)

1. Of or relating to a central structure or principle around which modular game mechanics revolve; serving as the core framework for a flexible, genre-agnostic roleplaying system.
2. [Axial] (*n.*) A minimalist RPG ruleset designed as a universal base engine, supporting interchangeable modules for setting-specific mechanics.

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For inquiries regarding permissions and licensing, please contact emersonneher@gmail.com.

Credits

Game Design: Emerson Neher

Art: Vincent Fleetwood

Playtesters & Special Thanks: Joey Makower, Will Fleischer, Nate Rogoff, Sachin Neupane, Declan Jackson, Riley Thompson, Vincent Fleetwood, Liam Brennan, Russell White, Gavin Hayes, Gabriel Turner, Jaxon Roy, Casey Reinert

This game was made without any help or inclusion of text, image, or output from generative AI of any kind

Disclaimer

This game is currently in a *very* alpha state. Thanks so much for reading and feel free to message me (Emerson Neher) with any feedback about the game. If you are looking to join a playtesting group, I am always setting some up, so let me know! Unfortunately, none of the modules or supplementary materials are ready, and won't be for some time.

Right now, a character sheet can be found [here](#), on my website.

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Section 1 - Core Rules

1.1 Skills

Characters in Axial rely on a set of core Skills that define their capabilities across all genres and settings. Each Skill is rated by a die size (d4 to d12) and contributes to the dice pool when applicable during actions or challenges. Greater rating in a skill (bigger dice) corresponds to greater ability with that skill.

- Agility – Covers balance, reflexes, bodily control, speed, and nimbleness. Used for dodging, climbing, tumbling, and moving swiftly or gracefully through obstacles or danger.
- Artifice – Encompasses crafting, mechanics, tool use, structural design, trapwork, and practical problem-solving. Used to build, repair, sabotage, or manipulate physical systems and devices—whether a forge, a lock, or a contraption.
- Charm – Governs persuasion, deception, performance, social grace, and emotional influence. Used to sway opinions, tell convincing lies, impress crowds, or navigate delicate social encounters.
- Fortitude – Represents physical stamina, pain resistance, and endurance under hardship. Used for resisting illness, surviving long treks, enduring torture, or pushing through exhaustion.
- Intellect – Involves knowledge, logic, deduction, memory, and abstract thinking. Used for solving puzzles, recalling lore, planning strategies, or engaging in intellectual debate.
- Might – Reflects raw strength, physical power, and bodily force. Used to lift heavy objects, break barriers, wrestle foes, or deliver devastating melee blows.
- Presence – Measures force of personality, confidence, authority, and commanding aura. Used to lead groups, issue commands, inspire loyalty, or unsettle opponents through sheer presence.
- Precision – Involves control, accuracy, and finesse with the hands or tools. Used in marksmanship, surgery, disarming traps, delicate repairs, or any action requiring exact movement.
- Resolve – Captures mental resilience, willpower, focus, and inner strength. Used to resist fear, manipulation, stress, or magical influence, and to remain steadfast under pressure.
- Sense – Represents perception, intuition, awareness, and the ability to notice subtle details. Used to detect lies, spot hidden things, anticipate danger, or make gut decisions based on instinct.

1.2 Talents

Talents are additional subskills capable of aiding in the various roles and tasks. They vary from dabbling (1d4) all the way to masterful (1d12), and are treated very similar to Skills. Talents are organized by type: Knowledge, Combat, Practical, Athletics, & Social. All the talents in the game are included below, but modules may add more. If you feel it is necessary, you can work with the GM to create a new Talent if you have a specific area not included below that you want to learn.

Knowledge

Agriculture, Anthrohistorics, Architecture, Astronomy, Biology, Chemistry, Computer Science, Criminology, Economics, Engineering, Geography, Geology, History, Law, Linguistics, Literature, Mathematics, Medicine, Meteorology, Music, Philosophy, Physics, Politics, Psychology, Tactics, Logistics, Materials, Accounting, Arcana

Combat

Natural, Longblade, Polearm, Shortblade, Bludgeon, Shield, Sling, Handgun, Shotgun, Rifle, Emitter, Grenade, Mass Driver, Tethered-Impact, Artillery, Grappling, Gunnery, Piloting, Driving

Practical

Alchemy, Animal Handling, Appraisal, Smithing, Construction, Cartography, Cooking, Hacking, Engineering, Electronics, Farming, Fishing, Fine Crafting, Tracking, Lockpicking, Mining, Navigation, Robotics, Sailing, Scouting, Siegecraft, Stealth, Tailoring, Vehicle Repair, Bushcraft, Artistry, Sleight of Hand, Disguise, Woodworking, Explosives

Athletics

Running, Jumping, Climbing, Swimming, Acrobatics, Strength Training, Riding

Social

Leadership, Persuasion, Deception, Intimidation, Insight, Negotiation, Streetwise, Interrogation

1.3 *Contest*

Contest is a move, meaning it is denoted by *italics*. Moves are game rules which trigger a dice roll. *Contest* is the basic move from which almost all game actions are derived. Other moves, abilities, or rules text may call for a *contest*. When they do, utilize these rules. *Contest* can simply be interpreted as “assemble a dice pool”.

When your character attempts any task that is not trivially easy, you assemble a dice pool to determine success or failure. Each character rates ten core Skills—Agility, Artifice, Charm, Fortitude, Intellect, Might, Presence, Precision, Resolve, and Sense—on a die from d4 (basic) to d12 (mastery). In any *contest*, exactly two Skill dice are used, as well as a typically unlimited amount of Talents and Objects. A *contest* will specify which dice can be added and how so, with most *contest* calls being inside of other, more complicated moves.

When a *contest* is called for, there are three ways it can be called. *Contest* simply means that the player justifies which two Skills are used and unless the ability imposes other limits, must also justify which Object and Talent dice are added as well. *Contest Skill|Skill* allows the GM or rules text to specify two skills but then the player justifies any additional added dice. *Contest by...* (followed by a list) simply means the GM or the rules text will provide the limits on the *contest*. For an example of a *contest by...* see the Complex Moves or Combat section. In all of these instances the GM will determine whether a player has successfully justified the inclusion of a given Skill, Talent, or Object die and has the final say in its addition to the pool.

To figure out whether a rolled *contest* succeeds or fails, first roll every die in the pool, then take the two highest results and add them together. If the character is suffering Strain, subtract the strain total from the result of this added total. Compare this total to the GM's challenge rating, if it meets or exceeds it, then the roll is considered a success, otherwise it is a failure.

Generally, *contest* will only be called by other moves but in a scenario where another move doesn't exactly fit the situation, the GM may set up their own *contest* on the spot.

Additionally, whenever any die in the rolled pool shows a 1, a complication occurs. Each 1 lets the GM introduce a malfunction, extra Strain, a dangerous escalation, or another unexpected twist, even if the overall roll succeeded. Often, certain moves will list examples of complications that can occur, but these are ultimately up to the GM as they can often move the story in new or exciting directions. If multiple complications are rolled, the GM can introduce multiple complications, or a single more challenging or unpredictable outcome.

Typically, *contest* can occur during any point in the game and does not take any sort of *move* or action. However, during combat, depending on the arduousness of the action, the GM may request a medium action be spent on a *contest*. If two creatures are competing in a noncombat manner and they both *contest*, they must overcome the opposing creature's roll rather than a set CR.

Multiple characters can cooperate on a *contest* outside of strict turn-based combat. In order to do so, the players that want to contribute must declare that they are helping, and have to justify how they are able to help with the action as a group. Then, each helping player

contributes up to 3 dice following the same relevance rules, but no Skill or Talent may appear more than once. Additionally, the roll is still hard capped at two Skill dice, though they may be from different players. Tools, Talents, and other modifiers can stack freely. During combat, cooperation is limited to specific exceptions granted by the GM.

Many things in this game also may refer to stepping “up” or “down” dice in your dice pool. Stepping up moves a die to the next larger size (for example a d6 to a d8); a d12 that is stepped instead adds a +1 bonus to the *contest* total in addition. Stepping down moves to the next smaller size; stepping down a d4 removes that die entirely.

1.4 Basic Moves

Overcome: If you attempt to overcome an obstacle, difficulty, or other task that the GM rules nontrivial, *contest*. On a success, you overcome the task as you intended, on a failure, you do not. For each complication you may face a new danger, an escalation of a threat, or an unintended side effect.

Seek Information: If you attempt to discern what has recently occurred or glean information about your surroundings, *contest Sense|Intellect*. For each complication you might be given false, incorrect, or misleading information.

On a success, ask the GM two of the questions below and receive a truthful answer:

- What happened here recently?
- What might be about to happen?
- What here is useful or valuable to me?
- What is dangerous here?
- What is a fact that is relevant to this situation?
- What here isn't as it appears to be?

Negotiate: When you attempt to manipulate a character and convince them to do what you want, choose one of the following goals then *contest*, accomplishing it on a success:

- Convince someone of a lie you're telling
- Persuade someone of a course of action
- Intimidate someone into submission
- Impress someone to gain their trust

If you make them a useful promise, give a bribe, or appeal to known information, step up a die in your pool for each. On a success, they will do what you want but may still ask for assurance, promises, or something in advance. For each complication you incur, you may be faced with a difficult or expensive choice, an unexpected outcome, or an escalation of a threat.

Resist Peril: When you are put in danger you attempt to avoid the peril, describe in what ways you are attempting to do so, then *contest*. On a success, the danger is mitigated but may still cause some consequences depending on its severity. For each complication you incur, you may be faced with a difficult choice, an unexpected outcome, or an escalation of a threat.

Attack: Choose a valid target with a weapon (see unarmed strikes in 6.4 if you are unarmed) and against it *contest by...*

- Adding weapon Skills (from tags)
- The weapon/object die
- Relevant Talents

If you succeed, then deal an amount of damage to the target equal to the result. If you incur a single complication you may choose to either:

- Expend an ammo (if weapon uses ammo)
- Open yourself up to an attack. An enemy may *attack* you as a *light action*.
- Increase your Strain

On multiple complications, the GM may choose one of the following in addition to the first complication:

- Your weapon gains the (Damaged) tag
- Increase your Strain by 2
- You drop your weapon, another object you're carrying, or an object on your person.
- You disrupt an ally, stepping down 1d4 dice on the next roll they make.

Defend: If you attempt to stop an incoming attack through deflection, dodging, or toughness, against the total of their attack *contest by...*

- Adding your Fortitude & Agility
- Adding any object dice from wearables or other armor giving objects.
- Adding relevant talents
- Adding other environmental factors such as cover.

On a success, the attack does not hit and deals no damage to you (But still might to others in the case of attacks that can hit multiple targets), the attacker still incurs any complications they rolled and expends any costs they paid to attack. On a failure, the attack deals damage as normal.

1.5 Special Moves

Recover: When you rest in comfort and safety, you may regain all your health. Consume a ration. If the place you are resting is luxuriantly comfortable, gain a surge. If the place you are resting has healing and medical care, you may heal 1 wound per week of rest (though this may cost something). Reduce your Strain to 0 and regain the use of all *recover* cooldown abilities.

Journey: When you journey across a challenging, unknown, or hostile terrestrial environment, nominate a trailblazer, a scout, and a quartermaster.

- The trailblazer will *contest Resolve|Any* to lead your group to its destination. On a success, you make good time and perhaps even locate a shortcut to your destination. On a fail, you may get lost, take extra time, or encounter another complication.
- The scout will *contest Sense|Any* to be on the lookout for threats ahead. On a success, the scout will spot any trouble ahead so you can get the drop on it. On a fail, you do not notice any threats until you arrive at them, or they find you.
- The *quartermaster* will *contest Intellect|Any* to manage the logistics of the journey. On a success, you consume the normal amount of rations. On a fail, you may consume extra rations.

Make Camp: When you consume a ration to rest and recover in an uncertain environment, dangerous area, or uncomfortable lodging, nominate a watchkeeper and a quartermaster. The rest does not need to be longer than an hour or two, but can last overnight.

- The watchkeeper will *contest Sense|Any* to find any danger. If they succeed, you get the drop on any hostile situations. Other non-quartermaster players may help with this task (see *contest* rules for sharing dice pools).
- The quartermaster will *contest Intellect|Any* to set up a good camp. If they succeed, you consume the normal amount of rations. On a fail, consume twice the normal amount of rations.

Additionally, you may regain usage of a single *recover* cooldown ability, and all party members may *contest Fortitude|Resolve* and heal an amount equal to the result. All resting characters reduce their strain by 1d6.

Forage: Given you spend a week or more in careful search in a bountiful landscape, roll 1d6 and increase your Supplies by that amount.

Bolster: At the end of a session, all members of the party may spend a month or more in downtime. As a result of study, hard practice, or other benefits from this downtime you may choose to increase a Talent by 1, gain a new Talent at 1d4, or increase your Health by 1d4.

Acquire: When you attempt to purchase something from a merchant, vendor, or other type of salesperson, *contest by...*

- Justifying any pair of your Sense, Presence, Charm, Artifice or Intellect to add
- Adding any relevant Talents
- Adding any relevant object dice
- Adding your Wealth to the total

Additionally, the GM will add between 1-20+ to the challenge rating depending on how expensive the item is. Simple rations or supplies may only add a single point, but expensive objects like rare weapons, vehicles, or property may add tens or even hundreds of points of difficulty. Reduce your Wealth by the difference between the challenge rating and your *contest* total. If you exceed the challenge rating, reduce your Wealth by one. If reducing your Wealth by the difference would reduce your Wealth to below zero, you cannot afford the item and fail the roll. Complications increase the amount of Wealth you lose by a quarter for each complication (round up).

Section 2 - Objects

2.1 Objects

Objects are tangible things that serve a game purpose, typically with their own set of mechanics. Objects can have “tags” which are simply descriptors of the mechanics and rules that the object follows. There are a few key object types: tools, weapons, wearables, & attachments. If you use an object for a purpose outside its type (a tool being used as a weapon for example) then step down all dice in your dice pool. An object has an **object die** (sometimes referred to as [object type] die), which is the denomination of die (d4, d6, d8, d10, or d12) listed in the object description. It also has a **potency** which is the amount of object dice rolled when that object is contributed to a dice pool (typically potency is between 1 and 5). The object can also have an **accuracy**, which is a modifier applied to the total of a *contest* including that object. The accuracy is listed after the object die/object potency in the +X or -X form. The generic form for an object is as follows, this form is sometimes referred to as an object struct:

Name | *object type, subtype* | Object Dice | (Skill tag(s), Range Tag, Other Universal Tag(s)) | (Core Tags, Extra Tags) | Mass

Example Structs:

Carbon Steel Longsword | *weapon, longblade* | 3d8+1 | (Might, Agility, Melee) | (Powerful 2) | 3 Mass

Crystalline Beamstave | *weapon, polearm emitter* | 3d10+3 | (Intellect, Resolve, Long-range, Complex 1d8) | (Energized, Violent 1, Volatile) | 2 Mass

Grenade Charge | 1 Mass

Objects that are exceptionally simple can remove parts of the struct for visual clarity or convenience.

2.2 Universal Object Tags

Objects have a set of universal tags, including, typically a skill tag indicating what skills are needed to use the object effectively. Materials are the exception to this, and that is detailed in their section. If an object has one or no skill tags, then it is up to the player to justify the skills needed to use it each time it is used. Remember, only two dice from skills may be used in any one dice pool, so if there is one skill tag then one skill may be chosen to make two total.

- (Multipurpose|X): This object may also be useful as an X object type in certain scenarios. This object can have tags of X object type.
- (Special): This object has an additional more complicated ability. Typically detailed after the object struct. Special objects might not have an object dice or may violate the object struct format in other ways.
- (Ornate): This object is visually impressive, when you *contest* while showing off the object to someone it would impress, step up a relevant Skill die.
- (Charging X): After use X times, this object needs to be recharged and cannot be used again until you next *recover*.
- (Damaged): The next time this object adds dice to a dice pool or would be used, it is destroyed afterwards.
- (Dangerous): Complications while using this object can have wildly unintended side effects. What exactly this entails is up to the GM and may be different each time.
- (Consumable) X: After X uses, this object is destroyed.
- (Consistent X): You may reroll X 1's in this object's dice pool. You must keep the new result.
- (Melee): This object is meant for use up close and personal. It is ideal for activities within arm's reach (0 to 2 meters). It can be used against targets in the same zone as you.
- (Near-range): This object is meant for use on targets you could throw a rock at, typically 2 to 20 meters away. It can be used against targets in the same zone or an adjacent zone.
- (Long-range): This object is meant for use on targets usually 20 to 100 meters away. It can interact with targets within 3 zones. Step down all your dice if used to *attack* a target in the same zone.
- (Far-range): This object can be used on any target you can see, often beyond 100 meters. Step down all your dice if used to *attack* a target in the same zone.
- (Agility): Agility is an object skill for this object.
- (Artifice): Artifice is an object skill for this object.
- (Charm): Charm is an object skill for this object.
- (Fortitude): Fortitude is an object skill for this object.
- (Intellect): Intellect is an object skill for this object.
- (Might): Might is an object skill for this object.
- (Presence): Presence is an object skill for this object.
- (Precision): Precision is an object skill for this object.
- (Resolve): Resolve is an object skill for this object.

- (Sense): Sense is an object skill for this object.
- (Intricate 1dX): Requires Agility die 1dX to use.
- (Engineered 1dX): Requires Artifice die 1dX to use.
- (Disarming 1dX): Requires Charm die 1dX to use.
- (Stalwart 1dX): Requires Fortitude die 1dX to use.
- (Complex 1dX): Requires Intellect die 1dX to use.
- (Unruly 1dX): Requires Might die 1dX to use.
- (Commanding 1dX): Requires Presence die 1dX to use.
- (Exacting 1dX): Requires Precision die 1dX to use.
- (Resolute 1dX): Requires Resolve die 1dX to use.
- (Perceptive 1dX): Requires Sense die 1dX to use.

2.3 Types of Objects

Weapons

Weapons are considered two handed and require both hands free to use with the exception of (Quick) tagged weapons.

Subtypes: *longblade, polearm, shortblade, bludgeon, shield, tension, hurled, sling, handgun, shotgun, rifle, emitter, grenade, mass driver, tethered-impact, artillery, trap, natural*

CORE TAGS

- (Ammo): Whenever you suffer a complication with this weapon, you may be forced to take multiple shots and expend 1 ammo. This weapon requires that the user has at least one ammo on their person to be used.
- (Loading): To use this weapon, you must expend an ammo. Complications can still cause extra ammo to be consumed.
- (Loading|X): To use this weapon, you must expend a use of a special ammo X. Complications can still cause extra ammo to be consumed.
- (Throwable): You can throw this weapon to *attack*. It can be used to attack targets in the same zone or an adjacent zone as you.
- (Versatile): This weapon can be used as a (Melee) weapon against targets in the same zone.
- (Quick): This weapon can be used to *attack* as a *medium* move instead of a *heavy* move. This weapon can make only one attack per turn. This weapon is one-handed.
- (Reload X): After an *attack*, this weapon cannot be used for X rounds. *Medium* moves may be spent to reduce the amount of rounds waited at a rate of one round per *medium* move used.

EXTRA TAGS

- (Forceful): This weapon pushes an *attack* target into an adjacent zone on a success.
- (Energized): The weapon does not consume or require ammo. Complications may cause it to overheat and become unusable until the end of your next turn. Using it while overheated will cause the weapon to gain the (Damaged) tag after use.
- (Piercing X): Ignores X damage reduction (from any source, typically from (Toughness X) tagged wearables) when you *attack*.
- (Cycling): You can expend 1 ammo when you *attack* to step up all dice in your pool.
- (Efficient): This weapon has a 50% chance to not consume ammo when it would consume ammo.
- (Volatile): When you *contest* or *attack* with this weapon, step up all dice in your pool. Then, roll the weapons die and lose health equal to the value rolled.
- (Shredding X): Remove the X smallest wearable/object dice from the *defend* pool of your opponent if they *defend* against an *attack* from this weapon.
- (Covering X): When you *attack* with this weapon, that creature and its nearby allies step down X dice on their next *attack* made with a weapon that has the (Near-range), (Far-range), or (Long-range) tags.

- (Suppressed): This weapon makes little to no noise. Creatures cannot hear it through closed doors or windows. Creatures over 2 zones away cannot hear it.
- (Explosive): When you *attack* with this weapon, roll your *attack* and against each creature in the same zone. Deal damage each creature applicable upon successful resolution. In some cases, the GM may allow *resist peril* to be used to avoid weapons with this tag.
- (Brutal): When you *attack* with this weapon, you also *attack* the closest creature to the contested creature with the same roll.
- (Violent X): When you *attack*, count an additional X dice from your *attack* pool when calculating your total.
- (Flaming X): When this weapon makes a successful *attack*, any hit targets will become enflamed X.
- (Poisoned X): Add an additional +X to your *attack* total and give all damaged units become poisoned. After the *attack* pool is rolled, reduce the level of X by one.
- (Stunning): If you damage a creature with this weapon, roll 1d6, on a 6, they are stunned until the end of their next turn.

Wearables

Wearables require a *heavy* move to equip unless they are the trinket subtype. If they are a trinket, they only require a *medium* move. You can only have one wearable of each subtype equipped at once except for trinkets, of which you may have five. Only equipped wearables can confer benefits or be used. Wearables contribute to the *defend* pool of the wearer who has it equipped. In the case of a wearable being part of a (Multipurpose X) object, equipped simply means usable within the context of that object (A shield being held would count as equipped in such a case).

Subtypes: *head, neck, shoulder, back, chest, belt, arms, legs, feet, trinket*

CORE TAGS

- (Gear): This wearable cannot add its object die to your *defend* pool.
- (Adornment): You can utilize this wearable without needing to touch it or use your hands as long as it is being worn. You may only have five (Adornment) wearables equipped at once.
- (Implanted): You can utilize this wearable without needing to touch it or use your hands because it is implanted partially or fully subdermally.

EXTRA TAGS

- (Toughness X): While equipped, you may reduce the total damage of an attack against you by X.
- (Shielding X): Count an additional X dice from your *defend* pool so long as this wearable's die is in it.
- (Protective): If you would take damage, you may instead take no damage and give this wearable the (Damaged) tag.
- (Resistant X): Provides immunity to the X condition.
- (Supporting X): Increases your encumbrance capacity by X mass.

Tools

Tools can add their object die to *contest* dice pools whenever the user can justify its relevance. Certain tags such as (Aid|Talent), also specify specific instances where it can always be used. Most objects that don't fall into other categories are classified as tools. Objects that don't specify another type are also classified as tools.

Subtypes: *none*

CORE TAGS

- (Aid|X): This tool can always contribute its object die to a dice pool if a dice for a given talent X is also in that dice pool. Step up the dice of the given Talent X.
- (Supplies X): This tool can be created by reducing your Supplies by X. The created Tool does not have (Supplies X).

Attachment

Attachments are objects that can connect to another object and provide it with new or improved tags. If it would add a tag with a parameter X to an object that already has that tag, then it increases X by the amount of the X in the attachments tag. Attachments have all the tags that they would add to an object, if there is a conflict in a tag being added, then the attachment either doesn't attach or overrides the conflict at GM discretion.

Subtypes: *attachments take the subtype of what they are capable of attaching to. If there is no limit then the attachment has no subtype.*

CORE TAGS

- (Removable): This attachment can be removed from an object as a *heavy* action, taking added tags with it. An object can only have one (Removable) attachment at a time.
- (Permanent): This attachment cannot be removed from an object once it is attached.
- (X Made): This attachment can only be used on objects with the X subtype.

Ammo | (Special) | 1 Mass

- Is sometimes used by complications of weapons with the (Ammo) or (Loading) tag. Represents all types of ammo from arrows and bullets to ion cartridges and magazines. If you don't have any ammo, you cannot use a weapon with the (Ammo) or (Loading) tag.

Section 3 - Creating Your Character

3.1 Character Creation Steps

To begin creating your character, record your starting health (5.3 Health & Wounds) and set all your Skills to level 1 (1d4). The level of a Skill or Talent (1-5) corresponds to a dice value (1:1d4 and 5:1d12). Then, choose a beginning lifepath, middle lifepath, and final lifepath, changing the level of Skills and Talents as it describes. Lifepaths will provide an amount of Talent points (TP) organized by Talent type (see section 1.2 Talents), you may assign a point to increase a Talent in level, if you do not have a level in a Talent, 1 Talent point can be spent to gain level 1 (1d4) in a new valid Talent from that category. When you learn a new Talent, add it to the Talent section of your character sheet.

To begin the lifepath process, choose a birth trait and an early lifepath, then adjust your character sheet accordingly. Then, set your character age to 20. You may then pick any amount of main lifepaths, rolling 2d6 and increasing your age by that amount for each lifepath you take. You may take a main lifepath more than once. Then, choose a starting object package (from modules) or work with your GM to determine the items your character would start with. Many setting modules add starting item packages tailored to fit the setting. To finish, write a bond for each member of your party as well as one for an important NPC in your backstory (section 3.2).

Birth Traits

Hale - *Might + 1, Agility + 1*

You were born a bit stronger than the average person.

Thoughtful - *Intellect + 1, Artifice + 1*

You were born rather pensive.

Keen - *Sense + 1, Precision + 1*

You were born always deeply concentrated.

Tough - *Fortitude + 1, Resolve + 1*

You were born ready for punishment.

Social - *Charm + 1, Presence + 1*

You were born chatty and forceful.

Early Lifepaths

Dire - *Might +1, Fortitude +1, Agility +1, Resolve +1, Sense +1, Supplies +8, Wealth +1*
5TP Practical, 4TP Athletics, 4TP Combat, 2TP Social/Knowledge

Whether you had to fight for your survival or you simply had a hard and punishing life, it taught you strength in many practical and physical ways.

Tough - *Might +1, Fortitude +1, Artifice +1, Resolve +1, Precision +1, Supplies +6, Wealth +2*
9TP Practical/Combat, 2TP Athletics, 2TP Knowledge, 2TP Social

Your life was characterized by struggle, but you found moments to rise above and it reflects in your talents.

Secure - *Agility +1, Sense +1, Charm +1, Presence +1, Intellect +1, Supplies +4, Wealth +3*

3TP in each category

Your life wasn't characterized by struggle, but you did have to work for what you got. You became excellent at many important skills.

Comfy - *Artifice +1, Precision +1, Charm +1, Presence +1, Intellect +1, Supplies +2, Wealth +4*

8TP Social or Knowledge, 5TP Combat/Athletics, 2TP Practical

Your life never had much difficulty but it allowed you to practice the more finer aspects of existence aplenty.

Main Lifepaths (+2d6 Years)

Academic - *Intellect +1*

5TP Knowledge, 2TP Practical

Noble - *Presence +1*

3TP Social, 3TP Combat, 1TP Knowledge

Merchant - *Charm +1*

4TP Social, 3TP Practical

Soldier - *Might +1, Fortitude +1*

4TP Combat, 1TP Athletics

Outlander - *Sense +1*

5 TP Combat, Practical, or Athletics, 2TP Knowledge

Diplomat - *Presence +1, Charm +1*

Gain the The Ability To Speak or Kingly Wit power (Section 4.3)

Artisan - *Artifice +1 or Precision +1*

5TP Practical, 2TP Knowledge

Laborer - *Might +1 or Agility +1*

3TP Practical, 3TP Athletic, 1TP any category

Criminal - *Agility +1, Precision +1*

3TP Practical, 2TP Combat/Athletics

Performer

10TP any category

3.2 Bonds

Bonds represent an abstract connection between two characters. They come in three types: favors, friends, and foes. You can have any number of bonds at a time. Write a new, relevant, bond at the end of each session. Additionally, check if a bond has run its course, been fulfilled, or become no longer relevant. At the discretion of the GM, any bond that fulfills one of those requirements is removed from your character, and you gain a surge. At any time, the GM may also allow you to write a new bond or grant you a bond for certain actions.

Favors

Should ____ require assistance, I'll ____.

If ____ reaches out, I'll ____.

For ____, I'm prepared to ____.

When ____ needs support, I'll ____.

Upon ____'s request, I'll ____.

Friends

I promise ____, I'll ____.

I owe ____, I'll ____.

For ____, I'll always ____.

Whenever ____ needs me, I'll ____.

Don't worry, ____, I'll ____.

Foes

If ____ ever betrays me, I'll ____.

No one will protect ____ when I ____.

When ____ crosses me, I'll ____.

I vow to hunt ____ until I ____.

I'll make ____ wish they'd never ____.

Section 4 - Advancement

4.1 Leveling Up & Session End

Players can track the XP their character has on their sheet, XP (or experience) is an abstraction representing the learned and growing ability of a given character. You are allowed to spend 4XP to level up a Skill and increase it by 1 level or to gain a new power (see section 4.3). You may also spend 1 XP to increase the level of a Talent, or to gain a new level 1 Talent. At the end of a session, the GM will ask a few questions to award XP to the players. You may mark an XP if...

- Your character acted in a way that made sense to their bonds and character (flee from responsibility, defeat an old foe, repay a friend). Delete any bonds that have no longer become relevant (section 3.2).
- The party learned something new or important about the world.
- The party looted a memorable treasure.
- The party overcame a powerful foe.
- The party worked meaningfully towards a shared goal.

4.2 Power Template

Powers have the following format:

Name <i>type</i> <i>cooldown</i> <i>combat speed</i> Description
--

Name: Simply the name of the power.

Type: Designates the type of power, either a *move* or a passive. Passive powers do not require a declaration or confirmation to function, but simply provide a (typically) static bonus.

Cooldown: Designates the cooldown of the power. A cooldown of *recovery* means it can only be used once per *recovery* move. A cooldown of encounter means it can be used once per encounter, the exact nature of an encounter is up to the GM but typically the beginning of a high-stakes situation or combat counts as a new encounter. A power can also be at-will, indicating that it has no cooldown and can be used as often as wished. Lastly, passives have no cooldown and will not have this section.

Combat Speed: The type of action this move takes in combat. Passives do not have this section. Some actions may be “free” and can be done without a combat action.

Description: A description of the power’s effects and other costs.

4.3 List of powers

Cheap Shot *move | encounter | heavy action*

Attack a creature, stepping up 1 die of your choice. If you succeed, choose 2 of the following:

- Deal an additional 2d6 damage to the target
- Gain a surge
- Move to an adjacent zone
- (Same zone only) Pilfer an item not being worn or held in the hands of the opponent

Port in the Storm *passive*

Whenever you return to a place you have been before, and you are well regarded, choose 2 of the following:

- You learn how it has changed since you were last here.
- You are able to make contact with a useful NPC.
- You discover a local rumor.
- You are able to get an audience with a local ruler.

Called Shot *move | encounter | light action*

When you succeed an *attack* with a weapon that has the near-range, long-range, or far-range tags, you may choose 2 of the following:

- You instantly kill the creature if it has less than 10 health after you deal damage.
- You may knock a weapon or object out of the target's hand.
- The target becomes stunned until the end of its next turn.
- You regain usage of this ability and increase your strain by one.

Speakeasy *move | encounter | free*

When you speak frankly with someone, you can ask them a question from the list below. They must answer it truthfully, then they may ask you a question from the list (which you must answer truthfully).

- Whom do you serve?
- What do you wish I would do?
- How can I get you to _____?
- What are you really feeling right now?
- What do you most desire?

Surging Support *passive*

You may use your surges on other players instead of yourself. Whenever you *recover*, gain a surge. You can have 10 surges at a time instead of just 5.

Focused Training *passive*

When you spend a period of more than a week resting or training, you may decrease up to 2 Talents once. Increase a new Talent by 2 and gain a surge.

Push beyond limit *move | at-will | free*

You may step up two dice when you *contest*. After the *contest*, increase your strain by one.

Second Wind *move | recovery | medium action*

Contest Fortitude|Resolve and gain health equal to the result.

Under Pressure *move | recovery | light action*

If you would increase your Strain, you may decrease it instead. You may always add your Strain to your *resist peril* attempts total instead of subtracting it.

Seeing Red *passive*

Add your Strain to your *attack* total. Do not subtract strain from your *attack* total.

Blood for the Blood God *passive*

When you kill an enemy with a (Melee), (Brutal), or (Violent) weapon you may reduce your Strain by 1.

Jack Of All Trades *passive*

Whenever you gain a new Talent (level 0 to level 1) you may start it at 1d6 instead of 1d4. When you first gain this ability, learn a new Talent.

Experienced Explorer *passive*

When you gain this ability, choose up to 4 of the below terrains that you do not already have a [terrain] expert Talent for. Gain a Talent called [terrain] expert for each. Your level in this talent is a d8 (level 3).

- Mountain
- Desert
- Tundra
- Wasteland
- Jungle
- Plains
- Forest
- Urban
- Caves
- Void
- Nebula
- Ocean
- Arcane

Herald of Law *move | encounter | light action*

Declare that a creature is breaking the law, step up your Presence and Charm and *contest Presence|Charm*. On a success, the GM will choose one of the following:

- The creature will flee you to avoid attention.
- The creature will become hostile towards you, step up 2 dice next time you *attack* that creature.
- The creature will beg and plead, step up 2 dice when you next *negotiate* with that creature.

Windstance *passive*

When you are using no wearables (unless they have the (Gear) tag), you may step up all your dice when you *defend*.

Unbreakable Mind *passive*

You may add your Resolve die to your Defense pool and any *resist peril* attempts you make in addition to the other two Skills you are using.

Sheer Spite *move | encounter | light action*

After you *contest* but before knowing the results, roll your Resolve die and add it to the total of the roll.

Bulwark *move | recovery | medium action*

Declare a creature in the same zone as you. Until the end of the encounter, they may add your *defend* dice to their *defend* dice pool as long as they are in the same zone as you. When they take damage, you can choose to take half of that damage for them, this damage cannot be reduced.

Melee Master *passive*

Whenever you use (Melee) weapon, you may increase its potency by one. You cannot drop or be disarmed of your (Melee) weapons against your will so long as you are conscious.

Dark Confidant *move | encounter | free*

You may swap a die of the same size in your dice pool and your opposition's dice pool (any competing *contest* roll or GM roll) after seeing the total of the roll.

Kingly Wit *passive*

If you suffer a complication while you *negotiate* with a creature, the GM might give you a bond with that creature instead. Whenever you gain a new bond, gain a surge.

Iron-Willed *move | recovery | free*

When your strain is 5 or greater and it would be increased beyond that, you may instead reduce your strain by 1d6. Gain a surge.

Frantic Parry *move | at-will | light action*

If you would take damage, you may instead lose no health. Increase your Strain by 1d4.

Dumb Luck *passive*

When you *resist peril* and succeed, gain a surge. On a failure, increase your strain by one.

Glancing Blow *passive*

You may treat all wearables with (Toughness X) as if it had (Protective) as well.

Master Quartermaster *passive*

Whenever you *contest* to help set up camp, manage logistics, or cook, you may step up 2 dice. You cannot incur complications when doing these tasks, even on a rolled one.

Flames Of My Desire *move | at-will | free*

Choose one of the following desires:

- Pure destruction
- Power over others
- Conquest
- Riches aplenty
- Fame and glory
- Esoteric Knowledge

Whenever you *contest* in service of your desire, you may step up the largest and smallest dice in your pool. If the smallest die rolls higher than the highest die, the GM may introduce a complication as a result of your heedless pursuit that could have wildly unintended side effects. In the case of evenly sized dice only, then choose which one is “bigger” and “smaller” before rolling.

Rage Against the Machine *move | at-will | medium action*

You have mastered putting yourself into a state of murderous rage. You may step up all dice when you *contest* until the end of the encounter. At the end of the encounter, increase your strain by 2.

Tactical Reload *passive*

If you take an hour or more to examine your weapon, you may choose a tag it has and remove it. If you remove a tag in this way, the GM will give you two options for tags. You may add one of the options to your weapon. They may or may not be fair replacements.

Juggernaut *passive*

If you are using three or more wearables with either (Stalwart 1dX), (Unruly 1dX), or a 1d12 as its object dice, you may step up all armor dice when you roll *defense*.

Gatecrasher *passive*

When you *contest* to destroy an inanimate obstacle you may step up your Might die. Additionally on a success, choose one of the following:

- It doesn't take a very long time
- It doesn't introduce any complications
- It doesn't make an inordinate amount of noise
- You can fix the thing without significant effort

Strider *move | recovery | free*

When you *journey planetside* or *make camp*, step up all dice in your next dice pool. Rolls in this pool cannot incur complications.

Black Market Connections *move | recovery | free*

When you arrive at a settlement, if it has a criminal underground, you may ask the GM one of the following questions and get a truthful if potentially incomplete answer:

- Who runs the criminal underworld here?
- What is the main illegal trade?
- How dangerous is the criminal underworld?
- Would I be able to find [object/item] at the black market here?

Setup Strike *move | encounter | medium action*

Attack an enemy in the same zone as an ally of yours. Your ally may step up all their dice next time they *attack* that same enemy.

Sage Knight *move | at-will | free*

Spend an hour or more in quiet meditation after a battle, you may decrease your Strain by 1d4.

Blot out the Sun *move | encounter | heavy action*

Attack using a far-range or long-range weapon then you may expend an ammo and *attack* again.

Superior Explorer *passive*

When you gain this ability, choose up to 2 of the below terrains that you do not already have a [terrain] expert Talent for. Gain a Talent called [terrain] expert for each. Your expertise in this talent is a d8.

- Mountain
- Desert
- Tundra
- Wasteland
- Jungle
- Plains
- Forest
- Urban
- Caves
- Asteroid field
- Nebula
- Ocean

You and your group only consume half the normal amount of rations when you *journey planetside* through a terrain you have a [terrain] expert Talent for.

Tricks of the Trade *passive*

If you *contest* with a dice pool of four or more dice and roll the maximum value on all dice in your pool, increase two Talents by 1 level.

The Arcane and Esoteric *passive*

When you attempt to *seek information* about something puzzling, mysterious, or unknown to you, step up Intellect die. You cannot incur complications when you *acquire information*.

Ad Astra Per Aspera *move | at-will | free*

If you would take a wound, you may instead decrease a Talent by 1d4 levels, removing the Talent if it is reduced below level 1 (1d4).

The Great Escape *move | encounter | light action*

Ask the GM one of the following questions and receive a useful answer:

- Where is the nearest route to safety from here?
- What lies beyond a nearby door?
- Am I at risk of the threat increasing if I stay here?
- What is the most dangerous thing here?

Steal the Moon *passive*

When you take this ability, gain a Talent called “heist planning” at level 3 (1d8). When you *contest* to plot a heist, step up all the dice in your pool. On a success, the GM will give you an additional relevant and useful piece of information relating to the heist you are planning, as well as an honest gauge of the feasibility based on your current knowledge.

Font of Knowledge *move | at-will | light action*

Ask a question or seek knowledge related to a knowledge category Talent you have, you can choose to have the GM give you a true useful or relevant piece of information in addition to any other outcomes, if you do, increase your strain by one.

Fool me Once *passive*

If you fail the second *contest* you make in a given encounter, you may instead succeed on the *contest*.

Discombobulate *move | at-will | light action*

After succeeding an *attack*, roll your Intellect die and add that to the damage dealt. Increase your strain by one.

Bullet Time *move | recovery | medium action*

Until your next turn you cannot be the target of an *attack*. If you *resist peril* during this time, step up all your dice.

Hondo's Return *passive*

Whenever you return to an outpost of civilization in triumph, you may step up your Presence and *contest*. On a success, you impress anyone who sees your return, step up three dice the next time you *negotiate* with them.

Punch God *move | recovery | heavy action*

If you stand defiant in the face of overwhelming odds, existential terror, or a creature far beyond your skills, you may either *attack* or *contest* in opposition to this force (whichever is applicable). Step up all your dice twice, you cannot incur complications on this roll.

Shoot First *move | encounter | free*

When combat begins, you may take an extra turn as the first turn of combat. You must *attack* in some way on this turn.

Ask Questions Later *move | encounter | free*

If you begin combat with a creature you were meant to interrogate, question, or speak with, you may ask the GM one of the following questions at the end of combat and receive a useful, if not strictly correct answer:

- Why was this creature here?
- What did this creature want?
- Why did this creature attack us?
- Whom does this creature serve?

Wide Wanderer *passive*

If you *contest* as part of a travel or journey related move in a place you have never been, step up a die.

Cheat Death *move | recovery | free*

The next time you would die, you do not, instead your maximum health is permanently reduced by 2d6 and you return to full health. This does not heal any wounds or scars.

Ace up the Sleeve *passive*

If you would *contest* and roll a single Talent die, step up all dice in your dice pool.

The Ability to Speak *passive*

Regardless of whether or not you speak the language, you can get a general idea of what any intelligent communication is trying to say. If you *contest* to translate, interpret, or similarly interact with an intelligent creature, step up all your dice.

Breaker of War *move | encounter | free*

When you *negotiate* to defuse a hostile situation, you may choose one of the following outcomes on a success:

- Confusion is sown among the enemy
- Discontent stirs among the enemy
- The enemy stands down, albeit with some unease

Journey Before Destination *move | encounter | free*

When you *journey* you may write a new bond with one of your companions. Reduce your strain by one when you *journey* with a character whom you share a bond with.

Forth Eorlingas! *move | encounter | free*

If you begin combat and are outnumbered, you may choose another player, they reduce their strain by one. Choose a different player, they gain a surge. Choose a different player, they double their *contest* total to determine turn order.

Volta Gloria *passive*

If you have no surges and you enter into combat, gain a surge.

Resist and Bite *move | encounter | light*

When you are dealt damage by a (Melee) weapon you may choose to instead take no damage and may deal up to half that damage to a target within your zone.

Wall Jumper *move | encounter | movement action*

You may move to a non-adjacent zone so long as there is a wall or nearby wall that you could use to climb up or down to it. You do not need to *contest* to get to this new zone.

Devilish Po *move | encounter | heavy action*

On your next turn you may take three heavy actions instead of one.

Toss A Coin *passive*

When you *contest* to track a monstrous or dangerous non-humanoid creature, step up all your dice.

Would You Kindly? *move | recovery | free*

You can choose to immediately tell if someone is lying to you or is obscuring the truth. If you do, they know you're on to them. Step up all dice next time you would *contest* in opposition to them.

I Am Vengeance *move | encounter | heavy action*

Attack a target in the same zone as you. Treat your weapon as if it had (Brutal), and (Violent X+3) for this *attack*.

The Cake Is A Lie *passive*

Step up a die in your dice pool whenever you attempt to hack, manipulate, or destroy technology that is controlled by artificial intelligence. When you do, reduce your strain by 1.

Tough Cookie *passive*

Having less than three strain causes no negative modifier to apply to your rolls, after three strain it functions as normal. When you *make camp*, reduce your strain by 1d4.

Rip And Tear *move | encounter | heavy action*

Attack a target, if you kill them, *attack* another target. Repeat this until you do not kill a target.

Strafe Lurch *move | encounter | medium action*

Move to a zone that is exactly 3 zones away from you. You may *attack* an enemy in this zone immediately.

Flash Out *move | encounter | heavy action*

If you *attack* with an (Explosive) weapon against an weakened, surprised, or incapacitated target, you may step up all dice in your pool.

Pause Menu *passive*

All weapons have the (Throwable) tag when you wield them.

Girlies Love Cannons *passive*

All (Brutal) or (Explosive) weapons you use with the (Near-range), (Long-range), or (Far-range) tags have (Shredding X+2).

Section 5 - Other Player Mechanics

5.1 Special Statistics

Strain

Strain represents the exhaustion and distraction of your character at a given moment. Strain is a negative modifier that is subtracted from the result of any *contest* rolls you make. Strain can increase for a variety of reasons, including as a result of a complication. Strain does not decrease naturally, and generally you must *recover* for it to decrease. Strain starts at 0, and can be increased up to 10 before having any additional consequences.

When your Strain reaches 10 and is increased again, you fall to 1 health and receive a random wound (See 5.3 for the wound table).

Supplies

Supplies represents an abstract amount of “helpful” objects that the player has. You can convert Supplies into items from the following table, as well as create any object with the (Supply X) tag. Supplies can only be converted into objects outside of combat. At GM discretion, Supplies may also be spent to create other miscellaneous small items not included in this list.

Object	Supplies Cost
Ration (Consumable 1, Special) 1 Mass - Provides one day of rations for the average adventuring party.	2
Rope Coil <i>tool</i> 1d6 (Consistent 1) (Aid Climbing) 2 Mass	1
Bandages <i>tool</i> 1d4 (Aid Medicine, Consumable 1) 1 Mass	1
Camp Gear <i>tool</i> 1d6 (Consumable 3) (Aid Bushcraft, Aid Fishing) 5 Mass	3
Torch <i>tool</i> 1d4 (Consumable 1, Special) 1 Mass - Provides light for one encounter (or 3 hours)	1
Tarp <i>tool</i> 1d6 1 Mass	1
10ft Pole <i>tool</i> 1d6 1 Mass	2

Ammo (Special) 1 Mass - Is sometimes used by complications of weapons with the (Ammo) or (Loading) tag. Represents all types of ammo from arrows and bullets to ion cartridges and magazines. If you don't have any ammo, you cannot use a weapon with the (Ammo) or (Loading) tag.	3
Glass Bottle 1 Mass	1

Wealth

Wealth is a representation of how much money, liquid assets, and other forms of currency a character has. It can be treated as a discrete unit and can be given and transferred freely between characters. It is **not** a measure of exact affluence, and many small purchases (a meal, for example) can be handwaved. In general, if something would reduce your Wealth by less than a tenth of your Wealth then it does not reduce your Wealth at all. See section 1.5 for more information on buying expensive things.

Encumbrance

Encumbrance is measured in mass. Mass is an abstract unit that represents the combined volume and weight of an item when determining how hard it is to carry or move around. Something that could easily fit within your hand and is pretty light, for example a baseball, would likely be one mass. Otherwise, things are simply more massive the bigger they are, with the exact mass of an item being up to the GM.

Calculated as the sum of all object mass wielded or carried by your character and your Supplies statistic. Your maximum encumbrance is 5 times your Fortitude, Might, and Resolve dice. So a Fortitude of 1d6, Might of 1d6, and Resolve of 1d12 would be 60+30+30 for 120 total mass of encumbrance. If something would cause you to exceed your maximum encumbrance, you cannot take actions in combat and you step down all dice.

5.2 Surges

Surges represent moments of inspiration, luck, or sheer willpower. They allow characters to manipulate the odds in their favor. The GM can award surges for exceptional roleplaying, creative problem-solving, or impactful character moments. Surges can be spent at any time. A character can hold up to 5 surges at a time and chooses what type of surge they use whenever they spend it. The types of surges are as follows:

- Surge of Knowledge: Gain a useful fact about your current situation. This can be used at any time.
- Surge of Foresight: Swap the highest roll in an opposing dice pool with your lowest roll. Use this surge before seeing the opposing dice pool or knowing the outcome of the roll.
- Surge of Perseverance: Reroll a die in your dice pool. You still gain a complication if you reroll a 1.
- Surge of Power: Add an additional d4 to your *attack* pool. Step up this die for each additional usage of this surge in a single *attack*.
- Surge of Security: Negate a complication from rolling a 1.

5.3 Health & Wounds

The health of a character is determined by taking the maximum of their Fortitude and Resolve dice then adding it to ten. Additionally, health is also reduced by two for every five years over age thirty-five a character is. Whenever a character is reduced to zero or lower health, their health becomes one and they gain a wound. If maximum health becomes zero then a character instantly dies.

Wounds are semi-permanent injuries. If you would gain another wound while having five wounds then you die. Wounds provide maximum health reduction in addition to other penalties (see table). When a wound heals, unless the care was exceptional, you have a 50% chance of gaining a scar: Scars count as a wound and cannot be healed except by extraordinary means, but otherwise provide no downside. When you would suffer a wound, roll on the table below:

Roll	Name	Effect	Health Penalty
1	Minor wound	none	2
2	Minor wound	none	2
3	Minor wound	none	2
4	Minor wound	none	2
5	Medium wound	Minimum Strain increases by 1.	4

6	Medium wound	Minimum Strain increases by 1.	4
7	Major wound	Minimum Strain increases by 1.	7
8	Major wound.	Minimum Strain increases by 1.	7
9	Concussed	Step down Fortitude and Precision on all rolls.	5
10	Rattled	Step down Presence and Might on all rolls.	5
11	Dizzy	Step down Sense and Intellect on all rolls.	5
12	Serious Wound	Minimum Strain increases by 2.	12

5.4 Conditions

Drowning: A character can survive 60 seconds (three rounds of combat) without air before suffering penalties from drowning. On the 4th round and each subsequent round, they must *contest Fortitude/Resolve*. On a failure, the creature dies.

Vacuum Decompression: A character in a vacuum has 20 seconds (one round of combat) of safety before suffering adverse effects of a vacuum. Each subsequent round they suffer a scar at the start of the round. After 60 seconds they follow the same rules as with drowning in addition to gaining scars.

Enflamed X: A character is on fire at level X whenever they become enflamed. At the beginning of their turn (or every 20 seconds) they take X fire damage and reduce the level of enflamed they have by 1. A character may use a medium action in combat to *contest* and reduce X by 1d8 on a success.

Stunned: A stunned creature cannot take light actions.

Slowed: A slowed creature cannot take movement actions.

Paralyzed: A paralyzed creature cannot take actions or make *moves*. They are incapable of moving.

Poisoned: A poisoned creature steps down all dice when they *contest*. Poisoning lasts until a character is able to *recover*.

Section 6 - Combat

6.1 Beginning Combat

When combat begins, all participants will *contest Agility|Sense*. Creatures the GM considers surprised step down all dice in this *contest*. The GM will divide the current game area up into “zones” that are distinct areas representing different places the conflict can occur (balcony, main room, etc.). The GM will link adjacent zones and determine whether creatures can move between them, and in which directions they can do so. Place each participant in a relevant zone. Each participant in combat will then take a turn in order from highest to lowest *contest* total, with ties being decided by a coin flip. A round of combat represents all participants taking a full rotation of turns. Effects that say “for a round” reference a round beginning from when the effect was triggered and ends upon the next start of the same turn it began on. A round represents ~20 seconds of time passing.

6.2 Combat actions

On each participant's turn they may take a light action and a movement action as well as choose between two medium actions or a heavy action. If an attack or combat related action would start combat (such as an attack) this is resolved before combat actually begins, and cannot be responded to with a light action. Light actions may be used outside of your turn, and like all moves, reset at the beginning of your next turn.

Heavy Actions:

- Attack: Take the *attack* move.
- Recenter: Gain three additional light actions until the start of your next turn.
- Reposition: Gain an additional movement action.

Medium Actions:

- Interact: You may *negotiate, seek information, overcome, or resist peril*.
- Manipulate: Simple items, like a light switch or lever do not need any action to use. More complicated objects or environmental items can typically be covered by this action without needing a *contest*. Some objects will specify the type of combat action they require to use.
- Focus: Gain two additional light actions until the start of your next turn. This move may only be taken once per turn.

Light Actions:

- Dodge: You may *resist peril*.
- Parry: In response to a rolled *attack* move against you, you may *defend*.

Movement Actions:

- Advance: Move to an adjacent zone.
- Charge: Move up to two adjacent zones away. Increase your Strain by one.
- Chase: Move to an adjacent zone occupied by an enemy that moved there from your current zone within the last round. You may *attack* that enemy as a medium action once on this turn.
- Brace: Gain an additional light action at the end of your turn. This action can be used until the beginning of your next turn.

6.3 Special combat rules

Unarmed Strikes: Attacking with only your fists or other body parts uses the below “weapon” for attacks. This weapon can never have a range beyond (Melee) and typically does not function as other weapons do (it cannot be disarmed, it does not count as holding a weapon, it is not a weapon when not in use, etc.).

Unarmed Punch | *weapon, natural* | 1d4 | (Might, Precision, Melee)

Headbutt | *weapon, natural* | 1d6 | (Might, Fortitude, Melee) | (Volatile)

Cover: Cover, and other similar environmental benefits in combat can most simply be represented by dice. Excellent cover, such as an arrow slit or pillbox could be considered a d12 or a d10, while less good cover such as an overturned table or a smokescreen could easily be represented by smaller dice such as a d4.

Improvised Weapons: Most improvised weapons can be ruled by the GM to be in one of the following categories. Pick whichever matches most.

Light Improvised Weapon | *weapon, natural* | 1d6 | (Might/Agility/Precision, Melee) | (Throwable, Piercing 2) | 1 Mass

Medium Improvised Weapon | *weapon, natural* | 1d6+2 | (Might/Agility/Precision, Melee) | (Piercing 2) | 2-4 Mass

Heavy Improvised Weapon | *weapon, natural* | 2d8 | (Might/Agility/Precision, Melee) | (Brutal, Forceful) | 5+ Mass

Section 7 - GM rules

7.1 Creating Opposition

Whenever a player makes a *contest* roll or similar type of action, there is a number that needs to be overcome (challenge rating). When the GM is creating challenge ratings they can set it as a static number anywhere from 0-20+ with 5 typically being considered “easy” and 20 “very difficult”. For a more interactive experience, the GM can find challenge rating using a roll composed of three dice. The first dice is the creativity dice, and it always starts at 1d12, but is reduced depending on how creative or well explained the player's approach to the roll is. A player that explains exactly how their character applies the various Skills, Talents, and Objects making up their dice pool would have a lower creativity dice in the challenge rating roll. The next two dice are the difficulty dice (starts at 0, goes to 1d12) and the environmental dice (starts at 0, goes to 1d12). The difficulty dice is the “in a vacuum” difficulty of a task - climbing a rock wall might be a difficulty of 1d6, but climbing the icy wall of a glacier may be 1d12. The environmental dice represents all the factors outside of the specific task that increase the difficulty - jeering enemies, gusting winds, or other negative conditions. To calculate the challenge rating of a roll, simply roll the creativity, environmental, and difficulty dice and add them together.